Aquilae: Bestiany of the Realm abridged

Aboleth to Genie

A Fantasy Roleplaying Supplement by J. Evans Payne







Studio

Author

J. Evans Payne

Monster & Character Art

Karen Martin, Jack Kaiser

Cover Scene Art

Jack Kaiser

Iconography

J. Payne

Design & Concept

Jason Payne

Developer

Jason E. Payne

Producer

Jason Evans Payne

Editor

J. E. Payne

Layout and Graphic Design

Jason E. P.

Cover Art and Logos

Enyap Nosaj

Cartography

J. Evans Payne

Typesetting

J. Snave Enyap

Proofreading

Beattin A. Dedhaurs

Indexing

2

Adobe InDesign

Special Thanks: Kickstarter Backers

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

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

Colophon

hardened Completionists

- Richard Loh
- Jeremy Siemon
- Paul S.
- Richard "Eskimo" Jones
- J Levine
- Please do not add my name to the credits
- Jeremy Suiter, a.k.a. Barek Firebeard
- Jeff "Sage" Trisoliere
- Martin St-Laurent
- Benjamin BernardOliver Volland
- Dr. Donald A. Turner
- Nicholas Harvey
- Thalji
- Amadan
- Bulldozers
- Redfuji6
- Jamie Van Lengen
- Roger Haxton
- H. Howell
- Cally Harper
- Steve "Sammeal" Reinhart
- Charles Marshall
- Rhel ná DecVandé
- Stormraider

hardened historians

- Kary "Realm Master K" Williams
- Luca Basset
- Stephen P.D, Kelley
- Stefan Friedl
- Tobias Widlund
- Justin Whitman
- ZoZoBop
- Richard Isaak
- Paul Lukianchuk
- Charles "Lukkychukky" Ulveling
- Fettzer
- Earl B. Bingham
- Archania's Workshop, LLC
- J. David Porter
- Kandy Dolan
- Eggyz
- V. Pesola

Mayor

- Bernie "Murkatos" McCormick
 Universal historians
- G. "Fluido" Fasano
- Danny Wilson
- Imban
- Gregory McWhirter

- David Stephenson
- Delnurfin Feadiel

hardened historians

- Andrew Lotton
- Robert Wiesehuegel
- A Wong
- J W Carroll
- Scott Crandall
- Anon
- Martin Blake

historians

- Lester Ward
- Bartholomew Jackson
- Andrew Weill
- Robert McNeal
- Étienne De Sloover
- ANton H. AinvarG
- Ben Fowler

Sam Hillaire

Aaron J. Schrader

Michael Schwan

Sam Rosenthal

Kevin J O'Brien

Jon R. Terry

Boberto

Nathan Blaylock

Stefan "Melwyn" Kruse

Brien "CriticalFailure" Borchardt

Citizens

J. Michael Lanaghan

Cory Aughenbaugh

MICHAEL J BENENSKY

Oliver von Spreckelsen

Jordi Rabionet Hernandez

Crispin Moakler

Jonathan Smith

Marc Margelli

Doug Berigan

Paul Fowler

Simon Hunt

Uwe Nagel

Ryan Lynn

Joe Medica

Loren Siebold

Anthony Allan

• Bill Weir

Ed Kowalczewski

philippe Roby

David vun Kannon

Joshua F. Knowles

MarsSenex

Chris Sulat

- Christian Klein
- Ender
- Kothoga
- Adam Jacobsen
- Terry Adams
- J.Goodwins
- Kohuda
- Andreas Monitzer
- Jasper Akhkharu
- Ashran Firebrand

Passersby

- J. Philip Ezrickson
- Elton Robb

Beastmasters

- Aaron Askam
- Aaron Dubreuil
- Adam Guy Hygema
- Adrian Playle
- Alan Kain
- Alex Beckham
- Alex Norris
- Andrew Strobl
- Anthony Holloway
- Barry Webster
- Benjamin Billings
- Benjamin Widmer
- Billy Dr William J Kennedy
- Bishop618 Michael LeVeque
- Brandon Lundy
- Brian Kaplinski
- Brian Perlis
- Brian Wilcox
- Caleb Coppola
- Calvin Dalais
- CaptainNorway Jim O'Sullivan
- Casey Allen
- Chris Carley
- Chris Thelland
- Christopher Christopher Blum
- Christopher Stoll
- Connor Connor O'Connell
- Cori J. Handsaker
- Cryolite Mark Smit
- Damion Meany
- Dana Boychuk
- Daniel Melssen
- Daniel Smoak
- Darklord Mariusz Ciolkowski
- David David Chayet
- David Lee Meese
- davrion David DeRocha
- Denise MacPherson
- Derek David Bruton
- Donevan Gillespie
- Douglas Douglas Dickson
- DragonsOfEverlastingDarkness -

Andrew Kei

- Dwayne Hauser
- Eagleam Michael Plamondon

Introduction

Michael E- Michael Ehmer

Mollath - Joseph Mollath

• Nathan - Nathan Hoy

Nathan - Nathan Best

• Nick Fin - Nick Finocchiaro

nightwarden - Sean Babinsack

• P Aguilera - Patricio Aguilera

• Paul - Paul Mader Schramm

Per Hansen the Prickly Pear

Raf Bressel - Raphael Bressel

Rolando - Rolando Fernandez

Ryan Scott - Ryan David Scott

seraphim_72 - Charles Town

Shamus - Shamus Nicholson

• Soluna - Michael S Walker

Stephen - Stephen Peters

• Tevio - Michael Schwerin

3

• Surtyr - Mike Bohlin

ryan - Ryan Zimmerman

• Ryan - Ryan McCrary

Ryan von Rosenberg

Sage Hammons

Shane Devine

steffanie piche

Steven Lord

Steffen Sorensen

• pebtam - Kenneth Chu

Redfuji6 - Scott Kehl

Morrison - Morrison Chandler

Michael Waters

Michael Wood

Mike Douglas

Liberman

Nathan Gross

Neil - Neil Coles

Nicholas Harvey

Nicholas Howie

Nick Esposito

Patrick Healey

Paul Dawkins

Paul Scadden

Phillip Nowicki

• Quinn Parrott

Rebecca Liu

• Reto M. Kiefer

Rick Lindhorst

Robert Mullins

Robert Papp

Rob James

Robert Seater

Ron Richmond

Ruben Flores

Ryan Brauer

Robert O'Rourke

Phil Stepp

Mike Wisnefsky

- Eric Eric Covill
- Eric Eric Bernier
- Erica Jin Erica Rapson
- Eric Gilson
- fontslinger Michael Janney
- Francis Gannon
- Frank Gillilan
- Frits Kuijlman
- FUNgineer Jonathan Shipman
- Gaby Brillon
- Glenn Glenn Parker
- Glenn Like
- Graves Zachary Grayer
- Greg Traeger
- Iain MacDougall
- Isaac Isaac Brewster
- Jack Brown
- Jacob Heuving
- James James Mould
- Jarrett Martin
- Jean-Nagual Taillefer
- Jeffrey Osthoff
- Jeremy Burger
- Jhewett Jason Hewett
- Jim Dortch
- J. Morris Jacky Morris
- Joel Joel Grote
- Joel McKinnon
- John John O'Connor
- John Bowlin
- John Gajdos
- Jonathan Dean
- Jon Giam Jon M Giam
- Jordan Jordan Meader
- Jordi Rabionet Hernandez
- Jose Humberto Castorena Hernandez
- J. Stewart Joshua Stewart
- Justin Martis
- Kellgoth Josh Gammell

• LA - Leonard Glenroy Lie

- Kenny Beecher
- Kent Taylor Kyle Ripley

Lee Perry

Lee Smith

Lynn Reed

• Luke Winter

Lucas Horton

Martin Heim

Love Smedfors

Matthew J Weidman

Maatthew Speight

Michael Ackerman

- Thomas Thomas Weber
- thompgc Guy Thompson
- Thorrmak William Gillaspie
- Tida Reid Nishimura
- Tim Baker
- Timlorde Timothy Millett
- Timothy Jordan Tim Jordan
- Timothy N Turba
- Thomas B. C. Thomas Burgos
- Topher Bostick Christopher Bostick
- TheDungeonTomb
- Travis Gudmunsen
- Valentin Casonguay-Harvey
- Viktor Davis
- Vince Mulhollon
- Vincent B Oettle
- Wade Cottell
- William Payne
- Zachary Rademan
- Zach Miller Acumen Solutions
- Zhaffar Zakaria Haffar
- Juergen barters
- Brian A Johnson
- Alan Peden
- prwarrior04 Benton Minges
- Mark A Mark M Asteris
- Eric Sward eric f sward
- Daniel harris
- Conclavidor Kenneth Kurtz
- Randy Smith
- Sarah Marie Harrell
- Josh Brubaker-Salcedo Joshua Brubaker
- Iluvatar Bastian Djuretic

- Rostow Christopher Hill
- David Marion
- David Franklin Queen

Zoo Patrons

- Aaron Harper
- Aaron Smith
- Blarghedy Timothy McPherson
- Callum Goulden
- Daekai Jared Wuest
- Dane Patterson
- David Egan
- Debra Lieven
- Erik Saltwell
- Evan Myers
- Francine Robert
- Fred Ramsey
- Jonathan Cork
- kayla kayla van stijn
- Kenneth Bliss
- Lars Christian Detlefsen
- littleladyvader Jessica Arnold-Harris
- Loic Durand
- Miguel Miguel F Santiago Irizarry
- Patrick Reynolds
- Realm Master K Kary Realm Master
 K Williams
- Rudy Thauberger
- Sam Eaton
- Scott James
- Scott Seeber
- Steve Fortier
- William Walters
- xWorkerBeex Martin Schroeder

- Rainer Buschenhofen
- Brian Chafin
- Cory Gill Cory D Gill
- Jim Dortch
- WarnarI Jonathan Marshall Woodland
- Richard H. Lindhorst

Zookeepers

- Aaron Smith
- Blarghedy Timothy McPherson
- Debra Lieven
- Miguel Miguel F Santiago Irizarry
- Realm Master K Kary Realm Master K Williams
- Sam Eaton
- Rainer Buschenhofen
- Brian Chafin
- Cory Gill Cory D Gill
- Jim Dortch
- WarnarI Jonathan Marshall Woodland
- Richard H. Lindhorst

Xenophiles

- Big_Fork Austin Forkey
- Karamu Phoenix Callum Barnard
- Thomas ziffer Thomas O. Ziffer Jr

Crunchmasters

- Clint Doyle
- Zeon Dolan Ross Scherfel
- Aaron Sheffield
- Joel Mattson

pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the

under the Pathfinder Roleplaying Game Compatibility License. See http://

Some artwork courtesy Publisher's Choice Quality Stock Art (c) Rick

Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used

paizo.com/pathfinderRPG/compatibility for more information on the

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse

- Stephane Gelgoot
- Wesley Brian Patke

Infinium Game Studio is:

СЕО	VP Marketing & Sales
J. Evans Payne	J. Evans Payne
Creative Director	CFO
J. Evans Payne	J. Evans Payne
Lead Editor	Artistic Director
J. Evans Payne	J. Evans Payne

this product.

compatibility license.

Hershey / Fat Goblin Games.

Legal Stuff

rights reserved.

4

Aquilae: Bestiary of the Realm for Fifth Edition © 2020 J. Evans Payne.

Reproduction without the written permission of the author

and Aquilae are trademarks of Infinium Game Studio, all

All characters, names, places, items, art and text herein are copyrighted by J.

Evans Payne. The mention of or reference toany company or product in these

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/

pages is not a challenge to the trademark or copyright concerned.

is expressly forbidden. Dark Obelisk, Berinncorte, Mondaria,

Introduction

Dedication

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

Foreward

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

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

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

Firstly, she was *picky*. Her published adventures stated in bold font, right on their covers, that only PCs of certain levels need apply. I several times ignored her warning, and ventured forth, only to discover the sensibility of her dictum, for this way lies the path of either boredom or certain destruction. Though I saw the wisdom of her claims, still I longed for an adventure more accessible to all: my PC got to be 10th level, but her reward is to be closed off from newlyreleased 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 threering binder. But it was a binder you could make into pretty much whatever combination of tools you felt you needed (spoiler: you didn't need any of it, not really).

