

Aquilae:  
**Bestiary**  
of the Realm  
abridged

**1**

*Aboleth to Genie*



**A Fantasy Roleplaying Supplement**

by **J. Evans Payne**





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# Dedication

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

## Foreward

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

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

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

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

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

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

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

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

Plus it was just damned cool.

There was just one problem.

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

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

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

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

But it irked me still.

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

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

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

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

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

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

Here’s hoping it brings your gaming group joy.

J. Evans Payne

Malvern, Pennsylvania

January 2020



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# About Infinium Game Studio

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

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

## Values and Key Differences

### Plays Well With Everyone

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

### Comprehensive and Immersive

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

### Everything You Need

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

### Maps: Where Are We, Again?

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

### Pervasive Maps

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

### Prepared for Anything

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

### Thoroughness: But What If...?

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

### Flexible

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

### Reusable

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

FlexTale and Comprehensive Design enable this flexibility and reusability.

### Production Quality

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



# FlexTale

## What is FlexTale?

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

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



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

### Dynamic Content


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

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

## FlexTables

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

### A Traditional RPG Lookup Table

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

**Table 1: Traditional Lookup Table**

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

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

### The FlexTable Difference

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

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

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

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

## Contexts

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

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

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

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

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

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




**FlexTable 1: Sample Treasure Chest Contents**

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




represent the soured atmosphere.

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

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

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

**Indifferent.**

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

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





# Introduction

## What Is This Book?

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

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

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

## Strengths

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

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

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

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

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

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

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

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

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

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

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

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

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

## When to Use This Book

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

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



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

## What This Book is NOT

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

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

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

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

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

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

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

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

**“Impossible”:** Some monsters are completely, entirely,

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

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

## Weaknesses: When NOT to Use This Book

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

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

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

## How to Use This Book

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



you!

## With FTEG

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

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

## With IGS Adventures

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

## With Other Published Adventure Content

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

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

## With Homebrew Content

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

## Rarity

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

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

## Occurrences

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

## Challenge Rating

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

impossible to create CR-compliant listings for each monster.

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

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

## Common Creature Features

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

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

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

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

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

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

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

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

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



drink, require rest, breathe, and so on.

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

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

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

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

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

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

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

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

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

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

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

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


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

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


## Notes & Conventions

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

### Player Descriptive Text


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

### GM-Only Notes

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

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

### Designer's Soapbox

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




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


## Quests

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

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

### Quest: Rats in the Cellar (example)

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


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

 **Locations:** Bar.

 **Key NPCs:** Bartender.

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

 **Description:**

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


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

## Obstacles

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

### Locked Secret Door (example)

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


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

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

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

## Skill Checks

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

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



## Skill Challenges



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

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

### Falling Timbers (example)


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

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

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

## Rewards

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

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


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


### Secret Closet Chest

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

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

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

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

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

## Traps

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



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

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

### ♁ Acid Arrow Chest Trap

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

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

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

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

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

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

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

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

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

## Items

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

### 📖 Adventurer's Chronicle (example)

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

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

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

## NPCs and Monsters

Crunch time!

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

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

game system you are playing.

## Variable Challenge

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

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

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

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

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

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

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

## Experience Points and Reward Nuggets

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

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

### I Want Candy

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

However, I also gave out candy for good roleplaying,



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

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

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

## Candy as XP

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

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

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

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

Namely: to have fun!


## Reward Stars: The Formalized Approach

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

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

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

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

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

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

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

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

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

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

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

## Stay In Character... Or Else

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

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

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

## Converting Reward Stars to XP

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

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



XP reward.

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

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

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

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

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

**Table 2: Converting Reward Stars to XP**

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

## “Quadded” Stat Blocks

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

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

**Low**-level statistics are the default, and are intended for parties of 1<sup>st</sup> to 4<sup>th</sup> 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 5<sup>th</sup> to 8<sup>th</sup> 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 15<sup>th</sup> level. You may see this referred to as “**4E**”.

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

## Quadded Challenge Blocks

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

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

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

### Locked Secret Wooden Door

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

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

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

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




# The Campaign World

## Overview

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



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

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

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

## What You Need to Know

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

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

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

## High Ability, Low Tech

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

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

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

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

## Religion

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

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

## Tribute

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

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

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



to the gods themselves.

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



# FlexAI

## What is FlexAI?

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

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

## Summary vs. Full Version

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

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

## How to Use FlexAI

### Sanity Checks & Rerolls

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


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

### Three Tiers of Complexity

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

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

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

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

### Behavior Common Concepts

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

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

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

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

## Combat Outcomes







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

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

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

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

Table 3: Combat Outcomes








Outcome	Description
 <b>Attack Main</b>	Creature attacks its target using its standard attack. For most creatures, this will be melee; for others, it will be ranged.
 <b>Attack Secondary</b>	If the creature’s main attack is Melee, the creature attacks using a Ranged attack, and vice versa.
 <b>Maneuver</b>	Creature moves about, either to get closer to its preferred target (see <b>Targeting</b> ), to evade the enemies currently surrounding it, or to take advantage of battlefield characteristics.
 <b>Use / Defend</b>	Creature uses an item, such as a wand or staff or potion. If it does not carry one, creature takes a defensive stance.
 <b>Ability</b>	Creature uses a special ability against its current target. If it lacks any special abilities, or none of its abilities apply, reroll this result.
 <b>Flee</b>	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
 <b>Frontline</b>	<p>The frontmost adversaries. This can be, but is not always, the same as the <b>Closest</b> 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>
 <b>Rearguard</b>	<p>As <b>Frontline</b>, but the rear-most enemies.</p> <p>This may be, but is not always, the same as the <b>Farthest</b> enemy.</p>
 <b>Closest</b>	<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>
 <b>Farthest</b>	<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>
 <b>Strongest</b>	<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>
 <b>Weakest</b>	<p>As <b>Strongest</b>, but the enemy closest to death.</p>
 <b>Ranged Enemy</b>	<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 <b>Ranged Enemy</b>.</p>

Outcome	Description
 <b>Melee Enemy</b>	<p>As <b>Ranged Enemy</b>, 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	 <b>Attack Main</b>
13-14	 <b>Attack Secondary</b>
15	 <b>Maneuver</b>
16	 <b>Use / Defend</b>
17-19	 <b>Ability</b>
20	 <b>Flee</b>

# 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	 <b>Frontline</b>
06-07	 <b>Rearguard</b>
08-13	 <b>Closest</b>
14	 <b>Farthest</b>
15-16	 <b>Strongest</b>
18	 <b>Weakest</b>
19	 <b>Ranged Enemy</b>
20	 <b>Melee Enemy</b>



## 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
 <b>Brute</b>	Inflicts high damage, typically via melee attacks. Has a great deal of hit points, but possibly low defenses.
 <b>Soldier</b>	Focuses on defense, usually in melee, but can also have high ranged defenses. Average health, and a variety of attack strengths.
 <b>Artillery</b>	Ranged attacks are the main focus of Artillery. Typically have very low hit points and/or defenses, however.
 <b>Skirmisher</b>	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.
 <b>Lurker</b>	Most Lurkers prefer to surprise or ambush their opponents, or to remove themselves from the possibility of easy attack once battle is joined.
 <b>Controller</b>	Controllers typically have sets of abilities that allow them to force enemies into disadvantage, either by moving enemies around, or controlling the battlefield itself.
 <b>Leader</b>	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
 <b>Normal</b>	Many monsters and most NPCs fall into this category. Neither particularly powerful nor weak sauce, Normal creatures as just that: normal.
 <b>Minion</b>	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.
 <b>Elite</b>	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.
 <b>Solo</b>	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.
 <b>Mindless</b>	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
 <b>Ambushing</b>	<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 <b>Ambushing</b> stance.</p>
 <b>Unprepared</b>	<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 <b>Unprepared</b>.</p>
 <b>Fresh</b>	<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, <b>Fresh</b> is typically a good assumption.</p> <p>A bear encountered in the wild, which sees the PCs just as they see it, counts as <b>Fresh</b>.</p>
 <b>Bloodied</b>	<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 <b>Bloodied</b>.</p>

Role	Description
 <b>Cornered</b>	<p>Creatures who are <b>Cornered</b> have few options in terms of maneuverability, either as a result of the combat environment, and/or the PCs themselves.</p> <p><b>Cornered</b> 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 <b>Cornered</b>.</p> <p>A street urchin backed into an alley with no escape counts as <b>Cornered</b>.</p>
 <b>Overwhelmed</b>	<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 <b>Overwhelmed</b>; some turn into brutal and vicious combat machines when facing bad odds.</p> <p>A single kobold facing six PCs is <b>Overwhelmed</b>.</p>
 <b>Relentless</b>	<p>Relentless creatures fight with little care for odds or the environment in which they do battle.</p> <p>Some <b>Relentless</b> 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 <b>Relentless</b>.</p>
 <b>Mindless</b>	<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 <b>Mindless</b>.</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](https://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
 <b>Attack Main</b>	 +1 Attack  +2 Attack  +3 Attack  +4 Attack	 +2 Attack  +4 Attack  +5 Attack  +6 Attack
 <b>Attack Secondary</b>	 +1 Attack  +2 Attack  +3 Attack  +4 Attack	 +2 Attack  +4 Attack  +5 Attack  +6 Attack
 <b>Maneuver</b>	 +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
 <b>Use / Defend</b>	 +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
 <b>Ability</b>	 +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
 <b>Flee</b>	 +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
 <b>Attack Main</b>	 -1 Attack  -2 Attack  -3 Attack  -4 Attack	 -2 Attack  -4 Attack  -5 Attack  -6 Attack
 <b>Attack Secondary</b>	 -1 Attack  -2 Attack  -3 Attack  -4 Attack	 -2 Attack  -4 Attack  -5 Attack  -6 Attack
 <b>Maneuver</b>	 -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
 <b>Use / Defend</b>	 -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
 <b>Ability</b>	 -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
 <b>Flee</b>	 -1 AC; -5' Move  -2 AC; -10' Move  -3 AC; -15' Move  -4 AC; -20' Move	 -2 AC; -10' Move  -4 AC; -15' Move  -5 AC; -20' Move  -7 AC; -25' Move



# AI FlexTables

## Full Edition vs. Bestiary

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

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

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

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

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



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

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

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



# Brute / Fresh



## Contexts

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

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

**FlexTable 2: Brute Role; Fresh Stance: Action**

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

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

**FlexTable 3: Brute Role; Fresh Stance: Targeting**

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



# Soldier / Fresh



## Contexts

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

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

**FlexTable 4: Soldier Role; Fresh Stance: Action**

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

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

**FlexTable 5: Soldier Role; Fresh Stance: Targeting**

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



# Artillery / Fresh



## Contexts

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

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

**FlexTable 6: Artillery Role; Fresh Stance: Action**

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

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

**FlexTable 7: Artillery Role; Fresh Stance: Targeting**

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



# Skirmisher / Fresh



## Contexts

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

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

**FlexTable 8: Skirmisher Role; Fresh Stance: Action**

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

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

**FlexTable 9: Skirmisher Role; Fresh Stance: Targeting**

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



# Lurker / Fresh



## Contexts

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

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

**FlexTable 10: Lurker Role; Fresh Stance: Action**

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

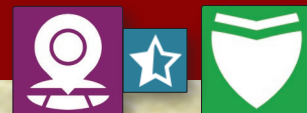
A	B	C	D	Outcome
93	87	100	82	AB/Minor Lull
94	88-92	-	83-87	FL/Minor Lull
95-96	93-94	-	88-89	AM/Major Lull
97	95	-	90	AS/Major Lull
98	96	-	91	M/Major Lull
-	-	-	92-94	UD/Major Lull
99	97	-	95	AB/Major Lull
100	98-100	-	96-100	FL/Major Lull

**FlexTable 11: Lurker Role; Fresh Stance: Targeting**

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



# Controller / Fresh



## Contexts

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

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

**FlexTable 12: Controller Role; Fresh Stance: Action**

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

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

**FlexTable 13: Controller Role; Fresh Stance: Targeting**

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



# Leader / Fresh



## Contexts

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

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

**FlexTable 14: Leader Role; Fresh Stance: Action**

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

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

**FlexTable 15: Leader Role; Fresh Stance: Targeting**

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







# Monster Reference




## Crunch and Fluff

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

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

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

## Quadded Stat Blocks and Default Language

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

## Header

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

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

## Quadded Stat Blocks

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


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

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

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

## Special Abilities

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

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

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

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

## Feats

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

## Treasure

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



# ABOLETH



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

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

## Special Abilities & Qualities

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

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

**Slime** A creature hit by an aboleth's tentacle must succeed on a DC 19 Constitution save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

**Slime** A creature hit by an aboleth's tentacle must succeed on a DC 21 Constitution save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 6 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 2d10 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.



## ☒ Low

## ☒ Moderate

## ☒ Advanced

## ☒ Elite

Standard  
Actions

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

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

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

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

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

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

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

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

Special  
Actions

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

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

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

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

Innate  
Spellcasting

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

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

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

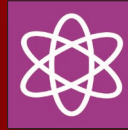
*dominate (5x/day); hypnotic pattern (at will); project image (at will); veil (at will); mirage arcane (at will); major image (at will)*



Illustration 1: Aboleth



# ACHAIERAI



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	27	41	111	175
<b>Speed</b>	50 ft.			
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR</b> 13 (+1)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 21 (+5)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 11 (+0)	<b>DEX</b> 16 (+3)	<b>DEX</b> 15 (+2)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 9 (-1)	<b>INT</b> 9 (-1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Infernal			
<b>Challenge</b>	<b>7</b>	<b>7</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	Constitution save DC 13, poison damage 2d4	Constitution save DC 15, poison damage 2d6	Constitution save DC 17, poison damage 2d8	Constitution save DC 19, poison damage 2d12

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



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



Illustration 2: Achaierai



# ANGEL (ASTRAL DEVA)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	53	121	169	240
<b>Speed</b>	50 ft. Fly 100 ft. (Good)			
<b>Size, Type, Alignment</b>	Small celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good	Medium celestial, neutral good
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)	<b>DEX</b> 19 (+4)
	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)	<b>INT</b> 18 (+4)
	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 18 (+4)
	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)	<b>CHA</b> 20 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Electricity, all physical attacks except evil			
<b>Immunities</b>	Acid, Cold, Petrification			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Celestial, Draconic, Infernal, Truespeech			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Uncanny Dodge</b> You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.</p> <p><b>Truespeech</b> All angels can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.</p> <p><b>Protective Aura</b> Against attacks made or effects created by evil creatures, this ability provides advantage to AC and on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level 7).</p> <p><b>Change Shape</b> Can change own shape, per the <i>alter self</i> spell, at will.</p>			



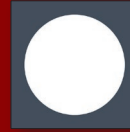
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Warhammer</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+11/x3 (16) bludgeoning damage.</p> <p><b>Slam</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d3+9 (11) bludgeoning damage.</p>	<p><b>Warhammer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



Illustration 3: Angel



# ANGEL (PLANETAR)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>108</b>	<b>175</b>	<b>228</b>	<b>297</b>
<b>Speed</b>	30 ft. Fly 90 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 18 (+4)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 20 (+5)</b>
	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>	<b>WIS 22 (+6)</b>
	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 21 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Electricity, all physical attacks except evil			
<b>Immunities</b>	Acid, Cold, Petrification			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Celestial, Draconic, Infernal, Discern Lies, Truespeech			
<b>Challenge</b>	<b>9</b>	<b>13</b>	<b>17</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Protective Aura</b> Against attacks made or effects created by evil creatures, this ability provides advantage to AC and to saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level 6).</p> <p><b>Truespeech</b> All angels can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.</p> <p><b>True Seeing</b> You see all things as they actually are, as per the spell True Seeing, as a constant ability.</p> <p><b>Regeneration</b> 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.</p>			



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



# ANGEL (SOLAR)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	150	225	303	376
<b>Speed</b>	35 ft. Fly 100 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good	Large celestial, neutral good
<b>Ability Scores / Saves</b>	<b>STR</b> 19 (+4)	<b>STR</b> 21 (+5)	<b>STR</b> 21 (+5)	<b>STR</b> 21 (+5)
	<b>DEX</b> 19 (+4)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)
	<b>CON</b> 20 (+5)	<b>CON</b> 22 (+6)	<b>CON</b> 22 (+6)	<b>CON</b> 22 (+6)
	<b>INT</b> 18 (+4)	<b>INT</b> 18 (+4)	<b>INT</b> 18 (+4)	<b>INT</b> 18 (+4)
	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Electricity, all physical attacks except epic and evil			
<b>Immunities</b>	Acid, Cold, Petrification			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Celestial, Draconic, Infernal, Discern Lies, Truespeech			
<b>Challenge</b>	<b>10</b>	<b>14</b>	<b>18</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Protective Aura</b> Against attacks made or effects created by evil creatures, this ability provides advantage to AC and to saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level 6).</p> <p><b>Truespeech</b> All angels can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.</p> <p><b>True Seeing</b> You see all things as they actually are, as per the spell True Seeing, as a constant ability.</p> <p><b>Regeneration</b> You are difficult to kill. You heal damage at 15 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.</p> <p><b>Slaying Arrow</b> A solar's bow needs no ammunition, and automatically creates an arrow of slaying of the solar's choice when drawn.</p> <p><b>Change Shape</b> Can change own shape, per the alter self spell, at will.</p>			



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



# ANKHEG



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	24	59	117	194
<b>Speed</b>	30 ft. Burrow 20 ft.			
<b>Size, Type, Alignment</b>	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 14 (+2)	<b>STR</b> 15 (+2)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 8 (-1)	<b>DEX</b> 8 (-1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 10 (+0)
	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 3 (-4)	<b>INT</b> 3 (-4)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	Saving Throw Dexterity DC 14 Damage 2d6	Saving Throw Dexterity DC 15 Damage 3d6	Saving Throw Dexterity DC 18 Damage 4d6	Saving Throw Dexterity DC 20 Damage 5d6
	<b>Spit Acid</b> Recharge 6. The ankheg spits acid in a line that is 30' long and 5' wide, provided that it has no creature grappled. Each creature in that line must make a Dexterity saving throw, taking acid damage on a failed save, or half as much damage on a successful save.			
<b>Special Abilities &amp; Qualities</b>	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	<b>Acid Bite</b> An Ankheg's bite does additional acid damage.			



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

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

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

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

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





# ANT (GIANT)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	26	71	145	232
<b>Speed</b>	50 ft. Climb 20 ft. Fly 30 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 16 (+3)	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 18 (+4)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)	<b>CON</b> 22 (+6)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)
	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	<b>Poison</b> Sting - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			



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



# ANT (QUEEN)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	25	106	177	264
<b>Speed</b>	10 ft.			
<b>Size, Type, Alignment</b>	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 15 (+2)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Poison Sting - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d3 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing			



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



# ANT (WORKER)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	19	56	115	209
<b>Speed</b>	50 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)
	<b>DEX</b> 8 (-1)	<b>DEX</b> 9 (-1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 12 (+1)
	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			





Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -



# APE (DIRE)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	29	56	114	191
<b>Speed</b>	30 ft. Climb 30 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 15 (+2)
	<b>CON</b> 14 (+2)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 4 (-3)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.</p>





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



# APE (GORILLA)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>18</b>	<b>48</b>	<b>102</b>	<b>167</b>
<b>Speed</b>	30 ft. Climb 30 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 15 (+2)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>11</b>	<b>13</b>
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			



Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -



# ARCHON (HOUND)



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

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



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



# ARCHON (LANTERN)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>11</b>	<b>39</b>	<b>92</b>	<b>150</b>
<b>Speed</b>	Fly 60 ft. (Perfect), Teleport			
<b>Size, Type, Alignment</b>	Small celestial, lawful good	Small celestial, lawful good	Small celestial, lawful good	Medium celestial, lawful good
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)	<b>STR</b> 3 (-4)	<b>STR</b> 7 (-2)
	<b>DEX</b> 9 (-1)	<b>DEX</b> 10 (+0)	<b>DEX</b> 15 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except evil			
<b>Immunities</b>	Electricity, Petrification			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Celestial, Draconic, Infernal, Truespeech			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>

## Special Abilities & Qualities

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

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

## Special Abilities & Qualities

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



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



# ARCHON (TRUMPET)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>54</b>	<b>126</b>	<b>187</b>	<b>268</b>
<b>Speed</b>	40 ft. Fly 90 ft. (Good), Teleport			
<b>Size, Type, Alignment</b>	Small celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good	Medium celestial, lawful good
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 15 (+2)</b>	<b>DEX 15 (+2)</b>	<b>DEX 18 (+4)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>
	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except evil			
<b>Immunities</b>	Electricity, Petrification			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Celestial, Draconic, Infernal, Truespeech			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Truespeech</b> All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.</p> <p><b>Teleport</b> Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Saving Throw</b> Constitution DC 17</p>	<p><b>Saving Throw</b> Constitution DC 19</p>	<p><b>Saving Throw</b> Constitution DC 20</p>	<p><b>Saving Throw</b> Constitution DC 22</p>
	<p><b>Trumpet</b> All creatures except archons within 100 feet of the trumpet's blast must succeed on a Constitution save or be paralyzed for 1d4 rounds. The archon can also command its trumpet to become a +4 greatsword as a free action. Out of the archon's hands, it is a chunk of useless metal.</p>			



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



# ASSASSIN VINE



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>23</b>	<b>53</b>	<b>108</b>	<b>178</b>
<b>Speed</b>	<b>5 ft.</b>			
<b>Size, Type, Alignment</b>	Large plant, unaligned	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 7 (-2)</b>	<b>CHA 7 (-2)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time.			
<b>Special Abilities &amp; Qualities</b>	<b>Entangle</b> An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes.			



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



# ATHACH



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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Spellcasting**

-

**Possessions**

leather armor; heavy mace; shield


**Illustration 5: Athach**



# AZATA (BRALANI)



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

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

## Special Abilities & Qualities

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

## Special Abilities & Qualities

**Saving Throw**  
Dexterity DC 16  
**Damage** 2d6

**Saving Throw**  
Dexterity DC 17  
**Damage** 3d6

**Saving Throw**  
Dexterity DC 19  
**Damage** 4d6

**Saving Throw**  
Dexterity DC 20  
**Damage** 6d6

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





Low



Moderate



Advanced



Elite

## Special Abilities & Qualities

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

## Standard Actions

### Composite Longbow

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

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

### Composite Longbow

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

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

### Composite Longbow

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

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

### Composite Longbow

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

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

## Legendary Actions

-

## Innate Spellcasting

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

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

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

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

## Spellcasting Possessions

-

-



# AZATA (GHAELE)



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

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

## Special Abilities & Qualities

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

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

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

**Light Ray** A ghaele's light rays have a range of 300 feet. This attack bypasses all resistances.



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16  <b>Gaze</b> In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Wisdom save negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a Wisdom save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mindaffecting fear effect.	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20
<b>Standard Actions</b>	<b>Greatsword</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8/19-20 (8) slashing damage.  <b>Light Ray</b> Ranged weapon attack: +3 to hit, one target. Hit 2d10 (11) radiant damage.	<b>Greatsword</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12/19-20 (19) slashing damage.  <b>Light Ray</b> Ranged weapon attack: +0 to hit, one target. Hit 2d12 (13) radiant damage.	<b>Greatsword</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+14/19-20 (21) slashing damage.  <b>Light Ray</b> Ranged weapon attack: -1 to hit, one target. Hit 2d12 (13) radiant damage.	<b>Greatsword</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+17/19-20 (24) slashing damage.  <b>Light Ray</b> Ranged weapon attack: +2 to hit, one target. Hit 2d12 (13) radiant damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>aid (3/day); chain lightning (1/day); charm monster (3/day); continual flame (3/day); cure wounds (3/day); dancing lights (3/day); detect evil and good (3/day); detect thoughts (3/day); disguise self (3/day); dispel magic (3/day); globe of invulnerability (1/day); hold monster (3/day); holy aura (3/day); (self only) (3/day); major image (3/day); prismatic spray (1/day); see invisibility (3/day); wall of force (1/day)</i>	<i>aid (5/day); chain lightning (1/day); charm monster (5/day); continual flame (5/day); cure wounds (5/day); dancing lights (5/day); detect evil and good (5/day); detect thoughts (5/day); disguise self (5/day); dispel magic (5/day); globe of invulnerability (2/day); hold monster (5/day); holy aura (5/day); (self only) (5/day); major image (5/day); prismatic spray (1/day); see invisibility (5/day); wall of force (2/day)</i>	<i>aid (at will); chain lightning (1/day); charm monster (at will); continual flame (at will); cure wounds (at will); dancing lights (at will); detect evil and good (at will); detect thoughts (at will); disguise self (at will); dispel magic (at will); globe of invulnerability (3/day); hold monster (at will); holy aura (at will); (self only) (at will); major image (at will); prismatic spray (1/day); see invisibility (at will); wall of force (3/day)</i>	<i>aid (at will); chain lightning (3/day); charm monster (at will); continual flame (at will); cure wounds (at will); dancing lights (at will); detect evil and good (at will); detect thoughts (at will); disguise self (at will); dispel magic (at will); globe of invulnerability (5/day); hold monster (at will); holy aura (at will); (self only) (at will); major image (at will); prismatic spray (3/day); see invisibility (at will); wall of force (5/day)</i>
<b>Spellcasting</b>	<b>Cleric (CL 8th):</b> <i>banishment; heal; raise dead; true seeing; death ward; (2); lesser restoration; cure wounds(3); aid; lesser restoration(2); bless; command; divine favor; shield of faith; detect magic; purify food and drink</i>	<b>Cleric (CL 10th):</b> <i>banishment; heal; flame strike; raise dead; true seeing; death ward; (2); lesser restoration; cure wounds(3); lightning bolt (2); aid; lesser restoration(2); bless; command; divine favor; shield of faith; detect magic; purify food and drink</i>	<b>Cleric (CL 14th):</b> <i>banishment; heal; flame strike; raise dead; true seeing; death ward; (2); lesser restoration; cure wounds(3); lightning bolt (2); aid; lesser restoration(2); bless; command; divine favor; shield of faith; detect magic; purify food and drink</i>	<b>Cleric (CL 18th):</b> <i>banishment; heal; flame strike; raise dead; true seeing; death ward; (2); lesser restoration; cure wounds(3); lightning bolt (2); aid; lesser restoration(2); bless; command; divine favor; shield of faith; detect magic; purify food and drink</i>
<b>Possessions</b>	-			



# AZATA (LILLEND)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>71</b>	<b>124</b>	<b>217</b>	<b>262</b>
<b>Speed</b>	<b>30 ft. Fly 70 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Large celestial, chaotic good	Large celestial, chaotic good	Large celestial, chaotic good	Large celestial, chaotic good
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	Electricity, Petrification, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Celestial, Draconic, Infernal, Truespeech			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Bardic Performance</b> You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 20 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Saving Throw</b> Wisdom DC 17</p>	<p><b>Saving Throw</b> Wisdom DC 18</p>	<p><b>Saving Throw</b> Wisdom DC 20</p>	<p><b>Saving Throw</b> Wisdom DC 21</p>
	<p><b>Distraction</b> You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.</p>			





Low



Moderate



Advanced



Elite

## Special Abilities & Qualities

**Saving Throw**  
Wisdom DC 17

**Saving Throw**  
Wisdom DC 18

**Saving Throw**  
Wisdom DC 20

**Saving Throw**  
Wisdom DC 21

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

## Truespeech

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

## Standard Actions

**Longsword** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6/19-20 (13) slashing damage.

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

**Longsword** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6/19-20 (13) slashing damage.

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

**Longsword** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8/19-20 (15) slashing damage.

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

**Longsword** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8/19-20 (15) slashing damage.

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

## Special Actions

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

## Special Actions

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

## Special Actions

**Saving Throw**  
Wisdom DC 17

**Saving Throw**  
Wisdom DC 18

**Saving Throw**  
Wisdom DC 20

**Saving Throw**  
Wisdom DC 21

**Suggestion** You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Wisdom saving throw negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

## Innate Spellcasting

*charm person (1/day); darkness (1/day); hallucinatory terrain (1/day); knock (1/day); light (1/day); speak with animals (1/day); speak with plants (1/day)*

*charm person (1/day); darkness (2/day); hallucinatory terrain (2/day); knock (2/day); light (2/day); speak with animals (2/day); speak with plants (2/day)*

*charm person (1/day); darkness (3/day); hallucinatory terrain (3/day); knock (3/day); light (3/day); speak with animals (3/day); speak with plants (3/day)*

*charm person (3/day); darkness (5/day); hallucinatory terrain (5/day); knock (5/day); light (5/day); speak with animals (5/day); speak with plants (5/day)*

## Spellcasting

**Bard Spells (CL 8th):** *charm monster; hold person; invisibility; suggestion; adoration; charm person; cure wounds; identify; sleep; dancing lights; detect magic; lullaby; mage hand*

**Bard Spells (CL 10th):** *charm monster; hold person; invisibility; suggestion; adoration; charm person; cure wounds; identify; sleep; dancing lights; detect magic; lullaby; mage hand*

**Bard Spells (CL 14th):** *charm monster; hold person; invisibility; suggestion; adoration; charm person; cure wounds; identify; sleep; dancing lights; detect magic; lullaby; mage hand*

**Bard Spells (CL 18th):** *charm monster; hold person; invisibility; suggestion; adoration; charm person; cure wounds; identify; sleep; dancing lights; detect magic; lullaby; mage hand*

## Possessions

-



# AZER



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>11</b>	<b>49</b>	<b>95</b>	<b>185</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>
	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 7 (-2)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Fire			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	<b>Heated Body</b> A creature that touches the azer or hits it with a melee attack while within 5' of it takes additional fire damage.			
<b>Special Abilities &amp; Qualities</b>	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	<b>Heated Weapons</b> When the azer hits with a metal melee weapon, it deals extra fire damage.			



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

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

**Light Hammer** Ranged weapon attack: +1 to hit, one target. Hit 1d4+1 (4) bludgeoning damage.

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

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

**Light Hammer** Ranged weapon attack: +0 to hit, one target. Hit 1d4+1 (4) bludgeoning damage.

**Warhammer** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

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

**Light Hammer** Ranged weapon attack: +3 to hit, one target. Hit 1d4+4 (6) bludgeoning damage.

**Warhammer** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.

**Light Hammer** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit +X (0) bludgeoning damage.

**Light Hammer** Ranged weapon attack: +1 to hit, one target. Hit 1d4+6 (8) bludgeoning damage.

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


**Illustration 6: Azer**



# BADGER



B

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Clan (3-6x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	9	46	100	150
<b>Speed</b>	30 ft. Burrow 10 ft.			
<b>Size, Type, Alignment</b>	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 8 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 14 (+2)	<b>STR</b> 18 (+4)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 11 (+0)	<b>DEX</b> 15 (+2)	<b>DEX</b> 13 (+1)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Blood Rage</b> When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains advantage on Constitution and Strength checks, but attacks made against it gain advantage.. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d2 (2) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# BARGHEST



B

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Cult (1 plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	48	83	142	226
<b>Speed</b>	30 ft.	30 ft.	30 ft.	35 ft.
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 15 (+2)</b>
	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Goblin, Infernal, Worg			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Change Shape</b> A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Feed</b> Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.</p>			



⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

**Standard Actions**

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

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

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

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

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

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

**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) slashing damage.

**Legendary Actions**

-

**Innate Spellcasting**

*blink (3/day); charm monster (1/day); dimension door (1/day); levitate (3/day)*

*blink (5/day); charm monster (1/day); dimension door (2/day); levitate (5/day)*

*blink (at will); charm monster (1/day); dimension door (3/day); levitate (at will)*

*blink (at will); charm monster (3/day); dimension door (5/day); levitate (at will)*



Illustration 7: Barghest





# BARGHEST (GREATER)



B

	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary or Cult (1 plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	51	91	159	253
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 17 (+3)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)
	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)	<b>INT</b> 18 (+4)	<b>INT</b> 18 (+4)
	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)
	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Goblin, Infernal, Worg			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+8 (12) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>blink (3/day); charm monster (1/day); dimension door (1/day); enlarge/reduce (1/day); levitate (3/day)</i>	<i>blink (5/day); charm monster (1/day); dimension door (2/day); enlarge/reduce (1/day); levitate (5/day)</i>	<i>blink (at will); charm monster (1/day); dimension door (3/day); enlarge/reduce (1/day); levitate (at will)</i>	<i>blink (at will); charm monster (3/day); dimension door (5/day); enlarge/reduce (3/day); levitate (at will)</i>
<b>Spellcasting Possessions</b>	-			





# BASIDIROOND



B

	Low	Moderate	Advanced	Elite
Terrain	Any Non-Cold Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Grove (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>18</b>	<b>42</b>	<b>94</b>	<b>135</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Medium plant, unaligned			
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	Cold Lethargy			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Cold Lethargy</b> Although a basidironnd is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidironnd cannot use its hallucination cloud or spores.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**  
Constitution DC 14**Saving Throw**  
Constitution DC 15**Saving Throw**  
Constitution DC 17**Saving Throw**  
Constitution DC 18

**Hallucination Cloud** As a standard action with Recharge 2, a basdirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a Constitution save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately.

**Special Abilities & Qualities****Saving Throw**  
Constitution DC 14**Saving Throw**  
Constitution DC 15**Saving Throw**  
Constitution DC 17**Saving Throw**  
Constitution DC 18

**Spores** Any creature struck by a basdirond's slam attack is coated with spores. The creature struck must make a DC 14 Constitution save or these spores take root in his flesh, and particularly in his lungs. Basdirond Spores: Disease-inhaled; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save. Ability score damage is healed in full following a full rest.

**Standard Actions**

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

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

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

**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# BASILISK



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any			
<b>Rarity</b>	Rare			
<b>Role</b>	Lurker / Normal			
<b>Organization</b>	Solitary, Pair, or Colony (3-6x)			
<b>Treasure</b>	Incidental			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	12	49	95	178
<b>Speed</b>	20 ft.			
<b>Size, Type, Alignment</b>	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 10 (+0)	<b>STR</b> 14 (+2)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 10 (+0)	<b>DEX</b> 6 (-2)	<b>DEX</b> 10 (+0)	<b>DEX</b> 8 (-1)
	<b>CON</b> 9 (-1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 11	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19
	<b>Gaze</b> Turn to stone permanently, range 30 feet, Constitution save negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	<b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.



Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B



Illustration 8: Basilisk



# BAT



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate and Hot Forests and Deserts			
<b>Rarity</b>	Common			
<b>Role</b>	Skirmisher / Minion			
<b>Organization</b>	Colony (10-400x)			
<b>Treasure</b>	None			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	6	16	44	85
<b>Speed</b>	5 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 6 (-2)	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)
	<b>CON</b> 4 (-3)	<b>CON</b> 4 (-3)	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 3 (-4)	<b>CHA</b> 3 (-4)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 20 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>10</b>	<b>14</b>
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2-5 (4) piercing damage.	<b>Bite</b> Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d2-1 (1) piercing damage.	<b>Bite</b> Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+4 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d4+8 (10) piercing damage.
<b>Legendary Actions</b>	-			



Low

Moderate

Advanced

Elite

Innate -

Spellcasting -

Spellcasting -

Possessions -

B



# BAT (DIRE)



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any Temperate or Tropical			
<b>Rarity</b>	Uncommon			
<b>Role</b>	Skirmisher / Normal			
<b>Organization</b>	Solitary, Pair, or Colony (3-8x)			
<b>Treasure</b>	Incidental			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>22</b>	<b>36</b>	<b>81</b>	<b>143</b>
<b>Speed</b>	20 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 15 (+2)</b>
	<b>CON 11 (+0)</b>	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 4 (-3)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Blindsight 4 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 4 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 4 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 4 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.
<b>Legendary Actions</b>	-			





Low



Moderate



Advanced



Elite

Innate -

Spellcasting -

Spellcasting -

Possessions -

B



# BAT SWARM



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any Temperate or Tropical			
<b>Rarity</b>	Common			
<b>Role</b>	Skirmisher / Normal			
<b>Organization</b>	Solitary, Pair, Flight (3-6x), or Colony (11-20x)			
<b>Treasure</b>	None			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	15	35	60	83
<b>Speed</b>	5 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Tiny beast, unaligned			
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 15 (+2)	<b>DEX</b> 16 (+3)	<b>DEX</b> 17 (+3)
	<b>CON</b> 9 (-1)	<b>CON</b> 9 (-1)	<b>CON</b> 9 (-1)	<b>CON</b> 9 (-1)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 2 (-4)	<b>CHA</b> 2 (-4)	<b>CHA</b> 2 (-4)	<b>CHA</b> 2 (-4)
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, Weapon Damage			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 2 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 2 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 11			
	<b>Distraction</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Wounding</b> Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Medicine check or the application of a cure spell or some other healing magic.			



	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Standard Actions</b>	<b>Swarm</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate</b>	-			
<b>Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# BEAR (DIRE)



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Cold Forests			
<b>Rarity</b>	Rare			
<b>Role</b>	Brute / Normal			
<b>Organization</b>	Solitary or Pair			
<b>Treasure</b>	Incidental			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	36	76	164	246
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 11 (+0)	<b>DEX</b> 15 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)	<b>CON</b> 22 (+6)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+5 (8) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+9 (14) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.</p>



Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B



# BEAR (GRIZZLY)



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Cold Forests			
<b>Rarity</b>	Rare			
<b>Role</b>	Brute / Normal			
<b>Organization</b>	Solitary or Pair			
<b>Treasure</b>	None			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	41	65	134	214
<b>Speed</b>	40 ft.			

<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>20 (+5)</b>	<b>STR</b>	<b>22 (+6)</b>
	<b>DEX</b>	<b>11 (+0)</b>	<b>DEX</b>	<b>12 (+1)</b>	<b>DEX</b>	<b>16 (+3)</b>	<b>DEX</b>	<b>14 (+2)</b>
	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>19 (+4)</b>	<b>CON</b>	<b>21 (+5)</b>
	<b>INT</b>	<b>1 (-5)</b>	<b>INT</b>	<b>1 (-5)</b>	<b>INT</b>	<b>1 (-5)</b>	<b>INT</b>	<b>1 (-5)</b>
	<b>WIS</b>	<b>10 (+0)</b>	<b>WIS</b>	<b>10 (+0)</b>	<b>WIS</b>	<b>14 (+2)</b>	<b>WIS</b>	<b>14 (+2)</b>
	<b>CHA</b>	<b>4 (-3)</b>	<b>CHA</b>	<b>4 (-3)</b>	<b>CHA</b>	<b>8 (-1)</b>	<b>CHA</b>	<b>8 (-1)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-			
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<b>Immunities</b>	-			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	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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<b>Languages</b>	-			
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<b>Challenge</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>16</b>
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<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.
	<b>Claw</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.	<b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.	<b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.	<b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.



Low

Moderate

Advanced

Elite

Legendary  
Actions -

Innate  
Spellcasting -

Spellcasting  
Possessions -

B



# BEBILITH



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any (the Abyss)			
<b>Rarity</b>	Rare			
<b>Role</b>	Brute / Elite			
<b>Organization</b>	Solitary or Band (2-6x)			
<b>Treasure</b>	Standard			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>86</b>	<b>144</b>	<b>222</b>	<b>332</b>
<b>Speed</b>	40 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Large fiend, chaotic evil	Huge fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>
	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except good			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Cannot Speak, Telepathy 100 ft.			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22
	<b>Dismantle Armor</b> If a bebilith hits a foe with two claw attacks, it can attempt to peel away the target's armor and shield as a free action by making an additional attack roll. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a Dexterity save.			
<b>Special Abilities &amp; Qualities</b>	<b>Penetrating Strike</b> A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating resistance. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.			
	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**  
Constitution DC 16**Saving Throw**  
Constitution DC 18**Saving Throw**  
Constitution DC 20**Saving Throw**  
Constitution DC 22

**Rot** A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a Constitution save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. Healing magic can also halt the rot effect. The ability score damage is restored after a long rest, or after healing magic is applied.

**Special Abilities & Qualities****Saving Throw** DC 16**Saving Throw** DC 18**Saving Throw** DC 20**Saving Throw** DC 22

**Web** You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

**Standard Actions**

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

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

**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9/19-20 (14) slashing damage.

**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.

**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+11/19-20 (16) slashing damage.

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+13 (27) piercing damage.

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

**Legendary Actions**

-

**Innate Spellcasting***plane shift (self only) (at will)***Spellcasting**

-

**Possessions**

-





# BEETLE (FIRE)



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any			
<b>Rarity</b>	Common			
<b>Role</b>	Soldier / Minion			
<b>Organization</b>	Solitary, Pair, or Collective (3-6x)			
<b>Treasure</b>	Standard			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	6	21	61	107
<b>Speed</b>	30 ft. Fly 30 ft. (Poor)			
<b>Size, Type, Alignment</b>	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 8 (-1)	<b>STR</b> 8 (-1)	<b>STR</b> 12 (+1)	<b>STR</b> 17 (+3)
	<b>DEX</b> 9 (-1)	<b>DEX</b> 10 (+0)	<b>DEX</b> 15 (+2)	<b>DEX</b> 13 (+1)
	<b>CON</b> 9 (-1)	<b>CON</b> 9 (-1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>9</b>	<b>13</b>
<b>Special Abilities &amp; Qualities</b>	<b>Luminescence</b> A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.			

<b>Standard Actions</b>	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Bite</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	<b>Bite</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	<b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

B



# BEETLE (GIANT STAG)



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Forests			
<b>Rarity</b>	Common			
<b>Role</b>	Soldier / Normal			
<b>Organization</b>	Solitary, Pair, or Cluster (3-6x)			
<b>Treasure</b>	None			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	49	72	143	211
<b>Speed</b>	20 ft. Fly 20 ft. (Poor)			
<b>Size, Type, Alignment</b>	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 22 (+6)
	<b>DEX</b> 8 (-1)	<b>DEX</b> 8 (-1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 10 (+0)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20
	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
	<p><b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.</p>			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.
<b>Legendary Actions</b>	-	-	-	-
<b>Innate Spellcasting</b>	-	-	-	-
<b>Spellcasting</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-





# BEHIR



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Hills and Deserts			
<b>Rarity</b>	Rare			
<b>Role</b>	Soldier / Normal			
<b>Organization</b>	Solitary or Pair			
<b>Treasure</b>	Double			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>44</b>	<b>105</b>	<b>176</b>	<b>282</b>
<b>Speed</b>	40 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Large monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 23 (+6)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>
	<b>INT 5 (-3)</b>	<b>INT 5 (-3)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Electricity			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 22
	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 8d6	<b>Damage</b> 10d6
<b>Special Abilities &amp; Qualities</b>	<b>Breath Weapon</b> 20' Line of Lightning electricity damage, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

**Rake** Against a grappled opponent, you may make two additional Bite attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

**Special Abilities & Qualities**

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

**Standard Actions**

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

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

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

**Bite** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+16 (30) piercing damage.



Illustration 9: Behir



# BLACK PUDDING



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any Underground			
<b>Rarity</b>	Uncommon			
<b>Role</b>	Lurker / Normal			
<b>Organization</b>	Solitary			
<b>Treasure</b>	None			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>11</b> (natural armor)	<b>12</b> (natural armor)	<b>12</b> (natural armor)	<b>12</b> (natural armor)
<b>Hit Points</b>	55	104	180	264
<b>Speed</b>	20 ft. Climb 20 ft., Suction			
<b>Size, Type, Alignment</b>	Large ooze, unaligned	Huge ooze, unaligned	Huge ooze, unaligned	Gargantuan ooze, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 10 (+0)	<b>STR</b> 14 (+2)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 3 (-4)	<b>DEX</b> 1 (-5)	<b>DEX</b> 3 (-4)	<b>DEX</b> 1 (-5)
	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)	<b>CON</b> 22 (+6)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 1 (-5)	<b>WIS</b> 1 (-5)	<b>WIS</b> 3 (-4)	<b>WIS</b> 3 (-4)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 3 (-4)	<b>CHA</b> 3 (-4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 22
	<b>Acid Damage</b> 1d6	<b>Acid Damage</b> 2d6	<b>Acid Damage</b> 3d6	<b>Acid Damage</b> 4d6
	<b>Acid</b> A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A Dexterity save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes acid damage unless the weapon's wielder succeeds on a Dexterity save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Split</b> Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.</p> <p><b>Suction</b> The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, all attempts to shift a black pudding from its position are made at disadvantage.</p>			
<b>Standard Actions</b>	<p><b>Slam</b> Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p>	<p><b>Slam</b> Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p><b>Slam</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>	<p><b>Slam</b> Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# BLINK DOG



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Plains or Forests			
<b>Rarity</b>	Uncommon			
<b>Role</b>	Skirmisher / Normal			
<b>Organization</b>	Solitary, Pair, or Pack (3-14x)			
<b>Treasure</b>	Incidental			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>18</b>	<b>54</b>	<b>111</b>	<b>180</b>
<b>Speed</b>	<b>40 ft.</b>			
<b>Size, Type, Alignment</b>	Medium monstrosity, lawful good	Medium monstrosity, lawful good	Medium monstrosity, lawful good	Large monstrosity, lawful good
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 14 (+2)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Sylvan			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Blink</b> You can use Blink, as per the spell, as a constant ability.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	<b>Bite</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Legendary  
Actions

Innate

Spellcasting

*blink (at will); dimension door (self only) (at will)*

B



Illustration 10: Blink Dog



# BOAR



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate or Tropical Forests			
<b>Rarity</b>	Common			
<b>Role</b>	Soldier / Normal			
<b>Organization</b>	Solitary, Pair, or Group (3-8x)			
<b>Treasure</b>	None			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>18</b>	<b>52</b>	<b>111</b>	<b>180</b>
<b>Speed</b>	<b>40 ft.</b>			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 11 (+0)</b>
	<b>CON 15 (+2)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 2 (-4)</b>	<b>CHA 2 (-4)</b>	<b>CHA 6 (-2)</b>	<b>CHA 6 (-2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Standard Actions</b>	<b>Gore</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	<b>Gore</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	<b>Gore</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	<b>Gore</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			



Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B



# BOAR (DIRE)



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate or Tropical Forests			
<b>Rarity</b>	Common			
<b>Role</b>	Soldier / Normal			
<b>Organization</b>	Solitary, Pair, or Herd (3-8x)			
<b>Treasure</b>	None			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>36</b>	<b>78</b>	<b>137</b>	<b>226</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 23 (+6)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 15 (+2)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 6 (-2)</b>	<b>CHA 6 (-2)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Standard Actions</b>	<b>Gore</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.	<b>Gore</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	<b>Gore</b> Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.	<b>Gore</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			



Low

Moderate

Advanced

Elite

Spellcasting -

Possessions -

B



# BODDARD



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Marshes			
<b>Rarity</b>	Rare			
<b>Role</b>	Brute / Normal			
<b>Organization</b>	Solitary, Pair, or Army (3-12x)			
<b>Treasure</b>	Incidental			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>28</b>	<b>67</b>	<b>116</b>	<b>187</b>
<b>Speed</b>	20 ft. Swim 30 ft., Swamp Stride			
<b>Size, Type, Alignment</b>	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 13 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 11 (+0)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	Boggard			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Sticky Tongue</b> A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a disadvantage to AC as long as the tongue is attached. The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 14, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 13	<b>Saving Throw</b> Wisdom DC 14	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 19
	<b>Terrifying Croak</b> Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any nonboggard creature within 30 feet of the boggard must make a Wisdom save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Morningstar</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing, bludgeoning damage.</p> <p><b>Tongue</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p><b>Morningstar</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing, bludgeoning damage.</p> <p><b>Tongue</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p><b>Morningstar</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing, bludgeoning damage.</p> <p><b>Tongue</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p><b>Morningstar</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing, bludgeoning damage.</p> <p><b>Tongue</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# BUGBEAR



B

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Mountains			
<b>Rarity</b>	Common			
<b>Role</b>	Brute / Normal			
<b>Organization</b>	Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)			
<b>Treasure</b>	Incidental			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	23	40	93	156
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 14 (+2)	<b>STR</b> 14 (+2)	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 12 (+1)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)
	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Common, Goblin			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>





### Low



### Moderate



### Advanced



### Elite

#### Standard Actions

**Javelin** Ranged weapon attack: +0 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.

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

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

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

**Morningstar** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing, bludgeoning damage.

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

**Javelin** Ranged weapon attack: +4 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.

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

**Shielden** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.

**Javelin** Ranged weapon attack: +2 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.

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

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

#### Spellcasting

-

#### Possessions

Javelin (3x); leather armor; morningstar; shield



Illustration 11: Bugbear



# BULETTE



B

	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Common			
Role	Brute / Solo			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>83</b>	<b>128</b>	<b>184</b>	<b>265</b>
<b>Speed</b>	40 ft. Burrow 20 ft.			
<b>Size, Type, Alignment</b>	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 23 (+6)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>15</b>	<b>18</b>



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard  
Actions**

**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9/19-20 (16) piercing damage.

**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+6 (10) slashing damage.

**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+10/19-20 (20) piercing damage.

**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+7 (12) slashing damage.

**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13/19-20 (24) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.

**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+16/19-20 (30) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage.



Illustration 12: Bulette



# CAT



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Temperate or Hot Plains or Urban
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Pack (3-12x); Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	4	19	51	93
<b>Speed</b>	30 ft.	35 ft.	35 ft.	35 ft.
<b>Size, Type, Alignment</b>	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 2 (-4)	<b>STR</b> 6 (-2)	<b>STR</b> 10 (+0)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)
	<b>CON</b> 6 (-2)	<b>CON</b> 6 (-2)	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-	-	-	-
<b>Immunities</b>	-	-	-	-
<b>Vulnerabilities</b>	-	-	-	-
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-	-	-	-
<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>9</b>	<b>13</b>
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage. <b>Claw</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	<b>Bite</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage. <b>Claw</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	<b>Bite</b> Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage. <b>Claw</b> Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	<b>Bite</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage. <b>Claw</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

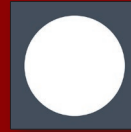
Spellcasting -

Possessions -





# CHEETAH



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Plains
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary or Pair
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	22	48	96	162
<b>Speed</b>	50 ft., Sprint	55 ft., Sprint	55 ft., Sprint	55 ft., Sprint
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 15 (+2)	<b>STR</b> 15 (+2)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)	<b>DEX</b> 20 (+5)	<b>DEX</b> 19 (+4)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-	-	-	-
<b>Immunities</b>	-	-	-	-
<b>Vulnerabilities</b>	-	-	-	-
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-	-	-	-
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. <b>Claw</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	<b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. <b>Claw</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. <b>Claw</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. <b>Claw</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

**Sprint** Once per hour, a cheetah can move at 10 times its normal speed when it makes a charge.

Innate

-

Spellcasting

Spellcasting

-

Possessions

-





# CAT (LEOPARD)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Forest
Rarity	Common
Role	Skirmisher / Normal
Organization	Solitary or Pair
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>27</b>	<b>53</b>	<b>112</b>	<b>176</b>
<b>Speed</b>	30 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Rake</b> 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
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.</p>

**Legendary Actions** -

**Innate** -

**Spellcasting** -

**Spellcasting** -

**Possessions** -





# CAVE FISHER



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Tangle (3-6x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	19	48	97	168
<b>Speed</b>	20 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 15 (+2)	<b>STR</b> 15 (+2)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 10 (+0)	<b>DEX</b> 11 (+0)	<b>DEX</b> 15 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 2 (-4)	<b>CHA</b> 2 (-4)	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Filament</b> A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Dexterity check. A filament is AC 18, has 5 hit points, and resists all damage except slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.</p>			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Claw</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p> <p><b>Filament</b> Ranged weapon attack: +0 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p><b>Claw</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p><b>Filament</b> Ranged weapon attack: +0 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p><b>Claw</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p><b>Filament</b> Ranged weapon attack: +2 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>	<p><b>Claw</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.</p> <p><b>Filament</b> Ranged weapon attack: +5 to hit, one target. Hit 1d1 (2) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# CENTAUR



**Low**

**Moderate**

**Advanced**

**Elite**

Terrain	Temperate Forests and Plains
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)
Treasure	Standard

**Low**

**Moderate**

**Advanced**

**Elite**

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	35	69	135	203
<b>Speed</b>	35 ft.			
<b>Size, Type, Alignment</b>	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 13 (+1)	<b>STR</b> 14 (+2)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 16 (+3)	<b>DEX</b> 15 (+2)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 9 (-1)	<b>INT</b> 9 (-1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Standard Actions**

**Longsword** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage.

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

**Spear** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8x3 (1) piercing damage.

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

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

**Longsword** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage.

**Shield** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

**Spear** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8x3 (1) piercing damage.

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

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

**Longsword** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d819-20 (410) slashing damage.

**Shield** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.

**Spear** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

**Spear** Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

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

**Longsword** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7/19-20 (12) slashing damage.

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

**Spear** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

**Spear** Ranged weapon attack: +1 to hit, one target. Hit 1d8+7/x3 (12) piercing damage.

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

**Spellcasting**

-

**Possessions**

Longsword, shield, spear (3x)



Illustration 13: Centaur



# CENTIPEDE (GIANT WHIPTAIL)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forests or Underground
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

<b>Armor Class</b>	<b>15</b> (natural armor)	<b>14</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	34	73	137	215
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Huge vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 20 (+5)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)
	<b>DEX</b> 9 (-1)	<b>DEX</b> 9 (-1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 13 (+1)
	<b>CON</b> 17 (+3)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+18 (28) piercing damage.





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -





# CENTIPEDE (GIANT)



**Low**

**Moderate**

**Advanced**

**Elite**

<b>Terrain</b>	Temperate or Warm Forest or Underground
<b>Rarity</b>	Common
<b>Role</b>	Brute / Minion
<b>Organization</b>	Solitary, Pair, or Colony (3-6x)
<b>Treasure</b>	None

**Low**

**Moderate**

**Advanced**

**Elite**

<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	5	19	60	122
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 7 (-2)	<b>STR</b> 8 (-1)	<b>STR</b> 12 (+1)	<b>STR</b> 17 (+3)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>9</b>	<b>13</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	<b>Bite</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

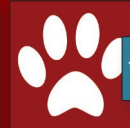
Spellcasting -

Possessions -





# CENTIPEDE (GREAT FOREST)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	82	130	201	298
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 24 (+7)	<b>STR</b> 24 (+7)	<b>STR</b> 26 (+8)	<b>STR</b> 28 (+9)
	<b>DEX</b> 9 (-1)	<b>DEX</b> 10 (+0)	<b>DEX</b> 14 (+2)	<b>DEX</b> 13 (+1)
	<b>CON</b> 19 (+4)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)	<b>CON</b> 23 (+6)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+16 (26) piercing damage.	<b>Bite</b> Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+21 (32) piercing damage.	<b>Bite</b> Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+24 (38) piercing damage.



Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -





# CENTIPEDE (HISSER)



**Low**

**Moderate**

**Advanced**

**Elite**

<b>Terrain</b>	Temperate or Warm Forest or Underground
<b>Rarity</b>	Uncommon
<b>Role</b>	Brute / Normal
<b>Organization</b>	Solitary, Pair, or Colony (3-6x)
<b>Treasure</b>	None

**Low**

**Moderate**

**Advanced**

**Elite**

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>14</b>	<b>47</b>	<b>98</b>	<b>168</b>
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 15 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 15 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -





# CENTIPEDE (HOUSE)



**Low**

**Moderate**

**Advanced**

**Elite**

Terrain	Temperate or Warm Forest or Underground
Rarity	Common
Role	Lurker / Minion
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

**Low**

**Moderate**

**Advanced**

**Elite**

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	5	26	61	113
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Small vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)	<b>STR</b> 3 (-4)	<b>STR</b> 8 (-1)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)	<b>DEX</b> 20 (+5)	<b>DEX</b> 18 (+4)
	<b>CON</b> 8 (-1)	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>9</b>	<b>13</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 11	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	<b>Bite</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	<b>Bite</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	<b>Bite</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.



Low

Moderate

Advanced

Elite

Legendary  
Actions -

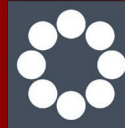
Innate  
Spellcasting -

Spellcasting  
Possessions -





# CENTIPEDE (SEWER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Common
Role	Lurker / Minion
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>3</b>	<b>18</b>	<b>54</b>	<b>106</b>
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 3 (-4)</b>	<b>STR 3 (-4)</b>	<b>STR 8 (-1)</b>	<b>STR 13 (+1)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 8 (-1)</b>	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>9</b>	<b>13</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 11	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	<b>Bite</b> Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	<b>Bite</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	<b>Bite</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.
<b>Legendary Actions</b>	-			





Low



Moderate



Advanced



Elite

Innate -

Spellcasting

Spellcasting -

Possessions -





# CENTIPEDE (TITAN)



**Low**

**Moderate**

**Advanced**

**Elite**

Terrain	Temperate or Warm Forests or Underground
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

**Low**

**Moderate**

**Advanced**

**Elite**

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>14</b> (natural armor <sup>7</sup> )	<b>16</b> (natural armor <sup>8</sup> )	<b>18</b> (natural armor <sup>8</sup> )
<b>Hit Points</b>	66	129	214	273
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 26 (+8)	<b>STR</b> 28 (+9)	<b>STR</b> 30 (+10)	<b>STR</b> 30 (+10)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 9 (-1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 15 (+2)
	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)	<b>CON</b> 23 (+6)	<b>CON</b> 23 (+6)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21	<b>Saving Throw</b> Constitution DC 22
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d4+19 (29) piercing damage.	<b>Bite</b> Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+22 (36) piercing damage.	<b>Bite</b> Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+25 (39) piercing damage.	<b>Bite</b> Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+25 (39) piercing damage.





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -





# CENTIPEDE SWARM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forest or Underground
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, or Tangle (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	14	36	79	138
<b>Speed</b>	30 ft. Climb 30 ft.			
<b>Size, Type, Alignment</b>	Tiny vermin, unaligned			
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)	<b>STR</b> 4 (-3)	<b>STR</b> 8 (-1)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)	<b>DEX</b> 18 (+4)	<b>DEX</b> 18 (+4)
	<b>CON</b> 2 (-4)	<b>CON</b> 6 (-2)	<b>CON</b> 10 (+0)	<b>CON</b> 15 (+2)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, psychic, Weapon Damage			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	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.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 9	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
	<b>Distraction</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 9	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Swarm</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d10 (10) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# CHAOS BEAST



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Controller / Normal
Organization	Solitary or Invasion (2-5x)
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	86	123	174	255
<b>Speed</b>	20 ft.			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR</b> 15 (+2)	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)	<b>STR</b> 21 (+5)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 15 (+2)
	<b>CON</b> 14 (+2)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

Saving Throws DC 16

Saving Throws DC 17

Saving Throws DC 18

Saving Throws DC 20

**Corporeal Instability** Claw - contact (curse); save Constitution; effect amorphous body and 1 Wisdom damage per round; cure 3 consecutive saves. A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried - armor, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (disadvantage on attack rolls and a 50% miss chance, regardless of the attack roll). A victim can temporarily regain its own shape by taking a standard action to attempt a Wisdom save (same DC as the initial save). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom damage for the duration of the spell; shapechange and stonework have a similar effect. The victim takes 1 point of Wisdom damage from mental shock every round that it ends its turn in an amorphous shape - upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time). Ability score damage from this effect is restored after a long rest, or via restoration or more powerful healing magic.

**Special Abilities & Qualities**

**Resistant to Transformation** Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

**Standard Actions**

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

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

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

**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.



Illustration 14: Chaos Beast



# CHIMERA (BLACK-HEADED)



**Low**

**Moderate**

**Advanced**

**Elite**

<b>Terrain</b>	Temperate Hills
<b>Rarity</b>	Rare
<b>Role</b>	Skirmisher / Normal
<b>Organization</b>	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
<b>Treasure</b>	Standard

**Low**

**Moderate**

**Advanced**

**Elite**

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>38</b>	<b>86</b>	<b>149</b>	<b>249</b>
<b>Speed</b>	30 ft. Fly 50 ft. (Poor)			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 2 (-4)</b>	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Draconic			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Acid Damage</b> 4d6	<b>Acid Damage</b> 6d6	<b>Acid Damage</b> 8d6	<b>Acid Damage</b> 10d6
	<b>Breath Weapon</b> 40' Line of Acid, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			





### Low



### Moderate



### Advanced



### Elite

#### Standard Actions

**Bite** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.

**Bite** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

**Gore** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

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

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

**Gore** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.

**Gore** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.

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

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



Illustration 15: Chimera



# CHIMERA (BLUE-HEADED)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>20</b>	<b>77</b>	<b>153</b>	<b>229</b>
<b>Speed</b>	<b>30 ft. Fly 50 ft. (Poor)</b>			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 22 (+6)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 2 (-4)</b>	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Draconic			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Lightning Damage</b> 3d6	<b>Lightning Damage</b> 4d6	<b>Lightning Damage</b> 6d6	<b>Lightning Damage</b> 8d6
	<b>Breath Weapon</b> 40' Line of Lightning, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			



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

**Bite** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.

**Bite** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

**Gore** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.

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

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

**Gore** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.

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

**Gore** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.

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

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

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# CHIMERA (GREEN-HEADED)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>41</b>	<b>87</b>	<b>161</b>	<b>239</b>
<b>Speed</b>	30 ft. Fly 50 ft. (Poor)			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 22 (+6)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 2 (-4)</b>	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Draconic			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Acid Damage</b> 4d8	<b>Acid Damage</b> 6d8	<b>Acid Damage</b> 8d8	<b>Acid Damage</b> 10d8
	<b>Breath Weapon</b> 20' Cone of Corrosive Gas, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.</p> <p><b>Bite</b> Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p><b>Gore</b> Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p><b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p><b>Gore</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.</p> <p><b>Bite</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p><b>Gore</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.</p> <p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p><b>Gore</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.</p>
<b>Legendary Actions</b>	-	-	-	-
<b>Innate Spellcasting</b>	-	-	-	-
<b>Spellcasting</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-





# CHIMERA (RED-HEADED)



Low

Moderate

Advanced

Elite

Terrain	Temperate Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	39	104	168	255
<b>Speed</b>	30 ft. Fly 50 ft. (Poor)			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 13 (+1)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 21 (+5)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 10 (+0)	<b>DEX</b> 14 (+2)	<b>DEX</b> 12 (+1)
	<b>CON</b> 11 (+0)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 2 (-4)	<b>INT</b> 2 (-4)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Draconic			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Fire Damage</b> 4d8	<b>Fire Damage</b> 6d8	<b>Fire Damage</b> 8d8	<b>Fire Damage</b> 10d8
	<b>Breath Weapon</b> 20' Cone of Fire, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			



**Low****Moderate****Advanced****Elite****Standard  
Actions****Bite** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.**Bite** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.**Gore** Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.**Gore** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.**Gore** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.**Gore** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.**Legendary  
Actions**

-

**Innate**

-

**Spellcasting****Spellcasting**

-

**Possessions**

-





# CHIMERA (WHITE-HEADED)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>39</b>	<b>104</b>	<b>168</b>	<b>255</b>
<b>Speed</b>	30 ft. Fly 50 ft. (Poor)			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 2 (-4)</b>	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Draconic			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Cold Damage</b> 4d8	<b>Cold Damage</b> 6d8	<b>Cold Damage</b> 8d8	<b>Cold Damage</b> 10d8
	<b>Breath Weapon</b> 20' Cone of Cold, Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d10+3 (8) piercing damage.</p> <p><b>Bite</b> Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p><b>Gore</b> Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.</p> <p><b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p><b>Gore</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d6+7 (18) piercing damage.</p> <p><b>Bite</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p><b>Gore</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.</p> <p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p><b>Gore</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.</p>
<b>Legendary Actions</b>	-	-	-	-
<b>Innate Spellcasting</b>	-	-	-	-
<b>Spellcasting</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-





# CHOKER



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Common
Role	Lurker / Normal
Organization	Solitary, Pair, or Clutch (3-8x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>18</b>	<b>38</b>	<b>83</b>	<b>166</b>
<b>Speed</b>	20 ft. Climb 10 ft.			
<b>Size, Type, Alignment</b>	Small aberration, chaotic evil	Small aberration, chaotic evil	Small aberration, chaotic evil	Medium aberration, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 15 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 11 (+0)</b>	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>
	<b>INT 2 (-4)</b>	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
<b>Languages</b>	Undercommon			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Quickness</b> A choker is supernaturally quick. It can take an extra move action during its turn each round.</p> <p><b>Strangle</b> Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.</p>			



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Standard Actions</b>	<p><b>Tail Sweep</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.</p> <p><b>Tentacle</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+2 (4) bludgeoning damage.</p>	<p><b>Tail Sweep</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> <p><b>Tentacle</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<p><b>Tail Sweep</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.</p> <p><b>Tentacle</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p><b>Tail Sweep</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p> <p><b>Tentacle</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>

**Legendary Actions** -

**Innate Spellcasting** -

**Spellcasting** -

**Possessions** -





# CHUUL



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Swamps
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Pack (3-6x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	39	90	145	223
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Medium aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 3 (-4)	<b>CHA</b> 3 (-4)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Saving Throw</b> Constitution DC 14      <b>Saving Throw</b> Constitution DC 17      <b>Saving Throw</b> Constitution DC 19      <b>Saving Throw</b> Constitution DC 21</p> <p><b>Damage</b> 1d8      <b>Damage</b> 2d8      <b>Damage</b> 3d8      <b>Damage</b> 4d8</p> <p><b>Paralytic Tentacles</b> A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a Constitution save each round on the chuul's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes bludgeoning damage each round from the creature's mandibles.</p>			



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard  
Actions**

**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+5 (8) slashing damage.

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

**Claw** Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+10 (14) slashing damage.

**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.





# CLOAKER



Low

Moderate

Advanced

Elite

Terrain	Underground
Rarity	Uncommon
Role	Controller / Normal
Organization	Solitary, Pair, Mob (3-6x), or Flock (7-12x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	48	90	155	238
<b>Speed</b>	10 ft. Fly 40 ft. (Average)			
<b>Size, Type, Alignment</b>	Large aberration, chaotic neutral	Large aberration, chaotic neutral	Large aberration, chaotic neutral	Huge aberration, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 17 (+3)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 22 (+6)
	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Undercommon			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>

**Special Abilities & Qualities** **Engulf** A cloaker can try to wrap a creature at least one size category smaller than itself in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with advantage on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Special Abilities & Qualities** **Saving Throws** DC 16 **Saving Throws** DC 17 **Saving Throws** DC 19 **Saving Throws** DC 22  
**Moan** A cloaker can emit an infrasonic moan as a standard action, with one of four effects. Fear; All creatures in a 30-foot spread must save (Wisdom negates) or become panicked for 2 rounds. Nausea; All creatures in a 30-foot cone must save (Constitution negates) or fall prone and be nauseated for 1d4+1 rounds. Stupor; A single creature within 30 feet is affected by hold monster for 5 rounds (Wisdom negates). Unnerve; Anyone within a 60-foot spread automatically suffers disadvantage on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Wisdom negates) or enter a trance, helpless until the moaning stops. Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours.



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

Saving Throws DC 16

Saving Throws DC 17

Saving Throws DC 19

Saving Throws DC 22

**Shadow Shift** When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only), mirror image (CL 6th), or silent image (CL 6th).**Standard Actions****Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+3 (10) bludgeoning damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+5 (16) bludgeoning damage.

Illustration 17: Cloaker



# COCKATRICE



Low

Moderate

Advanced

Elite

Terrain

Temperate Plains

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

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

Treasure

None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)

<b>Hit Points</b>	<b>17</b>	<b>35</b>	<b>85</b>	<b>168</b>
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**Speed** 20 ft. Fly 60 ft. (Poor)

Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 4 (-3)	<b>STR</b> 5 (-3)	<b>STR</b> 9 (-1)	<b>STR</b> 13 (+1)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)
	<b>CON</b> 9 (-1)	<b>CON</b> 9 (-1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)

<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-	-	-	-
<b>Immunities</b>	-	-	-	-
<b>Vulnerabilities</b>	-	-	-	-
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-	-	-	-
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>



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

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

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

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# COUATL



**Low**

**Moderate**

**Advanced**

**Elite**

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

**Low**

**Moderate**

**Advanced**

**Elite**

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>88</b>	<b>142</b>	<b>212</b>	<b>303</b>
<b>Speed</b>	20 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium celestial, lawful good	Large celestial, lawful good	Large celestial, lawful good	Huge celestial, lawful good
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 22 (+6)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Gnoll, Halfling, Telepathy 100 ft.			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6

**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

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

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

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

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

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



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

Constitution DC 15

**Saving Throw**

Constitution DC 17

**Saving Throw**

Constitution DC 19

**Saving Throw**

Constitution DC 21

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

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

**Bite** Melee weapon

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

**Bite** Melee weapon

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

**Bite** Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.

**Legendary Actions**

-

**Innate Spellcasting***detect evil and good (at will); detect thoughts (1/day); etherealness (/day); invisibility (1/day); plane shift (1/day)***Spellcasting**

-

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



# CRAB (GIANT COCONUT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Aquatic
Rarity	Rare
Role	Soldier / Minion
Organization	Solitary or Cast (2-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	8	44	87	138
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 14 (+2)	<b>STR</b> 17 (+3)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	Water Dependency			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d6	Damage 2d6	Damage 3d6	Damage 3d6
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Water Dependency</b> Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p>			



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





# CRAB (GIANT KING)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Aquatic
Rarity	Rare
Role	Solider / Minion
Organization	Solitary or Cast (2-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	7	43	85	144
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Small vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 5 (-3)	<b>STR</b> 6 (-2)	<b>STR</b> 10 (+0)	<b>STR</b> 15 (+2)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d2	Damage 1d4	Damage 1d6	Damage 2d4
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Water Dependency</b> Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p>			



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





# CRAB (GIANT REEF)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Aquatic
Rarity	Rare
Role	Solider / Minion
Organization	Solitary or Cast (2-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>71</b>	<b>141</b>	<b>230</b>	<b>318</b>
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Huge vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 24 (+7)</b>	<b>STR 26 (+8)</b>	<b>STR 28 (+9)</b>	<b>STR 30 (+10)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 7 (-2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d8	Damage 2d6	Damage 3d6	Damage 4d6
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Water Dependency</b> Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p>			



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

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# CRAB (GIANT ROCK)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain

Any Aquatic

Rarity

Rare

Role

Solider / Minion

Organization

Solitary or Cast (2-12x)

Treasure

None

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

**Armor Class**

**15**  
(natural armor)

**15**  
(natural armor)

**17**  
(natural armor)

**17**  
(natural armor)

**Hit Points**

49

83

142

220

**Speed**

30 ft. Swim 20 ft.

**Size, Type, Alignment**

Large vermin, unaligned

Large vermin, unaligned

Large vermin, unaligned

Huge vermin, unaligned

**Ability Scores / Saves**

**STR 18 (+4)**

**STR 19 (+4)**

**STR 22 (+6)**

**STR 24 (+7)**

**DEX 9 (-1)**

**DEX 9 (-1)**

**DEX 13 (+1)**

**DEX 11 (+0)**

**CON 16 (+3)**

**CON 16 (+3)**

**CON 18 (+4)**

**CON 20 (+5)**

**INT 10 (+0)**

**INT 10 (+0)**

**INT 10 (+0)**

**INT 10 (+0)**

**WIS 8 (-1)**

**WIS 8 (-1)**

**WIS 12 (+1)**

**WIS 12 (+1)**

**CHA 1 (-5)**

**CHA 1 (-5)**

**CHA 4 (-3)**

**CHA 4 (-3)**

**Saving Throws**

-

-

-

-

**Resistances**

-

**Immunities**

psychic

**Vulnerabilities**

-

**Senses**

Passive Perception +9, Darkvision 60 ft.

Passive Perception +9, Darkvision 60 ft.

Passive Perception +11, Darkvision 60 ft.

Passive Perception +11, Darkvision 60 ft.

**Languages**

-

**Challenge**

**5**

**9**

**13**

**17**

**Special Abilities & Qualities**

Damage 1d4

Damage 1d6

Damage 2d6





Damage 3d4

**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

**Special Abilities & Qualities**

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



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





# CRAB (GIANT SHARK-EATING)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain

Any Aquatic

Rarity

Rare

Role

Solider / Minion

Organization

Solitary or Cast (2-12x)

Treasure

None

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

**Armor Class**

**16**

(natural armor)

**16**

(natural armor)

**17**

(natural armor)

**17**

(natural armor)

**Hit Points**

**31**

**79**

**149**

**233**

**Speed**

30 ft. Swim 20 ft.

**Size, Type, Alignment**

Large vermin, unaligned

Huge vermin, unaligned

Huge vermin, unaligned

Gargantuan vermin, unaligned

**Ability Scores / Saves**

**STR 20 (+5)**

**STR 22 (+6)**

**STR 25 (+7)**

**STR 27 (+8)**

**DEX 11 (+0)**

**DEX 7 (-2)**

**DEX 11 (+0)**

**DEX 10 (+0)**

**CON 16 (+3)**

**CON 18 (+4)**

**CON 20 (+5)**

**CON 22 (+6)**

**INT 10 (+0)**

**INT 10 (+0)**

**INT 10 (+0)**

**INT 10 (+0)**

**WIS 8 (-1)**

**WIS 8 (-1)**

**WIS 12 (+1)**

**WIS 12 (+1)**

**CHA 1 (-5)**

**CHA 1 (-5)**

**CHA 4 (-3)**

**CHA 4 (-3)**

**Saving Throws**

-

-

-

-

**Resistances**

-

**Immunities**

psychic

**Vulnerabilities**

-

**Senses**

Passive Perception +9, Darkvision 60 ft.

Passive Perception +9, Darkvision 60 ft.