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

Plus it was just damned cool.

There was just one problem.

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

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

Now, you might well point out that it simply doesn't matter that much, to have every monster alphabetized. And even my middle-school self, in the moment, still realized the futility and pointlessness of this irk. It didn't matter. Not really.

But it irked me still.

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

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

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

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

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

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

Here's hoping it brings your gaming group joy.

J. Evans Payne Malvern, Pennsylvania January 2020

Table of Contents

	hon	
	of Contents	_
About	t Infinium Game Studio	
	ale	
	duction ampaign World	
	I.	
	poleth	
	chaierai	
	ngel (Astral Deva) Igel (Planetar)	
	ngel (Solar)	
	ikheg	
	nt (Giant)	
	nt (Queen)	
	e (Dire)	
-	pe (Gorilla)	
-	chon (Hound)	
	chon (Lantern)	
	rchon (Trumpet)	
	sassin Vine hach	
	ata (Bralani)	
	ata (Ghaele)	
Az	ata (Lillend)	
	er	
	ldger	
	urghest	
	sidirond	
Ba	silisk	
	t	-
	t Curon	
	at Swarm ear (Dire)	
	ear (Grizzly)	
Ве	bilith	102
	eetle (Fire)	
	eetle (Giant Stag)	
	chir ack Pudding	
	ink Dog	
	bar	
	par (Dire)	
	oddard	
	ıgbear	
	it	
	neetah	
	t (Leopard)	
	ive Fisher	
	entaur entipede (Giant Whiptail)	
	entipede (Giant)	
Ce	entipede (Great Forest)	138
Ce	ntipede (Hisser)	140
	entipede (House)entipede (Sewer)entipede (Sewer)_entipede (Sewer)_ent	
	entipede (Jewer)	
	entipede Swarm	
Ch	naos Beast	
	imera (Black-Headed)	
Ch	nimera (Blue-Headed) nimera (Green-Headed)	154
	nimera (Red-Headed)	
	imera (White-Headed)	
	noker	
	nuul	
	oaker	
	puatl	
	rah (Giant Coconut)	172

Crab (Giant King)	
Crab (Giant Reef)	
Crab (Giant Rock)	
Crab (Giant Shark-Eating)	
Crab (Giant Shipwrecker)	182
Crab (Giant)	
Crab Swarm	
Crawling Hand	
Crocodile	
Crocodile (Dire)	
Cyclops	
Dark Creeper	
Dark Stalker	
Darkmantle	
Demon (Babau)	
Demon (Balor)	
Demon (Dretch)	
Demon (Glabrezu)	
Demon (Hezrou) Demon (Marilith)	
Demon (Nabasu)	
Demon (Nalfeshnee)	
Demon (Quasit)	
Demon (Schir)	
Demon (Succubus)	
Demon (Vrock)	
Derro	
Destrachan	
Devil (Barbed/Hamatula)	
Devil (Bearded/Barbazu)	232
Devil (Bone/Osyluth)	234
Devil (Erinyes/The Furies)	
Devil (Horned/Cornugon)	
Devil (Ice/Gelugon)	
Devil (Imp)	
Devil (Lemure)	
Devil (Pit Fiend)	
Devourer	
Dinosaur (Ankylosaurus)	
Dinosaur (Brachiosaurus)	
Dinosaur (Deinonychus)	
Dinosaur (Pteranodon)	
Dinosaur (Stegosaurus)	
Dinosaur (Triceratops)	
Dinosaur (Tyrannosaurus)	
Dog	
Dog (Riding)	
Dolphin	
Dolphin (Orca) Doppelganger	
Dragon (Black, Adult)	
Dragon (Blue, Adult)	270
Dragon (Blue, Ancient)	
Dragon (Blue, Young)	
Dragon (Brass, Adult)	
Dragon (Brass, Ancient)	
Dragon (Brass, Young)	
Dragon (Bronze, Adult)	
Dragon (Bronze, Ancient)	
Dragon (Bronze, Young)	
Dragon (Copper, Adult)	290
Dragon (Copper, Ancient)	292
Dragon (Copper, Young)	
Dragon (Faerie)	
Dragon (Gold, Adult)	
Dragon (Gold, Ancient)	
Dragon (Gold, Young)	
Dragon (Green, Adult)	
Dragon (Green, Ancient)	
Dragon (Green, Young)	
Dragon (Red, Adult)	
Dragon (Red, Ancient)	212
Dragon (Red, Young)	

	Dragon (Silver, Adult)	316
	Dragon (Silver, Ancient)	
	Dragon (Silver, Young)	
	Dragon (White, Adult)	322
	Dragon (White, Adult)	
	Dragon (White, Ancient)	
	Dragon (White, Young)	
	Dragon Turtle	
	Drider Drow	
	Drow Noble	
	Dryad	
	Duergar	
	Dullahan	
	Eagle	
	Eagle (Giant)	
	Eel (Electric)	
	Eel (Giant Moray)	
	Elemental (Air, Elder)	
	Elemental (Air, Greater)	
	Elemental (Air, Huge) Elemental (Air, Large)	
	Elemental (Air, Medium)	
	Elemental (Air, Small)	
	Elemental (Earth, Elder)	
	Elemental (Earth, Greater)	
	Elemental (Earth, Huge)	
	Elemental (Earth, Large)	
	Elemental (Earth, Medium)	
	Elemental (Earth, Small)	
	Elemental (Fire, Elder)	
	Elemental (Fire, Greater)	
	Elemental (Fire, Huge)	
	Elemental (Fire, Large)	
	Elemental (Fire, Medium) Elemental (Fire, Small)	
	Elemental (Water, Elder)	
	Elemental (Water, Greater)	
	Elemental (Water, Huge)	
	Elemental (Water, Large)	
	Elemental (Water, Medium)	
	Elemental (Water, Small)	
	Elephant	
	Elephant (Mastodon)	
	Ettercap	
	Ettin	
	Flytrap (Giant) Fox	
	Fox (Flying)	408
	Frog (Giant)	
	Frog (Golaith)	
	Frog (Poison)	
	Froghemoth	
	Fungal Crawler	
	Garden Ooze	-
	Gargoyle	
	Gargoyle (Kapoacinth)	
	Gelatinous Cube Genie (Djinni Noble)	
	Genie (Djinni)	
	Genie (Efreeti)	
	Genie (Efreeti Noble)	
	Genie (Janni)	
	Genie (Janni Noble)	
	Genie (Marid)	
	Genie (Marid Noble)	
	Genie (Shaitan)	
0	Genie (Shaitan Noble)	
Op	en Gaming License (OGL)	

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 sharedstorytelling 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.

FlexCale

What is FlexCale?

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**[™].

FlexCables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are twocolumn, 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 dioo. You roll a dioo, 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 beasties 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 intellligence-driven **behavior** to monsters in your adventures.

Uhat 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 mosnter, 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 partyannihilating setpiece foe. Trying to make all monsters be all things to all parties would be A) impossible, and B) inappropriate.

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

"Impossibles": Some monsters are completely, entirely,

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

Instead, consider deploying the lower-Difficulty iterations of such monsters as easier-to-defeat threats for higherlevel 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 thosuands, 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 flexibilty 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).

Flow 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 occured to

With FCEG

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 contextuallyappropriate 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 Fiomebreu 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".

Occurences

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 invovled. 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 takes 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 asis. 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.
- **Oescription:**

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 114 points of crushing damage plus a possible 118 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)

Craps

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 nonmagical; 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 charcter, 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: **XP** +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-lesstangible 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

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

"Quadded" Stat Blocks

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

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

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

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

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 "3**A**".

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

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

Quadded Challenge Blocks

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

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythiccaliber 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

Overvieu

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

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

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

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

What You Need to Know

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

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

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

Figh Ability, Low Tech

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

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

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

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

Religion

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

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

Cribute

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

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

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

to the gods themselves.

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

What is FlexfI?

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 guidbook 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.

Flow to Use Flexfl

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.

Chree Ciers 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 Oucomes

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

Combat Cargeting

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

Outcome	Description
	The frontmost adversaries. This can be, but is not always, the same as the Closest enemy.
Frontline	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.
	As Frontline , but the rear-most enemies.
Rearguard	This may be, but is not always, the same as the Farthest enemy.
	The opponent which is currently physically closest to this creature.
Closest	In most melee circumstances, this represents the creature's current target.
	The opponent which is currently physically farthest away from this creature.
Farthest	This result applies irrespective of whether the creature can physically reach the Farthest enemy by moving this round.
	The enemy who is currently "strongest", healthiest, or furthest from death.
Strongest	Typically this can be represented by the enemy with the most current hit points.
	As Strongest , but the enemy closest to death.
Weakest	
↔	This targets an enemy who uses a ranged attack as their primary attack.
Ranged Enemy	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).
	Note that this does not imply anything about how this creature goes about attacking its enemy: it may well use a melee attack to attack the Ranged Enemy .

Outcome

As **Ranged Enemy**, but select an enemy who uses a melee attack as their primary mode of attack.

Description

Melee Enemy

X

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 invovled 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 Al 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 acount for a more nuanced, contextually-appropriate pool of results and related probability. An elder dragon at full health should simply not behave anything similar to a lurking thief hiding in the shadows; the Simple AI approach cannot take this into account.

Simple AI Outcome Table

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

Table 5: Simple AI Outcomes

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

Simple AI Targets

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

Table 6: Simple AI Targeting	
D20	Outcome
01-05	🔀 Frontline
06-07	Rearguard
08-13	🔀 Closest
14	Farthest
15-16	Strongest
18	🎦 Weakest
19	Ranged Enemy
20	Nelee Enemy

Full AI Rules

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

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

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

Advantages & When to Use

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

Limitations

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

However, creatures that are part of the *Aquilae: 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 sanke. A cockatrice lies in wait; an orc chieftain is much more likely to charge. Mimics might even be immobile, so are phyiscally 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

able 7: Combat Roles						
Role	Description					
Brute	Inflicts high damage, typically via melee attacks. Has a great deal of hit points, but possibly low defenses.					
Drute						
Soldier	Focuses on defense, usually in melee, but can also have high ranged defenses. Average health, and a variety of attack strengths.					
<u>Ct</u>	Ranged attacks are the main focus of					
	Artillery. Typically have very low hit points and/or defenses, however.					
Artillery	points and/or derenses, nowever.					
Skirmisher	Skirmishers may be average in many categories, but excel in mobility, and use this to their tactical advantage in selecting targets where they can do the most damage.					
Lurker	Most Lurkers prefer to surprise or ambush their opponents, or to remove themselves from the possibility of easy attack once battle is joined.					
Q Controller	Controllers typically have sets of abilities that allow them to force enemies into disadvantage, either by moving enemies around, or controlling the battlefield itself.					
Leader	Leaders are special creatures with sets of abilities that make them a force to be reckoned with regardless of the circumstances. Although "leader" typically indicates that the creature is in charge of others, Leader creatures may be encountered on their own.					

Combat Role Variations

The core set of seven Roles described above covers the majority of monsters and NPCs.

However, there are some types of creature that do not fit evenly into those categories. Some creatures may therefore have Role Variations.

These may apply to any of the standard Roles. So, for example, you could have an Elite Lurker, or a Solo Controller.

Table 8: Combat Role Variations					
Role Variant	Description				
T Normal	Many monsters and most NPCs fall into this category. Neither particularly powerful nor weaksauce, Normal creatures as just that: normal.				
☆ Minion	Minions are weaker than Normal creatures, and are rarely found in the absence of a ruling, more powerful, presence. Typically, Minions are encountered in groups.				
Elite	Elite creatures are powerful, flexible, and formidable enemies. A single Elite creature might rule over dozens of Minions and several Normal creatures in a complex combat encounter.				
Solo	Solo creatures are often special cases: typically discovered on their own, they usually have sufficient power and ability to represent a significant challenge in and of themselves.	Contraction of the			
Mindless	Mindless creatures do not typically think or plan their combat reactions, and simply act from a visceral, second- to-second standpoint. Most of the time, this means fighting to the death, but even Mindless creatures can make combat actions that spice things up a bit from the typical "skeleton keeps attacking the first PC they see" approach to things.				

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.

able 9: Combat Stan	ces		Role	Description
Role	Description The creature is ambushing its prey: lying in wait, hiding, or using stallth invisibility or		! Cornered	Creatures who are Cornered have few options in terms of maneuverability, either as a resul of the combat environment, and/
Ambushing	 using stealth, invisibility, or aspects of the terrain to make their presence unknown until the moment to strike is nigh. This Stance also applies to situations in which the PCs are simply unaware of the creature and are surprised by it. A Mimic that has not been detected is in an Ambushing stance. 	2 1/ 3/ 1/ 1/ 1/ 1/ 1/ 1/ 1/ 1/ 1/ 1/ 1/ 1/ 1/		or the PCs themselves. Cornered creatures cannot easily flee without substantial risk, and for many, this is when the true instinct of "fight or flight" kicks in. Some creatures become truly deadly and imposing when Cornered . A street urchin backed into an alley with no escape counts as
Unprepared	 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. This could be because the creature 		Overwhelmed	Cornered . Overwhelmed creatures are fighting against significant odds, in some combination of capability and/or simple numbers.
	is not expecting combat to occur, or because it does not have its weapons drawn or at the ready.An NPC woken from sleep, or one	1441124		Many creatures turn desperate or frightened when Overwhelmed; some turn into brutal and vicious combat machines when facing ba odds.
	with whom the PCs have merelybeen talking up until the momentone draws its sword, typicallycounts as Unprepared.	SOV(S)		A single kobold facing six PCs is Overwhelmed . Relentless creatures fight
Fresh	In most combats, creatures begin the encounter in this Stance: well-rested, at full hit points, and ready to do battle.	198.00	Relentless	with little care for odds or the environment in which they do battle.
Fresh	Creatures in this Stance neither have advantage over their enemies, or are taken by surprise by them; they are at full combat capability.			Some Relentless creatures start combat in that Stance, and some may not even change, others can end up in this Stance due to circumstances. A raging Barbarian orc chieftain
	If it is unclear which Stance applies to a combat situation, Fresh is typically a good assumption.	10.00		counts as Relentless . Mindless creatures may still take different kinds of actions in combat round-to-round, but are
	A bear encountered in the wild, which sees the PCs just as they see it, counts as Fresh .	C ANY	Mindless	not driven so much by tactics or intelligence. A skeleton warrior counts as
Bloodied	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.	N	When to Apply Ea	Mindless. .ch Stance
	A young dragon reduced to 1/5 its maximum hit points counts as Bloodied .	v F r	when to apply each Stan profile. For example, so reduced to half their max	AI profile, the circumstances of ce are described as part of that me creatures become Bloodied why kimum hit points; others do not reduced to far fewer health.

26

Flexfil & 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 (<u>https://</u> 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 thirdparty 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!

Cypes of Surge

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

Attack Surges

The creature receives the listed bonus ot 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 abililties 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—flatfooted/surprised, touch attack, melee, ranged, and so on.

Combat Surge Summary

Table 10: Combat Surges

Table 10: Compat Si		Maine Gunas
Outcome	Minor Surge	Major Surge
×	+1 Attack	\times +2 Attack
Attack	+2 Attack +3 Attack	+4 Attack +5 Attack
Main	+3 Attack	+6 Attack
	+4 Attack	+0 Attack
(+1 Attack +2 Attack	+2 Attack +4 Attack
Attack	+2 Attack	+4 Attack +5 Attack
Secondary	+4 Attack	+6 Attack
	× +1 Init; +5' Move	× +2 Init; +5' Move
Maneuver	+2 Init; +5' Move	+4 Init; +5' Move
	+3 Init; +10' Move	+5 Init; +10' Move
	 ★4 Init; +5' Move 	+7 Init; +15' Move
4	+1 impact / +1 AC	+1 impact die / +3 AC
Use / Defend	+2 impact die / +2 AC	+1 impact die / +4 AC
Derenu	+1 impact die / +3 AC	+2 impact dice / +5 AC
	+1 impact die / +4 AC	+2 impact dice / +6 AC
X	+1 impact / +1 DC / +5'	+1 impact die / +3 DC / +10'
Ability	range +2 impact die / +2 DC / +5' range	range +1 impact die / +4 DC / +15' range
	+1 impact die / +3 DC / +10' range	+2 impact dice / +5 DC / +20' range
	+1 impact die / +4 DC/ +10' range	+2 impact dice / +6 DC / +20' range
×	+1 AC; +5' Move	+2 AC; +10' Move
Flee	+2 AC; +10' Move	+4 AC; +15' Move
	+3 AC; +15' Move	+5 AC; +20' Move
	+4 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.

Cypes 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
×	 -1 Attack -2 Attack 	 -2 Attack -4 Attack
Attack	-3 Attack	-5 Attack
Main	→ -4 Attack	-6 Attack
A	🔀 -1 Attack	-2 Attack
	🔀 -2 Attack	🔀 -4 Attack
Attack Secondary	-3 Attack	-5 Attack
Secondary	-4 Attack	-6 Attack
	 -1 Init; -5' Move 	 -2 Init; -5' Move
Maneuver	-2 Init; -5' Move	-4 Init; -5' Move
	-3 Init; -10' Move	-5 Init; -10' Move
	🔀 -4 Init;	🔀 -7 Init;
	-5' Move	-15' Move
	 -1 impact / -1 AC 	-1 impact die / -3 AC
Use /	-2 impact die	-1 impact die / -4 AC
Defend	-1 impact die / -3 AC	-2 impact dice / -5 AC
	-1 impact die	-2 impact dice /
	/ -4 AC	-6 AC
1	 -1 impact / -1 DC / -5' 	-1 impact die / -3 DC / -10'
Ability	range -2 impact die	range -1 impact die
	/ -2 DC / -5' range	/ -4 DC / -15' range
	-1 impact die	-2 impact dice
	/ -3 DC / -10' range	/ -5 DC / -20' range
	-1 impact die / -4 DC/ -10'	 -2 impact dice / -6 DC / -20'
	range	range
- X	 -1 AC; -5' Move 	→ -2 AC; -10' Move
Flee	∠ -2 AC;	₩ -4 AC;
	-10' Move	-15' Move
	 -3 AC; -15' Move 	-5 AC; -20' Move
	-4 AC;	-7 AC;
	-20' Move	-25' Move

30

fl Flex Cables

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**.

FlexTable 2: Brute Role; Fresh Stance: Action

1000				Contraction of the second
ΔA	🔁 B	C 🖸	D	Outcome
01-26	01-16	01-21	01-09	Attack Main
27-31	17-18	22-23	10-14	The 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

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.

_					and the second
	ΔA	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

ΔA	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	K 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

• Dise 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**.

FlexTable 4: Soldier Role; Fresh Stance: Action

ΔA	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	7 8	92	58-62	AS/Minor Lull
93	79	93	63-67	M/Minor Lull
	-		68-75	UD/Minor Lull

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.

	and the second sec			
ΔA	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

ī	ΔA	B	C	D	Outcome
÷		Б			
	1-41	1-41	1-21	1-40	Frontline
				-	Rearguard
	42-76	42-76	22-51	-	Closest
		-		-	K 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**.

FlexTable 6: Artillery Role; Fresh Stance: Action

				Outcome
ΔA	☐ 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	7 8	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
7 9-8 3	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

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.

ΔA	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

-	-	and a	100	and the second se
ΔA	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	K _{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**.

FlexTable 8: Skirmisher Role; Fresh Stance: Action

100	100	-		
ΔA	🛆 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

Use Context

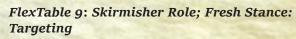
If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

C

• 🔷 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.

	the state of the state of the			
ΔA	B	C	D	Outcome
93	91	-	76-78	AB/Minor Lull
94	92-94	-	79-81	FL/Minor Lull
95-96	6 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



		the state of the		A DESCRIPTION OF THE REAL PROPERTY OF
ΔA	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	F arthest
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**.

FlexTable 10: Lurker Role; Fresh Stance: Action

ΔA	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

Use Context

If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.

C:

• 🔷 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.

ΔA	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

			and a	And the second	and the second sec
1	ΔA	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	K 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**.

FlexTable 12: Controller Role; Fresh Stance: Action

	196	-	-	
ΔA	🛆 B	🔁 C	D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-17	7-11	12-21	7-11	The 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

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.

	- 2.34	A CONTRACT OF		-	the second se
1	ΔA	🔁 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**.

FlexTable 14: Leader Role; Fresh Stance: Action

ΔA	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	7 0- 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

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**.

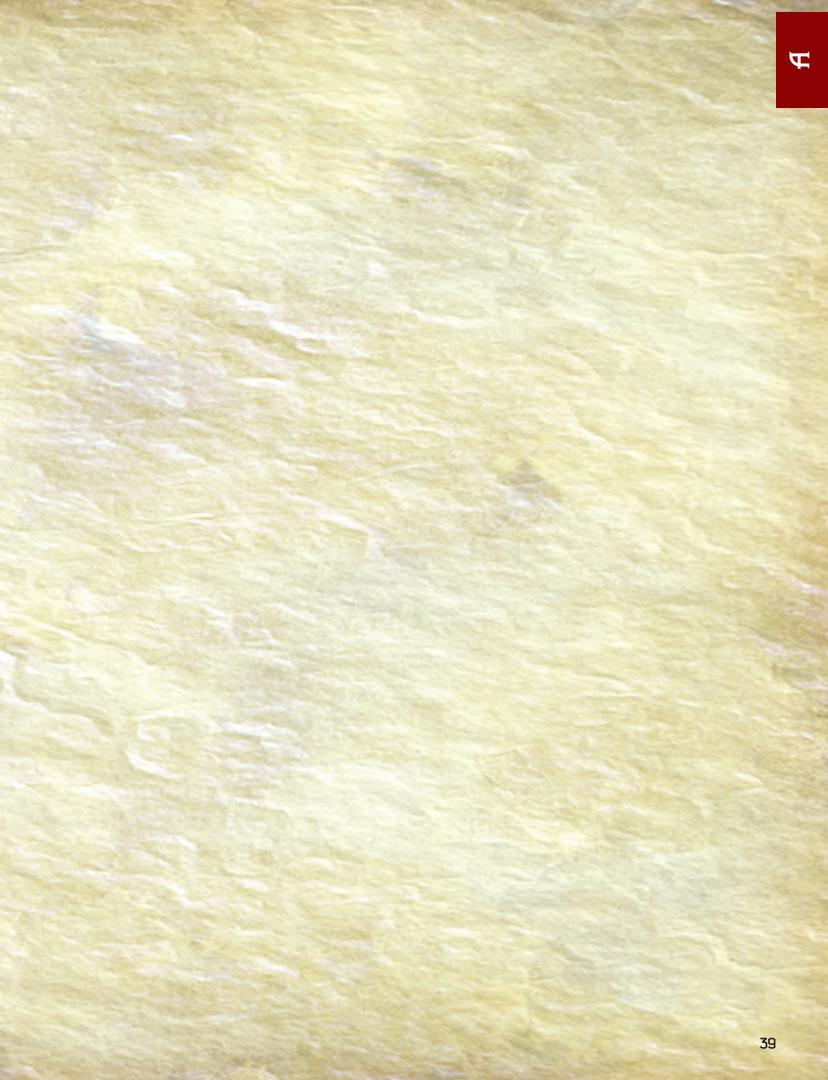
• 🔷 Use Context D:

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.

ΔA	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

		and a start of the	1.00	and the second second second
ΔA	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



Æ

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 **integrated 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.

Fieader

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.

Creasure

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.