Passive Perception +11, Darkvision 60 ft.

Passive Perception +11, Darkvision 60 ft.

**Languages**

-

**Challenge**

**4**

**8**

**12**

**16**

**Special Abilities & Qualities**

**Damage 1d6**

**Damage 1d8**

**Damage 2d6**





**Damage 2d8**

**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

**Special Abilities & Qualities**

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



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





# CRAB (GIANT SHIPWRECKER)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>113</b>	<b>187</b>	<b>278</b>	<b>344</b>
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 28 (+9)</b>	<b>STR 30 (+10)</b>	<b>STR 32 (+10)</b>	<b>STR 32 (+10)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 7 (-2)</b>	<b>DEX 12 (+1)</b>	<b>DEX 13 (+1)</b>
	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>	<b>CON 24 (+7)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>14</b>	<b>18</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	Damage 2d6	Damage 2d8	Damage 3d8	Damage 4d8
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Water Dependency</b> Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p>			



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

-

**Innate**

-

**Spellcasting****Spellcasting**

-

**Possessions**

-





# CRAB (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Aquatic
Rarity	Rare
Role	Soldier / Minion
Organization	Solitary or Cast (2-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>24</b>	<b>54</b>	<b>96</b>	<b>159</b>
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d4	Damage 1d6	Damage 1d8	Damage 2d4
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Water Dependency</b> Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p>			



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

-

**Innate**

-

**Spellcasting****Spellcasting**

-

**Possessions**

-





# CRAB SWARM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Aquatic
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Wave (3-8x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	36	65	121	206
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Tiny vermin, unaligned			
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)	<b>STR</b> 3 (-4)	<b>STR</b> 7 (-2)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)
	<b>CON</b> 11 (+0)	<b>CON</b> 12 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, psychic, Weapon Damage			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Distraction</b> 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.			
<b>Standard Actions</b>	<b>Swarm</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	<b>Swarm</b> Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
<b>Legendary Actions</b>	-			



Low

Moderate

Advanced

Elite

Innate -

Spellcasting -

Spellcasting -

Possessions -





# CRAWLING HAND



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	7	39	75	97
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 12 (+1)</b>	<b>STR 12 (+1)</b>	<b>STR 13 (+1)</b>
	<b>DEX 9 (-1)</b>	<b>DEX 9 (-1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	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.
<b>Languages</b>	Common, Cannot Speak			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Mark Quarry</b> A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains advantage on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.</p> <p><b>Strangle</b> An opponent grappled by the creature cannot speak or cast spells with verbal components.</p>			
<b>Standard Actions</b>	<b>Claw</b> Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d1+1 (2) slashing damage.	<b>Claw</b> Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage.	<b>Claw</b> Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage.	<b>Claw</b> Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d1+3 (4) slashing damage.





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -





# CROCODILE



Low

Moderate

Advanced

Elite

Terrain

Warm Rivers and Marshes

Rarity

Common

Role

Lurker / Normal

Organization

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

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class

**15**

(natural armor)

**15**

(natural armor)

**16**

(natural armor)

**16**

(natural armor)

Hit Points

**24**

**49**

**111**

**181**

Speed

20 ft. Swim 30 ft., Sprint

Size, Type, Alignment

Large beast, unaligned

Large beast, unaligned

Large beast, unaligned

Huge beast, unaligned

Ability Scores / Saves

**STR 17 (+3)**

**STR 17 (+3)**

**STR 19 (+4)**

**STR 22 (+6)**

**DEX 10 (+0)**

**DEX 10 (+0)**

**DEX 14 (+2)**

**DEX 12 (+1)**

**CON 15 (+2)**

**CON 15 (+2)**

**CON 18 (+4)**

**CON 20 (+5)**

**INT 1 (-5)**

**INT 1 (-5)**

**INT 1 (-5)**

**INT 1 (-5)**

**WIS 10 (+0)**

**WIS 10 (+0)**

**WIS 14 (+2)**

**WIS 14 (+2)**

**CHA 1 (-5)**

**CHA 1 (-5)**

**CHA 4 (-3)**

**CHA 4 (-3)**

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +10, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Languages

-

Challenge

**3**

**7**

**11**

**15**

Special Abilities & Qualities

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

Special Abilities & Qualities

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



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





# CROCODILE (DIRE)



Low

Moderate

Advanced

Elite

Terrain

Warm Rivers and Marshes

Rarity

Uncommon

Role

Brute / Elite

Organization

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

Treasure

None

Low

Moderate

Advanced

Elite

**Armor Class**

**17**  
(natural armor)

**17**  
(natural armor)

**18**  
(natural armor)

**18**  
(natural armor)

**Hit Points**

92

136

211

329

**Speed**

20 ft. Swim 30 ft., Sprint

**Size, Type, Alignment**

Gargantuan beast, unaligned

Gargantuan beast, unaligned

Gargantuan beast, unaligned

Gargantuan beast, unaligned

**Ability Scores / Saves**

**STR 26 (+8)**

**STR 26 (+8)**

**STR 28 (+9)**

**STR 30 (+10)**

**DEX 8 (-1)**

**DEX 8 (-1)**

**DEX 12 (+1)**

**DEX 10 (+0)**

**CON 20 (+5)**

**CON 20 (+5)**

**CON 22 (+6)**

**CON 24 (+7)**

**INT 1 (-5)**

**INT 1 (-5)**

**INT 1 (-5)**

**INT 1 (-5)**

**WIS 12 (+1)**

**WIS 12 (+1)**

**WIS 16 (+3)**

**WIS 16 (+3)**

**CHA 1 (-5)**

**CHA 1 (-5)**

**CHA 4 (-3)**

**CHA 4 (-3)**

**Saving Throws**

-

-

-

-

**Resistances**

-

**Immunities**

-

**Vulnerabilities**

-

**Senses**

Passive Perception +14, Darkvision 60 ft.

Passive Perception +15, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

**Languages**

-

**Challenge**

**8**

**12**

**16**

**20**

**Special Abilities & Qualities**

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

**Special Abilities & Qualities**

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



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

**Swallow Whole** The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.

**Standard Actions**

**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+13/19-20 (24) piercing damage.

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

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

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

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

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

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

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

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# CYCLOPS



Low

Moderate

Advanced

Elite

Terrain

Any Temperate or Tropical

Rarity

Uncommon

Role

Brute / Normal

Organization

Solitary, Conclave (2-6x), or Tribe (7-18x)

Treasure

Standard

Low

Moderate

Advanced

Elite

Armor Class

**16**

(natural armor)

**16**

(natural armor)

**17**

(natural armor)

**17**

(natural armor)

Hit Points

**32**

**75**

**115**

**188**

Speed

**30 ft.**

Size, Type,  
Alignment

Medium humanoid,  
neutral evil

Large humanoid, neutral  
evil

Large humanoid, neutral  
evil

Huge humanoid, neutral  
evil

Ability  
Scores /  
Saves

**STR 15 (+2)**

**STR 18 (+4)**

**STR 18 (+4)**

**STR 20 (+5)**

**DEX 10 (+0)**

**DEX 6 (-2)**

**DEX 6 (-2)**

**DEX 4 (-3)**

**CON 9 (-1)**

**CON 13 (+1)**

**CON 14 (+2)**

**CON 17 (+3)**

**INT 8 (-1)**

**INT 8 (-1)**

**INT 8 (-1)**

**INT 8 (-1)**

**WIS 11 (+0)**

**WIS 11 (+0)**

**WIS 11 (+0)**

**WIS 11 (+0)**

**CHA 6 (-2)**

**CHA 6 (-2)**

**CHA 6 (-2)**

**CHA 6 (-2)**

Saving  
Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +13

Passive Perception +14

Passive Perception +15

Passive Perception +16

Languages

Common, Cyclops, Giant

Challenge

**6**

**10**

**14**

**18**

Special  
Abilities &  
Qualities

**Flash of Insight** Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.



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





# DARK CREEPER



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

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



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

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

**Standard Actions**

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

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

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

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

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

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

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

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

**Legendary Actions**

-

**Innate**

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

**Spellcasting****Spellcasting**

-

**Possessions**

Daggers (4x)



# DARK STALKER



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	39	94	162	248
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Large humanoid, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 14 (+2)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 18 (+4)	<b>DEX</b> 21 (+5)	<b>DEX</b> 20 (+5)
	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 7 (-2)	<b>INT</b> 9 (-1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 7 (-2)	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)
	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 15 (+2)	<b>CHA</b> 15 (+2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	Light Blindness			
<b>Senses</b>	Passive Perception +9	Passive Perception +11	Passive Perception +13	Passive Perception +13
<b>Languages</b>	Dark Folk, Undercommon			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 18
	<b>Death Throes</b> When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A Dexterity save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion.			
<b>Special Abilities &amp; Qualities</b>	<b>Light Blindness</b> You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.			



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

-

**Innate Spellcasting***detect magic (at will); fog cloud (at will)***Spellcasting**

-

**Possessions**

Shortsword; blowgun; blogun darts (10x)



# DARKMANTLE



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Clutch (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>15</b>	<b>46</b>	<b>99</b>	<b>174</b>
<b>Speed</b>	20 ft. Fly 30 ft. (Poor)			
<b>Size, Type, Alignment</b>	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 14 (+2)	<b>STR</b> 18 (+4)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Blindsight 90 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 90 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 90 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 90 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	<b>Constrict</b> 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).			
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	<b>Slam</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.





Low



Moderate



Advanced



Elite

Legendary  
Actions

-

Innate *darkness (3/day)*

Spellcasting

Spellcasting

-

Possessions

-



# DEMON (BABAU)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>64</b>	<b>114</b>	<b>194</b>	<b>272</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 13 (+1)</b>
	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6	<b>Damage</b> 5d6
<b>Special Abilities &amp; Qualities</b>	<b>Protective Slime</b> A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes acid damage from this slime if it fails a Dexterity save. A creature that strikes a babau with a melee weapon must make a Dexterity save or the weapon takes this same amount of acid damage; if this damage penetrates the weapon's AC, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.			
	<b>See Invisibility</b> You can See Invisibility, as per the spell, as a constant ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			





**Low**



**Moderate**



**Advanced**



**Elite**

**Standard  
Actions**

**Longspear** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7/x3 (12) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.

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

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

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

**Cold Iron Longspear** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+13/x3 (18) bludgeoning damage.

**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.

**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.

**Cold Iron Longspear** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+18/x3 (25) bludgeoning damage.

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

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

**Legendary  
Actions**

-

**Innate  
Spellcasting**

*darkness (at will); dispel magic (at will); see invisibility (at will); summon lesser demon (1 babau at 40%) (1/day)*



**Illustration 18: Babau Demon**



# DEMON (BALOR)



	Low	Moderate	Advanced	Elite
Terrain	Any (Abyss)			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary or Warband (1 plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	191	248	364	533
<b>Speed</b>	40 ft. Fly 90 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 22 (+6)	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)	<b>STR</b> 29 (+9)
	<b>DEX</b> 22 (+6)	<b>DEX</b> 22 (+6)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)
	<b>CON</b> 23 (+6)	<b>CON</b> 23 (+6)	<b>CON</b> 25 (+7)	<b>CON</b> 29 (+9)
	<b>INT</b> 19 (+4)	<b>INT</b> 19 (+4)	<b>INT</b> 19 (+4)	<b>INT</b> 21 (+5)
	<b>WIS</b> 19 (+4)	<b>WIS</b> 19 (+4)	<b>WIS</b> 19 (+4)	<b>WIS</b> 21 (+5)
	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 22 (+6)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron and good			
<b>Immunities</b>	Electricity, Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
<b>Challenge</b>	<b>12</b>	<b>16</b>	<b>20</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 21	<b>Saving Throw</b> Dexterity DC 23	<b>Saving Throw</b> Dexterity DC 26
	<b>Damage</b> 50	<b>Damage</b> 80	<b>Damage</b> 100	<b>Damage</b> 140
<b>Special Abilities &amp; Qualities</b>	<b>Death Throes</b> When killed, a balor explodes in a blinding flash of fire that deals damage (half fire, half necrotic damage) to anything within 100 feet (Dexterity save halves).			
<b>Special Abilities &amp; Qualities</b>	<b>Entangle</b> If a balor strikes a creature of its size category or smaller foe with its whip, the balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not.			



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

**Special Abilities & Qualities**

**Flaming Body** A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes fire damage. A creature that grapples a balor or is grappled by one takes 3x this amount of fire damage each round the grapple persists.

**Special Abilities & Qualities**

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

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

**Standard Actions**

**Longsword** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+16/19-00 (23) slashing damage.

**Whip** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+11 (14) bludgeoning damage.

**Slam** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+15 (20) bludgeoning damage.

**Longsword** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+16/19-00 (23) slashing damage.

**Whip** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+11 (14) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+15 (20) bludgeoning damage.

**Longsword** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) slashing damage.

**Whip** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+13 (16) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12 (18) bludgeoning damage.

**Longsword** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+18/19-00 (25) slashing damage.

**Whip** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d4+18 (20) bludgeoning damage.

**Slam** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+17 (30) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

*fire storm (1/day); power word stun (at will); telekinesis (3/day); summon greater demoni (any 1 cr 19 or lower demon 100%) (1/day); telekinesis (at will); true seeing (at will)*

**Spellcasting**

-

**Possessions**

+1 longsword; +1 whip



Illustration 19: Balor Demon



# DEMON (DRETCH)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Skirmisher / Minion
Organization	Solitary, Pair, Gang (3-5x), Crowd (6-12x), or Mob (13+x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>20</b>	<b>48</b>	<b>102</b>	<b>166</b>
<b>Speed</b>	20 ft.			
<b>Size, Type, Alignment</b>	Small fiend, chaotic evil	Small fiend, chaotic evil	Small fiend, chaotic evil	Medium fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 3 (-4)</b>	<b>INT 3 (-4)</b>	<b>INT 7 (-2)</b>	<b>INT 7 (-2)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Cannot Speak, Telepathy 100 ft.			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

D





**Low**



**Moderate**



**Advanced**



**Elite**

**Standard Actions**

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

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

**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

**Claw** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.

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

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

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

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

**Legendary Actions**

-

**Innate Spellcasting**

*cause fear (1/day); stinking cloud (1/day); summon monster i (1 dretch 35%) (1/day)*



Illustration 20: Dretch Demon



# DEMON (GLABREZU)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Abyss)

Rarity

Rare

Role

Leader / Elite

Organization

Solitary or Troop (1x plus others)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Armor Class** **19** (natural armor) **20** (natural armor) **21** (natural armor) **21** (natural armor)

**Hit Points** 124 196 302 406

**Speed** 40 ft.

**Size, Type, Alignment** Large fiend, chaotic evil Huge fiend, chaotic evil Huge fiend, chaotic evil Gargantuan fiend, chaotic evil

	Low	Moderate	Advanced	Elite
<b>STR</b>	20 (+5)	22 (+6)	24 (+7)	27 (+8)
<b>DEX</b>	13 (+1)	9 (-1)	13 (+1)	11 (+0)
<b>CON</b>	20 (+5)	22 (+6)	25 (+7)	27 (+8)
<b>INT</b>	14 (+2)	14 (+2)	17 (+3)	17 (+3)
<b>WIS</b>	14 (+2)	14 (+2)	17 (+3)	17 (+3)
<b>CHA</b>	17 (+3)	17 (+3)	19 (+4)	19 (+4)

**Saving Throws** - - - -

**Resistances** Acid, all physical attacks except good

**Immunities** Electricity, poisoned

**Vulnerabilities** -

**Senses** Passive Perception +15, Darkvision 60 ft. Passive Perception +16, Darkvision 60 ft. Passive Perception +18, Darkvision 60 ft. Passive Perception +19, Darkvision 60 ft.

**Languages** Abyssal, Celestial, Draconic, Telepathy 100 ft.

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

**Special Abilities & Qualities**  
**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.  
**True Seeing** You see all things as they actually are, as per the spell True Seeing, as a constant ability.



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

**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) piercing damage.

**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+12 (14) slashing damage.

**Pincer** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d6+10 (14) slashing damage.

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

**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

**Claw** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+12 (16) slashing damage.

**Pincer** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+12/19-00 (21) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+15 (26) piercing damage.

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

**Pincer** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+15/19-00 (33) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

*confusion (at will); dispel magic (at will); mirror image (at will); power word stun (3/day); reverse gravity (at will); summon lesser demon (1 glabrezu 20% or 1d2 vrocks 50%) (1/day); true seeing (at will); wish (granted to a mortal humanoid only) (1/month)*



Illustration 21: Glabrezu Demon



# DEMON (HEZROU)



	Low	Moderate	Advanced	Elite
Terrain	Any (Abyss)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Gang (2-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>84</b>	<b>156</b>	<b>263</b>	<b>371</b>
<b>Speed</b>	30 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 9 (-1)</b>	<b>DEX 13 (+1)</b>	<b>DEX 11 (+0)</b>
	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>	<b>CON 26 (+8)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good			
<b>Immunities</b>	Electricity, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22	<b>Saving Throw</b> Constitution DC 24
	<p><b>Nausea</b> The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a Constitution save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a Constitution save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first.</p>			



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

Constitution DC 18

**Saving Throw**

Constitution DC 20

**Saving Throw**

Constitution DC 22

**Saving Throw**

Constitution DC 24

**Stench** You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Constitution save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

**Special Abilities & Qualities****Telepathy**

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

**Standard Actions****Bite** Melee weapon

attack: +6 to hit, reach 5 ft., one target. Hit 4d3+9 (17) piercing damage.

**Claw** Melee weapon

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

**Bite** Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 4d4+8 (18) piercing damage.

**Claw** Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

**Bite** Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.

**Claw** Melee weapon

attack: +7 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.

**Bite** Melee weapon

attack: +7 to hit, reach 15 ft., one target. Hit 4d8+13 (31) piercing damage.

**Claw** Melee weapon

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

**Legendary Actions**

-

**Innate Spellcasting**

*gaseous form (3/day); summon lesser demon (1 hezrou 35%) (1/day)*

**Spellcasting**

-

**Possessions**

-



# DEMON (MARILITH)



**Low**

**Moderate**

**Advanced**

**Elite**

**Terrain**

Any (Abyss)

**Rarity**

Rare

**Role**

Leader / Elite

**Organization**

Solitary, Pair, or Platoon (1 plus others)

**Treasure**

Double

**Low**

**Moderate**

**Advanced**

**Elite**

**Armor Class**

**21**

(natural armor)

**21**

(natural armor)

**21**

(natural armor)

**23**

(natural armor)

**Hit Points**

119

177

273

416

**Speed**

40 ft.

**Size, Type, Alignment**

Medium fiend, chaotic evil

Medium fiend, chaotic evil

Large fiend, chaotic evil

Huge fiend, chaotic evil

**Ability Scores / Saves**

**STR 18 (+4)**

**STR 18 (+4)**

**STR 20 (+5)**

**STR 24 (+7)**

**DEX 18 (+4)**

**DEX 18 (+4)**

**DEX 17 (+3)**

**DEX 18 (+4)**

**CON 21 (+5)**

**CON 21 (+5)**

**CON 23 (+6)**

**CON 27 (+8)**

**INT 16 (+3)**

**INT 16 (+3)**

**INT 16 (+3)**

**INT 18 (+4)**

**WIS 16 (+3)**

**WIS 16 (+3)**

**WIS 16 (+3)**

**WIS 18 (+4)**

**CHA 20 (+5)**

**CHA 20 (+5)**

**CHA 20 (+5)**

**CHA 22 (+6)**

**Saving Throws**

-

-

-

-

**Resistances**

Acid, all physical attacks except cold iron and good

**Immunities**

Electricity, poisoned

**Vulnerabilities**

-

**Senses**

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Passive Perception +20, Darkvision 60 ft.

**Languages**

Abyssal, Celestial, Draconic, Telepathy 100 ft.

**Challenge**

**8**

**12**

**16**

**20**

**Special Abilities & Qualities**

**Damage** 2d4

**Damage** 2d6

**Damage** 2d8

**Damage** 3d12

**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

**Special Abilities & Qualities**

**Saving Throw**

Constitution DC 18

**Saving Throw**

Constitution DC 19

**Saving Throw**

Constitution DC 21

**Saving Throw**

Constitution DC 24

**Crushing Coils** A creature that takes damage from a marilith's constrict attack must succeed on a Constitution save or lose consciousness for 1d8 rounds.

**Special Abilities & Qualities**

**Infuse Weapon** Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

**Multiweapon Mastery** A marilith never takes penalties to her attack roll when fighting with multiple weapons.





Low



Moderate



Advanced



Elite

### Special Abilities & Qualities

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

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

### Standard Actions

**Longsword** Melee weapon attack: +5 to hit, reach 5 ft., six targets. Hit 2d6+8/17-00 (15) slashing damage.

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

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

**Longsword** Melee weapon attack: +5 to hit, reach 5 ft., six targets. Hit 2d6+8/17-00 (15) slashing damage.

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

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

**Longsword** Melee weapon attack: +4 to hit, reach 10 ft., six targets. Hit 2d6+8/17-00 (15) slashing damage.

**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+3 (10) bludgeoning damage.

**Longsword** Melee weapon attack: +5 to hit, reach 15 ft., six targets. Hit 2d6+12/17-00 (19) slashing damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

**Tail Slap** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+5 (19) bludgeoning damage.

### Innate Spellcasting Possessions

*blade barrier (3/day); fly (3/day); project image (at will); summon monster v (1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%) (1/day); telekinesis (at will); true seeing (at will)*

Longsword (6x)



Illustration 22: Marilith Demon



# DEMON (NABASU)



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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>105</b>	<b>160</b>	<b>219</b>	<b>307</b>
<b>Speed</b>	30 ft. Fly 60 ft. (Average)			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 15 (+2)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>
	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, paralyzed, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>

**Special Abilities & Qualities** **Consume Life** When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, ability checks, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus increases by 1.

<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22
<b>Death-Stealing Gaze</b> As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a Constitution save or have their maximum and current hit points reduced by 1d8 points. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round-if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. Maximum hit point reductions suffered in this manner are restored via restoration or more powerful healing magic.				





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

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

**Standard Actions**

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

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

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

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

**Bite** Melee weapon  
attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage.

**Claw** Melee weapon  
attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.

**Bite** Melee weapon  
attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage.

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

**Legendary Actions**

-

**Innate Spellcasting**

*enervation (3/day); hold person (1/day); regenerate (1/day); silence (3/day); summon lesser demon (1 nabasu 30% or 1d4 babaus 30%) (1/day); telekinesis (at will); vampiric touch (3/day)*

**Spellcasting**

-

**Possessions**

-





# DEMON (NALFESHNEE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Abyss)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary or Warband (1 plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	133	216	330	401
<b>Speed</b>	30 ft. Fly 40 ft. (Poor)			
<b>Size, Type, Alignment</b>	Large fiend, chaotic evil	Huge fiend, chaotic evil	Huge fiend, chaotic evil	Huge fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 21 (+5)	<b>STR</b> 23 (+6)	<b>STR</b> 25 (+7)	<b>STR</b> 25 (+7)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 11 (+0)	<b>DEX</b> 15 (+2)	<b>DEX</b> 16 (+3)
	<b>CON</b> 20 (+5)	<b>CON</b> 22 (+6)	<b>CON</b> 24 (+7)	<b>CON</b> 24 (+7)
	<b>INT</b> 18 (+4)	<b>INT</b> 18 (+4)	<b>INT</b> 20 (+5)	<b>INT</b> 20 (+5)
	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 19 (+4)	<b>CHA</b> 19 (+4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good			
<b>Immunities</b>	Electricity, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
<b>Challenge</b>	<b>10</b>	<b>14</b>	<b>18</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p> <p><b>True Seeing</b> You see all things as they actually are, as per the spell True Seeing, as a constant ability.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21	<b>Saving Throw</b> Wisdom DC 23	<b>Saving Throw</b> Wisdom DC 24
	<p><b>Unholy Nimbus</b> Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a Wisdom save or be dazed for 1d10 rounds as visions of madness hound it.</p>			





Low



Moderate



Advanced



Elite

**Standard Actions**

**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/19-00 (24) piercing damage.

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

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+11/19-00 (24) piercing damage.

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

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+13/19-00 (34) piercing damage.

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

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+13/19-00 (34) piercing damage.

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

**Legendary Actions**

-

**Innate Spellcasting**

*call lightning (at will); (at will); feebelmind (at will); slow (at will); summon monster v (1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%) (1/day); (self plus lbs. of objects only) (at will); true seeing (at will); (at will)*



Illustration 23: Nalfeshnee Demon



# DEMON (QUASIT)



Low

Moderate

Advanced

Elite

Terrain

Any (Abyss)

Rarity

Rare

Role

Skirmisher / Minion

Organization

Solitary or Flock (2-12x)

Treasure

Standard

Low

Moderate

Advanced

Elite

**Armor Class**

**15**

(natural armor)

**15**

(natural armor)

**17**

(natural armor)

**17**

(natural armor)

**Hit Points**

**12**

**42**

**76**

**145**

**Speed**

20 ft. Fly 50 ft. (Perfect)

**Size, Type, Alignment**

Tiny fiend, chaotic evil

Tiny fiend, chaotic evil

Tiny fiend, chaotic evil

Small fiend, chaotic evil

**Ability Scores / Saves**

**STR 6 (-2)**

**STR 7 (-2)**

**STR 12 (+1)**

**STR 17 (+3)**

**DEX 12 (+1)**

**DEX 12 (+1)**

**DEX 16 (+3)**

**DEX 14 (+2)**

**CON 9 (-1)**

**CON 9 (-1)**

**CON 13 (+1)**

**CON 17 (+3)**

**INT 9 (-1)**

**INT 9 (-1)**

**INT 13 (+1)**

**INT 13 (+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**

Acid, all physical attacks except cold iron or good

**Immunities**

Electricity, poisoned

**Vulnerabilities**

-

**Senses**

Passive Perception +10, Darkvision 60 ft.

Passive Perception +13, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

**Languages**

Abyssal, Celestial, Common, Draconic, Telepathy 100 ft.

**Challenge**

**4**

**8**

**12**

**16**

**Special Abilities & Qualities**

**Change Shape** May change into, and then back from, any two of the following forms: Bat, Small Centipede, Toad, or Wolf; Bat, as per polymorph.

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

**Special Abilities & Qualities**

**Saving Throw**  
Constitution DC 11

**Saving Throw**  
Constitution DC 12

**Saving Throw**  
Constitution DC 15

**Saving Throw**  
Constitution DC 18

**Poison** Claw-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full upon a long rest or with any magical healing.





Low



Moderate



Advanced



Elite

### Special Abilities & Qualities

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

### Standard Actions

**Bite** Melee weapon  
attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

**Claw** Melee weapon  
attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.

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

**Claw** Melee weapon  
attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) slashing damage.

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

**Claw** Melee weapon  
attack: +0 to hit, reach 0 ft., one target. Hit 1d4+2 (4) slashing damage.

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

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

### Legendary Actions

-

### Innate Spellcasting

*cause fear (1/day); commune (six questions) (1/week); and good (at will); detect magic (at will); invisibility (self only) (at will)*

### Spellcasting

-

### Possessions

-



# DEMON (SCHIR)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any (Abyss)
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Pack (2-8x)
Treasure	Standard

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>34</b>	<b>71</b>	<b>139</b>	<b>206</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 7 (-2)</b>	<b>WIS 7 (-2)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	diseased, Electricity, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Draconic, Telepathy 100 ft.			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Disease (Gray Pox)</b> A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Disease-Weapon-Injury; save Constitution; frequency 1/day; effect 1d6 Strength damage; cure 2 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

D



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Halberd</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10x3 (1) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p>	<p><b>Halberd</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7/x3 (12) bludgeoning damage.</p> <p><b>Gore</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.</p>	<p><b>Halberd</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+11/x3 (16) bludgeoning damage.</p> <p><b>Gore</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.</p>	<p><b>Halberd</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16/x3 (25) bludgeoning damage.</p> <p><b>Gore</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	Halberd			





# DEMON (SUCCUBUS)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>37</b>	<b>78</b>	<b>132</b>	<b>206</b>
<b>Speed</b>	30 ft. Fly 50 ft. (Average)			
<b>Size, Type, Alignment</b>	Small fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 7 (-2)</b>	<b>STR 11 (+0)</b>	<b>STR 15 (+2)</b>	<b>STR 18 (+4)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 15 (+2)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft., Tongues			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>

## Special Abilities & Qualities

**Change Shape** You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).

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

**Tongues** You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.

## Special Abilities & Qualities

**Energy Drain** A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.





Low



Moderate



Advanced



Elite

### Special Abilities & Qualities

**Profane Gift** Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The succubus can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save; ability damage suffered in this manner can only be restored via restoration or more powerful healing magic).

### Standard Actions

**Claw** Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.

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

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

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

### Legendary Actions

-

### Innate Spellcasting

*charm monster (at will); detect thoughts (at will); (1/day); etherealness (self plus lbs. of objects only) (at will); suggestion (at will); summon lesser demon (1 babau at 50%) (1/day); tongues (at will); vampiric touch (at will)*



Illustration 24: Succubus Demon



# DEMON (VROCK)



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>49</b>	<b>107</b>	<b>198</b>	<b>305</b>
<b>Speed</b>	30 ft. Fly 50 ft. (Average)			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good			
<b>Immunities</b>	Electricity, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft.			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21	<b>Saving Throw</b> Dexterity DC 23
	<b>Damage</b> 3d6	<b>Damage</b> 5d6	<b>Damage</b> 7d6	<b>Damage</b> 8d6
<b>Special Abilities &amp; Qualities</b>	<p><b>Dance of Ruin</b> A vrock can dance and chant as a full-round action-at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing electricity damage to all creatures within 100 feet. A Dexterity save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 points, and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing.</p> <p><b>Spores</b> A vrock can release a cloud of spores from its body with Recharge 2 as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting bless on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.</p>			





Low



Moderate



Advanced



Elite

Special Abilities & Qualities

**Saving Throw**  
Constitution DC 17

**Stunning Screech** Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot radius spread must succeed on a Constitution save or be stunned for 1 round.

Special Abilities & Qualities

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

Standard Actions

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

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

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

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

**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) slashing damage.

**Talons** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+7 (18) slashing damage.

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

**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+9 (23) slashing damage.

**Talons** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.

Legendary Actions

-

Innate Spellcasting

*mirror image (1/day); summon lesser demon (1 vrock 35%) (1/day); telekinesis (at will)*



Illustration 25: Vrock Demon



# DERRO



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Artillery / Normal			
Organization	Solitary, Team (2-4x), Squad (5-8x +others), or Band (11-20x +others)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	26	53	109	181
<b>Speed</b>	20 ft.			
<b>Size, Type, Alignment</b>	Small humanoid, chaotic evil	Small humanoid, chaotic evil	Small humanoid, chaotic evil	Medium humanoid, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 14 (+2)	<b>STR</b> 18 (+4)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 3 (-4)	<b>WIS</b> 3 (-4)	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	Vulnerability to Sunlight			
<b>Senses</b>	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.
<b>Languages</b>	Aklo, Undercommon			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Vulnerability to Sunlight</b> A derro takes 1 point of Con damage after every hour it is exposed to sunlight. This damage can only be restored via restoration or more powerful healing magic.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Aklys</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.</p> <p><b>Aklys</b> Ranged weapon attack: +2 to hit, one target. Hit 1d8 (8) bludgeoning damage.</p> <p><b>Crossbow, Repeating Light</b> Ranged weapon attack: +2 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p><b>Sword, Short</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) slashing damage.</p>	<p><b>Aklys</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.</p> <p><b>Aklys</b> Ranged weapon attack: +2 to hit, one target. Hit 1d8 (8) bludgeoning damage.</p> <p><b>Crossbow, Repeating Light</b> Ranged weapon attack: +2 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p><b>Sword, Short</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) slashing damage.</p>	<p><b>Aklys</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p> <p><b>Aklys</b> Ranged weapon attack: +4 to hit, one target. Hit 1d8+3 (8) bludgeoning damage.</p> <p><b>Crossbow, Repeating Light</b> Ranged weapon attack: +4 to hit, one target. Hit 1d6/19-00 (6) piercing damage.</p> <p><b>Sword, Short</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (2) slashing damage.</p>	<p><b>Repeating Light Crossbow</b> Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p><b>Shortsword</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3) slashing damage.</p> <p><b>Aklys</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> <p><b>Aklys</b> Ranged weapon attack: +3 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>darkness (at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	Aklys; repeating light crossbow; crossbow bolts (20x); shortsword			





# DESTRACHAN



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

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
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<b>Hit Points</b>	<b>46</b>	<b>86</b>	<b>146</b>	<b>223</b>
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<b>Speed</b>	30 ft.			
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<b>Size, Type, Alignment</b>	Medium aberration, neutral evil	Large aberration, neutral evil	Large aberration, neutral evil	Huge aberration, neutral evil
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>12 (+1)</b>	<b>STR</b>	<b>16 (+3)</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>20 (+5)</b>
	<b>DEX</b>	<b>15 (+2)</b>	<b>DEX</b>	<b>11 (+0)</b>	<b>DEX</b>	<b>16 (+3)</b>	<b>DEX</b>	<b>14 (+2)</b>
	<b>CON</b>	<b>10 (+0)</b>	<b>CON</b>	<b>14 (+2)</b>	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>19 (+4)</b>
	<b>INT</b>	<b>11 (+0)</b>	<b>INT</b>	<b>11 (+0)</b>	<b>INT</b>	<b>15 (+2)</b>	<b>INT</b>	<b>15 (+2)</b>
	<b>WIS</b>	<b>16 (+3)</b>	<b>WIS</b>	<b>16 (+3)</b>	<b>WIS</b>	<b>18 (+4)</b>	<b>WIS</b>	<b>18 (+4)</b>
	<b>CHA</b>	<b>11 (+0)</b>	<b>CHA</b>	<b>11 (+0)</b>	<b>CHA</b>	<b>15 (+2)</b>	<b>CHA</b>	<b>15 (+2)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	Sonic			
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<b>Immunities</b>	Attacks Relying on Sight, Gaze Attacks, Illusions, Visual Effects			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 120 ft., Darkvision 60 ft.
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<b>Languages</b>	Common, Cannot Speak			
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<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throws</b> DC 13	<b>Saving Throws</b> DC 16	<b>Saving Throws</b> DC 18	<b>Saving Throws</b> DC 20
	<b>Damage</b> 6d6	<b>Damage</b> 8d6	<b>Damage</b> 10d6	<b>Damage</b> 12d6

**Destructive Harmonics** A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability.

*Destruction:* All creatures within the area of effect of the destructive harmonics take sonic damage - a Dexterity save halves this damage. If the destrachan wishes, this damage can instead deal psychic damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack - that object takes double this amount of damage.

*Pain:* Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a Constitution save to avoid being stunned for 1 round and deafened for 1d6 rounds.



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard  
Actions**

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

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

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

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

**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.

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

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

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

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Illustration 26: Destrachan



# DEVIL (BARBED/HAMATULA)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Hell)

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary, Pair, Team (3-5x), or Squad (6-11x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Armor Class**  
(natural armor)

**19**

**19**

(natural armor)

**20**

(natural armor)

**21**

(natural armor)

**Hit Points**

**72**

**134**

**204**

**301**

**Speed**

**30 ft.**

**Size, Type, Alignment**

Small fiend, lawful evil

Medium fiend, lawful evil

Medium fiend, lawful evil

Large fiend, lawful evil

**Ability Scores / Saves**

**STR 17 (+3)**

**STR 18 (+4)**

**STR 20 (+5)**

**STR 22 (+6)**

**DEX 20 (+5)**

**DEX 18 (+4)**

**DEX 21 (+5)**

**DEX 20 (+5)**

**CON 16 (+3)**

**CON 18 (+4)**

**CON 20 (+5)**

**CON 22 (+6)**

**INT 10 (+0)**

**INT 10 (+0)**

**INT 14 (+2)**

**INT 14 (+2)**

**WIS 13 (+1)**

**WIS 13 (+1)**

**WIS 17 (+3)**

**WIS 17 (+3)**

**CHA 16 (+3)**

**CHA 16 (+3)**

**CHA 18 (+4)**

**CHA 18 (+4)**

**Saving Throws**

-

-

-

-

**Resistances**

Acid, all physical attacks except good

**Immunities**

Fire, poisoned

**Vulnerabilities**

-

**Senses**

Passive Perception +14, Darkvision 60 ft.

Passive Perception +15, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

**Languages**

Celestial, Common, Draconic, Infernal, Telepathy 100 ft.

**Challenge**

**8**

**12**

**16**

**20**

**Special Abilities & Qualities**

**Damage 1d6**

**Damage 2d6**

**Damage 3d6**

**Damage 3d8**

**Barbed Defense** A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

**Special Abilities & Qualities**

**Saving Throw**

Wisdom DC 16

**Saving Throw**

Wisdom DC 18

**Saving Throw**

Wisdom DC 20

**Saving Throw**

Wisdom DC 22

**Fear** A barbed devil's fear attack affects any creature it damages with its claws. A Wisdom save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect.

**Special Abilities & Qualities**

**Damage 2d6**

**Damage 2d3**

**Damage 3d6**

**Damage 4d6**

**Impale** A barbed devil deals piercing damage to a grabbed opponent with a successful grapple check.





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

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

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

**Standard Actions**

**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.

**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+6/19-00 (15) slashing damage.

**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d8+8/19-00 (22) slashing damage.

**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d8+10/19-00 (28) slashing damage.

**Legendary Actions**

-

**Innate Spellcasting**

*hold person (at will); major image (at will); produce flame (at will); pyrotechnics (at will); scorching ray ( rays only) (at will); summon lesser demon (1 barbed devil 35%) (1/day); (self plus lbs. of objects only) (at will); (1/day)*



Illustration 27: Barbed Devil



# DEVIL (BEARDED/BARBABUZU)



	Low	Moderate	Advanced	Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Squad (3-10x), or Troop (10-40x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	53	88	173	266
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 21 (+5)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 17 (+3)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good or silver			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6
<b>Special Abilities &amp; Qualities</b>	<p><b>Beard</b> If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes slashing damage and must succeed on a Constitution save or contract devil chills. Devil Chills: Disease-injury; save Constitution; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves. Ability damage suffered from this condition can only be restored via restoration or more powerful healing magic.</p> <p><b>Infernal Wound</b> The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Medicine check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.</p>			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.**Standard Actions****Glaive** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6/x3 (12) bludgeoning damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.**Glaive** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7/x3 (12) bludgeoning damage.**Claw** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.**Glaive** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10/x3 (16) bludgeoning damage.**Claw** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.**Glaive** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+9/19-00/x3 (14) bludgeoning damage.**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.**Legendary Actions**

-

**Innate Spellcasting***summon lesser demon (1 bearded devil or 6 lemures, 50%) (1/day)***Spellcasting**

-

**Possessions**

Glaive



# DEVIL (BONE/OSYLUTH)



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

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	46	98	131	215
<b>Speed</b>	40 ft. Fly 60 ft. (Good)			

Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
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Ability Scores / Saves	<b>STR</b>	15 (+2)	<b>STR</b>	18 (+4)	<b>STR</b>	18 (+4)	<b>STR</b>	20 (+5)
	<b>DEX</b>	20 (+5)	<b>DEX</b>	18 (+4)	<b>DEX</b>	18 (+4)	<b>DEX</b>	17 (+3)
	<b>CON</b>	14 (+2)	<b>CON</b>	17 (+3)	<b>CON</b>	17 (+3)	<b>CON</b>	19 (+4)
	<b>INT</b>	14 (+2)	<b>INT</b>	14 (+2)	<b>INT</b>	14 (+2)	<b>INT</b>	14 (+2)
	<b>WIS</b>	13 (+1)	<b>WIS</b>	13 (+1)	<b>WIS</b>	13 (+1)	<b>WIS</b>	13 (+1)
	<b>CHA</b>	16 (+3)	<b>CHA</b>	16 (+3)	<b>CHA</b>	16 (+3)	<b>CHA</b>	16 (+3)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	Acid, all physical attacks except good			
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<b>Immunities</b>	Fire, poisoned			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
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<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20
	<b>Fear Aura</b> Creatures within 5 feet must succeed at a Wisdom save or be Frightened for 1d6 rounds.			

<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 20
	<b>Poison Sting</b> - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Strength damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full with restoration or more powerful healing magic.			

<b>Special Abilities &amp; Qualities</b>	<b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.			
	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

D



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

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

**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

**Sting** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 3d3+4 (10) piercing damage.

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

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

**Sting** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d4+5 (12) piercing damage.

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

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

**Sting** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d4+6 (14) piercing damage.

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

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

**Sting** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+8 (22) piercing damage.

**Legendary Actions**

-

**Innate Spellcasting**

*fly (at will); invisibility (self only) (at will); major image (at will); summon (1 bone devil, 35%) (1/day); wall of ice (at will)*



**Illustration 28: Bone Devil**



# DEVIL (ERINYES/THE FURIES)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary or Trio			
Treasure	Triple			

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	36	76	150	234
<b>Speed</b>	30 ft. Fly 50 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 21 (+5)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 18 (+4)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)
	<b>CON</b> 18 (+4)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)	<b>CON</b> 22 (+6)
	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)
	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)
	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Entangle</b> Each erinyes carries a 50-foot-long rope that entangles opponents of any size as a rope trick spell (CL 16th). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other.</p> <p><b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p> <p><b>True Seeing</b> You see all things as they actually are, as per the spell True Seeing, as a constant ability.</p>			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Composite Longbow</b> Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.  <b>Longsword</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.	<b>Composite Longbow</b> Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.  <b>Longsword</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.	<b>Composite Longbow</b> Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.  <b>Longsword</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8/19-00 (12) slashing damage.	<b>Composite Longbow</b> Ranged weapon attack: +5 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.  <b>Longsword</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>fear (single target) (at will); minor image (at will); summon lesser demon (2 bearded devils, 50%) (1/day); true seeing (at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DEVIL (HORNED/CORNUGON)



	Low	Moderate	Advanced	Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or Win g(3-10x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	92	167	223	326
<b>Speed</b>	30 ft. Fly 50 ft. (Average)			
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)
	<b>DEX</b> 22 (+6)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)	<b>DEX</b> 23 (+6)
	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)	<b>CON</b> 21 (+5)	<b>CON</b> 23 (+6)
	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 16 (+3)
	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)	<b>CHA</b> 20 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good and silver			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>

## Special Abilities & Qualities

**Infernal Wound** The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Medicine check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

## Special Abilities & Qualities

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





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

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

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

**Special Abilities & Qualities**

**Saving Throw**  
Constitution DC 17

**Saving Throw**  
Constitution DC 19

**Saving Throw**  
Constitution DC 20

**Saving Throw**  
Constitution DC 22

**Stun** Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a Constitution save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain.

**Standard Actions**

**Chain, Spiked** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit medium/unholy (1) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.

**Tail** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+12 (18) bludgeoning damage.

**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+12 (18) slashing damage.

**Chain, Spiked** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+10 (19) piercing damage.

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

**Tail** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

**Chain, Spiked** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+10 (19) piercing damage.

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

**Tail** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

**Chain, Spiked** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+19 (26) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12 (26) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.

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

**Legendary Actions**

-

**Innate Spellcasting**

*dispel evil and good (at will); fireball (3/day); lightning bolt (3/day); major image (at will); summon (3 barbed devils, 35%) (1/day)*

**Spellcasting**

-

**Possessions**

Spiked chain





# DEVIL (ICE/GELUGON)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Team (2-3x), Council (4-10x), or Contingent (1-3x plus others)			
Treasure	Standard			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>48</b>	<b>102</b>	<b>160</b>	<b>246</b>
<b>Speed</b>	40 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 19 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 20 (+5)</b>
	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 20 (+5)</b>	<b>INT 20 (+5)</b>	<b>INT 20 (+5)</b>	<b>INT 22 (+6)</b>
	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 20 (+5)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good			
<b>Immunities</b>	Cold, Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Regeneration</b> You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			



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

Constitution DC 16

**Saving Throw**

Constitution DC 18

**Saving Throw**

Constitution DC 19

**Saving Throw**

Constitution DC 21

**Slow** A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a Constitution save or be affected as though by a slow spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself.

**Standard Actions**

**Spear** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit medium/frost (1) piercing damage.

**Spear** Ranged weapon attack: +6 to hit, one target. Hit medium/frost/thrown (1) piercing damage.

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

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

**Spear** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage.

**Spear** Ranged weapon attack: +4 to hit, one target. Hit 2d6+7/x3 (14) piercing damage.

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

**Tail** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.

**Spear** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage.

**Spear** Ranged weapon attack: +5 to hit, one target. Hit 2d6+7/x3 (14) piercing damage.

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

**Tail** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.

**Spear** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/x3 (20) piercing damage.

**Spear** Ranged weapon attack: +5 to hit, one target. Hit 2d6+9/x3 (16) piercing damage.

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

**Tail** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+4 (18) bludgeoning damage.

**Special Actions**

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**Special Actions**

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**Special Actions**

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**Special Actions****Legendary Actions**

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**Innate Spellcasting**

*cone of cold (at will); fly (at will); major image (at will); summon (2 bone devils, 50%) (1/day); wall of ice (at will)*

**Spellcasting**

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**Possessions**

Spear (2x)



# DEVIL (IMP)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Hell)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Flock (3-10x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	20	43	90	165
<b>Speed</b>	20 ft. Fly 50 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Tiny fiend, lawful evil	Small fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR</b> 8 (-1)	<b>STR</b> 8 (-1)	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 16 (+3)	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)
	<b>CON</b> 8 (-1)	<b>CON</b> 8 (-1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)
	<b>INT</b> 11 (+0)	<b>INT</b> 11 (+0)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good or silver			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> An Imp has the ability to assume the appearance of a Boar, Giant Spider, Rat, or Raven, but retains most of its own physical qualities. An Imp cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, but it does not adjust its ability scores (although it gains any other abilities of the creature it mimics).			
<b>Special Abilities &amp; Qualities</b>	<b>Fast Healing</b> 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.			

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

Constitution DC 13

**Saving Throw**

Constitution DC 14

**Saving Throw**

Constitution DC 17

**Saving Throw**

Constitution DC 18

**Poison** Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full upon a long rest or with any magical healing.**Special Abilities & Qualities****See in Darkness** Devils can see perfectly in darkness of any kind, even that created by magical darkness.**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.**Standard Actions****Sting** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.**Sting** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.**Sting** Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d6+2 (6) piercing damage.**Sting** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.**Legendary Actions**

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**Innate Spellcasting***augury (3/day); commune (six questions) (1/week); detect magic (at will); invisibility (self only) (at will); suggestion (1/day)***Spellcasting**

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**Possessions**

-





# DEVIL (LEMURE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Hell)			
Rarity	Uncommon			
Role	Soldier / Minion			
Organization	Solitary, Pair, Gang (3-5x), Swarm (6-17x), or Mob (10-40x+)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>17</b>	<b>35</b>	<b>83</b>	<b>143</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 9 (-1)</b>	<b>STR 10 (+0)</b>	<b>STR 15 (+2)</b>	<b>STR 18 (+4)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 2 (-4)</b>	<b>CHA 2 (-4)</b>	<b>CHA 6 (-2)</b>	<b>CHA 6 (-2)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except good or silver			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	Celestial, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.			
	<b>Telepathy</b> 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.			
<b>Standard Actions</b>	<b>Claw</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.	<b>Claw</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	<b>Claw</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	<b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.

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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



# DEVIL (PIT FIEND)



	Low	Moderate	Advanced	Elite
Terrain	Any (Hell)			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary, Pair, or Council (3-9x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>185</b>	<b>272</b>	<b>333</b>	<b>526</b>
<b>Speed</b>	40 ft. Fly 60 ft. (Average)			

<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
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<b>Ability Scores / Saves</b>	<b>STR</b> 24 (+7)	<b>STR</b> 26 (+8)	<b>STR</b> 26 (+8)	<b>STR</b> 30 (+10)
	<b>DEX</b> 24 (+7)	<b>DEX</b> 22 (+6)	<b>DEX</b> 22 (+6)	<b>DEX</b> 22 (+6)
	<b>CON</b> 22 (+6)	<b>CON</b> 24 (+7)	<b>CON</b> 24 (+7)	<b>CON</b> 29 (+9)
	<b>INT</b> 20 (+5)	<b>INT</b> 20 (+5)	<b>INT</b> 20 (+5)	<b>INT</b> 22 (+6)
	<b>WIS</b> 22 (+6)	<b>WIS</b> 22 (+6)	<b>WIS</b> 22 (+6)	<b>WIS</b> 24 (+7)
	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 22 (+6)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	Acid, all physical attacks except good and silver			
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<b>Immunities</b>	Fire, poisoned			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.	Passive Perception +24, Darkvision 60 ft.
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<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
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<b>Challenge</b>	<b>12</b>	<b>16</b>	<b>20</b>	<b>24</b>
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<b>Special Abilities &amp; Qualities</b>	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
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**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

**Devil Shaping** Three times per day, a pit fiend can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the pit fiend. Although pit fiends can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.





Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw

Constitution DC 20

**Disease (Devil Chills)** Disease-Bite-injury; save Constitution; frequency 1/day; effect 1d4 Strength; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 26

Special Abilities & Qualities

Saving Throw

Constitution DC 20

**Poison** Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect 1d6 Con damage and is Poisoned; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 23

Saving Throw

Constitution DC 26

Standard Actions

**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 4d4+16 (26) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+16 (23) slashing damage.

**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

**Wing** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+16 (22) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.

**Claw** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+13 (22) slashing damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+6 (15) bludgeoning damage.

**Wing** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.

**Claw** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+13 (22) slashing damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+6 (15) bludgeoning damage.

**Wing** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 8d6+17 (45) piercing damage.

**Claw** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+17 (35) slashing damage.

**Tail Slap** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+8 (22) bludgeoning damage.

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

Special Actions

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

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

Special Actions

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

Legendary Actions

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Innate Spellcasting

*create undead (at will); fireball (at will); hold monster (at will); invisibility (at will); meteor swarm (3/day); major image (at will); power word stun (at will); scorching ray (at will); scrying (at will); summon monster (any 1 cr 19 or lower devil, 100%) (1/day); soul cage (at will); (at will); wall of fire (at will); wish (1/year)*

Spellcasting Possessions

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# DEVOURER



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>52</b>	<b>80</b>	<b>137</b>	<b>215</b>
<b>Speed</b>	30 ft. Fly 20 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium undead, neutral evil	Large undead, neutral evil	Large undead, neutral evil	Huge undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 18 (+4)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>

<b>Special Abilities &amp; Qualities</b>	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
	<b>Saving Throw</b> Constitution DC 17 <b>Damage</b> 8d6	<b>Saving Throw</b> Constitution DC 18 <b>Damage</b> 10d6	<b>Saving Throw</b> Constitution DC 19 <b>Damage</b> 12d6	<b>Saving Throw</b> Constitution DC 21 <b>Damage</b> 12d10

**Devour Soul** By making a melee attack as a standard action, a devourer can deal necrotic damage. A Constitution save halves this damage. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level. At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence has its maximum hit points reduced by 1d4 for every 5 points of essence drained-this reduction remains if the creature is brought back to life. A soul that is completely consumed may only be restored to life by a miracle or wish. Maximum hit point reduction from this effect may be restored via restoration or more powerful healing magic.



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

Constitution DC 17

**Saving Throw**

Constitution DC 18

**Saving Throw**

Constitution DC 19

**Saving Throw**

Constitution DC 21

**Energy Drain** You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's current and maximum hit points by 1d6 points each. If an attack that includes an energy drain scores a critical hit, it inflicts twice the listed reductions. Maximum hit point reductions from this effect remain until 24 hours have passed or until the victim receives restoration or more powerful healing magic.

**Special Abilities & Qualities****Telepathy**

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

**Standard Actions**

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

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

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

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

**Legendary Actions**

-

**Innate Spellcasting**

*animate dead (at will); bestow curse (at will); confusion (at will); control undead (at will); ghoul touch (at will); inflict wounds (at will); planar ally (at will); ray of enfeeblement (at will); mage hand (at will); suggestion (at will); true seeing (at will); vampiric touch (at will)*

**Spellcasting Possessions**

-

-



# DINOSAUR (ANKYLOSOSAURUS)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests or Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	40	78	154	233
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 25 (+7)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 8 (-1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 10 (+0)
	<b>CON</b> 11 (+0)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Stun</b> The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a Constitution save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds.			
<b>Standard Actions</b>	<b>Tail</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+19 (40) bludgeoning damage.

D





Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -



# DINOSAUR (BRACHIOSAURUS)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Forests or Plains
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Herd (3-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>71</b>	<b>132</b>	<b>174</b>	<b>317</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 24 (+7)</b>	<b>STR 26 (+8)</b>	<b>STR 26 (+8)</b>	<b>STR 30 (+10)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>	<b>CON 22 (+6)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>14</b>	<b>18</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 23
	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			

D



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Tail</b> Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d4+21 (31) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+19 (33) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+19 (33) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+25 (53) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DINOSAUR (DEINONYCHUS)



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

D

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	36	77	143	222
<b>Speed</b>	60 ft.		65 ft.	
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 13 (+1)	<b>STR</b> 13 (+1)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 17 (+3)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>



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





# DINOSAUR (PTERANODON)



Low

Moderate

Advanced

Elite

Terrain

Warm Coastline

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

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

Treasure

None

Low

Moderate

Advanced

Elite

**Armor Class**

**15**

(natural armor)

**16**

(natural armor)

**17**

(natural armor)

**17**

(natural armor)

**Hit Points**

**31**

**56**

**111**

**178**

**Speed**

10 ft. Fly 50 ft. (Clumsy)

**Size, Type, Alignment**

Large beast, unaligned

Large beast, unaligned

Large beast, unaligned

Huge beast, unaligned

**Ability Scores / Saves**

**STR 14 (+2)**

**STR 14 (+2)**

**STR 18 (+4)**

**STR 20 (+5)**

**DEX 17 (+3)**

**DEX 17 (+3)**

**DEX 19 (+4)**

**DEX 18 (+4)**

**CON 13 (+1)**

**CON 13 (+1)**

**CON 17 (+3)**

**CON 18 (+4)**

**INT 1 (-5)**

**INT 1 (-5)**

**INT 1 (-5)**

**INT 1 (-5)**

**WIS 13 (+1)**

**WIS 13 (+1)**

**WIS 17 (+3)**

**WIS 17 (+3)**

**CHA 10 (+0)**

**CHA 10 (+0)**

**CHA 14 (+2)**

**CHA 14 (+2)**

**Saving Throws**

-

-

-

-

**Resistances**

-

**Immunities**

-

**Vulnerabilities**

-

**Senses**

Passive Perception +14, Darkvision 60 ft.

Passive Perception +15, Darkvision 60 ft.

Passive Perception +18, Darkvision 60 ft.

Passive Perception +19, Darkvision 60 ft.

**Languages**

-

**Challenge**

**5**

**9**

**13**

**17**

**Standard Actions**

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

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

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+7 (18) piercing damage.

**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

**Legendary Actions**

-

**Innate Spellcasting**

-





Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -



# DINOSAUR (STEGOSAURUS)



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>41</b>	<b>83</b>	<b>144</b>	<b>238</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Standard Actions</b>	<b>Tail</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d4+12 (22) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+16 (34) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d6+19 (47) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			





Low



Moderate



Advanced



Elite

Spellcasting -

Possessions -



# DINOSAUR (TRICERATOPS)



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Herd (5-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>39</b>	<b>82</b>	<b>100</b>	<b>205</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 7 (-2)</b>	<b>DEX 7 (-2)</b>	<b>DEX 9 (-1)</b>
	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.				

D



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Gore</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) piercing damage.	<b>Gore</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) piercing damage.	<b>Gore</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) piercing damage.	<b>Gore</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 6d8+18/19-00 (45) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DINOSAUR (TYRANNOSAURUS)



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

D

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	66	88	152	281
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 21 (+5)	<b>STR</b> 21 (+5)	<b>STR</b> 23 (+6)	<b>STR</b> 28 (+9)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 11 (+0)	<b>DEX</b> 13 (+1)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 20 (+5)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>14</b>	<b>18</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Swallow Whole</b> If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.</p>			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+22 (32) piercing damage.	<b>Bite</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+22 (32) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+22/19-00 (36) piercing damage.	<b>Bite</b> Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 8d6+30/19-00 (58) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate</b>	-			
<b>Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DOG



Low

Moderate

Advanced

Elite

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

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	7	23	60	95
<b>Speed</b>	40 ft.		45 ft.	
<b>Size, Type, Alignment</b>	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 11 (+0)	<b>STR</b> 12 (+1)	<b>STR</b> 13 (+1)	<b>STR</b> 13 (+1)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 11 (+0)	<b>DEX</b> 11 (+0)	<b>DEX</b> 12 (+1)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)
	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-	-	-	-
<b>Immunities</b>	-	-	-	-
<b>Vulnerabilities</b>	-	-	-	-
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
<b>Languages</b>	-	-	-	-
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Standard Actions</b>	-	-	-	-
<b>Legendary Actions</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-



# DOG (RIDING)



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>10</b>	<b>41</b>	<b>84</b>	<b>142</b>
<b>Speed</b>	40 ft.	45 ft.		
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 15 (+2)</b>
	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-	-	-	-
<b>Immunities</b>	-	-	-	-
<b>Vulnerabilities</b>	-	-	-	-
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-	-	-	-
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.
<b>Legendary Actions</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-



# DOLPHIN



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Pod (3-18x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>10</b>	<b>33</b>	<b>75</b>	<b>136</b>
<b>Speed</b>	Swim 80 ft.			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 15 (+2)</b>	<b>STR 18 (+4)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 11 (+0)</b>	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.



# DOLPHIN (ORCA)



	Low	Moderate	Advanced	Elite
Terrain	Cold Oceans			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Pod (3-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>33</b>	<b>72</b>	<b>128</b>	<b>195</b>
<b>Speed</b>	Swim 80 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 26 (+8)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 15 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 120 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+12 (18) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.	<b>Bite</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+16 (26) piercing damage.	<b>Bite</b> Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+19 (33) piercing damage.

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# DOPPELGANGER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Gang (3-6x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
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<b>Hit Points</b>	<b>15</b>	<b>33</b>	<b>81</b>	<b>152</b>
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<b>Speed</b>	30 ft.			
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<b>Size, Type, Alignment</b>	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>16 (+3)</b>	<b>STR</b>	<b>17 (+3)</b>	<b>STR</b>	<b>19 (+4)</b>	<b>STR</b>	<b>22 (+6)</b>
	<b>DEX</b>	<b>11 (+0)</b>	<b>DEX</b>	<b>11 (+0)</b>	<b>DEX</b>	<b>15 (+2)</b>	<b>DEX</b>	<b>13 (+1)</b>
	<b>CON</b>	<b>10 (+0)</b>	<b>CON</b>	<b>10 (+0)</b>	<b>CON</b>	<b>14 (+2)</b>	<b>CON</b>	<b>17 (+3)</b>
	<b>INT</b>	<b>11 (+0)</b>	<b>INT</b>	<b>11 (+0)</b>	<b>INT</b>	<b>15 (+2)</b>	<b>INT</b>	<b>15 (+2)</b>
	<b>WIS</b>	<b>12 (+1)</b>	<b>WIS</b>	<b>12 (+1)</b>	<b>WIS</b>	<b>16 (+3)</b>	<b>WIS</b>	<b>16 (+3)</b>
	<b>CHA</b>	<b>11 (+0)</b>	<b>CHA</b>	<b>11 (+0)</b>	<b>CHA</b>	<b>15 (+2)</b>	<b>CHA</b>	<b>15 (+2)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-
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<b>Immunities</b>	Charm, unconscious
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<b>Vulnerabilities</b>	-
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<b>Senses</b>	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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<b>Languages</b>	Common
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<b>Challenge</b>	<b>1</b>	<b>6</b>	<b>10</b>	<b>14</b>
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**Special Abilities & Qualities** **Change Shape** You have the ability to assume the appearance of a specific creature or type of creature, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).

**Special Abilities & Qualities** **Mimicry** A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list.

**Special Abilities & Qualities** **Perfect Copy** When a doppelganger uses change shape, it can assume the appearance of specific individuals.





**Low**



**Moderate**



**Advanced**



**Elite**

**Standard Actions**

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

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

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

**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.

**Legendary Actions**

-

**Innate Spellcasting**

*detect thoughts (at will)*

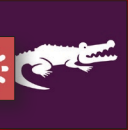


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Illustration 29: Doppelganger



# DRAGON (BLACK, ADULT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Marshes			
Rarity	Rare			
Role	Controller / Elite	Leader / Elite	Leader / Solo	Leader / Solo
Organization	Solitary			
Treasure	Triple			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>68</b>	<b>141</b>	<b>238</b>	<b>365</b>
<b>Speed</b>	60 ft. Swim 60 ft. Fly 150 ft. (Average), Swamp Stride			
<b>Size, Type, Alignment</b>	Small dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 28 (+9)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 10 (+0)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 13 (+1)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 24 (+7)</b>
	<b>INT 10 (+0)</b>	<b>INT 12 (+1)</b>	<b>INT 17 (+3)</b>	<b>INT 18 (+4)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 15 (+2)</b>	<b>WIS 18 (+4)</b>	<b>WIS 20 (+5)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 12 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Acid, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Giant, Speak with Reptiles			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d6</b>	<b>Damage 3d4</b>
	<b>Acid Bite</b> A black dragon's bite deals additional acid damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Save Dexterity DC 15</b>	<b>Save Dexterity DC 19</b>	<b>Save Dexterity DC 21</b>	<b>Save Dexterity DC 24</b>
	<b>Acid Pool</b> A black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 50 feet. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon (Dexterity halves this damage). Any creature that starts its turn touching this pool takes damage, but can make a Dexterity save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.			

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Low



Moderate



Advanced



Elite

### Special Abilities & Qualities

**Save** Dexterity DC 15  
**Damage** 12d6

**Breath Weapon** 120' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

### Special Abilities & Qualities

**Corrupt Water** Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Wisdom save or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300 ft.

### Standard Actions

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

**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

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

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

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

**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+18 (32) piercing damage.

**Claws** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.

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

**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+18 (25) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+24 (38) bludgeoning damage.

### Special Actions

**Save** Dexterity DC 15  
**Damage** 2d6

**Crush** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

### Special Actions

**Save** Wisdom DC 15

**Save** Wisdom DC 19

**Save** Wisdom DC 21

**Save** Wisdom DC 24

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

### Special Actions

**Speak with Reptiles** A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

**Swamp Stride** A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

**Water Breathing** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

### Special Actions

**Save** Dexterity DC 15  
**Damage** 1d6

**Save** Dexterity DC 19  
**Damage** 2d6

**Save** Dexterity DC 21  
**Damage** 4d6

**Save** Dexterity DC 24  
**Damage** 5d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

### Innate Spellcasting

*darkness (at will); insect plague (at will); plant growth (at will)*

### Spellcasting

**Known Sorcerer Spells (CL 8th):** *arcane eye; sleet storm; blink; gust of wind; dispel magic; acid arrow; burning gaze; darkness; flaming sphere; snilloc's snowball swarm; alarm; cause fear; charm person; mage armor; acid splash; dancing lights; detect magic; mending; message*

**Known Sorcerer Spells (CL 11th):** *arcane eye; lightning bolt; sleet storm; blink; gust of wind; dispel magic; acid arrow; burning gaze; darkness; flaming sphere; snilloc's snowball swarm; alarm; cause fear; charm person; mage armor; acid splash; dancing lights; detect magic; mending; message*

**Known Sorcerer Spells (CL 15th):** *arcane eye; lightning bolt; sleet storm; blink; gust of wind; dispel magic; acid arrow; burning gaze; darkness; flaming sphere; snilloc's snowball swarm; alarm; cause fear; charm person; mage armor; acid splash; dancing lights; detect magic; mending; message*

**Known Sorcerer Spells (CL 18th):** *arcane eye; lightning bolt; sleet storm; blink; gust of wind; dispel magic; acid arrow; burning gaze; darkness; flaming sphere; snilloc's snowball swarm; alarm; cause fear; charm person; mage armor; acid splash; dancing lights; detect magic; mending; message*

### Possessions

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# DRAGON (BLUE, ADULT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Deserts			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
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<b>Hit Points</b>	<b>53</b>	<b>90</b>	<b>170</b>	<b>307</b>
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<b>Speed</b>	40 ft. Burrow 20 ft. Fly 150 ft. (Average)			
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<b>Size, Type, Alignment</b>	Small dragon, lawful evil	Medium dragon, lawful evil	Huge dragon, lawful evil	Gargantuan dragon, lawful evil
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>11 (+0)</b>	<b>STR</b>	<b>17 (+3)</b>	<b>STR</b>	<b>20 (+5)</b>	<b>STR</b>	<b>27 (+8)</b>
	<b>DEX</b>	<b>14 (+2)</b>	<b>DEX</b>	<b>14 (+2)</b>	<b>DEX</b>	<b>8 (-1)</b>	<b>DEX</b>	<b>8 (-1)</b>
	<b>CON</b>	<b>9 (-1)</b>	<b>CON</b>	<b>13 (+1)</b>	<b>CON</b>	<b>18 (+4)</b>	<b>CON</b>	<b>22 (+6)</b>
	<b>INT</b>	<b>10 (+0)</b>	<b>INT</b>	<b>12 (+1)</b>	<b>INT</b>	<b>14 (+2)</b>	<b>INT</b>	<b>18 (+4)</b>
	<b>WIS</b>	<b>11 (+0)</b>	<b>WIS</b>	<b>13 (+1)</b>	<b>WIS</b>	<b>15 (+2)</b>	<b>WIS</b>	<b>18 (+4)</b>
	<b>CHA</b>	<b>10 (+0)</b>	<b>CHA</b>	<b>12 (+1)</b>	<b>CHA</b>	<b>14 (+2)</b>	<b>CHA</b>	<b>18 (+4)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks except magic			
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<b>Immunities</b>	Electricity, Magical unconscious, paralyzed			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.
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<b>Languages</b>	Auran, Common, Draconic, Giant			
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<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Constitution DC 13	<b>Save</b> Constitution DC 15	<b>Save</b> Constitution DC 19	<b>Save</b> Constitution DC 22
	<b>Desert Thirst</b> A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Constitution save or be destroyed.			

<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
	<b>Electricity Aura</b> An adult blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take electricity damage at the beginning of the dragon's turn.			





Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Save Dexterity DC 13  
Damage 10d6

**Breath Weapon** 140' Line of Lightning, electricity damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

Save Dexterity DC 15  
Damage 12d6

Save Dexterity DC 19  
Damage 14d6

Save Dexterity DC 22  
Damage 16d8

Special Abilities & Qualities

**Mirage** An old or older blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.

Standard Actions

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

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

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

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

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

**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

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

**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.

**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

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

**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+22 (50) piercing damage.

**Claws** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+15 (33) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+22 (36) bludgeoning damage.

Special Actions

Save Dexterity DC 13  
Damage 2d6

**Crush** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Save Dexterity DC 15  
Damage 4d6

Save Dexterity DC 19  
Damage 5d6

Save Dexterity DC 22  
Damage 6d6

Special Actions

Save Wisdom DC 13

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

Save Wisdom DC 15

Save Wisdom DC 19

Save Wisdom DC 22

Special Actions

**Sound Imitation** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.

Special Actions

Save Dexterity DC 13  
Damage 1d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Save Dexterity DC 15  
Damage 2d6

Save Dexterity DC 19  
Damage 3d6

Save Dexterity DC 22  
Damage 4d6

Innate Spellcasting

*hallucinatory terrain (at will); minor image (at will)*

Spellcasting

Known Sorcerer Spells (CL 8th):

Known Sorcerer Spells (CL 12th):

Known Sorcerer Spells (CL 14th):

Known Sorcerer Spells (CL 16th):

*lightning bolt; blink; fireball; flame arrows; blur; darkness; invisibility; protection from energy; alarm; charm person; mage armor; shield; true strike; detect magic; light; mage hand; mending; resistance*

Possessions

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# DRAGON (BLUE, ANCIENT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Deserts			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Solo	Controller / Solo	Leader / Solo	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>20</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
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<b>Hit Points</b>	157	221	338	506
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<b>Speed</b>	40 ft. Burrow 20 ft. Fly 200 ft. (Poor)			
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<b>Size, Type, Alignment</b>	Large dragon, lawful evil	Huge dragon, lawful evil	Gargantuan dragon, lawful evil	Gargantuan dragon, lawful evil
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<b>Ability Scores / Saves</b>	<b>STR</b>	18 (+4)	20 (+5)	24 (+7)	28 (+9)
	<b>DEX</b>	12 (+1)	10 (+0)	6 (-2)	8 (-1)
	<b>CON</b>	15 (+2)	17 (+3)	20 (+5)	23 (+6)
	<b>INT</b>	14 (+2)	16 (+3)	17 (+3)	20 (+5)
	<b>WIS</b>	15 (+2)	17 (+3)	18 (+4)	20 (+5)
	<b>CHA</b>	14 (+2)	16 (+3)	17 (+3)	20 (+5)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks except magic			
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<b>Immunities</b>	Electricity, Magical unconscious, paralyzed			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.
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<b>Languages</b>	Auran, Common, Draconic, Giant, Ignan, Infernal			
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<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
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<b>Special Abilities &amp; Qualities</b>	Save Constitution DC 17	Save Constitution DC 19	Save Constitution DC 22	Save Constitution DC 24
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**Desert Thirst** A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Constitution save or be destroyed.

<b>Special Abilities &amp; Qualities</b>	Damage 2d6	Damage 2d8	Damage 3d6	Damage 3d8
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**Electricity Aura** An adult blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take electricity damage at the beginning of the dragon's turn.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity DC 17  
**Damage** 14d6**Save** Dexterity DC 19  
**Damage** 18d6**Save** Dexterity DC 22  
**Damage** 22d6**Save** Dexterity DC 24  
**Damage** 26d8**Breath Weapon** 140' Line of Lightning, electricity damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.**Special Abilities & Qualities****Mirage** An old or older blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.**Standard Actions****Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (12) slashing damage.**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.**Claws** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Claws** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Wings** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Wings** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wings** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.**Special Actions****Save** Dexterity DC 17  
**Damage** 3d6**Save** Dexterity DC 19  
**Damage** 6d6**Save** Dexterity DC 22  
**Damage** 8d6**Save** Dexterity DC 24  
**Damage** 10d6**Crush** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Actions****Save** Wisdom DC 17**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 24**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Sound Imitation** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.**Special Actions****Save** Dexterity DC 17  
**Damage** 2d6**Save** Dexterity DC 19  
**Damage** 3d6**Save** Dexterity DC 22  
**Damage** 5d6**Save** Dexterity DC 24  
**Damage** 7d6**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Special Actions****Sandstorm** As a standard action, a great wyrm blue dragon can create a sandstorm centered on itself with a radius of 1,200 feet. Creatures other than the dragon inside the storm take bludgeoning damage each round in addition to the normal sandstorm penalties. This sandstorm lasts for up to 1 hour, but can be dismissed by the dragon as a free action.**Special Actions****Save** Dexterity DC 17**Save** Dexterity DC 19**Save** Dexterity DC 22**Save** Dexterity DC 24**Storm Breath** An ancient or older blue dragon can use its breath weapon to create a storm of lightning. This functions as storm of vengeance, but the damage is equal to the dragon's breath weapon. Additional uses of this ability extend the duration by an additional 1d6 rounds.**Innate Spellcasting***hallucinatory terrain (at will); minor image (at will); mirage arcane (at will)***Spellcasting****Known Sorcerer Spells (CL 8th):****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 16th):***charm monster; incendiary cloud; fire storm; delayed blast fireball; finger of death; chain lightning; arcane hand; mislead; dream; hold monster; major image; dimension door; enervation; fire shield; stonkskin; dispel magic; blink; haste; vampiric touch; darkness; false life; invisibility; protection from energy; shatter; alarm; mage armor; shield; true strike; unseen servant; detect magic; light; mage hand; mending; message; resistance***Possessions**

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# DRAGON (BLUE, YOUNG)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Deserts			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
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<b>Hit Points</b>	<b>21</b>	<b>74</b>	<b>157</b>	<b>280</b>
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<b>Speed</b>	40 ft. Burrow 20 ft. Fly 100 ft. (Average)			
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<b>Size, Type, Alignment</b>	Tiny dragon, lawful evil	Large dragon, lawful evil	Huge dragon, lawful evil	Gargantuan dragon, lawful evil
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>7 (-2)</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>22 (+6)</b>	<b>STR</b>	<b>26 (+8)</b>
	<b>DEX</b>	<b>16 (+3)</b>	<b>DEX</b>	<b>10 (+0)</b>	<b>DEX</b>	<b>12 (+1)</b>	<b>DEX</b>	<b>10 (+0)</b>
	<b>CON</b>	<b>7 (-2)</b>	<b>CON</b>	<b>15 (+2)</b>	<b>CON</b>	<b>19 (+4)</b>	<b>CON</b>	<b>22 (+6)</b>
	<b>INT</b>	<b>8 (-1)</b>	<b>INT</b>	<b>10 (+0)</b>	<b>INT</b>	<b>16 (+3)</b>	<b>INT</b>	<b>17 (+3)</b>
	<b>WIS</b>	<b>9 (-1)</b>	<b>WIS</b>	<b>11 (+0)</b>	<b>WIS</b>	<b>17 (+3)</b>	<b>WIS</b>	<b>18 (+4)</b>
	<b>CHA</b>	<b>8 (-1)</b>	<b>CHA</b>	<b>10 (+0)</b>	<b>CHA</b>	<b>16 (+3)</b>	<b>CHA</b>	<b>17 (+3)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks except magic			
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<b>Immunities</b>	Electricity, Magical unconscious, paralyzed			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.
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<b>Languages</b>	Common, Draconic			
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<b>Challenge</b>	<b>16</b>	<b>20</b>	<b>24</b>	<b>28</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Constitution DC 12	<b>Save</b> Constitution DC 16	<b>Save</b> Constitution DC 19	<b>Save</b> Constitution DC 22
	<b>Desert Thirst</b> A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Constitution save or be destroyed.			