22	237		223		22	~	See.	5	2 martin	Sealer .	and the	- Har
Аво	LE	ΠĒ	[$\widetilde{\mathcal{S}}$		
		3	× Low	,	×N	loderat	e 🔀	Adv	vanced	[× Elite	9
O Terrain					_	00	cean (Colo	d)			_	
Rarity							Rare					
						Bru	te / Norm	nal				
Organiza	tion			Sol	itary, F	air, Broo	od (3-6x)	or Sho	oal (7-19))		
							Double					
Treasure						1 (an 198		-			-	10-55
		≚ Lo	W		Node	erate	XA	dvar	nced		Elite	
Armor Class	17		-	17		•	18	0.4100.0	-	19		
Hit Points	54	al armo	or)	(natural 94	armor)	(natural 159	armo	r)	(natural 240	armor)	
	State State	- Cuvi					661			240		
Speed		-	m 60 f			المسرق	Lives she		المسال	Consentin		
Size,Type, Alignment	evil	berration	i, lawful	Huge ab evil	erration,	, lawful	Huge abe evil	erration	, lawful	lawful evi	an aberrat I	ion,
	STR	14	(+2)	STR	17	(+3)	STR	20	(+5)	STR	22 (-	+6)
	DEX	14	(+2)	DEX	10	(+0)	DEX	14	(+2)	DEX	12 (-	+1)
Ability Scores /	CON	1 16	(+3)	CON	18	(+4)	CON	20	(+5)	CON	22 (-	+6)
Saves	INT	13	(+1)	INT		(+1)	INT	17	(+3)	INT	17 (-	+3)
	WIS		(+2)	WIS		(+2)	WIS		(+4)	WIS	18 (-	-
	CHA	15	(+2)	CHA	15	(+2)	CHA	18	(+4)	CHA	18 (-	⊦4)
Saving Throws	-											
Resistances	er. (1											
Immunities	-											
Vulnerabilities			100			1995	100		-	1997		52
Senses		Percept ion 60 ft	ion +15, t.	Passive F Darkvisio	•		Passive P Darkvisio	•		Passive P Darkvisio	erception n 60 ft.	+19,
Languages	Abole	th, Aklo	, Aquan,	Underco	mmor	1						
Challenge	6			8			12			16		
Special	tentacle m	nust succeed	an aboleth's on a DC 16	Slime A createntacle mus	t succeed	on a DC 17	Slime A creat tentacle mus	t succeed	on a DC 19	tentacle mus	ure hit by an a t succeed on a	a DC 21
Abilities & Qualities	flesh trans	on save or hi form into a c over the co	clear, slimy	Constitution flesh transfo membrane o	rm into a cl	lear, slimy	Constitution flesh transfor membrane ov	m into a c	lear, slimy	flesh transfor	save or his ski m into a clear, ver the course	, slimy
Sime La	rounds. Th is soft and	tender, redu	new "flesh" ucing its	rounds. The is soft and te	creature's r nder, reduc	new "flesh" cing its	rounds. The o is soft and te	reature's nder, redu	new "flesh" cing its	rounds. The c is soft and te	reature's new nder, reducing	"flesh" g its
	it persists.	on score by 2 If the creatu	ure's flesh	Constitution it persists. If	the creatur	e's flesh	Constitution persists. If the	e creature	's flesh isn't	persists. If the	score by 6 as e creature's fle	esh isn't
	and the vie		d6 points of ites. <i>Remove</i>	isn't kept mo and the victi damage ever	n takes 1d	8 points of	kept moist, it victim takes every 10 min	1d12 poir	its of damage	victim takes 2	dries quickly 2d10 points o utes. <i>Remove</i>	f damage
	<i>disease</i> an restore an	d similar effe afflicted cre	ects can ature to	disease and s	similar effe flicted crea	cts can ture to	and similar ef	ffects can ture to no	restore an rmal, but	and similar ef	fects can rest ture to normal	ore an I, but
		nmunity to d from this at	lisease offers ttack.	normal. Imm protection fr			immunity to protection fro				disease offers om this attack	

E

Constants	🗵 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)
		•		C-CKCPL



ACHAIERAI



		🗵 Low	,	🔀 Moder	ate	🔀 Advanced	Elite		
• Terrain				Any I	and (Pla	anar; Hell)			
Q Rarity				Rare					
			Lurker / Normal						
Organization				Solitary or Flock (5-8x)					
				Standard					
Treasure									
	and the second second	Low		Moderate	×	Advanced	🔀 Elite		
Armor Class	17 (natura	l armor)	17 (natur	ral armor)	18 (nat	ural armor)	19 (natural armor)		
Hit Points	27		41		11	1	175		
Speed	50 ft.								
Size, Type, Alignment	Medium	fiend, lawful evil	Large f	iend, lawful evil	Large	e fiend, lawful evil	Huge fiend, lawful evil		
Ability Scores / Saves	STR DEX CON INT WIS CHA	13 (+1) 15 (+2) 8 (-1) 9 (-1) 12 (+1) 14 (+2)	STR DEX CON INT WIS CHA	N 12 (+1) 9 (-1) 12 (+1)	DE CO INT WI	X 16 (+3) N 16 (+3) T 13 (+1) S 16 (+3)	STR21 (+5)DEX15 (+2)CON18 (+4)INT13 (+1)WIS16 (+3)CHA17 (+3)		
Saving Throws	-		-		-				
Resistances	-								
Immunities	-								
Vulnerabilities	-								
Senses	Passive I Darkvisio	Perception +14, on 60 ft.		e Perception +14 sion 60 ft.		ive Perception +17, vision 60 ft.	Passive Perception +18, Darkvision 60 ft.		
Languages	Inferna								
Challenge	7		7		12		16		
Special Abilities & Qualities	poison da Black Cloud flesh melts a	An achaierai can exhale a and rots away. The cloud	poison of a cloud of ch erodes sanit	Constitution save DC 15, poison damage 2d6 oud of choking, toxic smoke 3x/day. All creatures within 10 feet of the acha des sanity as well as flesh, and anyone who takes damage from the black clo the victim may attempt another Constitution save to recover from the Confi		d must also make a Constitution			

flesh melts and rots away. The cloud erodes sanity as well as flesh, and anyone who takes damage from the black cloud must also make a Constitution save or become Confused. Every round, the victim may attempt another Constitution save to recover from the Confusion; otherwise it persists, lasting indefinitely until the condition is removed or the victim eventually makes her saving throw. The confusion element of a black cloud is a mind-affecting effect. This is a poison effect. Achaierais are immune to this ability.

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



Ł

ANGEL (ASTRAL DEVA)

8 9 8	

			× Low	,	\times N	/lodera	e	🔀 Advanced			🔀 Elite	
O Terrain						Planar (A	ny Goo	d-Align	ed)			
Q Rarity					Rare							
🔁 Role				Leader / Elite								
Organization				Solitary, Pair, or Squad (3-6x)								
Treasure				Double								
⊠ Low			\mathbf{x}	Moderate			➢ Advanced			× Elite		
	A CONTRACTOR OF		vv	-	WIOU	cialc		Auva	inceu			
Armor Class	20 (natura	al armo	or)	20 (natu	ral armo	r)	20 (natu	ral armo	or)	22 (natural	armor)	
Hit Points	53		/	12		/	169			240		
Speed	50 ft	. Fly	100 ft	. (God	od)							
Size, Type,	_	elestial, r			Medium celestial, neutral		Mediu	Medium celestial, neutral			Medium celestial, neutral	
Alignment	good			good			good			good		
	STR		(+4)	STR		(+5)	STR		(+5)	STR	22 (+6)	
Ability	DEX		(+4)	DE>		(+3)	DEX		(+3)	DEX	19 (+4)	
Scores /	CON		(+2) (+3)			(+4) (+3)	INT		(+4) (+3)	CON INT	20 (+5) 18 (+4)	
Saves	WIS		(+3)	WIS		(+3)	WIS		(+3)	WIS	18 (+4)	
	CHA		(+4)	CH/	1 5 Mar 1	(+4)	CHA	and the second	(+4)	CHA	20 (+5)	
Saving	_											
Throws	-	. 1		C								
Resistances Immunities			physica etrification		s excep	tevil						
Vulnerabilities	-	2010, 1 0	cumcati									
Senses	Passive Perception +16, Darkvision 60 ft.				e Percept sion 60 f			e Percep sion 60 f	tion +18, ft.	Passive P Darkvisio	Perception +20, on 60 ft.	
Languages					Truespe	ech	1000					
Challenge	7			11			15	15		18		
Special Abilities & Qualities	Truespeecl Protective feet of the 7).	All angels Aura Agains angel. Othe	can speak with st attacks made	n any creatu e or effects ions as a ma	re that has a la created by evi gic circle aga	anguage, as th I creatures, th inst evil effect	ough using a s ability prov	tongues spe ides advanta). This ability is a saving throws	always active. to anyone within 20 of 20 feet (caster level	

	🖂 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Standard	Warhammer Melee	Warhammer Melee	Warhammer Melee	Warhammer Melee
Actions	weapon attack: +6 to hit,	weapon attack: +5 to hit,	weapon attack: +4 to hit,	weapon attack: +6 to hit,
	reach 5 ft., one target.			
	Hit 1d8+11/x3 (16)	Hit 1d8+10/x3 (14)	Hit 1d8+10/x3 (14)	Hit 1d8+12/x3 (16)
	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.
	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon
	attack: +6 to hit, reach	attack: +5 to hit,	attack: +4 to hit,	attack: +6 to hit,
	5 ft., one target. Hit	reach 5 ft., one target.	reach 5 ft., one target.	reach 5 ft., one target.
	1d3+9 (11) bludgeoning	Hit 1d4+12 (14)	Hit 1d4+12 (14)	Hit 1d4+15 (18)
	damage.	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.
Logondary				

Legendary Actions Innate Spellcasting

aid (1/day); blade barrier (1/ day); continual flame (1/ day); cure wounds (3/day); detect evil and good (1/ day); (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) 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)

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) 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)

Spellcasting Possessions

+2 warhammer



ANGEL (PLANETAR)



		🗵 Lo	w	🔀 Moderat	e 🔀	Advanced	🔀 Elite		
O Terrain				Planar (any	Good-alig	ned plane)			
Q Rarity					Rare				
🔁 Role				Sc	oldier / Eli	te			
🖸 Organiza	tion			So	litary or P	air			
					Double				
		⊠ Low	\mathbf{x}	Moderate		dvanced	🖂 Elite		
Armor Class	21 (natura	al armor)	21 (natu	ral armor)	21 (natural	armor)	22 (natural armor)		
Hit Points	108		175	,	228	,	297		
Speed	30 ft	Fly 90 ft	. (Good	J)					
Size, Type, Alignment	Medium good	n celestial, neutral Large celestial, neutral good			Large cel good	estial, neutral	Large celestial, neutral good		
	STR DEX	18 (+4 18 (+4	and the second sec	20 (+5) 17 (+3)	STR DEX	20 (+5) 17 (+3)	STR 22 (+6) DEX 18 (+4)		
Ability	CON				CON	19 (+4)	CON 21 (+5)		
Scores / Saves	INT	18 (+4		18 (+4)	INT	18 (+4)	INT 20 (+5)		
Javes	WIS	20 (+5			WIS	20 (+5)	WIS 22 (+6)		
	CHA	19 (+4) CHA	19 (+4)	CHA	19 (+4)	CHA 21 (+5)		
Saving Throws	-								
Resistances				s except evil					
Immunities Vulnerabilities	- Acia, C	Cold, Petrific	ation						
Senses		Perception +1 ion 60 ft.		e Perception +20, sion 60 ft.	Passive F Darkvisio	Perception +21, on 60 ft.	Passive Perception +22, Darkvision 60 ft.		
Languages		ial, Draconic,		Discern Lies, Tru					
Challenge	9		13		17		19		
Special Abilities &							saving throws to anyone within 20 with a radius of 20 feet (caster level		
Qualities	Truespeech			e that has a language, as the , as per the spell True Seeir). This ability is always active.		
	Regeneration you still fall the attack. regeneration	on You are difficult to I unconscious when t During this round, yo on. Regeneration also	kill. You heal da heir hit points ar u cannot heal an does not restore	mage at 5 points per round e below 0). Evil weapons ar y damage and can die norm hit points lost from starvat	but you cannot d effects cause ally. Attack form ion, thirst, or suf	die as long as your reger your regeneration to stop s that don't deal hit poin focation. You can regrow	neration is still functioning (although o functioning on the round following t damage are not healed by v lost portions of you body and can t reattached wither and die normally.		

and the	🖂 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Standard	Greatsword Melee	Greatsword Melee	Greatsword Melee	Greatsword Melee
Actions	weapon attack: +6 to hit,	weapon attack: +6 to hit,	weapon attack: +5 to hit,	weapon attack: +6 to hit,
710010110	reach 5 ft., one target.	reach 10 ft., one target.	reach 10 ft., one target.	reach 10 ft., one target.
	Hit 1d8/19-20 (8)	Hit 3d6+15/19-20 (26)	Hit 3d6+15/19-20 (26)	Hit 3d6+18/19-20 (28)
	slashing damage.	slashing damage.	slashing damage.	slashing damage.
	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon
	attack: +6 to hit, reach	attack: +6 to hit, reach	attack: +5 to hit, reach	attack: +6 to hit, reach
	5 ft., one target. Hit	10 ft., one target.	10 ft., one target.	10 ft., one target.
	1d4+9 (12) bludgeoning	Hit 1d6+12 (16)	Hit 1d6+12 (16)	Hit 1d6+15 (18)
	damage.	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.
I see a deserve				

Legendary Actions Innate Spellcasting

Spellcasting

Cleric (CL 6th): 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

blade barrier (1/day);

charm monster (mass)

good (1/day); (1/day);

(1/day); dispel magic

day); flame strike (1/

(1/day); earthquake (1/

day); (1/day); invisibility

word stun (1/day); raise

dead (1/day); remove

curse (1/day); lesser

(self only) (1/day); power

restoration (1/day); speak

with dead (1/day); true

seeing (1/day)

(1/day); continual flame (1/day); detect evil and

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)

Cleric (CL 8th):

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

blade barrier (3/day); charm monster (mass) (1/day); continual flame (5/day); detect evil and good (5/day); (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)

Cleric (CL 12th): 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 blade barrier (3/day); charm monster (mass) (1/day); continual flame (at will); detect evil and good (at will); (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)

Cleric (CL 16th):

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 +3 holy greatsword

Possessions +3 holy greatsword

+3 holy greatsword

+3 holy greatsword

ANGEL (SOLAR)



		🔀 Lov	N	\times N	/lodera	te >	Advanced		× Elite	
O Terrain				Pla	nar (any	Good-alig	gned plane)			
Q Rarity						Rare				
🖸 Role					Le	eader / Eli	te			
🖸 Organizat	tion				So	litary or P	lair			
Treasure						Double				
1.1	Þ	🗵 Low 🛛 🖂 Moderate					Advanced	×	🔀 Elite	
Armor Class	23		23			23		23		
		l armor)		al armo	or)		l armor)		armor)	
Hit Points	150		225			303		376		
Speed	35 ft.	ft. Fly 100 ft. (Good)								
Size, Type, Alignment	Medium good	celestial, neutra	l Large o good	elestial,	neutral	Large ce good	lestial, neutral	Large cel good	estial, neutral	
	STR	19 (+4)	STR	21	(+5)	STR	21 (+5)	STR	21 (+5)	
A L.:!:	DEX	19 (+4)	DEX		(+3)	DEX	17 (+3)	DEX	17 (+3)	
Ability Scores /	CON	. ,	CON		(+6)	CON	22 (+6)	CON	22 (+6)	
Saves	INT	18 (+4)	INT		(+4)	INT	18 (+4)	INT	18 (+4)	
	WIS	20 (+5)	WIS		(+5)	WIS	20 (+5)	WIS	20 (+5)	
Saving	CHA	20 (+5)	CHA	20	(+5)	CHA	20 (+5)	CHA	20 (+5)	
Throws	-		-							
Resistances		city, all physic		s excep	t epic ar	id evil				
Immunities	Acid, C	old, Petrificat	ion							
Vulnerabilities	- Dassive I	Perception +19,	Dassive	Dercent	ion +20,	Dassival	Perception +21,	Dossive D	Perception +22,	
Senses	Darkvisio			sion 60 f		Darkvisi	•	Darkvisio		
Languages		al, Draconic, I		Discern	Lies, Tri					
Challenge	10		14			18		22		
Special Abilities &							es advantage to AC and t be of invulnerability, bot			
Qualities	Truespeech						ngues spell (caster level	7). This ability is	s always active.	
	Regeneration (although yo following the regeneration reattach sev Slaying Arrow	bu still fall unconscious e attack. During this ro n. Regeneration also do rered limbs or body par w A solar's bow needs	II. You heal dar when their hit und, you canno es not restore ts if they are bu no ammunition	nage at 15 p points are b ot heal any d hit points lo rought toget n, and autom	oints per roun elow 0). Evil v amage and car st from starvat her within 1 h atically create	d, but you canno eapons and effe die normally. A ion, thirst, or su our of severing.	ability. ot die as long as your regenera ttack forms that don't di ffocation. You can regro Severed parts that are no ying of the solar's choic	tion to stop fun eal hit point dar w lost portions ot reattached wi	ctioning on the round nage are not healed by of you body and can	
and the second	Change Shap	pe Can change own sha	ape, per the alt	er self spell,	at will.		Start Bash			

	🖂 Low	🖂 Moderate	🔀 Advanced	🔀 Elite
Standard	Composite Longbow	Composite Longbow	Composite Longbow	Composite Longbow
Actions	Ranged weapon attack:	Ranged weapon attack:	Ranged weapon attack:	Ranged weapon attack:
Actions	+5 to hit, one target.	+3 to hit, one target.	+3 to hit, one target.	+4 to hit, one target. Hit
	Hit 1d8x3 (1) piercing	Hit 2d6x3 (1) piercing	Hit 2d6x3 (1) piercing	2d6+14/x3 (21) piercing
	damage.	damage.	damage.	damage.
	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon	Greatsword Melee
	attack: +5 to hit,	attack: +7 to hit, reach	attack: +6 to hit, reach	weapon attack: +6 to hit,
	reach 5 ft., one target.	10 ft., one target.	10 ft., one target.	reach 10 ft., one target.
	Hit 1d4+10 (12)	Hit 1d6+13 (16)	Hit 1d6+13 (16)	Hit 3d6+18/19-20 (28)
	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.	slashing damage.
	Greatsword Melee	Greatsword Melee	Greatsword Melee	Slam Melee weapon
	weapon attack: +5 to hit,	weapon attack: +7 to hit,	weapon attack: +6 to hit,	attack: +6 to hit, reach
	reach 5 ft., one target.	reach 10 ft., one target.	reach 10 ft., one target.	10 ft., one target.
	Hit 2d6+12/19-20 (19)	Hit 3d6+16/19-20 (26)	Hit 3d6+17/19-20 (28)	Hit 1d6+13 (16)
	slashing damage.	slashing damage.	slashing damage.	bludgeoning damage.
Logondony				

Legendary **Actions** Innate Spellcasting

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)

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)

Spellcasting

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

Cleric (CL 8th):

Cleric (CL 12th):

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

(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)

Cleric (CL 16th):

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

aid (3/day); animate objects 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)

L

Cleric (CL 20th):

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

Possessions

full plate +2; greatsword +2; composite longbow +2

ANKHEG



		🔀 Low	/ 🔀 Moderate		e >	Advanced		× Elite	
Q Terrain				-	Tempera	te or Wa	rm Plains		
Q Rarity					(Commor	1		
🔁 Role					Brı	ite / Nori	mal		
🖸 Organiza	tion			S	olitary, F	air, or N	est (3-6x)		
					I	ncidenta	I		
	[⊠ Low	Mod	Advanced	×	Elite			
Armor Class	15 (natur	al armor)	16 (natur	ral armo	r)	17 (natura	l armor)	17 (natural	armor)
Hit Points	24		59			117		194	
Speed	30 ft	. Burrow 20	O ft.						
Size, Type, Alignment	Large n unalign	nonstrosity, ed	0	Large monstrosity, unaligned		Large monstrosity, unaligned		Huge mo unaligned	onstrosity,
Ability Scores / Saves	STR DEX CON INT WIS CHA	1 15 (+2) 1 (-5) 11 (+0)	STR DEX CON INT WIS CHA	8 N 15 1 11	(+2) (-1) (+2) (-5) (+0) (-3)	STR DEX CON INT WIS CHA	18 (+4) 12 (+1) 18 (+4) 3 (-4) 15 (+2) 8 (-1)	STR DEX CON INT WIS CHA	20 (+5) 10 (+0) 20 (+5) 3 (-4) 15 (+2) 8 (-1)
Saving Throws	-								
Resistances Immunities									
Vulnerabilities									
Senses	+10, Da	Perception arkvision 60 ft., sense 60 ft.	+10, D	e Percept Parkvision rsense 60	60 ft.,	+16, Da	Perception rkvision 60 ft., ense 60 ft.	+17, Dar	Perception kvision 60 ft., ense 60 ft.
Languages	-		0			10		16	
Challenge	3		8			12		16	
Special Abilities &	Saving Thr Dexterity I	DC 14	Saving Th Dexterity	DC 15		Saving Thro Dexterity D	C 18	Saving Throw Dexterity DC	20
Qualities		Recharge 6. The ankheg sp		line that is 30			that it has no creature g	Damage 5d6 appled. Each cr	
Special	Damage 1	xterity saving throw, takin d4	Damage		save, or mail as	Damage 2d		Damage 2d6	
Abilities & Qualities	Acid Bit	e An Ankheg's bite d	loes addit	ional acid	damage.				

Standard ActionsBite Melee weapon attack: +3 to hit, reach 5Bite Melee weapon attack: +2 to hit, reach 5Bite Melee weapon attack: +5 to hit, reachBite Melee weapon attack: +5 to hit, reach	🖂 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
(8) piercing damage. (11) piercing damage. (attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4	attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4	attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing	attack: +4 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing



ANT (GIANT)



		🔀 Low			×M	oderate	e 🔀	Advanced	[× Elite
O Terrain							Any			
Q Rarity						C	Common			
🔁 Role						Sold	ier / Min	ion		
🖸 Organizat	tion			Solitar	y, Pair, Ga	ing (3-6	x), or Hi	ve (7-18x plus	s others)	
Treasure			None							
		× Lo	W	\mathbf{X}	Mode	rate	🖂 Advanced 🛛 🖂 Elite			
Armor Class	16 (natura	al armo	r)	16 (natur	al armor)		18 (natural		18 (natural	armor)
Hit Points	26			71			145		232	
Speed	50 ft	. Clin	1b 20	ft. Fly	30 ft.	(Good	d)			
Size, Type, Alignment	Medium unaligne	n vermin ed	,	Mediu unaligr	m vermin, 1ed		Medium unaligned		Large ver	min, unaligned
Ability Scores / Saves	STR DEX CON INT WIS CHA	12 18 10 15	(+3) (+1) (+4) (+0) (+2) (+1)	STR DEX CON INT WIS CHA	N 18 10 15	(+1) (+4) (+0) (+2)	STR DEX CON INT WIS CHA	18 (+4) 17 (+3) 20 (+5) 10 (+0) 18 (+4) 17 (+3)	STR DEX CON INT WIS CHA	20 (+5) 16 (+3) 22 (+6) 10 (+0) 18 (+4) 17 (+3)
Saving Throws Resistances	-									
Immunities Vulnerabilities	- psychi -	с								
Senses		Percept ion 60 ft	ion +12, t.		e Perceptio sion 60 ft.	n +12,	Passive Perception +14, Darkvision 60 ft.		Passive P Darkvisio	erception +14, n 60 ft.
Languages Challenge	2	Sin .		6			10		14	
Special Abilities & Qualities	Saving Thro Constitution Poison Stir healed in fu	n DC 16	ave Constituti ng rest or wit	Saving Th Constitut on; frequenc h any magica	on DC 17 y 1/round for 4	rounds; effec	Saving Throw Constitution at 1d2 Strength	DC 19	Saving Throw Constitution ed; cure 1 save.	