<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
	<b>Electricity Aura</b> A blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take electricity damage at the beginning of the dragon's turn.			



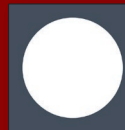
**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity DC 12  
**Damage** 6d6**Breath Weapon** 120' Line of Lightning, electricity damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.**Save** Dexterity DC 16  
**Damage** 8d6**Save** Dexterity DC 19  
**Damage** 10d6**Save** Dexterity DC 22  
**Damage** 12d8**Standard Actions****Bite** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.**Claws** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.**Claws** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.**Wings** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.**Special Actions****Save** Dexterity DC 12  
**Damage** 1d6**Crush** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Save** Dexterity DC 16  
**Damage** 2d6**Save** Dexterity DC 19  
**Damage** 3d6**Save** Dexterity DC 22  
**Damage** 4d6**Special Actions****Save** Wisdom DC 12**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22**Special Actions****Sound Imitation** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.**Innate Spellcasting***minor image (at will)***Spellcasting****Known Sorcerer Spells (CL 8th):****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 16th):***link; fireball; acid arrow; invisibility; cause fear; charm person; magic missile; sleep; dancing lights; detect magic; light; mage hand; prestidigitation***Possessions**

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# DRAGON (BRASS, ADULT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Deserts			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)
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<b>Hit Points</b>	<b>38</b>	<b>117</b>	<b>177</b>	<b>254</b>
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<b>Speed</b>	60 ft. Burrow 30 ft. Fly 100 ft. (Average)			
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<b>Size, Type, Alignment</b>	Tiny dragon, chaotic good	Medium dragon, chaotic good	Large dragon, chaotic good	Huge dragon, chaotic good
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>9 (-1)</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>20 (+5)</b>	<b>STR</b>	<b>22 (+6)</b>
	<b>DEX</b>	<b>16 (+3)</b>	<b>DEX</b>	<b>12 (+1)</b>	<b>DEX</b>	<b>10 (+0)</b>	<b>DEX</b>	<b>8 (-1)</b>
	<b>CON</b>	<b>9 (-1)</b>	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>18 (+4)</b>	<b>CON</b>	<b>18 (+4)</b>
	<b>INT</b>	<b>10 (+0)</b>	<b>INT</b>	<b>12 (+1)</b>	<b>INT</b>	<b>14 (+2)</b>	<b>INT</b>	<b>16 (+3)</b>
	<b>WIS</b>	<b>11 (+0)</b>	<b>WIS</b>	<b>13 (+1)</b>	<b>WIS</b>	<b>15 (+2)</b>	<b>WIS</b>	<b>17 (+3)</b>
	<b>CHA</b>	<b>10 (+0)</b>	<b>CHA</b>	<b>12 (+1)</b>	<b>CHA</b>	<b>14 (+2)</b>	<b>CHA</b>	<b>16 (+3)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks except magic			
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<b>Immunities</b>	Fire, Magical unconscious, paralyzed			
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<b>Vulnerabilities</b>	Vulnerability to Cold			
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<b>Senses</b>	Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.
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<b>Languages</b>	Abyssal, Common, Draconic, Drow, Dwarven, Elvish, Gnoll, Gnomish, Goblin, Halfling, Infernal, Orc, Read Lips, Undercommon			
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<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Constitution DC 13	<b>Save</b> Constitution DC 17	<b>Save</b> Constitution DC 19	<b>Save</b> Constitution DC 20
	<b>Desert Wind</b> A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Constitution save or be blinded for 1d4 rounds by the sand.			

<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
	<b>Fire Aura</b> A brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take fire damage at the beginning of the dragon's turn. A brass dragon can suppress or activate this aura at will as a free action.			





Low



Moderate



Advanced



Elite

### Special Abilities & Qualities

**Save** DC 13  
**Damage** 10d6

**Breath Weapon** 100' Line of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

**Sleep Gas** Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Wisdom save or fall asleep for 1d6+8 rounds.

### Special Abilities & Qualities

**Move Sand** A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

### Standard Actions

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

**Claws** Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.

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

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

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

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

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

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

**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing damage.

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

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

**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

### Special Actions

**Save** Dexterity DC 13  
**Damage** 2d6

**Crush** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Save** Dexterity DC 17  
**Damage** 4d6

**Save** Dexterity DC 19  
**Damage** 5d6

**Save** Dexterity DC 20  
**Damage** 6d6

### Special Actions

**Save** Wisdom DC 13

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

**Save** Wisdom DC 17

**Save** Wisdom DC 19

**Save** Wisdom DC 20

### Special Actions

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

### Innate Spellcasting

*control winds (at will); speak with animals (at will); suggestion (at will)*

### Spellcasting

**Known Sorcerer Spells (CL 8th):**

**Known Sorcerer Spells (CL 12th):**

**Known Sorcerer Spells (CL 14th):**

**Known Sorcerer Spells (CL 16th):**

*charm monster; confusion; dispel magic; fireball; hold person; tongues; acid arrow; alter self; detect thoughts; see invisibility; alarm; charm person; protection from evil and good; shield; acid splash; dancing lights; detect magic; mage hand; message; prestidigitation*

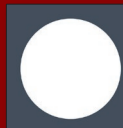
### Possessions

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# DRAGON (BRASS, ANCIENT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Deserts			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>20</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>112</b>	<b>169</b>	<b>280</b>	<b>484</b>
<b>Speed</b>	60 ft. Burrow 30 ft. Fly 150 ft. (Average)			

<b>Size, Type, Alignment</b>	Medium dragon, chaotic good	Large dragon, chaotic good	Huge dragon, chaotic good	Gargantuan dragon, chaotic good
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>20 (+5)</b>	<b>STR</b>	<b>24 (+7)</b>	<b>STR</b>	<b>30 (+10)</b>
	<b>DEX</b>	<b>14 (+2)</b>	<b>DEX</b>	<b>12 (+1)</b>	<b>DEX</b>	<b>8 (-1)</b>	<b>DEX</b>	<b>8 (-1)</b>
	<b>CON</b>	<b>15 (+2)</b>	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>20 (+5)</b>	<b>CON</b>	<b>25 (+7)</b>
	<b>INT</b>	<b>14 (+2)</b>	<b>INT</b>	<b>16 (+3)</b>	<b>INT</b>	<b>17 (+3)</b>	<b>INT</b>	<b>20 (+5)</b>
	<b>WIS</b>	<b>15 (+2)</b>	<b>WIS</b>	<b>17 (+3)</b>	<b>WIS</b>	<b>18 (+4)</b>	<b>WIS</b>	<b>20 (+5)</b>
	<b>CHA</b>	<b>14 (+2)</b>	<b>CHA</b>	<b>16 (+3)</b>	<b>CHA</b>	<b>17 (+3)</b>	<b>CHA</b>	<b>20 (+5)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks except magic			
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<b>Immunities</b>	Fire, Magical unconscious, paralyzed			
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<b>Vulnerabilities</b>	Vulnerability to Cold			
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<b>Senses</b>	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.
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<b>Languages</b>	Common, Draconic			
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<b>Challenge</b>	<b>14</b>	<b>18</b>	<b>22</b>	<b>26</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Constitution DC 17	<b>Save</b> Constitution DC 19	<b>Save</b> Constitution DC 22	<b>Save</b> Constitution DC 25
	<b>Sandstorm</b> An ancient or older brass dragon can create a powerful sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute per age category of the dragon. This functions as a sandstorm, except that it is also accompanied by windstorm-level winds.			

<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 3d4	<b>Damage</b> 3d6
	<b>Fire Aura</b> A brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take fire damage at the beginning of the dragon's turn. A brass dragon can suppress or activate this aura at will as a free action.			

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	Save DC 17; <b>Damage</b> 12d6	Save DC 19; <b>Damage</b> 16d6	Save DC 22; <b>Damage</b> 20d6	Save DC 25; <b>Damage</b> 22d8
	<p><b>Breath Weapon</b> 140' Line of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.</p> <p><b>Sleep Gas</b> Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Wisdom save or fall asleep for 1d6+8 rounds.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Vulnerability to Cold</b> You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.</p> <p><b>Summon Djinni</b> This ability, usable once per day, works like a summon monster spell, except that it summons one noble djinni. This ability is the equivalent of a 9th-level spell.</p>			
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+7 (12) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16 (25) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+25 (53) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+17 (35) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+25 (38) bludgeoning damage.</p>
<b>Special Actions</b>	Save Dexterity DC 17 <b>Damage</b> 2d6	Save Dexterity DC 19 <b>Damage</b> 4d6	Save Dexterity DC 22 <b>Damage</b> 6d6	Save Dexterity DC 25 <b>Damage</b> 8d6
	<p><b>Crush</b> A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.</p>			
<b>Special Actions</b>	Save Wisdom DC 17	Save Wisdom DC 19	Save Wisdom DC 22	Save Wisdom DC 25
	<p><b>Frightful Presence</b> Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.</p>			
<b>Special Actions</b>	<p><b>Move Sand</b> A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.</p>			
<b>Special Actions</b>	Save Dexterity DC 17 <b>Damage</b> 2d6	Save Dexterity DC 19 <b>Damage</b> 3d6	Save Dexterity DC 22 <b>Damage</b> 5d6	Save Dexterity DC 24 <b>Damage</b> 7d6
	<p><b>Tail Sweep</b> A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.</p>			
<b>Special Actions</b>	Save Constitution DC 17	Save Constitution DC 19	Save Constitution DC 22	Save Constitution DC 25
	<p><b>Desert Wind</b> A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Constitution save or be blinded for 1d4 rounds by the sand.</p>			
<b>Innate Spellcasting</b>	<p><i>control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will)</i></p>			
<b>Spellcasting</b>	Known Sorcerer Spells (CL 12th):	Known Sorcerer Spells (CL 14th):	Known Sorcerer Spells (CL 16th):	Known Sorcerer Spells (CL 20th):
	<p><i>bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirror image; arcane eye; charm monster; confusion; locate creature; blink; hold person; tongues; alter self; detect thoughts; locate object; protection from energy; see invisibility; alarm; charm person; protection from evil and good; shield; dancing lights; detect magic; mage hand; message; prestidigitation</i></p>			
<b>Possessions</b>	-			



# DRAGON (BRASS, YOUNG)



Low

Moderate

Advanced

Elite

Terrain

Warm Deserts

Rarity

Rare

Role

Controller / Elite

Controller / Elite

Controller / Solo

Leader / Elite

Organization

Solitary

Treasure

Triple

Low

Moderate

Advanced

Elite

**Armor Class**

**17**

(natural armor)

**17**

(natural armor)

**19**

(natural armor)

**20**

(natural armor)

**Hit Points**

**14**

**70**

**137**

**243**

**Speed**

60 ft. Burrow 30 ft. Fly 100 ft. (Average)

**Size, Type, Alignment**

Tiny dragon, chaotic good

Medium dragon, chaotic good

Large dragon, chaotic good

Huge dragon, chaotic good

**Ability Scores / Saves**

**STR**

**5 (-3)**

**STR**

**17 (+3)**

**STR**

**20 (+5)**

**STR**

**25 (+7)**

**DEX**

**17 (+3)**

**DEX**

**12 (+1)**

**DEX**

**14 (+2)**

**DEX**

**12 (+1)**

**CON**

**7 (-2)**

**CON**

**15 (+2)**

**CON**

**19 (+4)**

**CON**

**22 (+6)**

**INT**

**8 (-1)**

**INT**

**10 (+0)**

**INT**

**16 (+3)**

**INT**

**17 (+3)**

**WIS**

**9 (-1)**

**WIS**

**11 (+0)**

**WIS**

**17 (+3)**

**WIS**

**18 (+4)**

**CHA**

**8 (-1)**

**CHA**

**10 (+0)**

**CHA**

**16 (+3)**

**CHA**

**17 (+3)**

**Saving Throws**

-

-

-

-

**Resistances**

all physical attacks except magic

**Immunities**

Fire, Magical unconscious, paralyzed

**Vulnerabilities**

Vulnerability to Cold

**Senses**

Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft.

Passive Perception +13, Blindsight 60 ft., Darkvision 120 ft.

Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.

Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.

**Languages**

Common, Draconic

**Challenge**

**4**

**8**

**12**

**16**

**Special Abilities & Qualities**

**Save** Constitution DC 11

**Save** Constitution DC 15

**Save** Constitution DC 18

**Save** Constitution DC 21

**Desert Wind** A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Constitution save or be blinded for 1d4 rounds by the sand.

**Special Abilities & Qualities**

**Save** DC 11  
**Damage** 8d4

**Save** DC 15  
**Damage** 10d4

**Save** DC 18  
**Damage** 12d4

**Save** DC 21  
**Damage** 14d4

**Breath Weapon** 100' Line of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

**Sleep Gas** Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Wisdom save or fall asleep for 1d6+8 rounds.





Low



Moderate



Advanced



Elite

### Special Abilities & Qualities

**Move Sand** A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

### Standard Actions

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

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

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

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

**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.

**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+12 (22) piercing damage.

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

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

**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+19 (33) piercing damage.

**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13 (24) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+19 (30) bludgeoning damage.

### Special Actions

**Save** Dexterity DC 11  
Damage 1d4

**Save** Dexterity DC 15  
Damage 3d4

**Save** Dexterity DC 18  
Damage 3d6

**Save** Dexterity DC 21  
Damage 4d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

### Special Actions

**Save** Wisdom DC 11

**Save** Wisdom DC 15

**Save** Wisdom DC 18

**Save** Wisdom DC 21

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

### Special Actions

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

### Innate Spellcasting

*Speak with animals (at will); suggestion (at will)*

### Spellcasting

**Known Sorcerer Spells (CL 6th):**

**Known Sorcerer Spells (CL 10th):**

**Known Sorcerer Spells (CL 12th):**

**Known Sorcerer Spells (CL 14th):**

*lightning bolt; charm monster; aqueous orb; blink; sleep; adoration; alter self; blur; charm person; comprehend languages; dancing lantern; floating disk; hypnotic pattern (at will); dancing lights; detect magic; disrupt undead; mage hand; message; prestidigitation*

### Possessions

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# DRAGON (BRONZE, ADULT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Coastlines			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

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	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>32</b>	<b>71</b>	<b>156</b>	<b>328</b>
<b>Speed</b>	40 ft. Swim 60 ft. Fly 150 ft. (Average)			
<b>Size, Type, Alignment</b>	Small dragon, lawful good	Medium dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 26 (+8)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>
	<b>CON 9 (-1)</b>	<b>CON 13 (+1)</b>	<b>CON 18 (+4)</b>	<b>CON 23 (+6)</b>
	<b>INT 14 (+2)</b>	<b>INT 16 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 20 (+5)</b>
	<b>WIS 15 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 20 (+5)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 16 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Electricity, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Aquan, Common, Draconic, Drow, Druidic, Dwarven, Elvish, Gnomish, Goblin			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save DC 15; Dmg 10d6</b>	<b>Save DC 27; Dmg 12d6</b>	<b>Save DC 19; Dmg 16d6</b>	<b>Save DC 22; Dmg 20d8</b>
	<b>Breath Weapon</b> 140' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. <b>Repulsion Breath</b> Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.			
	<b>Wave Mastery</b> For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.			





Low



Moderate



Advanced



Elite

Special Abilities & Qualities

**Save** Dexterity 15; **Dmg** 1d6      **Save** Dexterity 17; **Dmg** 2d6      **Save** Dexterity 19; **Dmg** 3d6      **Save** Dexterity 22; **Dmg** 5d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

**Damage** 1d6      **Damage** 2d6      **Damage** 4d6      **Damage** 5d6

**Electricity Aura** A bronze dragon has an aura of electricity. All creatures within 10 feet take electricity damage at the start of the dragon's turn.

Standard Actions

<p><b>Bite</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+21 (49) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+14 (32) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+21 (34) bludgeoning damage.</p>
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Special Actions

**Save** Wisdom DC 15      **Save** Wisdom DC 17      **Save** Wisdom DC 19      **Save** Wisdom DC 22

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

Special Actions

**Save** Dexterity 15; **Dmg** 1d6      **Save** Dexterity 17; **Dmg** 3d6      **Save** Dexterity 19; **Dmg** 4d6      **Save** Dexterity 22; **Dmg** 6d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Innate Spellcasting

*create food and water (at will); detect thoughts (at will); fog cloud (at will); speak with animals (at will)*

Spellcasting

<p><b>Known Sorcerer Spells (CL 10th):</b></p> <p><i>cloudkill; arcane eye; lightning bolt; dimension door; blink; sleep; dispel magic; slow; blur; continual flame; darkness; gust of wind; mirror image; alarm; mage armor; shield; true strike; chameleon scales; dancing lights; detect magic; detect light; message; resistance</i></p>	<p><b>Known Sorcerer Spells (CL 12th):</b></p>	<p><b>Known Sorcerer Spells (CL 14th):</b></p>	<p><b>Known Sorcerer Spells (CL 18th):</b></p>
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Possessions

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# DRAGON (BRONZE, ANCIENT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Coastlines			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>131</b>	<b>192</b>	<b>306</b>	<b>480</b>
<b>Speed</b>	40 ft. Swim 60 ft. Fly 200 ft. (Poor), Wave Mastery			
<b>Size, Type, Alignment</b>	Large dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good	Gargantuan dragon, lawful good
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 28 (+9)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 6 (-2)</b>	<b>DEX 8 (-1)</b>
	<b>CON 15 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 20 (+5)</b>	<b>CON 23 (+6)</b>
	<b>INT 17 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 19 (+4)</b>	<b>INT 22 (+6)</b>
	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 20 (+5)</b>	<b>WIS 22 (+6)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Electricity, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Aquan, Common, Draconic, Druidic, Dwarven, Elvish, Giant, Gnomish, Halfling, Orc			
<b>Challenge</b>	<b>16</b>	<b>20</b>	<b>24</b>	<b>28</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save DC 18; Dmg 12d6</b> <b>Breath Weapon</b> 140' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.	<b>Save DC 20; Dmg 16d6</b> <b>Repulsion Breath</b> Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.	<b>Save DC 22; Dmg 20d6</b>	<b>Save DC 24; Dmg 24d8</b>
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> A bronze dragon can take any animal or humanoid form 3/day as if using polymorph. <b>Wave Mastery</b> For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.			





Low



Moderate



Advanced



Elite

Special Abilities & Qualities

<b>Save</b> Dexterity 18; <b>Dmg</b> 2d6	<b>Save</b> Dexterity 20; <b>Dmg</b> 3d6	<b>Save</b> Dexterity 22; <b>Dmg</b> 5d6	<b>Save</b> Dexterity 24; <b>Dmg</b> 8d6
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**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

Special Abilities & Qualities

<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 5d6	<b>Damage</b> 7d6
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**Electricity Aura** A bronze dragon has an aura of electricity. All creatures within 10 feet take electricity damage at the start of the dragon's turn.

Standard Actions

<b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.	<b>Bite</b> Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.
<b>Claws</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage.	<b>Claws</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.	<b>Claws</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.	<b>Claws</b> Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.
<b>Wings</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	<b>Wings</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	<b>Wings</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	<b>Wings</b> Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.
<b>Tail Slap</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.	<b>Tail Slap</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	<b>Tail Slap</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.	<b>Tail Slap</b> Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.

Special Actions

<b>Save</b> Wisdom DC 18	<b>Save</b> Wisdom DC 20	<b>Save</b> Wisdom DC 22	<b>Save</b> Wisdom DC 24
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**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Special Actions

<b>Save</b> Dexterity 18; <b>Dmg</b> 2d6	<b>Save</b> Dexterity 20; <b>Dmg</b> 4d6	<b>Save</b> Dexterity 22; <b>Dmg</b> 6d6	<b>Save</b> Dexterity 24; <b>Dmg</b> 8d6
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**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

Special Actions

<b>Save</b> Dexterity 18; <b>Dmg</b> 4d6	<b>Save</b> Dexterity 20; <b>Dmg</b> 5d6	<b>Save</b> Dexterity 22; <b>Dmg</b> 8d6	<b>Save</b> Dexterity 24; <b>Dmg</b> 12d6
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**Tidal Wave** A bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore-treat the targets as if struck by an avalanche. Treat all creatures as if they were in the bury zone. Each affected creature may attempt a Dexterity save to halve the damage suffered. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Special Actions

**Vortex** Once per day, a bronze dragon can create a vortex as a standard action, just like an elder water elemental. A bronze dragon can maintain this vortex for 12 rounds.

Innate Spellcasting

*control water (at will); control weather (at will); create food and water (at will); detect thoughts (at will); fog cloud (at will); speak with animals (at will)*

Spellcasting

<b>Known Sorcerer Spells (CL 12th):</b>	<b>Known Sorcerer Spells (CL 14th):</b>	<b>Known Sorcerer Spells (CL 16th):</b>	<b>Known Sorcerer Spells (CL 20th):</b>
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*etherealness; command; delayed blast fireball; counterspell; stone shape; mislead; suggestion; bigby's hand; mind spike; teleport; dimension door; ice storm; fog cloud; stoneskin; dispel magic; slow; blur; gust of wind; invisibility; mirror image; web; alarm; mage armor; shield; true strike; dancing lights; detect magic; light; message; prestidigitation; resistance*

Possessions

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# DRAGON (BRONZE, YOUNG)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
Organization	Solitary			
Treasure	Triple			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>23</b>	<b>83</b>	<b>178</b>	<b>297</b>
<b>Speed</b>	40 ft. Swim 60 ft. Fly 100 ft. (Average)			
<b>Size, Type, Alignment</b>	Tiny dragon, lawful good	Large dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good
<b>Ability Scores / Saves</b>	<b>STR 7 (-2)</b>	<b>STR 18 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 26 (+8)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 10 (+0)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 7 (-2)</b>	<b>CON 15 (+2)</b>	<b>CON 19 (+4)</b>	<b>CON 22 (+6)</b>
	<b>INT 12 (+1)</b>	<b>INT 14 (+2)</b>	<b>INT 18 (+4)</b>	<b>INT 19 (+4)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 15 (+2)</b>	<b>WIS 18 (+4)</b>	<b>WIS 20 (+5)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 14 (+2)</b>	<b>CHA 18 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Electricity, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Aquan, Common, Draconic, Druidic, Elvish, Giant, Gnomish, Read Lips			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save DC 14; Dmg 6d6</b>	<b>Save DC 16; Dmg 8d6</b>	<b>Save DC 19; Dmg 10d6</b>	<b>Save DC 22; Dmg 14d6</b>
	<b>Breath Weapon</b> 120' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. <b>Repulsion Breath</b> Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.			
	<b>Wave Mastery</b> For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Standard Actions**

**Bite** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

**Claws** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.

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

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

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

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

**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.

**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.

**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.

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

**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.

**Special Actions****Save** Wisdom DC 14**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

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

**Special Actions****Save** Dexterity 14; **Dmg** 1d4**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

*create food and water (at will); fog cloud (at will); speak with animals (at will)*

**Innate Spellcasting****Spellcasting****Known Sorcerer Spells (CL 10th):****Known Sorcerer Spells (CL 12th):****Known Sorcerer Spells (CL 14th):****Known Sorcerer Spells (CL 18th):**

*ice storm; fireball; flame arrows; burning gaze; compassionate ally; alarm; delusional pride; arcane lock; dancing lights; detect magic; light; message; prestidigitation; resistance*

**Possessions**

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# DRAGON (COPPER, ADULT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Hills			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

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	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	55	98	191	351
<b>Speed</b>	40 ft. Fly 100 ft. (Average), Climb Stone			
<b>Size, Type, Alignment</b>	Tiny dragon, chaotic good	Small dragon, chaotic good	Large dragon, chaotic good	Gargantuan dragon, chaotic good
<b>Ability Scores / Saves</b>	<b>STR</b> 9 (-1)	<b>STR</b> 15 (+2)	<b>STR</b> 20 (+5)	<b>STR</b> 26 (+8)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 16 (+3)	<b>DEX</b> 10 (+0)	<b>DEX</b> 10 (+0)
	<b>CON</b> 9 (-1)	<b>CON</b> 13 (+1)	<b>CON</b> 18 (+4)	<b>CON</b> 23 (+6)
	<b>INT</b> 12 (+1)	<b>INT</b> 14 (+2)	<b>INT</b> 16 (+3)	<b>INT</b> 19 (+4)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 15 (+2)	<b>WIS</b> 17 (+3)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 12 (+1)	<b>CHA</b> 14 (+2)	<b>CHA</b> 16 (+3)	<b>CHA</b> 19 (+4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Acid, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Drow, Druidic, Elvish, Giant, Gnomish, Halfling			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 14; <b>Dmg</b> 16d6			
	<b>Save</b> Dexterity 16; <b>Dmg</b> 18d6			
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 19; <b>Dmg</b> 20d6			
	<b>Save</b> Dexterity 22; <b>Dmg</b> 24d8			
<b>Special Abilities &amp; Qualities</b>	<b>Breath Weapon</b> 60' Cone of Slow, for 1d6+6 rounds, usable with Recharge 2. Breath weapons allow a Dexterity save; success indicates no effect. You are immune to your own breath weapon.			
	<b>Breath Weapon</b> 120' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 2d6**Save** Dexterity 16; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Special Abilities & Qualities**

**Climb Stone** A copper dragon can climb on stone surfaces as though using the spider climb spell.

**Trap Master** A copper dragon receives advantage on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.

**Uncanny Dodge** A copper dragon is always looking out for an ambush. He can never be surprised.

**Standard Actions**

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

**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d10/19-00 (5/10) piercing damage.

**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+10/19-00 (19) piercing damage.

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d6+19/19-00 (47) piercing damage.

**Claws** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) slashing damage.

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

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

**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+13 (31) slashing damage.

**Wings** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.

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

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

**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.

**Tail Slap** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

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

**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+19 (32) bludgeoning damage.

**Special Actions****Save** Wisdom DC 14**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

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

**Special Actions****Save** Wisdom DC 14**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

**Slow Aura** A copper dragon is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Wisdom save or be affected as per slow for 1d4 rounds. A copper dragon can suppress or activate this aura at will as a free action.

**Special Actions****Save** Dexterity 14; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Innate Spellcasting**

*grease (at will); hideous laughter (at will); stone shape (at will)*

**Spellcasting****Known Sorcerer Spells (CL 10th)****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 14th)****Known Sorcerer Spells (CL 18th)**

*dimension door; fear; blink; dispel magic; major image; charm person; glitterdust; invisibility; find traps; alarm; identify; magic missile; shield; silent image; detect magic; light; message; mage hand; prestidigitation*

**Possessions**

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# DRAGON (COPPER, ANCIENT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Hills			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

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	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	167	230	349	573
<b>Speed</b>	40 ft. Fly 150 ft. (Average), Climb Stone			
<b>Size, Type, Alignment</b>	Medium dragon, chaotic good	Large dragon, chaotic good	Huge dragon, chaotic good	Gargantuan dragon, chaotic good
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 24 (+7)	<b>STR</b> 30 (+10)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 12 (+1)	<b>DEX</b> 8 (-1)	<b>DEX</b> 8 (-1)
	<b>CON</b> 15 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 20 (+5)	<b>CON</b> 25 (+7)
	<b>INT</b> 16 (+3)	<b>INT</b> 17 (+3)	<b>INT</b> 18 (+4)	<b>INT</b> 21 (+5)
	<b>WIS</b> 17 (+3)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)	<b>WIS</b> 22 (+6)
	<b>CHA</b> 16 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 18 (+4)	<b>CHA</b> 21 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Acid, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Druidic, Dwarven, Elvish, Giant, Gnomish, Halfling, Orc, Read Lips			
<b>Challenge</b>	<b>15</b>	<b>19</b>	<b>23</b>	<b>27</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 18; <b>Dmg</b> 18d6	<b>Save</b> Dexterity 19; <b>Dmg</b> 22d6	<b>Save</b> Dexterity 22; <b>Dmg</b> 26d6	<b>Save</b> Dexterity 25; <b>Dmg</b> 28d8
	<b>Breath Weapon</b> 70' Cone of Slow, for 1d6+12 rounds, usable with Recharge 2. Breath weapons allow a Dexterity save; success indicates no effect. You are immune to your own breath weapon. <b>Breath Weapon</b> 140' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 18; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6**Save** Dexterity 25; **Dmg** 8d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Special Abilities & Qualities****Save** Wisdom DC 18**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 25

**Deadly Joke** Once per day, as a standard action, a copper dragon can tell a joke that kills. This affects one target, and functions as power word kill. This is a language-dependent sonic effect.

**Special Abilities & Qualities**

**Climb Stone** A copper dragon can climb on stone surfaces as though using the spider climb spell.

**Trap Master** A copper dragon receives advantage on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.

**Uncanny Dodge** A copper dragon is always looking out for an ambush. He can never be surprised.

**Standard Actions**

**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.

**Bite** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d4+10/19-00 (20) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+16/19-00 (30) piercing damage.

**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 12d6+25/19-00 (67) piercing damage.

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

**Claws** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+7 (14) slashing damage.

**Claws** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+11 (20) slashing damage.

**Claws** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+17 (45) slashing damage.

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

**Wings** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+3 (8) bludgeoning damage.

**Wings** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

**Wings** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+8 (22) bludgeoning damage.

**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+2 (8) bludgeoning damage.

**Tail Slap** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16 (25) bludgeoning damage.

**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+25 (43) bludgeoning damage.

**Special Actions****Save** Wisdom DC 18**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 25

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

**Special Actions****Save** Wisdom DC 18**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 25

**Mass Laughter** An ancient copper dragon can tell a fantastic joke once per day as a standard action. All creatures within 10 feet per age category must make a Wisdom save or laugh for 12 rounds, as if affected by hideous laughter. This is equal to a 6th-level spell.

**Special Actions****Save** Wisdom DC 18**Save** Wisdom DC 19**Save** Wisdom DC 22**Save** Wisdom DC 25

**Slow Aura** A copper dragon is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Wisdom save or be affected as per slow for 1d4 rounds. A copper dragon can suppress or activate this aura at will as a free action.

**Special Actions****Save** Dexterity 18; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 5d6**Save** Dexterity 25; **Dmg** 7d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Innate Spellcasting**

*grease (at will); hideous laughter (at will); move earth (at will); stone shape (at will); wall of stone (at will)*

**Spellcasting****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 14th)****Known Sorcerer Spells (CL 16th)****Known Sorcerer Spells (CL 20th)**

*prismatic wall; otto's irresistible dance; maze; fly, reverse gravity; antimagic field; mislead; mind spike; polymorph; sending; teleport; confusion; hypnotic pattern; stone shape; stonesskin; dispel magic; haste; suggestion; tongues; glitterdust; invisibility; find traps; pyrotechnics; see invisibility; expeditious retreat; arcanist's magic aura; shield; silent image; dancing lights; detect magic; light; mage hand; message; prestidigitation*

**Possessions**

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# DRAGON (COPPER, YOUNG)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Hills			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

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	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>33</b>	<b>87</b>	<b>177</b>	<b>278</b>
<b>Speed</b>	40 ft. Fly 100 ft. (Average), Climb Stone			
<b>Size, Type, Alignment</b>	Tiny dragon, chaotic good	Medium dragon, chaotic good	Large dragon, chaotic good	Huge dragon, chaotic good
<b>Ability Scores / Saves</b>	<b>STR</b> 5 (-3)	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)	<b>STR</b> 25 (+7)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 12 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 12 (+1)
	<b>CON</b> 7 (-2)	<b>CON</b> 15 (+2)	<b>CON</b> 19 (+4)	<b>CON</b> 22 (+6)
	<b>INT</b> 10 (+0)	<b>INT</b> 12 (+1)	<b>INT</b> 17 (+3)	<b>INT</b> 18 (+4)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 13 (+1)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)
	<b>CHA</b> 10 (+0)	<b>CHA</b> 12 (+1)	<b>CHA</b> 17 (+3)	<b>CHA</b> 18 (+4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Acid, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Drow, Dwarven, Elvish, Gnomish, Goblin			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 13; <b>Dmg</b> 8d6	<b>Save</b> Dexterity 16; <b>Dmg</b> 10d6	<b>Save</b> Dexterity 19; <b>Dmg</b> 14d6	<b>Save</b> Dexterity 22; <b>Dmg</b> 18d6
	<b>Breath Weapon</b> 50' Cone of Slow, for 1d6+6 rounds, usable with Recharge 2. Breath weapons allow a Dexterity save; success indicates no effect. You are immune to your own breath weapon.			
	<b>Breath Weapon</b> 100' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 13; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Special Abilities & Qualities**

**Climb Stone** A copper dragon can climb on stone surfaces as though using the spider climb spell.

**Trap Master** A copper dragon receives advantage on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.

**Uncanny Dodge** A copper dragon is always looking out for an ambush. He can never be surprised.

**Standard Actions**

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

**Claws** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d3+0 (2) slashing damage.

**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6/19-00 (13) piercing damage.

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

**Wings** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

**Tail Slap** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12/19-00 (26) piercing damage.

**Claws** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+8 (18) slashing damage.

**Wings** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

**Bite** Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d8+19/19-00 (37) piercing damage.

**Claws** Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+13 (27) slashing damage.

**Wings** Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

**Tail Slap** Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+19 (33) bludgeoning damage.

**Special Actions****Save** Wisdom DC 13**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22

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

**Innate Spellcasting**

*grease (at will); hideous laughter (at will); stone shape (at will)*

**Spellcasting****Known Sorcerer Spells (CL 8th)****Known Sorcerer Spells (CL 10th)****Known Sorcerer Spells (CL 12th)****Known Sorcerer Spells (CL 16th)**

*charm monster; confusion; gust of wind; daylight; fireball; acid arrow; alter self; monster; flaming sphere; alarm; feather fall; silent image; detect magic; light; message; mage hand; prestidigitation*

**Possessions**

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# DRAGON (FAERIE)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary or Clan (2-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	16	52	93	142
<b>Speed</b>	10 ft. Fly 60 ft. (Perfect) Swim 30 ft.			
<b>Size, Type, Alignment</b>	Tiny dragon, chaotic good	Tiny dragon, chaotic good	Tiny dragon, chaotic good	Tiny dragon, chaotic good
<b>Ability Scores / Saves</b>	<b>STR</b> 7 (-2)	<b>STR</b> 8 (-1)	<b>STR</b> 13 (+1)	<b>STR</b> 14 (+2)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 18 (+4)	<b>DEX</b> 18 (+4)
	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)
	<b>INT</b> 14 (+2)	<b>INT</b> 14 (+2)	<b>INT</b> 17 (+3)	<b>INT</b> 17 (+3)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common, Draconic, Elvish, Sylvan, Telepathy 100 ft.			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18
	<b>Breath Weapon</b> 5-foot cone, euphoria for 1d6 rounds, Constitution negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon with Recharge 2.			
<b>Special Abilities &amp; Qualities</b>	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			





**Low**



**Moderate**



**Advanced**



**Elite**

**Standard  
Actions**

**Bite** Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.

**Bite** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.

**Bite** Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d4+2 (4) piercing damage.

**Bite** Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d4+3 (6) piercing damage.

**Legendary  
Actions**

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**Innate  
Spellcasting**

*gust of wind; burning hands; color spray; chameleon scales; dancing lights*





# DRAGON (GOLD, ADULT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Plains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	67	138	230	429
<b>Speed</b>	60 ft. Swim 60 ft. Fly 150 ft. (Average)			
<b>Size, Type, Alignment</b>	Small dragon, lawful good	Medium dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good
<b>Ability Scores / Saves</b>	<b>STR</b> 15 (+2)	<b>STR</b> 18 (+4)	<b>STR</b> 22 (+6)	<b>STR</b> 28 (+9)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)	<b>DEX</b> 8 (-1)	<b>DEX</b> 8 (-1)
	<b>CON</b> 11 (+0)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 24 (+7)
	<b>INT</b> 14 (+2)	<b>INT</b> 16 (+3)	<b>INT</b> 17 (+3)	<b>INT</b> 20 (+5)
	<b>WIS</b> 15 (+2)	<b>WIS</b> 17 (+3)	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 16 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 20 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Fire, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Celestial, Common, Draconic, Dwarven, Elvish, Giant, Halfling, Orc, Read Lips			
<b>Challenge</b>	<b>10</b>	<b>14</b>	<b>18</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 16; <b>Dmg</b> 12d10 <b>Save</b> Dexterity 18; <b>Dmg</b> 14d10 <b>Save</b> Dexterity 20; <b>Dmg</b> 16d10 <b>Save</b> Dexterity 20; <b>Dmg</b> 18d10 <b>Breath Weapon</b> 70' Cone of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon. <b>Breath Weapon</b> 70' Cone of Weakening Gas, 2d6 Strength damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Ability damage suffered via this effect may be restored via restoration or more powerful healing magic.			