	🖂 Low	🗵 Moderate	🗵 Advanced	🔀 Elite
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage. Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.
Legendary Actions				

Actions Innate Spellcasting Spellcasting

ANT (QUEEN)



		🔀 Low		,	×N	loderat	e 🏼 🎽	Advanced	[× Elite
O Terrain							Any			
Q Rarity							Common			
🔁 Role						Sol	dier / Mir	iion		
Crganizat	tion			Solitary	, Pair, C	Gang (3-	бх), or Hi	ve (7-18x plus	others)	
			None							
	5	× Lo	W	\mathbf{X}	Mode	erate	🖂 Advanced 🛛 🔀 Elite			
America Class	17	223		17			18		18	
Armor Class	(natura	al armo	r)	(natur	al armo	r)	(natura	l armor)	(natural	armor)
Hit Points	25			106			177		264	
Speed	10 ft					-				
Size,Type, Alignment	Large ve	ermin, un	aligned	Large v	ermin, ur	naligned	Large ve	rmin, unaligned	Huge ver	min, unaligned
Ability Scores / Saves	STR DEX CON INT WIS CHA	10 20 10 15	(+4) (+0) (+5) (+0) (+2) (+1)	STR DEX CON INT WIS CHA	10 1 20 10 15	(+4) (+0) (+5) (+0) (+2) (+2)	STR DEX CON INT WIS CHA	20 (+5) 14 (+2) 22 (+6) 10 (+0) 18 (+4) 18 (+4)	STR DEX CON INT WIS CHA	22 (+6) 12 (+1) 24 (+7) 10 (+0) 18 (+4) 18 (+4)
Saving Throws	-		()			()				10 (11)
Resistances	-									
Immunities	psychi	с								
Vulnerabilities	- Passive	Percepti	on +12,	Passive	Percepti	on +12.	Passive	Perception $+14$.	Passive P	Perception +14,
Senses		on 60 ft			ion 60 ft			Passive Perception +14, Darkvision 60 ft.		on 60 ft.
Languages	-			0			10		16	
Challenge	2			8			12		16	
Special Abilities & Qualities		n DC 17 g - injury; sa	ave Constitutions or with		on DC 18 1/round for	4 rounds; eff	Saving Thro Constitution ect 1d3 Strengt		Saving Throw Constitution d; cure 1 save.	DC 22

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

Spellcasting Spellcasting

Possessions

ANT (WORKER)



		🗵 Low	,	🔀 Moderat	e 🏼 🎽	Advanced	🔀 Elite
? Terrain					Any		
Q Rarity				(Common	I	
过 Role				Solo	dier / Mir	nion	
Organiza	tion		Solitary	v, Pair, Gang (3-6	5x), or H	ve (7-18x plus	s others)
Treasure					None		
		⊠ Low	\mathbf{X}	Moderate	\mathbf{X}	Advanced	× Elite
Armor Class	15	de la sur	15	A STATE A	17		17
		al armor)		al armor)		l armor)	(natural armor)
Hit Points	19		56		115		209
Speed	50 f	t. Climb 20	ft.	a arto			
Size, Type, Alignment	Mediur unalign	n vermin, ed	Mediur unalign	n vermin, ed	Medium unaligne		Large vermin, unaligned
	STR	12 (+1)	STR	12 (+1)	STR	16 (+3)	STR 18 (+4)
A 1 - 11-	DEX	8 (-1)	DEX	9 (-1)	DEX	14 (+2)	DEX 12 (+1)
Ability Scores /	CON	1 15 (+2)	CON	1 15 (+2)	CON	18 (+4)	CON 20 (+5)
Saves	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT 10 (+0)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS 15 (+2)
	CHA	9 (-1)	CHA	9 (-1)	CHA	13 (+1)	CHA 13 (+1)
Saving Throws	-				-		
Resistances	-			Carlos and			
Immunities	psych	ic					
Vulnerabilities	-			100 C			
Senses		Perception +10, ion 60 ft.		Perception +10, ion 60 ft.		Perception +12, on 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-		~		10		14
Challenge	2		6		10		14
Standard Actions	attack: ft., one	elee weapon +2 to hit, reach 5 target. Hit 1d6+3 reing damage.	attack: ft., one	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.		ee weapon 4 to hit, reach e target. Hit 10) piercing	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.
Legendary Actions	-				U		
Innate Spellcasting							

State The	🗵 Low	🗵 Moderate	🔀 Advanced	× Elite	Æ
Spellcasting -					
Possessions -					
			Charles States		
- Contraction					
Contraction of the local distance					
	25 8				
					-
and the second	the states				
	(Barrisson)				
	State -				
- Alter					50
					59

APE (DIRE)



		🔀 Low		🔀 Moderat	e 🔀 Adva	anced	🔀 Elite		
9 Terrain				Wa	rm Forests				
Rarity				Uı	ncommon				
🔁 Role				Bru	te / Normal				
Organizat	tion	Solitary, Pair, or Troop (3-6x)							
Treasure				lı	ncidental				
		⊠ Low	Moderate Advanced				🔀 Elite		
Armor Class	15 (natur	al armor)	15 (natu	ral armor)	17 (natural armor)		17 natural armor)		
Hit Points	29		56		114	-	191		
Speed	30 f	t. Climb 30	ft.						
Size, Type, Alignment	Large b	east, unaligned	Large	beast, unaligned	Large beast, unali	gned ⊢	luge beast, unaligned		
Ability Scores / Saves	STR DEX CON INT WIS CHA	1 14 (+2) 1 (-5) 10 (+0)	STR DEX CON INT WIS CH/	(13 (+1) N 14 (+2) 1 (-5) 5 10 (+0)	WIS 14	(+3) [(+3) ((-5) (+2) \	STR 22 (+6) DEX 15 (+2) CON 19 (+4) NT 4 (-3) WIS 14 (+2) CHA 9 (-1)		
Saving Throws Resistances Immunities Vulnerabilities	CHA	(-)		A 5 (-3)	CHA 9		CHA 9 (-1)		
Senses		Perception +10, ion 60 ft.		e Perception +10, ision 60 ft.	Passive Perceptio Darkvision 60 ft.		Passive Perception +17, Darkvision 60 ft.		
Languages Challenge	4		8		12	1	16		
Standard Actions	attack: 10 ft., o 1d8+4 damage Claw M attack: 10 ft., o	elee weapon +4 to hit, reach one target. Hit (8) slashing	attack: ft., one (12) p Claw M attack: ft., one	Ielee weapon : +3 to hit, reach 10 e target. Hit 2d6+5 iercing damage. Melee weapon : +3 to hit, reach 10 e target. Hit 1d8+5 lashing damage.	Bite Melee weapo attack: +5 to hit, 10 ft., one target. 2d6+7 (14) piero damage. Claw Melee weap attack: +5 to hit, 10 ft., one target. 1d8+7 (12) slash damage.	reach a Hit 1 ing 3 d on C reach a Hit 1 ing 2	Site Melee weapon ttack: +5 to hit, reach 5 ft., one target. Hit d6+10 (20) piercing amage. Claw Melee weapon ttack: +5 to hit, reach 5 ft., one target. Hit d6+10 (17) slashing amage.		

CO TEN	🖂 Low	🖂 Moderate	🗵 Advanced	× Elite
Legendary				
Actions				
Innate - Spellcasting				
Spellcasting -				
Possessions -				
POSSESSIONS				
		Element of the		
			and the second	
				and the second
	ALL STREET			
	and the states			
				State 1 State
	States -			
				61

APE (GORILLA)

Æ

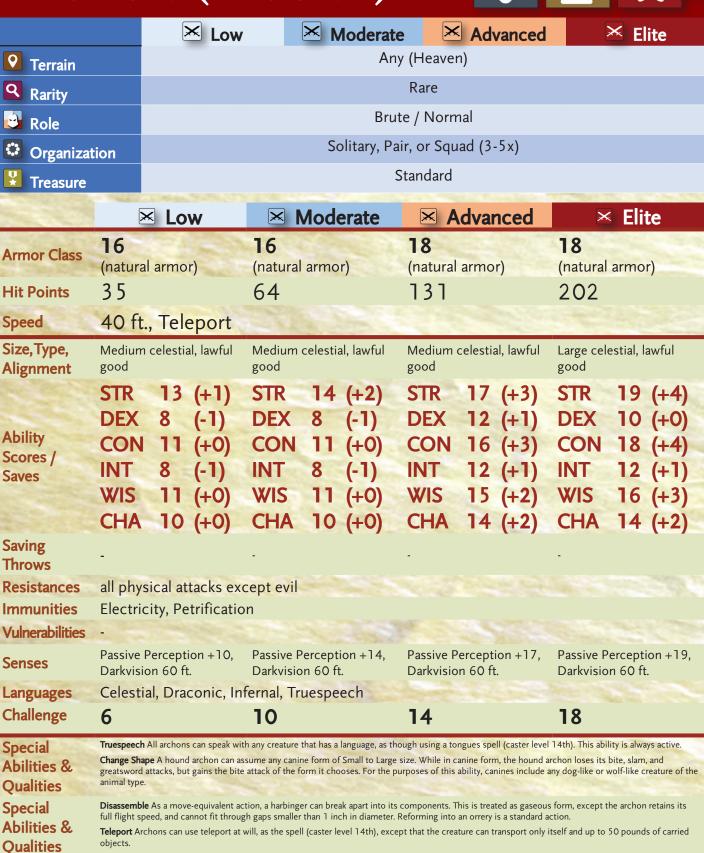
Ape	(C	ORII	LLA)			A		
		🔀 Low	,	🔀 Moderate	e 🔀	Advanced		× Elite	
• Terrain				Wa	rm Fores	ts			
Q Rarity			Uncommon						
🔁 Role				Brut	te / Norn	nal			
Organizat	tion			Solitary, Pa	ir, or Tro	op (3-6x)			
				Ir	ncidental				
	5	× Low		Moderate		dvanced	×	Elite	
	15		15	VIUUEIALE	16	uvanceu	16		
Armor Class		al armor)		l armor)		armor)	(natural	armor)	
Hit Points	18		48	,	102	,	167	,	
Speed	30 ft	. Climb 30	ft.						
Size, Type, Alignment	Large b	east, unaligned	Large be	ast, unaligned	Large bea	ast, unaligned	Huge bea	ist, unaligned	
	STR	13 (+1)	STR	14 (+2)	STR	18 (+4)	STR	20 (+5)	
A 1 -1-	DEX	13 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX	15 (+2)	
Ability Scores /	CON		CON		CON	16 (+3)	CON	18 (+4)	
Saves	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)	
Saving	CHA	5 (-3)	CHA	5 (-3)	CHA	9 (-1)	CHA	9 (-1)	
Throws Resistances	-			19 7 - 1 9 (197					
Immunities	-								
Vulnerabilities	- 2			1					
Senses		Perception +10, ion 60 ft.		Perception +10, on 60 ft.	Passive F Darkvisic	Perception +16, on 60 ft.	Passive P Darkvisio	erception +17, n 60 ft.	
Languages	-		0				10		
Challenge	3		8		11		13		
Standard Actions	attack: - 10 ft., o	elee weapon +2 to hit, reach one target. Hit (6) bludgeoning	attack: + ft., one t	elee weapon 2 to hit, reach 10 arget. Hit 1d8+4 geoning damage.	attack: + 10 ft., on	lee weapon 5 to hit, reach 1e target. Hit 12) bludgeoning	attack: +4 15 ft., on Hit 2d6+	•	
Legendary Actions Innate									

62

Spellcasting

a sure of	🗵 Low	🗵 Moderate	🖂 Advanced	🔀 Elite
Spellcasting -				
Possessions				and the second second
			Charles and the second	
A CONTRACTOR		AND		
			and the second s	
	333			
			Carlos and the	

ARCHON (HOUND)



	🖂 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
Special	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
Actions	of an archon must succeed or and saves for 24 hours or unt	aura surrounds archons that figh n a Wisdom save to resist its ef il they successfully hit the arch iffected again by the same archo	fects. Those who fail are at dis on that generated the aura. A c	advantage on attacks, AC,
Standard Actions	Greatsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d619-20 (1) slashing damage.	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d619-20 (1) slashing damage.	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7/19-20 (14) slashing damage.	Greatsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-20 (14) slashing damage.
	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.
	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.
Legendary Actions				0
Innate Spellcasting	continual flame (at will); message (at will); teleport at will)	continual flame (at will); message (at will); teleport at will)	continual flame (at will); message (at will); teleport at will)	continual flame (at will); message (at will); teleport at will)
Spellcasting				
Possessions	Greatsword	Greatsword	Greatsword	Greatsword

Archon (Lantern)

		Z	≺ Low		⊠ Moo	lerate	×	Advanced	1	× Elite
O Terrain						Any (H	leaver	1)		
Q Rarity						Ra	are			
Role						Artillery	/ Min	ion		
🖸 Organiza	tion				Solita	iry, Pair, c	or Squ	ad (3-6x)		
		None								
C. Store				×	Modera	to		dvanced	5	Elite
a contra	15		vv	15	MOUCIA	1		avancea	18	
Armor Class	(natura	armo	r)		l armor)			armor)		armor)
Hit Points	11			39		9	2		150	
Speed	Fly 60) ft. (Perfec	t), Tel	eport					
Size, Type,	Small ce			Small ce	elestial, lawfu			estial, lawful		celestial, lawful
Alignment	good	_		good			ood	a (1)	good	7 (0)
	STR	1	(-5)	STR	1 (-		TR	3 (-4)	STR	7 (-2)
Ability	DEX	9	(-1)	DEX			EX	15 (+2)	DEX	14 (+2)
Scores /	CON	10 4	(+0) (-3)	CON INT	10 (+ 4 (-)		ON NT	14 (+2) 8 (-1)	CON INT	17 (+3) 8 (-1)
Saves	WIS	9	(-7)	WIS	9 (-		VIS	13 (+1)	WIS	8 (-1) 13 (+1)
	CHA	8	(-1)	CHA	8 (-		HA	12 (+1)	CHA	12 (+1)
Saving			()	CI II I				()		
Throws	-									
Resistances Immunities			tacks ex trificatio							
Vulnerabilities	-	itty, Pe	inncalic							
Senses	Passive F				Perception -			erception +15,		Perception +16,
	Darkvisio				on 60 ft.		arkvisio	n 60 ft.	Darkvisio	on 60 ft.
Languages Challenge	2	ai, Did	come, m	6	ruespeech		0		14	
Special		All archons	can speak wit		e that has a langu			ngues spell (caster lev		ility is always active.
Abilities &										50 pounds of carried
Qualities	Centelt	ing land		con from 1	anthor C	ب المتريمة ال	tion b			at is more
Special Abilities & Qualities	powerful has all the	than the powers	individual and abilitie	archons the es of a Larg	at make up its e air element	a parts. Look al plus the fo	king like ollowing	coming a single L a whirlwind of da g: archon, good, a al Lantern Archor	ancing firefly nd lawful sul	lights, the gestalt otypes; archon
								l lantern archons		

divided evenly among them; if it had less than 9 hit points, some of the component archons die when the gestalt ends.

	🖂 Low	🗵 Moderate	🗵 Advanced	🔀 Elite
Special	Saving Throw Wisdom DC 12	Saving Throw Wisdom DC 13	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 28
Abilities & Qualities	of an archon must succeed or and saves for 24 hours or unt	ura surrounds archons that figh n a Wisdom save to resist its ef il they successfully hit the arch ffected again by the same archo	fects. Those who fail are at dist on that generated the aura. A c	advantage on attacks, AC,
Standard	Light Ray Ranged weapon attack: -1 to hit, one	Light Ray Ranged weapon attack: +0 to hit, one	Light Ray Ranged weapon attack: +3 to hit,	Light Ray Ranged weapon attack: +2 to hit, one
Actions	target. Hit 1d6 (4) radiant damage.	target. Hit 2d6 (8) radiant damage.	one target. Hit 4d6 (12) radiant damage.	target. Hit 6d6 (18) radiant damage.
Special	Radiant Damage 1d6	Radiant Damage 2d6	Radiant Damage 4d6	Radiant Damage 6d6
Actions	Light Ray A lantern archon ca This attack overcomes damag	n fire beams of light to damage ge reduction of any type.	foes. These light rays have a n	naximum range of 30 feet.
Legendary Actions	•			
Innate	aid (at will); continual	aid (at will); continual	aid (at will); continual	aid (at will); continual
Spellcasting	flame (at will); detect evil and good (at will); teleport (1/day)	flame (at will); detect evil and good (at will); teleport (3/day)	flame (at will); detect evil and good (at will); teleport (5/day)	flame (at will); detect evil and good (at will); teleport (at will)
Spellcasting	-			
Possessions				

ARCHON (TRUMPET)

			🗵 Low	/	🔀 Modera	te	Advanced		× Elite
Q Terrain			Any (Heaven)						
Q Rarity						Rare			
					Lea	der / Nor	mal		
Organizat	tion				Solitary, P	air, or Su	qad (3-5x)		
		Standard							
Treasure									
1. 1. 10		× Lo	W		Moderate		Advanced		Elite
Armor Class	19 (natura	Jarma	orl	19	al armor)	19	l armor)	21 (natural	armor
Hit Points	54	aranno	01)	126	ar armor)	187	ii arrior)	268	armor
Speed		Elv	90 ft		, Teleport	107		200	
Size, Type,	Small ce				celestial, lawful	Madium	celestial, lawful	Madiuma	celestial, lawful
Alignment	good	elestial,	Idwiui	good	i Celestial, lawiul	good	Celestial, lawrui	good	leiestiai, iawiui
	STR	14	+ (+2)	STR	17 (+3)	STR	17 (+3)	STR	20 (+5)
a Lala-	DEX	18	(+4)	DEX	15 (+2)	DEX	15 (+2)	DEX	18 (+4)
Ability Scores /	CON	18	(+4)	CON	20 (+5)	CON	20 (+5)	CON	22 (+6)
Saves	INT		· (+2)	INT	14 (+2)	INT	14 (+2)	INT	17 (+3)
	WIS		(+3)	WIS	17 (+3)	WIS	17 (+3)	WIS	19 (+4)
Coving	CHA	15	(+2)	CHA	15 (+2)	CHA	15 (+2)	CHA	18 (+4)
Saving Throws	-			-		-		-	
Resistances	all phy	sical a	ttacks ex	cept evi					
Immunities	Electri	city, P	etrificatio	on					
Vulnerabilities	- Passivo	Dercon	tion 16	Daccivo	Perception + 17	Paccino	Percention + 19	Passivo D	arcantion + 20
Senses	Darkvisi		tion +16, ft.		Perception +17, on 60 ft.		Perception +18, on 60 ft.	Darkvisio	erception +20, n 60 ft.
Languages	_	ial, Dra	aconic, Ir		ruespeech	22.2			
Challenge	6	10				14		18	
Special Abilities &	Teleport Ar				e that has a language, as t ell (caster level 14th), ex				
Qualities	objects.								
Special	Saving Thro Constitutio			Saving Thro Constitutio		Saving Thro Constitution		Saving Throw Constitution [DC 22
Abilities & Qualities	paralyzed	d for 1d		ne archon c	rithin 100 feet of th an also command it ess metal.				

	A second s		a characteristic state and	
	🗵 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
Special Abilities & Qualities	of an archon must succeed on and saves for 24 hours or unti	Saving Throw Wisdom DC 19 nura surrounds archons that figh n a Wisdom save to resist its eff il they successfully hit the archo	fects. Those who fail are at disa on that generated the aura. A cu	advantage on attacks, AC,
		ffected again by the same archo		
Standard Actions	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-20 (8) slashing damage.	Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+11/19-20 (18) slashing damage.	Greatsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+11/19-20 (18) slashing damage.	Greatsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+14/19-20 (21) slashing damage.
Legendary Actions	•			
Innate Spellcasting	aid (3/day); continual flame (3/day); detect evil and good (3/day); message (3/day); teleport (1/day)	aid (3/day); continual flame (3/day); detect evil and good (3/day); message (3/day); teleport (2/day)	aid (3/day); continual flame (3/day); detect evil and good (3/ day); message (3/day); teleport (3/day)	aid (3/day); continual flame (3/day); detect evil and good (3/day); message (3/day); teleport (3/day)
Spellcasting	Cleric (CL 8th): <i>heal; dispel evil and</i> <i>good; plane shift;</i> <i>daylight; protection</i> <i>from energy; lesser</i> <i>restoration; bless; cure</i> <i>wounds(2); divine favor;</i> <i>sanctuary; shield of faith;</i> <i>detect magic; purify food</i> <i>and drink</i>	Cleric (CL 12th): 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	Cleric (CL 14th): 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	Cleric (CL 18th): 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;
Possessions	+3 greatsword	+3 greatsword	+3 greatsword	+3 greatsword

ASSASSIN VINE



		×	Low	🔀 Modera	ite 🗵	Advanced	× Eli	te		
O Terrain				Terr	perate Fore	ests				
Q Rarity				l	Jncommon					
🔁 Role			Lurker / Normal							
🖸 Organiza	tion		Solitary, Pair, or Patch (3-6x)							
					Incidental					
	[× Low	×	Moderate	× Ac	dvanced	× Elite			
Armor Class Hit Points	15 (natura 23	al armor)	15	ural armor)	16 (natural a	armor)	17 (natural armor 178)		
					108		170			
Speed	5 ft.					1000				
Size,Type, Alignment	Large p	lant, unaligne	ed Large	plant, unaligned	Large plan	t, unaligned	Huge plant, unali	gned		
Ability Scores / Saves Saving Throws Resistances Immunities	STR DEX CON INT WIS CHA - Cold psychi	1 14 (+ 10 (+ 11 (+ 7 (-)	1) DE) -2) CO -0) INT -0) WIS 2) CH	K 8 (-1) N 14 (+2) 10 (+0) 5 11 (+0)	DEX CON INT WIS CHA	20 (+5) 12 (+1) 17 (+3) 10 (+0) 15 (+2) 11 (+0) stunned	DEX10CON19INT10WIS15	(+6) (+0) (+4) (+0) (+2) (+0)		
Vulnerabilities Senses Languages	+10, Bl	Perception indsight 30 f ion 60 ft.	ft., +10,	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.		erception sight 30 ft., 1 60 ft.	Passive Perceptic +12, Blindsight 3 Darkvision 60 ft.	0 ft.,		
Challenge	4		8		12		16			
Special Abilities & Qualities Special Abilities & Qualities	it before	it attacks for	the first time.	oks like a normal plar ee action, cause plant				to notice		

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

Æ

ATHACH



	🔀 Low		,	➢ Moderat	e 🏼 🎽	Advanced	🔀 Elite	
O Terrain	9 Terrain		Cold or Temperate Hills					
Rarity		Rare						
Role		Brute / Elite						
Organization		Solitary, Gang (2-4x), or Tribe (7-12x)						
Treasure		Standard						
	[× Low	w 🖂 Moderate		🖂 Advanced		× Elite	
Armor Class	19 (natural armor)		19 (natural armor)		19 (natural armor)		20 (natural armor)	
Hit Points	53		110		158		241	
Speed	50 ft			Carlotto -				
Size,Type, Alignment	Large h evil	umanoid, chaotic	Huge humanoid, chaotic evil		Huge humanoid, chaotic evil		Huge humanoid, chaotic evil	
Ability Scores / Saves	STR DEX CON INT WIS CHA	5 (-3) 10 (+0)	STR DEX CON INT WIS CHA	20 (+5) 5 (-3) 10 (+0)	STR DEX CON INT WIS CHA	23 (+6) 11 (+0) 20 (+5) 5 (-3) 10 (+0) 4 (-3)	STR 25 (+7) DEX 16 (+3) CON 22 (+6) INT 9 (-1) WIS 14 (+2) CHA 8 (-1)	
Saving Throws	-	. (-)						
Resistances	Cold							
Senses		Passive Perception +10, Darkvision 60 ft.		Passive Perception +10, Darkvision 60 ft.		Perception +15, on 60 ft.	Passive Perception +18, Darkvision 60 ft.	
Languages	Giant	t set to the set of the						
Challenge	6	5		10			18	
Special Abilities & Qualities	Constitution Poison Bite			Saving Throw Constitution DC 19 n; Onset immediate; Maximum Duration I minute); Stage 3 4d6 poison damage a			Saving Throw Constitution DC 22 and 1d6 Poison damage; Stage 2	