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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 16; **Dmg** 3d6**Save** Dexterity 18; **Dmg** 5d6**Save** Dexterity 20; **Dmg** 7d6**Save** Dexterity 24; **Dmg** 8d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

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

**Fire Aura** A gold dragon is surrounded by an aura of fire. All creatures within 10 feet of the dragon take fire damage at the beginning of the dragon's turn. The dragon can activate or suppress this aura as a free action.

**Special Abilities & Qualities**

**Change Shape** A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.

**Detect Gems** A gold dragon can detect gems three times per day. This functions as locate, but can only be used to locate gemstones.

**Luck** Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives advantage on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.

**Standard Actions**

**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) piercing damage.

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

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

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.

**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.

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

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

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

**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.

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

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

**Wings** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

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

**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+24 (38) bludgeoning damage.

**Special Actions****Save** Wisdom 16**Save** Wisdom 18**Save** Wisdom 20**Save** Wisdom 24

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

**Special Actions****Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 18; **Dmg** 3d6**Save** Dexterity 20; **Dmg** 4d6**Save** Dexterity 24; **Dmg** 5d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Special Actions**

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

**Innate Spellcasting**

*bless (at will); daylight (at will); detect evil and good (at will)*

**Spellcasting****Arcane Spells (CL 10th)****Arcane Spells (CL 12th)****Arcane Spells (CL 14th)****Arcane Spells (CL 18th)**

*cloudkill; dream; hallucinatory terrain; ice storm; arcane sight; fireball; acid arrow; continual flame; darkness; monster; disguise self; divine favor; doom; floating disk; dancing lights; detect magic; light; mage hand; prestidigitation*

**Possessions**

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# DRAGON (GOLD, ANCIENT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Plains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

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	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	194	262	379	557
<b>Speed</b>	60 ft. Swim 60 ft. Fly 200 ft. (Poor), Fast Flight			
<b>Size, Type, Alignment</b>	Large dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good	Gargantuan dragon, lawful good
<b>Ability Scores / Saves</b>	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 26 (+8)	<b>STR</b> 30 (+10)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 10 (+0)	<b>DEX</b> 6 (-2)	<b>DEX</b> 8 (-1)
	<b>CON</b> 17 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)	<b>CON</b> 24 (+7)
	<b>INT</b> 17 (+3)	<b>INT</b> 18 (+4)	<b>INT</b> 19 (+4)	<b>INT</b> 22 (+6)
	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)	<b>WIS</b> 22 (+6)
	<b>CHA</b> 17 (+3)	<b>CHA</b> 18 (+4)	<b>CHA</b> 19 (+4)	<b>CHA</b> 22 (+6)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Fire, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +25, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Celestial, Common, Draconic, Druidic, Dwarven, Elvish, Giant, Halfling, Orc, Read Lips, Sylvan			
<b>Challenge</b>	<b>18</b>	<b>22</b>	<b>26</b>	<b>30</b>

<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 19; <b>Dmg</b> 16d10	<b>Save</b> Dexterity 21; <b>Dmg</b> 20d10	<b>Save</b> Dexterity 23; <b>Dmg</b> 24d10	<b>Save</b> Dexterity 26; <b>Dmg</b> 30d10
	<b>Breath Weapon</b> 70' Cone of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.			
	<b>Breath Weapon</b> 70' Cone of Weakening Gas, 2d6 Strength damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Ability damage suffered via this effect may be restored via restoration or more powerful healing magic.			



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

**Save** Dexterity 19; **Dmg** 4d6      **Save** Dexterity 21; **Dmg** 6d6      **Save** Dexterity 23; **Dmg** 8d6      **Save** Dexterity 23; **Dmg** 10d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Special Abilities & Qualities**

**Damage** 1d6      **Damage** 2d4      **Damage** 2d6      **Damage** 2d8

**Fire Aura** A gold dragon is surrounded by an aura of fire. All creatures within 10 feet of the dragon take fire damage at the beginning of the dragon's turn. The dragon can activate or suppress this aura as a free action.

**Special Abilities & Qualities**

**Change Shape** A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.

**Detect Gems** A gold dragon can detect gems three times per day. This functions as locate, but can only be used to locate gemstones.

**Divine Aid** Once a week, a great wurm gold dragon can call upon celestial powers for aid. This functions as a miracle.

**Luck** Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives advantage on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.

**Standard Actions**

<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+8 (14) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12 (18) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d4+15/19-00 (25) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+5 (10) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+21/19-00 (35) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+14 (23) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+21 (30) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+27/19-00 (55) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+18 (36) slashing damage.</p> <p><b>Wings</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 2d8+9 (18) bludgeoning damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+27 (41) bludgeoning damage.</p>
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**Special Actions**

**Save** Wisdom 19      **Save** Wisdom 21      **Save** Wisdom 23      **Save** Wisdom 26

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

**Special Actions**

**Save** Dexterity 19; **Dmg** 3d6      **Save** Dexterity 21; **Dmg** 4d6      **Save** Dexterity 23; **Dmg** 5d6      **Save** Dexterity 26; **Dmg** 6d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Special Actions**

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

**Innate Spellcasting**

*bless (at will); daylight (at will); detect evil and good (at will); sunburst (at will)*

**Spellcasting**

**Arcane Spells (CL 12th)**      **Arcane Spells (CL 14th)**      **Arcane Spells (CL 16th)**      **Arcane Spells (CL 20th)**

*fire storm; maze; control weather; delayed blast fireball; fly; chain lightning; contingency; disintegrate; cone of cold; dispel evil and good; wind walk; lightning bolt; charm monster; confusion; sleet storm; blink; dispel magic; acid arrow; blur; calm emotions; monster; color spray; command; comprehend languages; detect evil and good; create food and water; dancing lights; detect magic; light; mage hand*

**Possessions**

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# DRAGON (GOLD, YOUNG)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Plains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	69	157	263	385
<b>Speed</b>	60 ft. Swim 60 ft. Fly 100 ft. (Average)			
<b>Size, Type, Alignment</b>	Tiny dragon, lawful good	Large dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good
<b>Ability Scores / Saves</b>	<b>STR</b> 11 (+0)	<b>STR</b> 20 (+5)	<b>STR</b> 24 (+7)	<b>STR</b> 28 (+9)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 10 (+0)	<b>DEX</b> 12 (+1)	<b>DEX</b> 10 (+0)
	<b>CON</b> 9 (-1)	<b>CON</b> 17 (+3)	<b>CON</b> 20 (+5)	<b>CON</b> 23 (+6)
	<b>INT</b> 12 (+1)	<b>INT</b> 14 (+2)	<b>INT</b> 18 (+4)	<b>INT</b> 19 (+4)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 15 (+2)	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 12 (+1)	<b>CHA</b> 14 (+2)	<b>CHA</b> 18 (+4)	<b>CHA</b> 19 (+4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Fire, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Druidic, Dwarven, Elvish, Gnomish, Halfling, Read Lips			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 14; <b>Dmg</b> 6d10			
	<b>Breath Weapon</b> 60' Cone of Fire, usable with Recharge 2. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.			
	<b>Save</b> Dexterity 17; <b>Dmg</b> 8d10			
	<b>Breath Weapon</b> 60' Cone of Weakening Gas, 2d6 Strength damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Ability damage suffered via this effect may be restored via restoration or more powerful healing magic.			
	<b>Save</b> Dexterity 20; <b>Dmg</b> 10d10			
	<b>Save</b> Dexterity 22; <b>Dmg</b> 14d10			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 14; **Dmg** 2d6**Save** Dexterity 17; **Dmg** 3d6**Save** Dexterity 20; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Special Abilities & Qualities**

**Change Shape** A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.

**Detect Gems** A gold dragon can detect gems three times per day. This functions as locate, but can only be used to locate gemstones.

**Luck** Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives advantage on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.

**Standard Actions**

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

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

**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+16 (30) piercing damage.

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

**Claws** Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.

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

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

**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

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

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

**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+24 (34) bludgeoning damage.

**Special Actions****Save** Wisdom 14**Save** Wisdom 17**Save** Wisdom 20**Save** Wisdom 22

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

**Special Actions****Save** Dexterity 14; **Dmg** 1d6**Save** Dexterity 17; **Dmg** 2d6**Save** Dexterity 20; **Dmg** 3d6**Save** Dexterity 22; **Dmg** 4d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Special Actions**

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

**Innate Spellcasting**

*bles* (at will); *daylight* (at will); *detect evil and good* (at will)

**Spellcasting****Arcane Spells (CL 8th)****Arcane Spells (CL 10th)****Arcane Spells (CL 12th)****Arcane Spells (CL 16th)**

*lightning bolt; charm monster; blink; dispel magic; acid arrow; calm emotions; command undead; monster; bless; charm person; cure wounds; dancing lights; light; mage hand; prestidigitation*

**Possessions**

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# DRAGON (GREEN, ADULT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
Organization	Solitary			
Treasure	Triple			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>52</b>	<b>103</b>	<b>177</b>	<b>328</b>
<b>Speed</b>	40 ft. Swim 40 ft. Fly 150 ft. (Average)			
<b>Size, Type, Alignment</b>	Small dragon, lawful evil	Medium dragon, lawful evil	Huge dragon, lawful evil	Gargantuan dragon, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 26 (+8)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>
	<b>CON 9 (-1)</b>	<b>CON 13 (+1)</b>	<b>CON 18 (+4)</b>	<b>CON 23 (+6)</b>
	<b>INT 10 (+0)</b>	<b>INT 12 (+1)</b>	<b>INT 14 (+2)</b>	<b>INT 18 (+4)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 13 (+1)</b>	<b>WIS 15 (+2)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 12 (+1)</b>	<b>CHA 14 (+2)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Acid, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Abyssal, Common, Daemon, Draconic, Elvish, Infernal, Sylvan			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	Save DC 13; Dmg 8d6	Save DC 15; Dmg 12d6	Save DC 19; Dmg 14d6	Save DC 22; Dmg 18d6
<b>Special Abilities &amp; Qualities</b>	<b>Breath Weapon</b> 70' Cone of Corrosive Gas, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
<b>Special Abilities &amp; Qualities</b>	Save Dexterity 13; Dmg 3d6	Save Dexterity 15; Dmg 5d6	Save Dexterity 19; Dmg 6d6	Save Dexterity 22; Dmg 8d6
<b>Special Abilities &amp; Qualities</b>	<b>Crush</b> A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			

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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** Wisdom 13**Saving Throw** Wisdom 15**Saving Throw** Wisdom 19**Saving Throw** Wisdom 22

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

**Special Abilities & Qualities**

**Camouflage** A green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

**Trackless Step** A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

**Woodland Stride** A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

**Standard Actions**

**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

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

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

**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6/19-00 (12) piercing damage.

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

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

**Tail Slap** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12/19-00 (21) piercing damage.

**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

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

**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+21/19-00 (49) piercing damage.

**Claws** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+14 (32) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+21 (34) bludgeoning damage.

**Special Actions****Save** Dexterity 13; **Dmg** 2d6**Save** Dexterity 15; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Innate Spellcasting**

*charm person (at will); entangle (at will); plant growth (at will); suggestion (at will)*

**Spellcasting****Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)**

*charm monster; geas; daylight; dispel magic; fireball; alter self; arcane lock; darkness; mirror image; magic missile; shield; silent image; summon monster i; dancing lights; detect magic; mage hand; message; prestidigitation*

**Possessions**

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# DRAGON (GREEN, ANCIENT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Forests			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

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	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	146	202	307	467
<b>Speed</b>	40 ft. Swim 40 ft. Fly 200 ft. (Poor)			
<b>Size, Type, Alignment</b>	Large dragon, lawful evil	Huge dragon, lawful evil	Gargantuan dragon, lawful evil	Gargantuan dragon, lawful evil
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 24 (+7)	<b>STR</b> 28 (+9)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 10 (+0)	<b>DEX</b> 6 (-2)	<b>DEX</b> 8 (-1)
	<b>CON</b> 15 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 20 (+5)	<b>CON</b> 23 (+6)
	<b>INT</b> 14 (+2)	<b>INT</b> 16 (+3)	<b>INT</b> 17 (+3)	<b>INT</b> 20 (+5)
	<b>WIS</b> 15 (+2)	<b>WIS</b> 17 (+3)	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 16 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 20 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Acid, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Abyssal, Common, Daemon, Draconic, Drow, Elvish, Giant, Gnomish, Sylvan			
<b>Challenge</b>	<b>15</b>	<b>19</b>	<b>23</b>	<b>27</b>
<b>Special Abilities &amp; Qualities</b>	Save DC 17; Dmg 16d6	Save DC 19; Dmg 20d6	Save DC 22; Dmg 24d6	Save DC 24; Dmg 30d6

**Breath Weapon** 70' Cone of Corrosive Gas, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

**Miasma** A green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Dexterity save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Dexterity save for half. A strong wind, such as that created by a gust of wind, disperses the cloud in 1 round.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 17; **Dmg** 4d6**Save** Dexterity 19; **Dmg** 6d6**Save** Dexterity 22; **Dmg** 7d6**Save** Dexterity 24; **Dmg** 9d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Special Abilities & Qualities****Saving Throw** Wisdom 17**Saving Throw** Wisdom 19**Saving Throw** Wisdom 22**Saving Throw** Wisdom 24

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

**Special Abilities & Qualities**

**Camouflage** A green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

**Trackless Step** A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

**Woodland Stride** A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

**Standard Actions**

**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.

**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.

**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.

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

**Claws** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

**Claws** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.

**Claws** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.

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

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

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

**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.

**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.

**Tail Slap** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.

**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.

**Special Actions****Save** Dexterity 17; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6**Save** Dexterity 24; **Dmg** 6d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Innate Spellcasting**

*charm person (at will); command plants (at will); (at will); entangle (at will); plant growth (at will); suggestion (at will)*

**Spellcasting****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)****Sorcerer (CL 20th)**

*charm monster; command; banishment; control weather; fly; fog cloud; disintegrate; true seeing; polymorph; summon monster; teleport; dimension door; ice storm; scrying; stonewall; dispel magic; blink; fireball; haste; alter self; detect thoughts; locate object; mirror image; see invisibility; magic missile; shield; silent image; dancing lights; detect magic; light; mage hand; message; prestidigitation; ray of frost*

**Possessions**

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# DRAGON (GREEN, YOUNG)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Forests			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>25</b>	<b>81</b>	<b>168</b>	<b>273</b>
<b>Speed</b>	40 ft. Swim 40 ft. Fly 100 ft. (Average)			
<b>Size, Type, Alignment</b>	Tiny dragon, lawful evil	Large dragon, lawful evil	Huge dragon, lawful evil	Gargantuan dragon, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 7 (-2)</b>	<b>STR 18 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 26 (+8)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 10 (+0)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 7 (-2)</b>	<b>CON 15 (+2)</b>	<b>CON 19 (+4)</b>	<b>CON 22 (+6)</b>
	<b>INT 8 (-1)</b>	<b>INT 10 (+0)</b>	<b>INT 16 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 11 (+0)</b>	<b>WIS 17 (+3)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 10 (+0)</b>	<b>CHA 16 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Acid, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Druidic, Dwarven, Elvish, Infernal			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save DC 12; Dmg 6d6</b>	<b>Save DC 16; Dmg 8d6</b>	<b>Save DC 19; Dmg 10d6</b>	<b>Save DC 22; Dmg 12d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Breath Weapon</b> 60' Cone of Corrosive Gas, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
<b>Special Abilities &amp; Qualities</b>	<b>Save Dexterity 12; Dmg 2d6</b>	<b>Save Dexterity 15; Dmg 4d6</b>	<b>Save Dexterity 19; Dmg 5d6</b>	<b>Save Dexterity 22; Dmg 6d6</b>
	<b>Crush</b> A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** Wisdom 12**Saving Throw** Wisdom 16**Saving Throw** Wisdom 19**Saving Throw** Wisdom 22

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

**Special Abilities & Qualities**

**Trackless Step** A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

**Woodland Stride** A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

**Standard Actions**

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

**Claws** Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.

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

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

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

**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.

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

**Wings** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.

**Claws** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.

**Wings** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

**Tail Slap** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+21 (35) bludgeoning damage.

**Special Actions****Save** Dexterity 13; **Dmg** 2d6**Save** Dexterity 15; **Dmg** 3d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 5d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Innate Spellcasting***charm person (at will); entangle (at will); suggestion (at will)***Sorcerer (CL 8th)****Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)***sleet storm; sleep; acid arrow; alter self; alarm; burning hands; cause fear; charm person; color spray; detect magic; light; mage hand; prestidigitation***Illustration 31: Green Dragon**



# DRAGON (RED, ADULT)



	Low	Moderate	Advanced	Elite
Terrain	Warm Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
Organization	Solitary			
Treasure	Triple			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>58</b>	<b>111</b>	<b>209</b>	<b>385</b>
<b>Speed</b>	40 ft. Fly 150 ft. (Average)			
<b>Size, Type, Alignment</b>	Small dragon, chaotic evil	Medium dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 28 (+9)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 24 (+7)</b>
	<b>INT 10 (+0)</b>	<b>INT 12 (+1)</b>	<b>INT 14 (+2)</b>	<b>INT 18 (+4)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 13 (+1)</b>	<b>WIS 15 (+2)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 12 (+1)</b>	<b>CHA 14 (+2)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Fire, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Abyssal, Common, Draconic, Dwarven, Gnomish, Halfling, Orc			
<b>Challenge</b>	<b>9</b>	<b>13</b>	<b>17</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save Dexterity 14; Dmg 8d6</b>	<b>Save Dexterity 17; Dmg 12d6</b>	<b>Save Dexterity 20; Dmg 16d6</b>	<b>Save Dexterity 24; Dmg 20d6</b>
	<b>Breath Weapon</b> 70' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
<b>Special Abilities &amp; Qualities</b>	<b>Save Dexterity 14; Dmg 3d6</b>	<b>Save Dexterity 17; Dmg 4d6</b>	<b>Save Dexterity 20; Dmg 5d6</b>	<b>Save Dexterity 24; Dmg 8d6</b>
	<b>Crush</b> A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			



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

Damage 1d8

**Fire Aura** A red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take fire damage at the beginning of the dragon's turn.**Special Abilities & Qualities**

Save Wisdom 14

Save Wisdom 17

Save Wisdom 20

Save Wisdom 24

**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Standard Actions****Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+9 (14) piercing damage.**Claws** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.**Wings** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15 (24) piercing damage.**Claws** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.**Wings** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24 (52) piercing damage.**Claws** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d8+24 (38) bludgeoning damage.**Special Actions****Manipulate Flames** A red dragon can control any fire spell within 500 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.**Special Actions****Smoke Vision** A red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).**Special Actions**

Save Dexterity 14; Dmg 3d4

Save Dexterity 17; Dmg 4d4

Save Dexterity 20; Dmg 5d4

Save Dexterity 24; Dmg 8d4

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Special Actions****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.**Legendary Actions**

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**Innate Spellcasting***detect magic (at will); pyrotechnics (at will); suggestion (at will); wall of fire (at will)***Spellcasting**

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

*cloudkill; ice storm; dispel magic; fireball; flame arrows; haste; acid arrow; blur; invisibility; protection from energy; see invisibility; alarm; grease; magic missile; shield; true strike; dancing lights; light; mage hand; mending; message***Possessions**

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# DRAGON (RED, ANCIENT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Mountains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

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	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	201	282	356	529
<b>Speed</b>	40 ft. Fly 200 ft. (Poor)			
<b>Size, Type, Alignment</b>	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)	<b>STR</b> 26 (+8)	<b>STR</b> 30 (+10)
	<b>DEX</b> 8 (-1)	<b>DEX</b> 6 (-2)	<b>DEX</b> 6 (-2)	<b>DEX</b> 8 (-1)
	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)	<b>CON</b> 20 (+5)	<b>CON</b> 24 (+7)
	<b>INT</b> 14 (+2)	<b>INT</b> 16 (+3)	<b>INT</b> 17 (+3)	<b>INT</b> 20 (+5)
	<b>WIS</b> 15 (+2)	<b>WIS</b> 17 (+3)	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 16 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 20 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Fire, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Abyssal, Common, Draconic, Drow, Druidic, Dwarven, Giant, Orc, Read Lips			
<b>Challenge</b>	<b>17</b>	<b>21</b>	<b>25</b>	<b>29</b>

**Special Abilities & Qualities** **Save** Dexterity 20; **Dmg** 12d6    **Save** Dexterity 22; **Dmg** 16d6    **Save** Dexterity 23; **Dmg** 20d6    **Save** Dexterity 26; **Dmg** 30d6

**Breath Weapon** 70' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

**Incinerate** A red dragon can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Constitution save. Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through true resurrection or similar magic.

**Melt Stone** A red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting up to a 300-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes fire damage on the first round, half that on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	Save Dexterity 20; Dmg 4d6	Save Dexterity 22; Dmg 6d6	Save Dexterity 23; Dmg 8d6	Save Dexterity 26; Dmg 10d6
	<b>Crush</b> A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			
<b>Special Abilities &amp; Qualities</b>	Damage 2d4	Damage 2d6	Damage 2d8	Damage 2d12
	<b>Fire Aura</b> A red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take fire damage at the beginning of the dragon's turn.			
<b>Special Abilities &amp; Qualities</b>	Save Wisdom 20	Save Wisdom 22	Save Wisdom 23	Save Wisdom 26
	<b>Frightful Presence</b> 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.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) piercing damage. <b>Claws</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage. <b>Wings</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage. <b>Tail Slap</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage. <b>Claws</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage. <b>Wings</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage. <b>Tail Slap</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.	<b>Bite</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+21/19-00 (35) piercing damage. <b>Claws</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+14 (23) slashing damage. <b>Wings</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage. <b>Tail Slap</b> Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+21 (30) bludgeoning damage.	<b>Bite</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+27/19-00 (55) piercing damage. <b>Claws</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+18 (36) slashing damage. <b>Wings</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 2d8+9 (18) bludgeoning damage. <b>Tail Slap</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+27 (41) bludgeoning damage.
<b>Special Actions</b>	<b>Manipulate Flames</b> A red dragon can control any fire spell within 500 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.			
<b>Special Actions</b>	<b>Smoke Vision</b> A red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).			
<b>Special Actions</b>	Save Dexterity 20; Dmg 4d4	Save Dexterity 22; Dmg 6d4	Save Dexterity 23; Dmg 8d4	Save Dexterity 26; Dmg 10d4
	<b>Tail Sweep</b> A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.			
<b>Special Actions</b>	<b>Vulnerability to Cold</b> 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.			
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>detect magic (at will); find the path (at will); pyrotechnics (at will); suggestion (at will); wall of fire (at will)</i>			
<b>Spellcasting</b>	Sorcerer (CL 12th)	Sorcerer (CL 14th)	Sorcerer (CL 16th)	Sorcerer (CL 20th)
	<i>abi-dalzim's horrid wilting; prismatic wall; hold person; counterspell; antimagic field; contingency; polymorph; telekinesis; teleport; wall of force; fear; fire shield; invisibility; stonewall; dispel magic; blink; haste; tongues; alter self; detect thoughts; protection from energy; see invisibility; alarm; grease; magic missile; shield; true strike; light; mage hand; mending; message; prestidigitation</i>			
<b>Possessions</b>	-			





# DRAGON (RED, YOUNG)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Warm Mountains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>29</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	40	105	203	324
<b>Speed</b>	40 ft. Fly 100 ft. (Average)			
<b>Size, Type, Alignment</b>	Tiny dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 11 (+0)	<b>STR</b> 20 (+5)	<b>STR</b> 24 (+7)	<b>STR</b> 28 (+9)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 10 (+0)	<b>DEX</b> 12 (+1)	<b>DEX</b> 10 (+0)
	<b>CON</b> 9 (-1)	<b>CON</b> 17 (+3)	<b>CON</b> 20 (+5)	<b>CON</b> 23 (+6)
	<b>INT</b> 8 (-1)	<b>INT</b> 10 (+0)	<b>INT</b> 16 (+3)	<b>INT</b> 17 (+3)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 11 (+0)	<b>WIS</b> 17 (+3)	<b>WIS</b> 18 (+4)
	<b>CHA</b> 8 (-1)	<b>CHA</b> 10 (+0)	<b>CHA</b> 16 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Fire, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +9, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Cyclops, Draconic, Drow, Orc, Read Lips			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 12; <b>Dmg</b> 4d6	<b>Save</b> Dexterity 17; <b>Dmg</b> 8d6	<b>Save</b> Dexterity 20; <b>Dmg</b> 12d6	<b>Save</b> Dexterity 22; <b>Dmg</b> 14d6
	<b>Breath Weapon</b> 60' Cone of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 12; <b>Dmg</b> 2d6	<b>Save</b> Dexterity 17; <b>Dmg</b> 3d6	<b>Save</b> Dexterity 20; <b>Dmg</b> 4d6	<b>Save</b> Dexterity 22; <b>Dmg</b> 6d6
	<b>Crush</b> A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Special Abilities & Qualities**

Damage 1d4

Damage 1d6

Damage 2d4

Damage 2d6

**Fire Aura** A red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take fire damage at the beginning of the dragon's turn.

**Special Abilities & Qualities**

Save Wisdom 12

Save Wisdom 17

Save Wisdom 20

Save Wisdom 22

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

**Standard Actions**

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

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

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+16 (30) piercing damage.

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+24 (42) piercing damage.

**Claws** Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.

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

**Claws** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.

**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.

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

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

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

**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+24 (34) bludgeoning damage.

**Special Actions**

**Smoke Vision** A red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

**Special Actions**

Save Dexterity 12; Dmg 2d4

Save Dexterity 17; Dmg 3d4

Save Dexterity 20; Dmg 4d4

Save Dexterity 22; Dmg 5d4

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Special Actions**

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

**Legendary Actions**

-

**Innate Spellcasting**

*detect magic (at will); pyrotechnics (at will); suggestion (at will)*

**Spellcasting**

Sorcerer (CL 8th)

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)

*link; sleep; dispel magic; acid arrow; continual flame; darkness; flaming sphere; mage armor; magic missile; shield; true strike; dancing lights; light; mage hand; message; prestidigitation*



Illustration 32: Red Dragon



# DRAGON (SILVER, ADULT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Mountains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
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<b>Hit Points</b>	<b>78</b>	<b>148</b>	<b>229</b>	<b>394</b>
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<b>Speed</b>	40 ft. Fly 150 ft. (Average), Cloudwalking			
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<b>Size, Type, Alignment</b>	Small dragon, lawful good	Medium dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>11 (+0)</b>	<b>STR</b>	<b>17 (+3)</b>	<b>STR</b>	<b>20 (+5)</b>	<b>STR</b>	<b>26 (+8)</b>
	<b>DEX</b>	<b>14 (+2)</b>	<b>DEX</b>	<b>14 (+2)</b>	<b>DEX</b>	<b>8 (-1)</b>	<b>DEX</b>	<b>8 (-1)</b>
	<b>CON</b>	<b>9 (-1)</b>	<b>CON</b>	<b>13 (+1)</b>	<b>CON</b>	<b>18 (+4)</b>	<b>CON</b>	<b>23 (+6)</b>
	<b>INT</b>	<b>14 (+2)</b>	<b>INT</b>	<b>16 (+3)</b>	<b>INT</b>	<b>17 (+3)</b>	<b>INT</b>	<b>20 (+5)</b>
	<b>WIS</b>	<b>15 (+2)</b>	<b>WIS</b>	<b>17 (+3)</b>	<b>WIS</b>	<b>18 (+4)</b>	<b>WIS</b>	<b>20 (+5)</b>
	<b>CHA</b>	<b>14 (+2)</b>	<b>CHA</b>	<b>16 (+3)</b>	<b>CHA</b>	<b>17 (+3)</b>	<b>CHA</b>	<b>20 (+5)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks except magic			
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<b>Immunities</b>	Acid, Cold, Magical unconscious, paralyzed			
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<b>Vulnerabilities</b>	Vulnerability to Fire			
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<b>Senses</b>	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.
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<b>Languages</b>	Auran, Common, Daemon, Draconic, Drow, Druidic, Dwarven, Giant, Terran			
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<b>Challenge</b>	<b>9</b>	<b>13</b>	<b>17</b>	<b>21</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Reflex 16; <b>Dmg</b> 10d8	<b>Save</b> Reflex 18; <b>Dmg</b> 12d8	<b>Save</b> Reflex 20; <b>Dmg</b> 14d8	<b>Save</b> Reflex 23; <b>Dmg</b> 18d8
	<b>Breath Weapon</b> 70' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. <b>Breath Weapon</b> 70' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable with Recharge 2. This breath weapon allows a Dexterity save to negate the effect. You are immune to your own breath weapon.			

<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.			
	<b>Cloudwalking</b> A silver dragon can tread on clouds or fog as though on solid ground.			
	<b>Fog Vision</b> A silver dragon can see perfectly well in fog and clouds.			



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Special Abilities & Qualities**

**Damage** 1d6

**Damage** 2d4

**Damage** 2d6

**Damage** 2d8

**Cold Aura** A silver dragon is surrounded by an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn. A silver dragon can suppress or activate this aura at will as a free action.

**Special Abilities & Qualities**

**Save** Reflex 16; **Dmg** 2d6

**Save** Reflex 18; **Dmg** 3d6

**Save** Reflex 20; **Dmg** 5d6

**Save** Reflex 24; **Dmg** 6d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Standard Actions**

**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

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

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

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

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

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

**Tail Slap** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.

**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.

**Claws** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

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

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

**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+21 (49) piercing damage.

**Claws** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+14 (32) slashing damage.

**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

**Tail Slap** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d8+21 (34) bludgeoning damage.

**Special Actions**

**Save** Wisdom 16

**Save** Wisdom 18

**Save** Wisdom 20

**Save** Wisdom 23

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

**Special Actions**

**Save** Reflex 16; **Dmg** 2d6

**Save** Reflex 18; **Dmg** 3d6

**Save** Reflex 20; **Dmg** 4d6

**Save** Reflex 23; **Dmg** 5d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Special Actions**

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

**Innate Spellcasting**

*control winds (at will); detect evil and good (at will); feather fall (at will); fog cloud (at will)*

**Spellcasting**

**Sorcerer (CL 10th)**

**Sorcerer (CL 12th)**

**Sorcerer (CL 14th)**

**Sorcerer (CL 16th)**

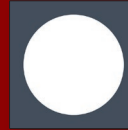
*lightning bolt; charm monster; arcane sight; continual flame; dispel magic; acid arrow; aid; arcane lock; detect thoughts; charm person; clarion call; command; dancing lantern; detect evil and good; dancing lights; detect magic; ight; mage hand; prestidigitation*

**Possessions**

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# DRAGON (SILVER, ANCIENT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Temperate Mountains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
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<b>Armor Class</b>	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
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<b>Hit Points</b>	142	210	325	485
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<b>Speed</b>	40 ft. Fly 200 ft. (Average), Cloudwalking, Graceful Flight			
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<b>Size, Type, Alignment</b>	Large dragon, lawful good	Huge dragon, lawful good	Gargantuan dragon, lawful good	Gargantuan dragon, lawful good
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>20 (+5)</b>	<b>STR</b>	<b>24 (+7)</b>	<b>STR</b>	<b>28 (+9)</b>
	<b>DEX</b>	<b>12 (+1)</b>	<b>DEX</b>	<b>10 (+0)</b>	<b>DEX</b>	<b>6 (-2)</b>	<b>DEX</b>	<b>8 (-1)</b>
	<b>CON</b>	<b>15 (+2)</b>	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>20 (+5)</b>	<b>CON</b>	<b>23 (+6)</b>
	<b>INT</b>	<b>17 (+3)</b>	<b>INT</b>	<b>18 (+4)</b>	<b>INT</b>	<b>19 (+4)</b>	<b>INT</b>	<b>22 (+6)</b>
	<b>WIS</b>	<b>18 (+4)</b>	<b>WIS</b>	<b>18 (+4)</b>	<b>WIS</b>	<b>20 (+5)</b>	<b>WIS</b>	<b>22 (+6)</b>
	<b>CHA</b>	<b>17 (+3)</b>	<b>CHA</b>	<b>18 (+4)</b>	<b>CHA</b>	<b>19 (+4)</b>	<b>CHA</b>	<b>22 (+6)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks except magic			
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<b>Immunities</b>	Acid, Cold, Magical unconscious, paralyzed			
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<b>Vulnerabilities</b>	Vulnerability to Fire			
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<b>Senses</b>	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +25, Blindsight 60 ft., Darkvision 120 ft.
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<b>Languages</b>	Auran, Common, Draconic, Drow, Dwarven, Elvish, Giant, Gnomish, Goblin, Halfling, Terran			
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<b>Challenge</b>	<b>17</b>	<b>21</b>	<b>25</b>	<b>29</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Reflex 19; <b>Dmg</b> 16d8	<b>Save</b> Reflex 21; <b>Dmg</b> 20d8	<b>Save</b> Reflex 23; <b>Dmg</b> 24d8	<b>Save</b> Reflex 25; <b>Dmg</b> 30d8
	<b>Breath Weapon</b> 70' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
	<b>Breath Weapon</b> 70' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable with Recharge 2. This breath weapon allows a Dexterity save to negate the effect. You are immune to your own breath weapon.			

<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.			
	<b>Cloudwalking</b> A silver dragon can tread on clouds or fog as though on solid ground.			
	<b>Fog Vision</b> A silver dragon can see perfectly well in fog and clouds.			
	<b>Reflective Scales</b> Any spell that targets a silver dragon but fails to penetrate the silver dragon's resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as spell turning.			



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

Damage 2d4

**Cold Aura** A silver dragon is surrounded by an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn. A silver dragon can suppress or activate this aura at will as a free action.**Special Abilities & Qualities**

Save Reflex 19; Dmg 4d6

Save Reflex 21; Dmg 5d6

Save Reflex 23; Dmg 6d6

Save Reflex 25; Dmg 8d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Standard Actions****Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage.**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage.**Claws** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage.**Claws** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage.**Claws** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+16 (34) slashing damage.**Wings** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Wings** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+4 (10) bludgeoning damage.**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.**Wings** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.**Special Actions**

Save Wisdom 19

Save Wisdom 21

Save Wisdom 23

Save Wisdom 25

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

Save Reflex 19; Dmg 3d6

Save Reflex 21; Dmg 4d6

Save Reflex 23; Dmg 5d6

Save Reflex 25; Dmg 6d6

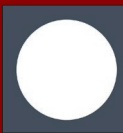
**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Special Actions****Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure**Innate Spellcasting***control weather (at will); control winds (at will); detect evil and good (at will); feather fall (at will); fog cloud (at will); reverse gravity (at will)***Spellcasting****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)****Sorcerer (CL 20th)***hold monster; imprisonment; earthquake; fire storm; maze; banishment; delayed blast fireball; ice storm; command; cone of cold; arcane eye; divine favor; hallucinatory terrain; watery sphere; arcane sight; fireball; haste; acid arrow; enthrall; flaming sphere; snilloc's snowball swarm; bless; charm person; command; cure wounds; detect evil and good; create food and water; detect magic; light; mage hand; prestidigitation***Possessions**

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# DRAGON (SILVER, YOUNG)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
Organization	Solitary			
Treasure	Triple			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>30</b>	<b>104</b>	<b>231</b>	<b>314</b>

**Speed** 40 ft. Fly 100 ft. (Average)

<b>Size, Type, Alignment</b>	Tiny dragon, lawful good	Large dragon, lawful good	Gargantuan dragon, lawful good	Gargantuan dragon, lawful good
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<b>Ability Scores / Saves</b>	<b>STR</b> 7 (-2)	<b>STR</b> 18 (+4)	<b>STR</b> 24 (+7)	<b>STR</b> 26 (+8)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 10 (+0)	<b>DEX</b> 10 (+0)	<b>DEX</b> 10 (+0)
	<b>CON</b> 7 (-2)	<b>CON</b> 15 (+2)	<b>CON</b> 21 (+5)	<b>CON</b> 22 (+6)
	<b>INT</b> 12 (+1)	<b>INT</b> 14 (+2)	<b>INT</b> 18 (+4)	<b>INT</b> 19 (+4)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 15 (+2)	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 12 (+1)	<b>CHA</b> 14 (+2)	<b>CHA</b> 18 (+4)	<b>CHA</b> 19 (+4)

<b>Saving Throws</b>	-	-	-	-
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**Resistances** all physical attacks except magic

**Immunities** Acid, Cold, Magical unconscious, paralyzed

**Vulnerabilities** Vulnerability to Fire

<b>Senses</b>	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
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**Languages** Auran, Common, Draconic, Giant, Gnomish, Halfling, Orc, Read Lips

<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
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**Special Abilities & Qualities** **Save** Reflex 14; **Dmg** 6d8    **Save** Reflex 16; **Dmg** 10d8    **Save** Reflex 20; **Dmg** 12d8    **Save** Reflex 22; **Dmg** 14d8  
**Breath Weapon** 60' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.  
**Breath Weapon** 60' Cone of Paralyzing Gas, effect paralyzed for 1d6+2 rounds, usable with Recharge 2. This breath weapon allows a Dexterity save to negate the effect. You are immune to your own breath weapon.

**Special Abilities & Qualities** **Change Shape** A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.  
**Cloudwalking** A silver dragon can tread on clouds or fog as though on solid ground.  
**Fog Vision** A silver dragon can see perfectly well in fog and clouds.

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☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Special Abilities & Qualities**

**Save** Reflex 14; **Dmg** 1d6

**Save** Reflex 16; **Dmg** 2d6

**Save** Reflex 20; **Dmg** 3d6

**Save** Reflex 22; **Dmg** 4d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Standard Actions**

**Bite** Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

**Claws** Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.

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

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

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

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

**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+16 (34) piercing damage.

**Claws** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+11 (25) slashing damage.

**Wings** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

**Tail Slap** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+16 (26) bludgeoning damage.

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.

**Claws** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.

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

**Tail Slap** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.

**Special Actions**

**Save** Wisdom 14

**Save** Wisdom 16

**Save** Wisdom 20

**Save** Wisdom 22

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

**Special Actions**

**Save** Reflex 14; **Dmg** 1d6

**Save** Reflex 16; **Dmg** 2d6

**Save** Reflex 20; **Dmg** 3d6

**Save** Reflex 23; **Dmg** 4d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Special Actions**

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

**Innate Spellcasting**

*detect evil and good (at will); feather fall (at will); fog cloud (at will)*

**Spellcasting**

**Sorcerer (CL 8th)**

**Sorcerer (CL 10th)**

**Sorcerer (CL 12th)**

**Sorcerer (CL 14th)**

*black tentacles; fireball; flame arrows; acid arrow; aid; burning gaze; color spray; cure wounds; divine favor; mirror strike; create food and water; detect magic; light; mage hand*

**Possessions**

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# DRAGON (WHITE, ADULT)



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Cold Mountains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>71</b>	<b>141</b>	<b>251</b>	<b>387</b>
<b>Speed</b>	30 ft. Swim 60 ft. Burrow 30 ft. Fly 150 ft. (Average)			
<b>Size, Type, Alignment</b>	Small dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 28 (+9)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 10 (+0)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 13 (+1)</b>	<b>CON 18 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 24 (+7)</b>
	<b>INT 8 (-1)</b>	<b>INT 10 (+0)</b>	<b>INT 16 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 13 (+1)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 10 (+0)</b>	<b>CHA 16 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Cold, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	Vulnerability to Fire			
<b>Senses</b>	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Gnomish, Goblin, Read Lips			
<b>Challenge</b>	<b>9</b>	<b>13</b>	<b>17</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 15; <b>Damage</b> 6d4	<b>Save</b> Dexterity 19; <b>Damage</b> 12d4	<b>Save</b> Dexterity 21; <b>Damage</b> 18d4	<b>Save</b> Dexterity 24; <b>Damage</b> 22d6
	<b>Breath Weapon</b> 60' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
	<b>Blizzard</b> A white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8
	<b>Cold Aura</b> A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Save** Dexterity 15;  
**Damage** 2d6**Save** Dexterity 19;  
**Damage** 3d6**Save** Dexterity 21;  
**Damage** 4d6**Save** Dexterity 24;  
**Damage** 6d6**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.**Special Abilities & Qualities****Ice Shape** A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.**Icewalking** This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.**Snow Vision** A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.**Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure**Special Abilities & Qualities****Damage** 2d4**Damage** 2d6**Damage** 2d8**Damage** 3d8**Freezing Fog** A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.**Standard Actions****Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+16/19-00 (30) piercing damage.**Bite** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+24/19-00 (42) piercing damage.**Claws** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.**Claws** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.**Claws** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.**Claws** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+16 (30) slashing damage.**Wings** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.**Wings** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.**Wings** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Wings** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.**Tail Slap** Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+24 (34) bludgeoning damage.**Special Actions****Saving Throw** Wisdom 15**Saving Throw** Wisdom 19**Saving Throw** Wisdom 21**Saving Throw** Wisdom 24**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.**Special Actions****Save** Dexterity 15;  
**Damage** 2d4**Save** Dexterity 19;  
**Damage** 3d4**Save** Dexterity 21;  
**Damage** 4d4**Save** Dexterity 24;  
**Damage** 6d4**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.**Innate Spellcasting***fog cloud (at will); gust of wind (at will); wall of ice (at will)***Spellcasting****Sorcerer (CL 10th)****Sorcerer (CL 12th)****Sorcerer (CL 14th)****Sorcerer (CL 16th)***dimension door; fireball; flame arrows; protection from energy (communal); acid arrow; monster; flaming sphere; scorching ray; floating disk; magic missile; shield; true strike; dancing lights; detect magic; mending; mage hand; prestidigitation; ray of frost***Possessions**

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# DRAGON (WHITE, ADULT)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
Organization	Solitary			
Treasure	Triple			

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Level	CREATURE 9	CREATURE 13	CREATURE 17	CREATURE 21
<b>Rarity</b>	RARE	RARE	RARE	UNCOMMON
<b>Alignment</b>	CE	CE	CE	CE
<b>Size</b>	SMALL	LARGE	HUGE	GARGANTUAN
<b>Other Traits</b>	DRAGON			
<b>Perception</b>	+16, darkvision, low-light vision	+23, darkvision, low-light vision	+30, darkvision, low-light vision	+35, darkvision, low-light vision
	<b>Snow Vision</b> A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.			
<b>Languages</b>	Common, Draconic, Gnomish, Goblin, Read Lips			
<b>Skills</b>	Acrobatics +15, Athletics +14, Medicine +12, Intimidation +11, Arcana +11, Crafting +11, Stealth +15, Survival +12	Acrobatics +16, Athletics +22, Crafting +16, Diplomacy +16, Deception +16, Medicine +17, Intimidation +16, Arcana +16, Performance +16, Stealth +16, Survival +17	Acrobatics +21, Athletics +30, Crafting +23, Diplomacy +23, Deception +23, Medicine +24, Intimidation +23, Arcana +23, Occultism +24, Performance +23, Stealth +21, Survival +24	Acrobatics +24, Athletics +39, Crafting +28, Diplomacy +28, Deception +28, Medicine +29, Intimidation +28, Arcana +28, Lore +28, Occultism +29, Performance +28, Stealth +24, Survival +29
<b>Ability Scores</b>	<b>Str</b> +3 <b>Dex</b> +4 <b>Con</b> +2 <b>Int</b> +0 <b>Wis</b> +1 <b>Cha</b> +0	<b>Str</b> +7 <b>Dex</b> +1 <b>Con</b> +5 <b>Int</b> +1 <b>Wis</b> +2 <b>Cha</b> +1	<b>Str</b> +11 <b>Dex</b> +2 <b>Con</b> +9 <b>Int</b> +4 <b>Wis</b> +5 <b>Cha</b> +4	<b>Str</b> +16 <b>Dex</b> +1 <b>Con</b> +12 <b>Int</b> +5 <b>Wis</b> +6 <b>Cha</b> +5
	<input checked="" type="checkbox"/> Defense			
<b>AC</b>	26	27	33	36
<b>Fort</b>	+13	+20	+28	+35
<b>Ref</b>	+15	+16	+21	+24
<b>Will</b>	+12	+17	+24	+29
<b>hp</b>	76	150	264	388
<b>Immune</b>	Cold, Magical unconscious, paralyzed			

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## Resists/ Vulnerable

all physical attacks except magic

**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

### Aura

Save Wisdom 16;  
Damage 2d4

Save Wisdom 21;  
Damage 2d6

Save Wisdom 27;  
Damage 2d8

Save Wisdom 30;  
Damage 2d10

**Cold Aura** An adult white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn. No save applies to this effect.

**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will 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.



## Offense & Actions

### Speed

30 ft. Swim 60 ft. Burrow 30 ft. Fly 150 ft. (Average)

**Icewalking** This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.

### Melee

❖ Melee Bite +16 (two-hand, unarmed, reach 5 ft.), Damage 1d6/19-00 piercing

❖ Melee Claws +16 (two-hand, unarmed, reach 5 ft.), Damage 1d4+4 slashing

❖ Melee Wings +16 (two-hand, reach 5 ft.), Damage 1d3+4 bludgeoning

❖ Melee Bite +29 (unarmed, reach 5 ft.), Damage 2d6+10/19-00 piercing

❖ Melee Claws +29 (unarmed, reach 5 ft.), Damage 1d8+7 slashing

❖ Melee Wings +29 (reach 5 ft.), Damage 1d6+3 bludgeoning

❖ Melee Tail Slap +29 (reach 5 ft.), Damage 1d8+10 bludgeoning

❖ Melee Bite +39 (unarmed, reach 10 ft.), Damage 3d8+16/19-00 piercing

❖ Melee Claws +39 (unarmed, reach 10 ft.), Damage 3d6+11 slashing

❖ Melee Wings +39 (reach 10 ft.), Damage 1d8+5 bludgeoning

❖ Melee Tail Slap +39 (reach 10 ft.), Damage 2d6+16 bludgeoning

❖ Melee Bite +50 (unarmed, reach 15 ft.), Damage 4d8+24/19-00 piercing

❖ Melee Claws +50 (unarmed, reach 15 ft.), Damage 4d6+16 slashing

❖ Melee Wings +50 (reach 15 ft.), Damage 2d6+8 bludgeoning

❖ Melee Tail Slap +50 (reach 15 ft.), Damage 3d6+24 bludgeoning

### Breath Weapons

Save Reflex 16; Dmg 8d4

Save Reflex 21; Dmg 14d4

Save Reflex 27; Dmg 20d4

Save Reflex 30; Dmg 24d6

❖❖❖ 60' Cone of Cold, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

❖❖❖ **Blizzard** An ancient white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

### Crush

Save Reflex 16; Dmg 4d4

Save Reflex 21; Dmg 5d4

Save Reflex 27; Dmg 6d4

Save Reflex 30; Dmg 8d4

❖❖❖ A flying or jumping dragon can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

### Freezing Fog

Damage 2d4

Damage 2d6

Damage 2d8

Damage 3d8

❖ A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

### Ice Shape

❖ A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.

### Tail Sweep

Save Reflex 16; Dmg 2d4

Save Reflex 21; Dmg 3d4

Save Reflex 27; Dmg 4d4

Save Reflex 30; Dmg 6d4

❖❖❖ A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Reflex save to halve the damage they receive.



## Other Abilities

### Innate Spells

*fog cloud (at will); gust of wind (at will); wall of ice (at will)*

### Spellcasting

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)

Sorcerer (CL 16th)

*daze; dimension door; fireball; resist energy (communal); acid arrow; daze monster; flaming sphere; searing light; floating disk; magic missile; obscuring mist; shield; true strike; dancing lights; detect magic; mending; mage hand; prestidigitation; ray of frost*



# DRAGON (WHITE, ANCIENT)



**Low**

**Moderate**

**Advanced**

**Elite**

<b>Terrain</b>	Cold Mountains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

**Low**

**Moderate**

**Advanced**

**Elite**

<b>Armor Class</b>	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	111	168	263	475
<b>Speed</b>	30 ft. Swim 60 ft. Burrow 30 ft. Fly 150 ft. (Average)			

<b>Size, Type, Alignment</b>	Medium dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>20 (+5)</b>	<b>STR</b>	<b>24 (+7)</b>	<b>STR</b>	<b>30 (+10)</b>
	<b>DEX</b>	<b>14 (+2)</b>	<b>DEX</b>	<b>12 (+1)</b>	<b>DEX</b>	<b>8 (-1)</b>	<b>DEX</b>	<b>8 (-1)</b>
	<b>CON</b>	<b>15 (+2)</b>	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>20 (+5)</b>	<b>CON</b>	<b>25 (+7)</b>
	<b>INT</b>	<b>10 (+0)</b>	<b>INT</b>	<b>12 (+1)</b>	<b>INT</b>	<b>14 (+2)</b>	<b>INT</b>	<b>18 (+4)</b>
	<b>WIS</b>	<b>13 (+1)</b>	<b>WIS</b>	<b>15 (+2)</b>	<b>WIS</b>	<b>17 (+3)</b>	<b>WIS</b>	<b>20 (+5)</b>
	<b>CHA</b>	<b>10 (+0)</b>	<b>CHA</b>	<b>12 (+1)</b>	<b>CHA</b>	<b>14 (+2)</b>	<b>CHA</b>	<b>18 (+4)</b>

<b>Saving Throws</b>	-	-	-	-
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**Resistances** all physical attacks except magic

**Immunities** Cold, Magical unconscious, paralyzed

**Vulnerabilities** Vulnerability to Fire

<b>Senses</b>	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.
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**Languages** Common, Draconic, Drow, Druidic, Gnomish, Goblin, Halfling

<b>Challenge</b>	<b>13</b>	<b>17</b>	<b>21</b>	<b>25</b>
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**Special Abilities & Qualities**

**Save** Dexterity 17; **Damage** 10d4

**Save** Dexterity 19; **Damage** 18d4

**Save** Dexterity 22; **Damage** 24d4

**Save** Dexterity 25; **Damage** 30d6

**Breath Weapon** 70' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.

**Blizzard** A white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8	<b>Damage</b> 2d12
	<b>Cold Aura</b> A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn.			



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Special Abilities & Qualities**

**Save** Dexterity 17;  
**Damage** 3d6

**Save** Dexterity 19;  
**Damage** 4d6

**Save** Dexterity 22;  
**Damage** 6d6

**Save** Dexterity 25;  
**Damage** 8d6

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

**Special Abilities & Qualities**

**Ice Shape** A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.

**Ice Tomb** A white dragon can, as a standard action, cause a creature to sink into ice. This works as imprisonment, but only while the target is touching an icy surface. A white dragon can use this ability once per day. Targets entombed by this ability can be freed by casting freedom of movement or by physically freeing the creature from the ice (AC 15, 360 hit points).

**Icewalking** This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.

**Snow Vision** A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

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

**Special Abilities & Qualities**

**Damage** 2d6

**Damage** 2d8

**Damage** 3d8

**Damage** 3d12

**Freezing Fog** A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

**Standard Actions**

**Bite** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+7/19-00 (12) piercing damage.

**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16/19-00 (25) piercing damage.

**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+25/19-00 (53) piercing damage.

**Claws** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.

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

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

**Claws** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+17 (35) slashing damage.

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

**Wings** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

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

**Wings** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

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

**Tail Slap** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

**Tail Slap** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+25 (38) bludgeoning damage.

**Special Actions**

**Saving Throw** Wisdom 17

**Saving Throw** Wisdom 19

**Saving Throw** Wisdom 22

**Saving Throw** Wisdom 25

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

**Special Actions**

**Save** Dexterity 17;  
**Damage** 2d6

**Save** Dexterity 19;  
**Damage** 3d6

**Save** Dexterity 22;  
**Damage** 4d6

**Save** Dexterity 25;  
**Damage** 6d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Innate Spellcasting**

*control weather (at will); fog cloud (at will); gust of wind (at will); wall of ice (at will)*

**Sorcerer (CL 12th)**

**Sorcerer (CL 14th)**

**Sorcerer (CL 16th)**

**Sorcerer (CL 20th)**

*disintegrate; acid arrow; hold monster; charm monster; contagion; dimension door; dispel magic; blink; fireball; lightning bolt; monster; fog cloud; invisibility; protection from energy; see invisibility; alarm; grease; arcanist's magic aura; shield; true strike; acid splash; dancing lights; detect magic; mage hand; mending; message; ray of frost*





# DRAGON (WHITE, YOUNG)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Terrain</b>	Cold Mountains			
<b>Rarity</b>	Rare			
<b>Role</b>	Controller/Normal	Controller / Elite	Controller / Elite	Leader / Elite
<b>Organization</b>	Solitary			
<b>Treasure</b>	Triple			

D

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>13</b>	<b>68</b>	<b>140</b>	<b>239</b>
<b>Speed</b>	30 ft. Swim 60 ft. Burrow 30 ft. Fly 100 ft. (Average)			
<b>Size, Type, Alignment</b>	Tiny dragon, chaotic evil	Medium dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 5 (-3)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 12 (+1)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 7 (-2)</b>	<b>CON 15 (+2)</b>	<b>CON 19 (+4)</b>	<b>CON 22 (+6)</b>
	<b>INT 4 (-3)</b>	<b>INT 6 (-2)</b>	<b>INT 12 (+1)</b>	<b>INT 14 (+2)</b>
	<b>WIS 7 (-2)</b>	<b>WIS 9 (-1)</b>	<b>WIS 15 (+2)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 6 (-2)</b>	<b>CHA 12 (+1)</b>	<b>CHA 14 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Cold, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	Vulnerability to Fire			
<b>Senses</b>	Passive Perception +8, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +12, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Dwarven, Giant			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 10; <b>Damage</b> 4d4	<b>Save</b> Dexterity 15; <b>Damage</b> 8d4	<b>Save</b> Dexterity 18; <b>Damage</b> 12d4	<b>Save</b> Dexterity 21; <b>Damage</b> 16d6
	<b>Breath Weapon</b> 50' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
	<b>Cold Aura</b> A white dragon radiates an aura of cold. All creatures within 10 feet of the dragon take cold damage at the beginning of the dragon's turn.			





Low



Moderate



Advanced



Elite

### Special Abilities & Qualities

**Save** Dexterity 10;  
**Damage** 2d4

**Crush** A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.

### Special Abilities & Qualities

**Ice Shape** A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.

**Icwalking** This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.

**Snow Vision** A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

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

### Standard Actions

**Bite** Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.

**Claws** Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.

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

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

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

**Bite** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+12 (22) piercing damage.

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

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

**Tail Slap** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

**Bite** Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+19 (33) piercing damage.

**Claws** Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+13 (24) slashing damage.

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

**Tail Slap** Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+19 (26) bludgeoning damage.

### Special Actions

**Saving Throw** Wisdom 10

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

*fog cloud (at will); gust of wind (at will)*

**Saving Throw** Wisdom 15

**Saving Throw** Wisdom 18

**Saving Throw** Wisdom 21

### Innate Spellcasting

Sorcerer (CL 8th)

*cause fear; charm person; color spray; detect magic; light*

Sorcerer (CL 10th)

Sorcerer (CL 12th)

Sorcerer (CL 14th)



Illustration 33: White Dragon



# DRAGON TURTLE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Aquatic
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary
Treasure	Double

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	66	127	211	272
<b>Speed</b>	20 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Large dragon, unaligned	Huge dragon, unaligned	Huge dragon, unaligned	Huge dragon, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 23 (+6)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 8 (-1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 12 (+1)
	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 19 (+4)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 14 (+2)	<b>INT</b> 14 (+2)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Fire, Magical unconscious, paralyzed, unconscious			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Aquan, Common, Draconic			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Reflex DC 14	<b>Saving Throw</b> Reflex DC 17	<b>Saving Throw</b> Reflex DC 19	<b>Saving Throw</b> Reflex DC 20
	<b>Damage</b> 8d6	<b>Damage</b> 12d6	<b>Damage</b> 20d6	<b>Damage</b> 24d6
	<b>Breath Weapon</b> Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, with Recharge 2, damage fire, Dexterity save halves; effective both on the surface and underwater.			

D



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+11 (25) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DRIDER



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

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>30</b>	<b>82</b>	<b>144</b>	<b>227</b>
<b>Speed</b>	30 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Medium aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 9 (-1)	<b>STR</b> 13 (+1)	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 15 (+2)
	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)	<b>INT</b> 17 (+3)	<b>INT</b> 17 (+3)
	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	unconscious			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.
<b>Languages</b>	Common, Elvish, Undercommon			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Poison</b> Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			



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



# DROW



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

## D

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



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





# DROW NOBLE



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

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



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

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

**Standard Actions**

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

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

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

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

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

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

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

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

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

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

**Heavy Steel Shield** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

**Hand Crossbow** Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (4) piercing damage.

**Legendary Actions**

-

**Innate Spellcasting**

*dancing lights (at will); detect magic (at will); dispel magic (3/day); divine favor (1/day); feather fall (at will); levitate (at will); suggestion (1/day)*

**Spellcasting****Cleric (CL 8th)****Cleric (CL 10th)****Cleric (CL 12th)****Cleric (CL 14th)**

*fire storm; disintegrate; poison breath; blade barrier; ice storm; create undead; dust form; harm; contagion, greater; inflict wounds; insect plague; aura of doom; divination; bestow curse; contagion; augury; enthrall; hold person; silence; bane; bless; burning disarm; cause fear; cure wounds; ice armor; resistance*

**Possessions**

Rapier; shield; breastplate; hand crossbow; crossbow bolts (10x)



# DRYAD



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Grove (3-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	7	23	44	65
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Small fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good
<b>Ability Scores / Saves</b>	<b>STR</b> 4 (-3)	<b>STR</b> 8 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 10 (+0)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)
	<b>CON</b> 7 (-2)	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)
	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except cold iron			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	Tree Dependent			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan, Speak with Plants			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>

**Special Abilities & Qualities** **Speak with Plants** You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

**Tree Dependent** A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Constitution save (DC 15) to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 15 Wisdom save. Lost ability score damage from this effect is recovered following a long rest.

**Special Abilities & Qualities**

**Tree Meld** A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

**Standard Actions**

**Dagger** Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.

**Dagger** Ranged weapon attack: +7 to hit, one target. Hit 1d4+0/19-00 (2) piercing damage.

**Composite Longbow** Ranged weapon attack: +7 to hit, one target. Hit 1d8/x3 (8) piercing damage.

**Dagger** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.

**Dagger** Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (4) piercing damage.

**Composite Longbow** Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.

**Dagger** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.

**Dagger** Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (4) piercing damage.

**Composite Longbow** Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

**Dagger** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (2) piercing damage.

**Dagger** Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (2) piercing damage.

**Composite Longbow** Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.

**Legendary Actions**

-

**Innate Spellcasting**

*charm person (3/day); sleep (3/day); entangle (at will); speak with plants (at will); suggestion (1/day); tree shape (at will); tree stride (1/day)*

**Spellcasting**

-

**Possessions**

Dagger; composite longbow; arrows (20x)



# DUERGAR



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Team (2-5x), Squad (6-12x + others), or Clan (13-80x + others)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (chainmail)	<b>17</b> (chainmail)	<b>19</b> (chainmail)	<b>20</b> (chainmail)
<b>Hit Points</b>	<b>7</b>	<b>58</b>	<b>114</b>	<b>203</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Large humanoid, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 2 (-4)</b>	<b>CHA 2 (-4)</b>	<b>CHA 6 (-2)</b>	<b>CHA 6 (-2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	paralysis, illusion, poison			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 120 ft.	Passive Perception +10, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.
<b>Languages</b>	Common, Dwarven, Undercommon			
<b>Challenge</b>	<b>1</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Slow and Steady</b> Duergars' speed is never modified by armor or encumbrance.			

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Light Crossbow</b> Ranged weapon attack: -2 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p> <p><b>Heavy Steel Shield</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p><b>Warhammer</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p>	<p><b>Warhammer</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8x3 (1) bludgeoning damage.</p> <p><b>Heavy Steel Shield</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.</p> <p><b>Light Crossbow</b> Ranged weapon attack: -1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p>	<p><b>Warhammer</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/x3 (10) bludgeoning damage.</p> <p><b>Heavy Steel Shield</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p><b>Light Crossbow</b> Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p>	<p><b>Warhammer</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) bludgeoning damage.</p> <p><b>Heavy Steel Shield</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p> <p><b>Light Crossbow</b> Ranged weapon attack: -1 to hit, one target. Hit 1d8/19-00 (8) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>invisibility (self only) (1/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	Chainmail; light crossbow; crossbow bolts (10x); shield; warhammer			





# DULLAHAN



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	Double			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (full plate armor)	<b>17</b> (full plate armor)	<b>18</b> (full plate armor)	<b>19</b> (full plate armor)
<b>Hit Points</b>	<b>84</b>	<b>116</b>	<b>170</b>	<b>193</b>
<b>Speed</b>	20 ft.			
<b>Size, Type, Alignment</b>	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 15 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	Common, Sylvan			
<b>Challenge</b>	<b>10</b>	<b>13</b>	<b>16</b>	<b>19</b>

## Special Abilities & Qualities

**Channel Resistance** You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

**Fast Healing** You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

**Summon Mount** As a standard action, a dullahan can summon a war-trained heavy horse. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 20
<b>Special Abilities &amp; Qualities</b>	<b>Chilling Blade</b> A dullahan is proficient with all simple and martial weapons. When it wields a slashing weapon, the blade inflicts additional cold damage.			
<b>Standard Actions</b>	<b>Longsword</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/17-00 (10) slashing damage.	<b>Longsword</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/17-00 (12) slashing damage.  <b>Gauntlet</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.	<b>Longsword</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+10/17-00 (14) slashing damage.  <b>Gauntlet</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+7 (9) bludgeoning damage.	<b>Longsword</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13/17-00 (20) slashing damage.  <b>Gauntlet</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d3+9 (11) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	Full plate armor; longsword			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 18			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 19			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 20			
<b>Special Abilities &amp; Qualities</b>	<b>Frightful Presence</b> 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.			





# EAGLE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	4	17	63	117
<b>Speed</b>	10 ft. Fly 80 ft. (Average)			

<b>Size, Type, Alignment</b>	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b> 8 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 14 (+2)	<b>STR</b> 17 (+3)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-			
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<b>Immunities</b>	-			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	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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<b>Languages</b>	-			
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<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>9</b>	<b>13</b>
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<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.</p> <p><b>Talons</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.</p> <p><b>Talons</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p><b>Talons</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p><b>Talons</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.</p>
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Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -





# EAGLE (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Eyrie (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>17</b>	<b>42</b>	<b>95</b>	<b>168</b>
<b>Speed</b>	<b>10 ft. Fly 80 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Large monstrosity, neutral good	Large monstrosity, neutral good	Large monstrosity, neutral good	Huge monstrosity, neutral good
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 15 (+2)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Auran, Cannot Speak			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Evasion</b> You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# EEL (ELECTRIC)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Warm Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
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<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	16	50	115	193
<b>Speed</b>	5 ft. Swim 30 ft.			

<b>Size, Type, Alignment</b>	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b> 11 (+0)	<b>STR</b> 12 (+1)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)
	<b>CON</b> 17 (+3)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	Electricity			
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<b>Immunities</b>	-			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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<b>Languages</b>	-			
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<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Electricity</b> An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a Constitution save or be stunned for 1d4 rounds.			

<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	<b>Bite</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.	<b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.
	<b>Tail</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	<b>Tail</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+3 (10) bludgeoning damage.



# EEL (GIANT MORAY)



	Low	Moderate	Advanced	Elite
Terrain	Warm Oceans			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	20	58	108	182
<b>Speed</b>	Swim 30 ft.			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 12 (+1)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)
	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Gnaw</b> If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage. A giant moray eel possesses a second set of jaws in its throat that aid in swallowing - it can make a second bite attack (same attack bonus, half the normal bite damage) against a foe it has already grabbed.			
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+8 (14) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	<b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.





# ELEMENTAL (AIR, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>58</b>	<b>100</b>	<b>168</b>	<b>204</b>
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 19 (+4)</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 26 (+8)</b>	<b>DEX 26 (+8)</b>	<b>DEX 24 (+7)</b>	<b>DEX 24 (+7)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>

**Special Abilities & Qualities** **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.





**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 14

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 18

**Saving Throw**

Dexterity DC 19

**Whirlwind** You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

**Standard Actions**

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+9 (22) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# ELEMENTAL (AIR, GREATER)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	30	73	120	226
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 19 (+4)	<b>STR</b> 24 (+7)
	<b>DEX</b> 24 (+7)	<b>DEX</b> 22 (+6)	<b>DEX</b> 22 (+6)	<b>DEX</b> 24 (+7)
	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)	<b>CON</b> 20 (+5)
	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)	<b>INT</b> 10 (+0)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>13</b>	<b>17</b>

**Special Abilities & Qualities** **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Special Abilities & Qualities**

**Saving Throw**

Dexterity DC 14

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 18

**Saving Throw**

Dexterity DC 21

**Whirlwind** You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

**Standard Actions**

**Slam** Melee weapon

attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

**Slam** Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

**Slam** Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

**Slam** Melee weapon

attack: +6 to hit, reach 20 ft., one target. Hit 4d8+11 (29) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# ELEMENTAL (AIR, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>28</b>	<b>57</b>	<b>130</b>	<b>213</b>
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 16 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 24 (+7)</b>	<b>DEX 24 (+7)</b>	<b>DEX 24 (+7)</b>	<b>DEX 23 (+6)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 4 (-3)</b>	<b>INT 4 (-3)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>3</b>	<b>6</b>	<b>10</b>	<b>14</b>

**Special Abilities & Qualities** **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 13

**Saving Throw**

Dexterity DC 14

**Saving Throw**

Dexterity DC 18

**Saving Throw**

Dexterity DC 20

**Whirlwind** You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

**Standard Actions**

**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target.  
Hit 1d10+6 (12) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target.  
Hit 1d10+6 (12) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

**Slam** Melee weapon attack: +7 to hit, reach 20 ft., one target.  
Hit 4d6+10 (24) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

-

**Spellcasting**

-

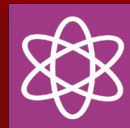
**Possessions**

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# ELEMENTAL (AIR, LARGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	25	64	95	167
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 22 (+6)	<b>DEX</b> 20 (+5)	<b>DEX</b> 22 (+6)	<b>DEX</b> 21 (+5)
	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>10</b>	<b>14</b>

**Special Abilities & Qualities** **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 12

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 19

**Whirlwind** You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

**Standard Actions**

**Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# ELEMENTAL (AIR, MEDIUM)



	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	33	64	97	129
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)	<b>STR</b> 17 (+3)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 18 (+4)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 2 (-4)	<b>INT</b> 2 (-4)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>10</b>	<b>14</b>

**Special Abilities & Qualities** **Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 13

**Saving Throw**

Dexterity DC 14

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 18

**Whirlwind** You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

**Standard Actions**

**Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

**Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# ELEMENTAL (AIR, SMALL)



	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	✘ Low	✘ Moderate	✘ Advanced	✘ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	5	37	91	161
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 14 (+2)	<b>STR</b> 17 (+3)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)
	<b>INT</b> 2 (-4)	<b>INT</b> 2 (-4)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>				
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>

## Special Abilities & Qualities

**Air Mastery** Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 12

**Saving Throw**

Dexterity DC 13

**Saving Throw**

Dexterity DC 16

**Saving Throw**

Dexterity DC 19

**Whirlwind** You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

**Standard Actions****Slam** Melee weapon

attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.

**Slam** Melee weapon

attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

**Slam** Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

**Slam** Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# ELEMENTAL (EARTH, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	69	96	159	294
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 22 (+6)	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)	<b>STR</b> 28 (+9)
	<b>DEX</b> 10 (+0)	<b>DEX</b> 10 (+0)	<b>DEX</b> 6 (-2)	<b>DEX</b> 8 (-1)
	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 22 (+6)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+16/19-00 (43) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# ELEMENTAL (EARTH, GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>37</b>	<b>64</b>	<b>124</b>	<b>182</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 22 (+6)</b>
	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>
	<b>CON 15 (+2)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d10+10 (21) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+10 (28) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# ELEMENTAL (EARTH, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	17	34	88	193
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 19 (+4)	<b>STR</b> 19 (+4)	<b>STR</b> 21 (+5)	<b>STR</b> 25 (+7)
	<b>DEX</b> 10 (+0)	<b>DEX</b> 10 (+0)	<b>DEX</b> 6 (-2)	<b>DEX</b> 8 (-1)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 21 (+5)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>3</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+13 (31) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# ELEMENTAL (EARTH, LARGE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>31</b>	<b>82</b>	<b>127</b>	<b>183</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 21 (+5)</b>
	<b>DEX 10 (+0)</b>	<b>DEX 6 (-2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 4 (-3)</b>	<b>INT 4 (-3)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7 (12) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
<b>Legendary Actions</b>	-	-	-	-
<b>Innate Spellcasting</b>	-	-	-	-
<b>Spellcasting</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-





# ELEMENTAL (EARTH, MEDIUM)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>28</b>	<b>63</b>	<b>98</b>	<b>139</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 15 (+2)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 2 (-4)</b>	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# ELEMENTAL (EARTH, SMALL)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	7	31	79	146
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>
	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 11 (+0)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 2 (-4)</b>	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An earth elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# ELEMENTAL (FIRE, ELDER)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	49	76	137	256
<b>Speed</b>	60 ft.			

<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 24 (+7)
	<b>DEX</b> 21 (+5)	<b>DEX</b> 21 (+5)	<b>DEX</b> 22 (+6)	<b>DEX</b> 23 (+6)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 20 (+5)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks			
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<b>Immunities</b>	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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<b>Vulnerabilities</b>	Vulnerability to Cold			
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<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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<b>Languages</b>	Ignan			
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<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 2d8	<b>Damage</b> 2d10	<b>Damage</b> 2d12	<b>Damage</b> 3d10

**Burn** You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.





**Low**



**Moderate**



**Advanced**



**Elite**

**Special Abilities & Qualities**

**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

**Standard Actions**

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

**Slam** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d8+8 (17) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d8+12 (30) bludgeoning damage.

**Legendary Actions**

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**Innate**

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**Spellcasting**

**Spellcasting**

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**Possessions**

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# ELEMENTAL (FIRE, GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>77</b>	<b>145</b>	<b>221</b>	<b>305</b>
<b>Speed</b>	<b>60 ft.</b>			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 24 (+7)</b>
	<b>DEX 22 (+6)</b>	<b>DEX 20 (+5)</b>	<b>DEX 23 (+6)</b>	<b>DEX 22 (+6)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Ilgan			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>17</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 22
	<b>Damage</b> 2d6	<b>Damage</b> 2d8	<b>Damage</b> 2d10	<b>Damage</b> 2d12

**Burn** You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+9 (22) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+11 (29) bludgeoning damage.**Legendary Actions**

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**Innate**

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**Spellcasting****Spellcasting**

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**Possessions**

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# ELEMENTAL (FIRE, HUGE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	30	67	122	203
<b>Speed</b>	60 ft.			

<b>Size, Type, Alignment</b>	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 22 (+6)	<b>DEX</b> 20 (+5)	<b>DEX</b> 22 (+6)	<b>DEX</b> 21 (+5)
	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)

<b>Saving Throws</b>	-	-	-	-
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**Resistances** all physical attacks

**Immunities** Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned

**Vulnerabilities** Vulnerability to Cold

<b>Senses</b>	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** Ignan

<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20
	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8	<b>Damage</b> 2d10

**Burn** You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

**Standard Actions**

**Slam** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.

**Slam** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.

**Legendary Actions**

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**Innate**

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**Spellcasting**

**Spellcasting**

-

**Possessions**

-





# ELEMENTAL (FIRE, LARGE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	26	53	102	165
<b>Speed</b>	50 ft.			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 18 (+4)	<b>DEX</b> 20 (+5)	<b>DEX</b> 19 (+4)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Ignan			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19
	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8

**Burn** You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Slam** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.**Slam** Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.**Legendary Actions**

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**Innate Spellcasting**

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**Spellcasting**

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**Possessions**

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# ELEMENTAL (FIRE, MEDIUM)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>23</b>	<b>54</b>	<b>107</b>	<b>186</b>
<b>Speed</b>	<b>50 ft.</b>			

<b>Size, Type, Alignment</b>	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>10 (+0)</b>	<b>STR</b>	<b>10 (+0)</b>	<b>STR</b>	<b>14 (+2)</b>	<b>STR</b>	<b>17 (+3)</b>
	<b>DEX</b>	<b>15 (+2)</b>	<b>DEX</b>	<b>16 (+3)</b>	<b>DEX</b>	<b>18 (+4)</b>	<b>DEX</b>	<b>18 (+4)</b>
	<b>CON</b>	<b>12 (+1)</b>	<b>CON</b>	<b>12 (+1)</b>	<b>CON</b>	<b>16 (+3)</b>	<b>CON</b>	<b>18 (+4)</b>
	<b>INT</b>	<b>2 (-4)</b>	<b>INT</b>	<b>2 (-4)</b>	<b>INT</b>	<b>6 (-2)</b>	<b>INT</b>	<b>6 (-2)</b>
	<b>WIS</b>	<b>9 (-1)</b>	<b>WIS</b>	<b>9 (-1)</b>	<b>WIS</b>	<b>13 (+1)</b>	<b>WIS</b>	<b>13 (+1)</b>
	<b>CHA</b>	<b>9 (-1)</b>	<b>CHA</b>	<b>9 (-1)</b>	<b>CHA</b>	<b>13 (+1)</b>	<b>CHA</b>	<b>13 (+1)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	all physical attacks			
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<b>Immunities</b>	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
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<b>Vulnerabilities</b>	Vulnerability to Cold			
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<b>Senses</b>	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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<b>Languages</b>	Ignan			
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<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b>	Dexterity DC 13	<b>Saving Throw</b>	Dexterity DC 14	<b>Saving Throw</b>	Dexterity DC 17	<b>Saving Throw</b>	Dexterity DC 19
	<b>Damage</b>	1d4	<b>Damage</b>	1d6	<b>Damage</b>	2d4	<b>Damage</b>	2d6

**Burn** You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.**Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.**Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Legendary Actions**

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**Innate**

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**Spellcasting****Spellcasting**

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**Possessions**

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# ELEMENTAL (FIRE, SMALL)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	16	38	89	143
<b>Speed</b>	50 ft.			
<b>Size, Type, Alignment</b>	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 8 (-1)	<b>STR</b> 8 (-1)	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 12 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 8 (-1)	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)
	<b>INT</b> 2 (-4)	<b>INT</b> 2 (-4)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Ignan			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 11	<b>Saving Throw</b> Dexterity DC 12	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 18
	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6

**Burn** You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.





**Low**



**Moderate**



**Advanced**



**Elite**

**Special Abilities & Qualities**

**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

**Standard Actions**

**Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.

**Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.

**Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

**Legendary Actions**

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**Innate**

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**Spellcasting**

**Spellcasting**

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**Possessions**

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# ELEMENTAL (WATER, ELDER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	54	86	152	299
<b>Speed</b>	20 ft. Swim 90 ft.			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 20 (+5)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 26 (+8)
	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)	<b>DEX</b> 18 (+4)	<b>DEX</b> 19 (+4)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 21 (+5)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Aquan			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Drench</b> The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 14

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 18

**Saving Throw**

Dexterity DC 21

**Vortex** While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

**Special Abilities & Qualities****Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

**Standard Actions**

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+10 (19) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12/19-00 (21) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+10/19-00 (21) bludgeoning damage.

**Slam** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+14/19-00 (41) bludgeoning damage.

**Legendary Actions**

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**Innate**

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**Spellcasting**

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**Spellcasting**

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**Possessions**

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# ELEMENTAL (WATER, GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	43	75	132	254
<b>Speed</b>	20 ft. Swim 90 ft.			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 19 (+4)	<b>STR</b> 19 (+4)	<b>STR</b> 21 (+5)	<b>STR</b> 26 (+8)
	<b>DEX</b> 19 (+4)	<b>DEX</b> 19 (+4)	<b>DEX</b> 17 (+3)	<b>DEX</b> 18 (+4)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 21 (+5)
	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)	<b>INT</b> 10 (+0)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Aquan			
<b>Challenge</b>	<b>6</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Drench</b> The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 14

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 18

**Saving Throw**

Dexterity DC 21

**Vortex** While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

**Special Abilities & Qualities****Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

**Standard Actions**

**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target.  
Hit 2d6+10 (17) bludgeoning damage.

**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target.  
Hit 2d6+10 (17) bludgeoning damage.

**Slam** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+9 (18) bludgeoning damage.

**Slam** Melee weapon attack: +8 to hit, reach 20 ft., one target.  
Hit 4d8+13 (31) bludgeoning damage.

**Legendary Actions**

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**Innate Spellcasting**

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**Spellcasting Possessions**

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# ELEMENTAL (WATER, HUGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	43	91	170	244
<b>Speed</b>	20 ft. Swim 90 ft.			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 16 (+3)	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)
	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Aquan			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>

**Special Abilities & Qualities** **Drench** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).





**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 14

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 19

**Saving Throw**

Dexterity DC 21

**Vortex** While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

**Special Abilities & Qualities****Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

**Standard Actions**

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+7 (12) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

**Slam** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.

**Slam** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+12 (26) bludgeoning damage.

**Legendary Actions**

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**Innate**

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**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# ELEMENTAL (WATER, LARGE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>33</b>	<b>69</b>	<b>138</b>	<b>206</b>
<b>Speed</b>	20 ft. Swim 90 ft.			
<b>Size, Type, Alignment</b>	Medium elemental, unaligned	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 22 (+6)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 4 (-3)</b>	<b>INT 4 (-3)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Aquan			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>

**Special Abilities & Qualities** **Drench** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 12

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 18

**Saving Throw**

Dexterity DC 20

**Vortex** While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

**Special Abilities & Qualities****Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

**Standard Actions**

**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.

**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.

**Legendary Actions**

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**Innate**

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**Spellcasting**

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**Spellcasting**

-

**Possessions**

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# ELEMENTAL (WATER, MEDIUM)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	31	63	125	201
<b>Speed</b>	20 ft. Swim 90 ft.			
<b>Size, Type, Alignment</b>	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 14 (+2)	<b>STR</b> 14 (+2)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 10 (+0)	<b>DEX</b> 10 (+0)	<b>DEX</b> 14 (+2)	<b>DEX</b> 12 (+1)
	<b>CON</b> 13 (+1)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)
	<b>INT</b> 2 (-4)	<b>INT</b> 2 (-4)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Aquan			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>

**Special Abilities & Qualities** **Drench** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 13

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 19

**Vortex** While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

**Special Abilities & Qualities****Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

**Standard Actions****Slam** Melee weapon

attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.

**Slam** Melee weapon

attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.

**Slam** Melee weapon

attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

**Slam** Melee weapon

attack: +4 to hit, reach 10 ft., one target. Hit 3d6+12 (22) bludgeoning damage.

**Legendary Actions**

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**Innate**

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**Spellcasting**

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**Spellcasting**

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**Possessions**

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# ELEMENTAL (WATER, SMALL)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Minion			
Organization	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>15</b>	<b>44</b>	<b>107</b>	<b>161</b>
<b>Speed</b>	20 ft. Swim 90 ft.			
<b>Size, Type, Alignment</b>	Small elemental, unaligned	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 11 (+0)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 2 (-4)</b>	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Aquan			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>

**Special Abilities & Qualities** **Drench** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 12

**Saving Throw**

Dexterity DC 14

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 19

**Vortex** While underwater, a water elemental can create a whirlpool as a standard action, at will. The vortex is always 5 feet wide at its base. A vortex's width at its peak is always equal to half of its height. The elemental controls the exact height, but it must be at least 10 feet and at most 60 feet high. The vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the vortex moves into or through a creature's space. In vortex form the elemental cannot make its normal attacks, and does not threaten the area around it. Creatures one or more size categories smaller than the vortex might take damage when caught in the vortex (generally damage equal the elementals slam attack). An affected creature must succeed on a Dexterity save when it comes into contact with the vortex or take damage as if it were hit by the elemental's slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the vortex, automatically taking the indicated damage each round. Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex suffer disadvantage on Dexterity related checks and on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever you wish as a free action, depositing them in the elemental's space. If the vortex's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the Vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

**Special Abilities & Qualities****Water Mastery**

A water elemental gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

**Standard Actions**

**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.

**Slam** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.

**Legendary Actions**

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**Innate**

-

**Spellcasting**

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**Spellcasting**

-

**Possessions**

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# ELEPHANT



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary or Herd (6-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
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<b>Hit Points</b>	<b>35</b>	<b>82</b>	<b>149</b>	<b>231</b>
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<b>Speed</b>	<b>40 ft.</b>			
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<b>Size, Type, Alignment</b>	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>20 (+5)</b>	<b>STR</b>	<b>22 (+6)</b>	<b>STR</b>	<b>24 (+7)</b>	<b>STR</b>	<b>27 (+8)</b>
	<b>DEX</b>	<b>12 (+1)</b>	<b>DEX</b>	<b>8 (-1)</b>	<b>DEX</b>	<b>12 (+1)</b>	<b>DEX</b>	<b>10 (+0)</b>
	<b>CON</b>	<b>13 (+1)</b>	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>18 (+4)</b>	<b>CON</b>	<b>20 (+5)</b>
	<b>INT</b>	<b>6 (-2)</b>	<b>INT</b>	<b>6 (-2)</b>	<b>INT</b>	<b>10 (+0)</b>	<b>INT</b>	<b>10 (+0)</b>
	<b>WIS</b>	<b>11 (+0)</b>	<b>WIS</b>	<b>11 (+0)</b>	<b>WIS</b>	<b>15 (+2)</b>	<b>WIS</b>	<b>15 (+2)</b>
	<b>CHA</b>	<b>5 (-3)</b>	<b>CHA</b>	<b>5 (-3)</b>	<b>CHA</b>	<b>9 (-1)</b>	<b>CHA</b>	<b>9 (-1)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-			
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<b>Immunities</b>	-			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	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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<b>Languages</b>	-			
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<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6

**Trample** As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

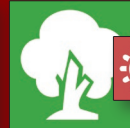


	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Gore</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.</p> <p><b>Slam</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.</p>	<p><b>Gore</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+10 (19) piercing damage.</p> <p><b>Slam</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>	<p><b>Gore</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12 (26) piercing damage.</p> <p><b>Slam</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) bludgeoning damage.</p>	<p><b>Gore</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+15 (33) piercing damage.</p> <p><b>Slam</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# ELEPHANT (MASTODON)



	Low	Moderate	Advanced	Elite
Terrain	Cold or Temperate Forests and Plains			
Rarity	Common			
Role	Brute / Elite			
Organization	Solitary or Herd (6-30x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>75</b>	<b>129</b>	<b>198</b>	<b>284</b>
<b>Speed</b>	<b>40 ft.</b>			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 24 (+7)</b>	<b>STR 26 (+8)</b>	<b>STR 29 (+9)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>14</b>	<b>19</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21	<b>Saving Throw</b> Dexterity DC 23
	<b>Damage</b> 4d6	<b>Damage</b> 5d6	<b>Damage</b> 6d6	<b>Damage</b> 8d6

**Trample** As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
<b>Standard Actions</b>	<p><b>Gore</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p> <p><b>Slam</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.</p>	<p><b>Gore</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) piercing damage.</p> <p><b>Slam</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p><b>Gore</b> Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+14 (28) piercing damage.</p> <p><b>Slam</b> Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) bludgeoning damage.</p>	<p><b>Gore</b> Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 4d8+17 (35) piercing damage.</p> <p><b>Slam</b> Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 4d6+17 (31) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# ETTERCAP



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Nest (3-6x plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	29	52	114	206
<b>Speed</b>	30 ft. Climb 30 ft.			

<b>Size, Type, Alignment</b>	Medium aberration, neutral evil	Medium aberration, neutral evil	Medium aberration, neutral evil	Large aberration, neutral evil
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<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 13 (+1)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)
	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-			
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<b>Immunities</b>	-			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	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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<b>Languages</b>	Common, Spider Empathy			
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<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 10 rounds; effect 1d2 Dexterity damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full via restoration or more powerful healing magic.			

<b>Special Abilities &amp; Qualities</b>	<b>Spider Empathy</b> This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.			
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☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Special Abilities & Qualities**

**Saving Throws** DC 14

**Saving Throws** DC 15

**Saving Throws** DC 18

**Saving Throws** DC 20

**Web** You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Attempts to burst a web by those caught in it are made at disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing are made at advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

**Standard Actions**

**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

**Claw** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.

**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.

**Claw** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.

**Bite** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.



Illustration 34: Ettercap



# ETTIN



	Low	Moderate	Advanced	Elite
Terrain	Cold Hills			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary, Pair, Gang (3-6x), Troupe (1-2x+), Band (3-6x+), or Colony (3-6x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (half-plate armor)	<b>18</b> (half-plate armor)	<b>19</b> (half-plate armor)	<b>21</b> (half-plate armor)
<b>Hit Points</b>	63	93	147	207
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 19 (+4)	<b>STR</b> 22 (+6)	<b>STR</b> 24 (+7)
	<b>DEX</b> 6 (-2)	<b>DEX</b> 6 (-2)	<b>DEX</b> 10 (+0)	<b>DEX</b> 8 (-1)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 4 (-3)	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Goblin, Orc, Pidgin of Giant			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Standard Actions</b>	<b>Flail</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage. <b>Javelin</b> Ranged weapon attack: -3 to hit, one target. Hit 1d8+6 (10) bludgeoning damage.	<b>Flail</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage. <b>Javelin</b> Ranged weapon attack: -3 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.	<b>Flail</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11 (18) bludgeoning damage. <b>Javelin</b> Ranged weapon attack: -1 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.	<b>Flail</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage. <b>Javelin</b> Ranged weapon attack: -1 to hit, one target. Hit 2d6+11 (18) bludgeoning damage.
<b>Possessions</b>	Flail; javelin (4x); half-plate armor			







Illustration 35: Ettin



# FLYTRAP (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Swamps			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Grove (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>76</b>	<b>144</b>	<b>228</b>	<b>328</b>
<b>Speed</b>	<b>10 ft.</b>			
<b>Size, Type, Alignment</b>	Large plant, unaligned	Huge plant, unaligned	Huge plant, unaligned	Gargantuan plant, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 24 (+7)</b>	<b>Acid</b>
	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	
	<b>CON 18 (+4)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>	
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	
	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>9</b>	<b>13</b>	<b>17</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d6 bludgeoning + 1d6 acid	<b>Damage</b> 3d6 bludgeoning + 2d4 acid	<b>Damage</b> 4d6 bludgeoning + 2d6 acid	<b>Damage</b> 5d6 bludgeoning + 3d6 acid
	<b>Engulf</b> If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new grapple check. If it succeeds, it engulfs the prey and inflicts bludgeoning and acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+7 (12) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	<b>Bite</b> Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+12 (22) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# Fox



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Skulk (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>2</b>	<b>11</b>	<b>35</b>	<b>45</b>
<b>Speed</b>	40 ft.	45 ft.		
<b>Size, Type, Alignment</b>	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)	<b>STR</b> 1 (-5)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 16 (+3)
	<b>CON</b> 6 (-2)	<b>CON</b> 6 (-2)	<b>CON</b> 6 (-2)	<b>CON</b> 6 (-2)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-	-	-	-
<b>Immunities</b>	-	-	-	-
<b>Vulnerabilities</b>	-	-	-	-
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
<b>Languages</b>	-	-	-	-
<b>Challenge</b>	<b>1</b>	<b>4</b>	<b>10</b>	<b>15</b>
<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	<b>Bite</b> Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	<b>Bite</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	<b>Bite</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.

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# FOX (FLYING)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (10-100x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	9	34	71	133
<b>Speed</b>	10 ft. Fly 60 ft. (Average)			

<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b> 7 (-2)	<b>STR</b> 8 (-1)	<b>STR</b> 12 (+1)	<b>STR</b> 17 (+3)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 11 (+0)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 3 (-4)	<b>CHA</b> 3 (-4)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-			
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<b>Immunities</b>	-			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	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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<b>Languages</b>	-			
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<b>Challenge</b>	<b>1</b>	<b>6</b>	<b>10</b>	<b>14</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Disease Resistant</b> Flying foxes are resistant to disease. They receive advantage on saving throws against disease.			
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<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	<b>Bite</b> Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	<b>Bite</b> Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.
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# FROG (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Marshes and Aquatic			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Army (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>18</b>	<b>56</b>	<b>111</b>	<b>174</b>
<b>Speed</b>	30 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 6 (-2)</b>	<b>WIS 6 (-2)</b>	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>6</b>	<b>10</b>	<b>14</b>

## Special Abilities & Qualities

**Pull** You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 1d8**Damage** 2d6**Damage** 2d8

**Swallow Whole** If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.

**Standard Actions**

**Bite** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

**Tongue** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.

**Tongue** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.

**Tongue** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.

**Tongue** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# FROG (GOLAITH)



	Low	Moderate	Advanced	Elite
Terrain	Warm Marshes or Water			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Army (3-6x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>11</b>	<b>57</b>	<b>109</b>	<b>188</b>
<b>Speed</b>	<b>30 ft.</b>			

<b>Size, Type, Alignment</b>	Medium companion, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b>	<b>13 (+1)</b>	<b>STR</b>	<b>14 (+2)</b>	<b>STR</b>	<b>18 (+4)</b>	<b>STR</b>	<b>20 (+5)</b>
	<b>DEX</b>	<b>11 (+0)</b>	<b>DEX</b>	<b>11 (+0)</b>	<b>DEX</b>	<b>15 (+2)</b>	<b>DEX</b>	<b>13 (+1)</b>
	<b>CON</b>	<b>14 (+2)</b>	<b>CON</b>	<b>14 (+2)</b>	<b>CON</b>	<b>17 (+3)</b>	<b>CON</b>	<b>19 (+4)</b>
	<b>INT</b>	<b>1 (-5)</b>	<b>INT</b>	<b>1 (-5)</b>	<b>INT</b>	<b>1 (-5)</b>	<b>INT</b>	<b>1 (-5)</b>
	<b>WIS</b>	<b>7 (-2)</b>	<b>WIS</b>	<b>7 (-2)</b>	<b>WIS</b>	<b>11 (+0)</b>	<b>WIS</b>	<b>11 (+0)</b>
	<b>CHA</b>	<b>4 (-3)</b>	<b>CHA</b>	<b>4 (-3)</b>	<b>CHA</b>	<b>8 (-1)</b>	<b>CHA</b>	<b>8 (-1)</b>

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-			
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<b>Immunities</b>	-			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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<b>Languages</b>	-			
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<b>Challenge</b>	<b>2</b>	<b>7</b>	<b>11</b>	<b>15</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Pull</b> You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.			
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<b>Standard Actions</b>	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage.
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# FROG (POISON)



	Low	Moderate	Advanced	Elite
Terrain	Warm Marshes and Aquatic			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Army (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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<b>Armor Class</b>	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	2	25	64	122
<b>Speed</b>	10 ft. Swim 20 ft.			

<b>Size, Type, Alignment</b>	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
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<b>Ability Scores / Saves</b>	<b>STR</b>	1 (-5)	1 (-5)	4 (-3)	8 (-1)
	<b>DEX</b>	10 (+0)	10 (+0)	15 (+2)	14 (+2)
	<b>CON</b>	9 (-1)	10 (+0)	14 (+2)	17 (+3)
	<b>INT</b>	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	<b>WIS</b>	7 (-2)	7 (-2)	11 (+0)	11 (+0)
	<b>CHA</b>	8 (-1)	8 (-1)	12 (+1)	12 (+1)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-			
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<b>Immunities</b>	-			
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<b>Vulnerabilities</b>	-			
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<b>Senses</b>	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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<b>Languages</b>	-			
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<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>9</b>	<b>13</b>
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<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 11	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> Injury; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save. Ability damage from this effect may be restored via restoration or more powerful healing magic.			

<b>Standard Actions</b>	<b>Bite</b> Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d1+0 (1) piercing damage.	<b>Bite</b> Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d1+0 (1) piercing damage.	<b>Bite</b> Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d1+0 (1) piercing damage.	<b>Bite</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d1 (2) piercing damage.
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# FROGHEMOTH



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marsh			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	72	109	173	295
<b>Speed</b>	20 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned	Gargantuan aberration, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 20 (+5)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 26 (+8)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 11 (+0)	<b>DEX</b> 14 (+2)
	<b>CON</b> 17 (+3)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 23 (+6)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire			
<b>Immunities</b>	Electricity (partial)			
<b>Vulnerabilities</b>	Slowed by Electricity			
<b>Senses</b>	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> 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><b>Slowed by Electricity</b> Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.</p>			

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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

**Swallow Whole** If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.

**Standard Actions**

**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12 (18) piercing damage.

**Bite** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12/19-00 (18) piercing damage.

**Bite** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10/19-00 (17) piercing damage.

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+14/19-00 (28) piercing damage.

**Tentacle** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

**Tentacle** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

**Tentacle** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

**Tentacle** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

**Tongue** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d3+12 (14) bludgeoning damage.

**Tongue** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d3+12 (14) bludgeoning damage.

**Tongue** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d4+5 (8) bludgeoning damage.

**Tongue** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-





# FUNGAL CRAWLER



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>29</b>	<b>58</b>	<b>86</b>	<b>125</b>
<b>Speed</b>	20 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Small aberration, unaligned	Small aberration, unaligned	Small aberration, unaligned	Small aberration, unaligned
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>	<b>STR 15 (+2)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 17
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength and 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect may be restored with a long rest or any magical healing.			

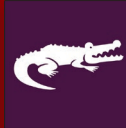
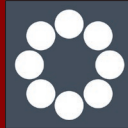


	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p>	<p><b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# GARDEN OOZE



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Marshes, and Urban			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Patch (3-5x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	16	45	99	160
<b>Speed</b>	20 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Small ooze, unaligned	Small ooze, unaligned	Small ooze, unaligned	Medium ooze, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 9 (-1)	<b>STR</b> 10 (+0)	<b>STR</b> 15 (+2)	<b>STR</b> 18 (+4)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 1 (-5)	<b>WIS</b> 1 (-5)	<b>WIS</b> 3 (-4)	<b>WIS</b> 3 (-4)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 1 (-5)	<b>CHA</b> 4 (-3)	<b>CHA</b> 4 (-3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Acid, Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>7</b>	<b>11</b>	<b>15</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 1d8	<b>Damage</b> 2d6
	<b>Acid</b> Each successful melee strike from the creature's slam attack inflicts additional acid damage. A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.			
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> A garden ooze is difficult to spot when it is at rest among plant growth of any type. All Perception checks to notice a Garden Ooze as a separate entity and not a diseased portion of the plant it rests upon suffer disadvantage in this state. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13  <b>Stink</b> Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Constitution save negates). This is a poison effect.	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# GARGOYLE



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Wing (3-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>42</b>	<b>75</b>	<b>140</b>	<b>232</b>
<b>Speed</b>	<b>40 ft. Fly 60 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 4 (-3)</b>	<b>INT 4 (-3)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Common, Terran			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Freeze</b> A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze gains advantage on checks to hide in plain sight as a stone statue.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# GARGOYLE (KAPOACINTH)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Aquatic (Any), Ocean/Sea, or Coastline			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	School (3-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>41</b>	<b>83</b>	<b>144</b>	<b>226</b>
<b>Speed</b>	40 ft. Swim 60 ft.			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 4 (-3)</b>	<b>INT 4 (-3)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Common, Terran			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Freeze</b> A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze gains advantage on checks to hide in plain sight as a stone statue.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+5 (8) piercing damage.</p>	<p><b>Bite</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p><b>Claw</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.</p> <p><b>Gore</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# GELATINOUS CUBE



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>11</b> (natural armor)	<b>11</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)
<b>Hit Points</b>	<b>55</b>	<b>105</b>	<b>174</b>	<b>263</b>
<b>Speed</b>	<b>15 ft.</b>			
<b>Size, Type, Alignment</b>	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 9 (-1)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>
	<b>DEX 1 (-5)</b>	<b>DEX 1 (-5)</b>	<b>DEX 3 (-4)</b>	<b>DEX 1 (-5)</b>
	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>
	<b>Acid</b> This creature's slam attack inflicts additional acid damage when it causes damage. A gelatinous cube's acid does not harm metal or stone.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 17  <b>Engulf</b> Although it moves slowly, a gelatinous cube can simply engulf any creatures at least one size category smaller than itself in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a Dexterity save to avoid being engulfed-on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 22
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17  <b>Paralysis</b> A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a Constitution save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22
<b>Special Abilities &amp; Qualities</b>	<b>Transparent</b> Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.			
<b>Standard Actions</b>	<b>Slam</b> Melee weapon attack: -2 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.	<b>Slam</b> Melee weapon attack: -3 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	<b>Slam</b> Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			





# GENIE (DJINNI NOBLE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	39	65	139	211
<b>Speed</b>	20 ft. Fly 60 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large celestial, chaotic good	Large celestial, chaotic good	Large celestial, chaotic good	Huge celestial, chaotic good
<b>Ability Scores / Saves</b>	<b>STR</b> 18 (+4)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 23 (+6)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 18 (+4)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)
	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 15 (+2)	<b>CHA</b> 15 (+2)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Acid			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Air Mastery</b> Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental. <b>Three Wishes</b> Noble djinn can grant three wishes to any being (nongenies only) who captures them.			
<b>Special Abilities &amp; Qualities</b>	<b>Telepathy</b> 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
<b>Standard Actions</b>	<p><b>Scimitar</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage.</p> <p><b>Slam</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p>	<p><b>Scimitar</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage.</p> <p><b>Slam</b> Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p>	<p><b>Scimitar</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8/18-00 (12) slashing damage.</p> <p><b>Slam</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.</p>	<p><b>Scimitar</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+11/18-00 (16) slashing damage.</p> <p><b>Slam</b> Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>create food and water (3/day); gaseous form (3/day); invisibility (self only) (at will); major image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); wind walk (1/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	Scimitar			



# GENIE (DJINNI)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, Company (3-6x), or Band (6-8x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>48</b>	<b>78</b>	<b>139</b>	<b>235</b>
<b>Speed</b>	20 ft. Fly 60 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large celestial, chaotic good	Large celestial, chaotic good	Large celestial, chaotic good	Huge celestial, chaotic good
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Acid			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Air Mastery</b> Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.			
<b>Special Abilities &amp; Qualities</b>	<b>Telepathy</b> 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
<b>Standard Actions</b>	<p><b>Scimitar</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage.</p> <p><b>Slam</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p><b>Scimitar</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage.</p> <p><b>Slam</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p><b>Scimitar</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage.</p> <p><b>Slam</b> Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p>	<p><b>Scimitar</b> Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+8/18-00 (12) slashing damage.</p> <p><b>Slam</b> Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>create food and water (3/day); gaseous form (3/day); invisibility (self only) (at will); (3/day); major image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); wind walk (1/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	Scimitar			





# GENIE (EFREETI)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>55</b>	<b>103</b>	<b>163</b>	<b>252</b>
<b>Speed</b>	20 ft. Fly 40 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 15 (+2)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Fire			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Change Size</b> Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
	<b>Heat</b> An efreeti's body deals additional fire damage whenever it hits in melee, or in each round it grapples.			



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Special Abilities & Qualities**

**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Special Abilities & Qualities**

**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

**Standard Actions**

**Falchion** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+6/18-00 (11) slashing damage.

**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

**Falchion** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9/18-00 (16) slashing damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

**Falchion** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/18-00 (19) slashing damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

**Falchion** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11/18-00 (18) slashing damage.

**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

*detect magic (at will); gaseous form (3/day); invisibility (3/day); permanent image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); produce flame (at will); pyrotechnics (at will); scorching ray (at will); wall of fire (3/day); wish (1/day)*

**Spellcasting**

-

**Possessions**

Falchion



# GENIE (EFREETI NOBLE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>84</b>	<b>144</b>	<b>210</b>	<b>297</b>
<b>Speed</b>	20 ft. Fly 40 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 15 (+2)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Fire			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
<b>Challenge</b>	<b>9</b>	<b>13</b>	<b>17</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22
	<b>Change Size</b> Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8	<b>Damage</b> 2d12
	<b>Heat</b> An efreeti's body deals additional fire damage whenever it hits in melee, or in each round it grapples.			





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Special Abilities & Qualities**

**Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

**Standard Actions**

**Falchion** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/18-00 (8) slashing damage.

**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

**Falchion** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9/18-00 (16) slashing damage.

**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

**Falchion** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/18-00 (19) slashing damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

**Falchion** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11/18-00 (18) slashing damage.

**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

*detect magic (at will); fireball (3/day); gaseous form (3/day); heat metal (3/day); invisibility (3/day); permanent image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); produce flame (at will); pyrotechnics (at will); scorching ray (at will); wall of fire (3/day); wish (3/day)*

**Spellcasting Possessions**

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Falchion



# GENIE (JANNI)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Artillery / Normal			
Organization	Solitary, Pair, Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	20	49	102	189
<b>Speed</b>	20 ft. Fly 15 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 14 (+2)	<b>STR</b> 14 (+2)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 15 (+2)	<b>CON</b> 18 (+4)
	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 15 (+2)	<b>CHA</b> 15 (+2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common, Infernal, Terran, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>9</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 20
	<b>Change Size</b> Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Elemental Endurance</b> Janni can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Standard Actions****Composite Longbow**

Ranged weapon attack: +1 to hit, one target. Hit 1d8x3 (1) piercing damage.

**Scimitar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

**Composite Longbow**

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

**Scimitar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

**Composite Longbow**

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

**Scimitar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

**Composite Longbow**

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

**Scimitar** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/18-00 (10) slashing damage.

**Legendary Actions**

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**Innate Spellcasting**

*create food and water (3/day); etherealness (3/day); invisibility (self only) (3/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (3/day); speak with animals (3/day)*

**Spellcasting**

-

**Possessions**

Composite longbow; arrows (20x); scimitar



# GENIE (JANNI NOBLE)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Artillery / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	41	69	132	196
<b>Speed</b>	20 ft. Fly 15 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Small monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 13 (+1)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 21 (+5)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 6 (-2)	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)
	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)	<b>INT</b> 18 (+4)	<b>INT</b> 18 (+4)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 15 (+2)	<b>CHA</b> 15 (+2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Aquan, Common, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>14</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19
	<b>Change Size</b> Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Elemental Endurance</b> Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

**Standard Actions****Composite Longbow**

Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) piercing damage.

**Scimitar** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

**Composite Longbow**

Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.

**Scimitar** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.

**Composite Longbow**

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

**Scimitar** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/18-00 (10) slashing damage.

**Composite Longbow**

Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.

**Scimitar** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9/18-00 (12) slashing damage.

**Legendary Actions**

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**Innate Spellcasting**

*augury (3/day); create food and water (3/day); detect magic (3/day); divination (3/day); etherealness (3/day); invisibility (self only) (3/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (3/day); speak with animals (3/day)*

**Spellcasting**

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**Possessions**

Composite longbow; arrows (20x); scimitar



# GENIE (MARID)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	47	98	174	256
<b>Speed</b>	20 ft. Swim 60 ft., Water Walk			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>

## Special Abilities & Qualities

**Change Shape** Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant.

**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw**

Dexterity DC 15

**Damage** 2d6**Saving Throw**

Dexterity DC 17

**Damage** 3d6**Saving Throw**

Dexterity DC 19

**Damage** 5d6**Saving Throw**

Dexterity DC 21

**Damage** 7d6

**Vortex** A marid can transform into a vortex of swirling, churning water once every 10 minutes. You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, a whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. This ability can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

**Special Abilities & Qualities****Saving Throw**

Dexterity DC 15

**Damage** 1d6**Saving Throw**

Dexterity DC 17

**Damage** 2d6**Saving Throw**

Dexterity DC 19

**Damage** 3d6**Saving Throw**

Dexterity DC 21

**Damage** 4d6

**Water's Fury** As a standard action, a marid can release a jet of water in a 60-foot line that deals bludgeoning damage and blinds the target struck for 1d6 rounds. A Dexterity save reduces the damage by half and negates the blinding effect.

**Special Abilities & Qualities**

**Water Mastery** A marid gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

**Standard Actions**

**Trident** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

**Trident** Ranged weapon attack: +5 to hit, one target. Hit 2d6+4 (11) piercing/slashing damage.

**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

**Trident** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

**Trident** Ranged weapon attack: +3 to hit, one target. Hit 2d6+6 (13) piercing/slashing damage.

**Slam** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

**Trident** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing/slashing damage.

**Trident** Ranged weapon attack: +4 to hit, one target. Hit 2d6+8 (15) piercing/slashing damage.

**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

**Trident** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing/slashing damage.

**Trident** Ranged weapon attack: +4 to hit, one target. Hit 2d6+11 (18) piercing/slashing damage.

**Slam** Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.

**Legendary Actions**

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**Innate Spellcasting**

*control water (3/day); create food and water (at will); detect evil and good (at will); detect magic (at will); gaseous form (3/day); invisibility (at will); (3/day); major image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); purify food and drink (liquids only) (at will); see invisibility (3/day); water breathing (5/day); water walk (at will); wish (1/year)*

**Spellcasting Possessions**

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Trident





# GENIE (MARID NOBLE)



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Water)			
Rarity	Rare			
Role	Soldier / Elite			
Organization	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	57	86	147	262
<b>Speed</b>	20 ft. Swim 60 ft., Water Walk			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Large monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 22 (+6)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 18 (+4)</b>
	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 20 (+5)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>

## Special Abilities & Qualities

**Change Shape** Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant.

**Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.





Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw

Dexterity DC 15

Damage 2d8

Saving Throw

Dexterity DC 17

Damage 3d8

Saving Throw

Dexterity DC 19

Damage 5d8

Saving Throw

Dexterity DC 21

Damage 7d10

Vortex A marid can transform into a vortex of swirling, churning water once every 10 minutes. You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. This ability can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Special Abilities & Qualities

Saving Throw

Dexterity DC 15

Damage 2d6

Saving Throw

Dexterity DC 17

Damage 3d6

Saving Throw

Dexterity DC 19

Damage 4d6

Saving Throw

Dexterity DC 21

Damage 6d6

Water's Fury As a standard action, a marid can release a jet of water in a 60-foot line that deals bludgeoning damage and blinds the target struck for 1d6 rounds. A Dexterity save reduces the damage by half and negates the blinding effect.

Special Abilities & Qualities

Water Mastery A marid gains advantage on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers disadvantage on attack and damage rolls.

Standard Actions

Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

Trident Ranged weapon attack: +6 to hit, one target. Hit 2d6+4 (11) piercing/slashing damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

Trident Ranged weapon attack: +5 to hit, one target. Hit 2d6+4 (11) piercing/slashing damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.

Trident Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing/slashing damage.

Trident Ranged weapon attack: +3 to hit, one target. Hit 2d6+6 (13) piercing/slashing damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Trident Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing/slashing damage.

Trident Ranged weapon attack: +4 to hit, one target. Hit 2d6+10 (17) piercing/slashing damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) bludgeoning damage.

Innate Spellcasting

cone of cold (3/day); control water (3/day); create food and water (at will); detect evil and good (at will); detect magic (at will); gaseous form (3/day); ice storm (3/day); invisibility (at will); (3/day); major image (1/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); purify food and drink (liquids only) (at will); see invisibility (3/day); water breathing (5/day); water walk (at will); wish (1/year)

Spellcasting Possessions

-  
Trident





# GENIE (SHAITAN)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>37</b>	<b>77</b>	<b>136</b>	<b>242</b>
<b>Speed</b>	20 ft. Burrow 60 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 13 (+1)</b>
	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Electricity			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Aquan, Auran, Common, Ignan, Terran			
<b>Challenge</b>	<b>5</b>	<b>9</b>	<b>13</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An shaitan gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Special Abilities &amp; Qualities</b>	<b>Metalmorph</b> As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.			



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** DC 14**Saving Throw** DC 17**Saving Throw** DC 19**Saving Throw** DC 21**Stone Curse** If a shaitan wins a combat check by 5 or more and pushes its target into a stone barrier, the target must make a Dexterity save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful Constitution save as a full-round action to exit the stone.**Special Abilities & Qualities****Stone Glide** This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.**Standard Actions****Scimitar** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7/18-00 (12) slashing damage.**Scimitar** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9/18-00 (14) slashing damage.**Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.**Legendary Actions**

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**Innate Spellcasting***glitterdust (3/day); meld into stone (at will); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); (3/day); stone shape (at will); stonесkin (3/day); wall of stone (3/day)***Spellcasting Possessions**

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Scimitar



# GENIE (SHAITAN NOBLE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Plane of Earth)
Rarity	Rare
Role	Controller / Elite
Organization	Solitary, Pair, or Company (3-6x), or Band (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	83	118	190	316
<b>Speed</b>	20 ft. Burrow 60 ft. Climb 20 ft.			

<b>Size, Type, Alignment</b>	Medium monstrosity, lawful neutral	Large monstrosity, lawful neutral	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral
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<b>Ability Scores / Saves</b>	<b>STR</b> 14 (+2)	<b>STR</b> 14 (+2)	<b>STR</b> 17 (+3)	<b>STR</b> 22 (+6)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 11 (+0)	<b>DEX</b> 13 (+1)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 20 (+5)
	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)	<b>INT</b> 16 (+3)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 17 (+3)

<b>Saving Throws</b>	-	-	-	-
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<b>Resistances</b>	-
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<b>Immunities</b>	Electricity
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<b>Vulnerabilities</b>	-
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<b>Senses</b>	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.
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<b>Languages</b>	Aquan, Auran, Common, Ignan, Terran
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<b>Challenge</b>	<b>10</b>	<b>14</b>	<b>18</b>	<b>22</b>
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**Special Abilities & Qualities** **Earth Mastery** An shaitan gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.

**Special Abilities & Qualities** **Metalmorph** As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.



**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Saving Throw** DC 15**Saving Throw** DC 17**Saving Throw** DC 19**Saving Throw** DC 22**Stone Curse** If a shaitan wins a combat check by 5 or more and pushes its target into a stone barrier, the target must make a Dexterity save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful Constitution save as a full-round action to exit the stone.**Special Abilities & Qualities****Stone Glide** This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.**Standard Actions****Scimitar** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage.**Scimitar** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9/18-00 (14) slashing damage.**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.**Legendary Actions**

-

**Innate Spellcasting***earthquake (1/day); glitterdust (3/day); meld into stone (at will); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); stone shape (at will); stonесkin (3/day); wall of stone (3/day)***Spellcasting**

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**Possessions**

Scimitar



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