	🖂 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.	Mace, Heavy Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.	Mace, Heavy Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.	Mace, Heavy Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage.
	Rock Ranged weapon	Rock Ranged weapon attack:	Rock Ranged weapon	Rock Ranged weapon attack:
	attack: +3 to hit, one	-1 to hit, one target. Hit	attack: -1 to hit, one	+3 to hit, one target. Hit
	target. Hit 2d6+13 (20)	2d6+16 (23) bludgeoning	target. Hit 2d6+16 (23)	2d6+19 (26) bludgeoning
	bludgeoning damage.	damage.	bludgeoning damage.	damage.
	Shielden Melee weapon	Shielden Melee weapon	Shielden Melee weapon	Shielden Melee weapon
	attack: +7 to hit, reach 10	attack: +7 to hit, reach 15 ft.,	attack: +7 to hit, reach 15	attack: +7 to hit, reach 15
	ft., one target. Hit 1d8+13	one target. Hit 1d8+11 (16)	ft., one target. Hit 1d8+11	ft., one target. Hit 1d8+13
	(18) bludgeoning damage.	bludgeoning damage.	(16) bludgeoning damage.	(18) bludgeoning damage.
	Bite Melee weapon attack:			
	+7 to hit, reach 10 ft., one	+7 to hit, reach 15 ft., one	+7 to hit, reach 15 ft., one	+7 to hit, reach 15 ft., one
	target. Hit 1d10+13 (18)	target. Hit 2d6+11 (18)	target. Hit 2d6+11 (18)	target. Hit 3d6+13 (24)
	piercing damage.	piercing damage.	piercing damage.	piercing damage.
	Slam Melee weapon attack:			
	+7 to hit, reach 10 ft., one	+7 to hit, reach 15 ft., one	+7 to hit, reach 15 ft., one	+7 to hit, reach 15 ft., one
	target. Hit 1d6+13 (16)	target. Hit 1d8+11 (16)	target. Hit 1d8+11 (16)	target. Hit 2d6+13 (20)
	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.
Spellcasting	-			

Possessions leather armor; heavy mace; shield



Ł

AZATA (BRALANI)

Æ



		🔀 Low 🔀 Moderate					te	🔀 Advance	d	× Elite	
• Terrain			Any (Elysium)								
Q Rarity			Rare								
🔁 Role			Artillery / Normal								
🖸 Organiza	tion				S	olitary, P	air, or So	quad (3-6x)			
🗜 Treasure							Double	!			
	[× Lo	W	\mathbf{X}	Mod	erate	×	Advanced	>	× Elite	
Armor Class	17 (natura	al armo	or)	17 (natur	al armo	or)	18 (natur	al armor)	18 (natura	l armor)	
Hit Points	58			104			181		223		
Speed	40 ft	. Fly	100 ft.	(Perf	ect)						
Size, Type, Alignment	Mediun good	1 celesti	al, chaotic	Mediun good	n celesti	al, chaotic	Mediur chaotic	n celestial, : good	Medium good	celestial, chaotic	
Ability Scores / Saves Saving Throws	STR DEX CON INT WIS CHA	16 17 11 12 13	17 (+3) 11 (+0) 12 (+1)		16 17 11 12 13	(+3) (+3) (+3) (+0) (+1) (+1)	STR DEX CON INT WIS CHA	1 19 (+4) 15 (+2) 16 (+3)	DEX CON INT WIS	20 (+5) 18 (+4) 19 (+4) 15 (+2) 16 (+3) 17 (+3)	
Resistances Immunities			ical attac etrificatio		pt cold	a iron or	evii				
Vulnerabilities											
Senses			Perception +14, Passive Perception +15, Passive Perception +18, Passive Perception + 18, on 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft.								
Languages	Celest	ial, Dra	al, Draconic, Infernal, Truespeech								
Challenge	7			11			15		18		
Special Abilities & Qualities	Truespeec	ı All azatas ı	can speak with	any creature	that has a la	anguage, as th	ough using a t	ongues spell (caster leve	el 14th). This abili	ty is always active.	
Special Abilities &	Saving Thr Dexterity [DC 16		Saving Thr Dexterity [DC 17		Saving The Dexterity	DC 19	Saving Throw Dexterity DO	20	
Qualities		nd Blast ∨	∀hen in win ⁄e halves).	Damage 3 d form, a l		n attack wi	Damage 4 th a scourir		Damage 6de ealing force da	5 Image in a 20-foot	

	🗵 Low	🗵 Moderate	🖂 Advanced	🔀 Elite
Special Abilities & Qualities	its whirlwind blast. In wind form, it fur A bralani remains in one form until it o	n its humanoid body and a body made o nctions as if under the effects of a wind v chooses to assume its other form. A chai true form). A true seeing spell reveals bo	valk spell. It can make slam attacks and nge in form cannot be dispelled, nor do	use spelllike abilities in either form.
Standard Actions	Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.	Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.	Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.	Composite Longbow Ranged weapon attack: +5 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.	Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6/18-20 (10) bludgeoning damage.	Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8/18-20 (12) bludgeoning 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)

Æ



			🗵 Low		×N	loderat	te 🔀	e 🔀 Advanced 🛛 🔀 Elite				
O Terrain			Any (Elysium)									
Q Rarity			Rare									
Role						Cor	ntroller / E	lite				
Organizat	tion				Sc	olitary, P	air, or Squ	uad (3-6x)				
							Triple					
					Made) duran a a d				
		× Lo)W	×	Mode	erate		Advanced		Elite		
Armor Class	20 (natur	al armo	or)	20 (natur	al armo	r)	20 (natura	l armor)	21 (natural	armor)		
Hit Points	79		,	145		1	181	,	242			
Speed	50 ft	t. Fly	150 ft.	(Perf	fect)							
Size, Type, Alignment	Small c good	elestial,	chaotic	Mediur good	m celestia	al, chaotic	Medium chaotic g	celestial, good	Medium good	celestial, chaotic		
Ability Scores / Saves	STR DEX CON INT WIS CHA	14 1 14 14 17	(+4) (+2) (+2) (+2) (+3) (+2)	STR DEX CON INT WIS CHA	10 17 14 17	(+5) (+0) (+3) (+2) (+3) (+2)	STR DEX CON INT WIS CHA	20 (+5) 10 (+0) 17 (+3) 14 (+2) 17 (+3) 15 (+2)	STR DEX CON INT WIS CHA	22 (+6) 14 (+2) 19 (+4) 17 (+3) 18 (+4) 18 (+4)		
Saving Throws	-			-								
Resistances Immunities			ttacks ex etrificatio		ld iron a	and evil						
Vulnerabilities												
Senses		•	Perception +17,Passive Perception +18,Passive Perception +18,Passive Perception +20,on 60 ft.Darkvision 60 ft.Darkvision 60 ft.Darkvision 60 ft.									
Languages	Celest	ial, Dra	al, Draconic, Infernal, Truespeech									
Challenge	9			13			16		18			
Special Abilities & Qualities	See Invisib Light Form it can fly au This ability	hility You ca A ghaele c nd gains the otherwise	n See Invisibilit an shift betwee	y, as per the en its solid be ality-it can r arly to a brai	spell, as a co ody and one i nake light ray ani's wind for	nstant ability. made of light a attacks or use m ability.	as a standard act	gues spell (caster level 1 tion. In solid form, it can ies in this form, but can'i	not fly or use lig	, ht rays. In light form,		

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

a sale	🗵 Low	🔀 Moderate	☑ Advanced	🔀 Elite
Special Abilities &	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
Qualities	shaken for 2d10 rounds on a on a Wisdom save or be shake	aele's gaze attack slays evil crea successful save). Nonevil creat en for 2d10 rounds. A creature 4 hours. This is a mindaffecting	ures, and evil creatures with m that saves against a ghaele's ga fear effect.	nore than 5 HD, must succeed
Standard	Greatsword Melee	Greatsword Melee	Greatsword Melee	Greatsword Melee
Actions	weapon attack: +6 to hit,	weapon attack: +6 to hit,	weapon attack: +4 to hit,	weapon attack: +6 to hit,
	reach 5 ft., one target.	reach 5 ft., one target.	reach 5 ft., one target.	reach 5 ft., one target.
	Hit 1d8/19-20 (8)	Hit 2d6+12/19-20 (19)	Hit 2d6+14/19-20 (21)	Hit 2d6+17/19-20 (24)
	slashing damage.	slashing damage.	slashing damage.	slashing damage.
	Light Ray Ranged weapon	Light Ray Ranged weapon	Light Ray Ranged	Light Ray Ranged weapon
	attack: +3 to hit, one target. Hit 2d10 (11)	attack: +0 to hit, one target. Hit 2d12 (13)	weapon attack: -1 to hit, one target. Hit 2d12	attack: +2 to hit, one target. Hit 2d12 (13)
	radiant damage.	radiant damage.	(13) radiant damage.	radiant damage.
Longer de		adant damage.	(15) radiant damage.	adam damage.
Legendary Actions				
Innate	aid (3/day); chain lightning	aid (5/day); chain lightning (1/	aid (at will); chain lightning (1/	aid (at will); chain lightning (3/
Spellcasting	(1/day); charm monster (3/ day); continual flame (3/day);	day); charm monster (5/day); continual flame (5/day); cure	day); charm monster (at will); continual flame (at will); cure	day); charm monster (at will); continual flame (at will); cure
	cure wounds (3/day); dancing	wounds (5/day); dancing lights	wounds (at will); dancing lights	wounds (at will); dancing lights
	lights (3/day); detect evil and	(5/day); detect evil and good	(at will); detect evil and good	(at will); detect evil and good
	good (3/day); detect thoughts (3/day); disguise self (3/day);	(5/day); detect thoughts (5/ day); disguise self (5/day);	(at will); detect thoughts (at will); disguise self (at will);	(at will); detect thoughts (at will); disguise self (at will);
	dispel magic (3/day); globe of	dispel magic (5/day); globe of	dispel magic (at will); globe	dispel magic (at will); globe
	invulnerability (1/day); hold monster (3/day); holy aura (3/	invulnerability (2/day); hold monster (5/day); holy aura (5/	of invulnerability (3/day); hold monster (at will); holy aura (at	of invulnerability (5/day); hold monster (at will); holy aura (at
	day); (self only) (3/day); major	day); (self only) (5/day); major	will); (self only) (at will); major	will); (self only) (at will); major
	image (3/day); prismatic spray	image (5/day); prismatic spray	image (at will); prismatic spray	image (at will); prismatic spray
	(1/day); see invisibility (3/day); wall of force (1/day)	(1/day); see invisibility (5/day); wall of force (2/day)	(1/day); see invisibility (at will); wall of force (3/day)	(3/day); see invisibility (at will); wall of force (5/day)
Spellcasting	Cleric (CL 8th):	Cleric (CL 10th):	Cleric (CL 14th):	Cleric (CL 18th):
6	banishment; heal; raise	banishment; heal; flame strike;	banishment; heal; flame strike;	banishment; heal; flame strike;
	dead; true seeing; death ward; (2); lesser restoration;	raise dead; true seeing; death ward; (2); lesser restoration;	raise dead; true seeing; death ward; (2); lesser restoration;	raise dead; true seeing; death ward; (2); lesser restoration;
	cure wounds(3); aid; lesser	cure wounds(3); lightning bolt	cure wounds(3); lightning bolt	cure wounds(3); lightning bolt
	restoration(2); bless;	(2); aid; lesser restoration(2);	(2); aid; lesser restoration(2);	(2); aid; lesser restoration(2);
	command; divine favor; shield of faith; detect magic; purify food and drink	bless; command; divine favor; shield of faith; detect magic; purify food and drink	bless; command; divine favor; shield of faith; detect magic; purify food and drink	bless; command; divine favor; shield of faith; detect magic; purify food and drink
Possessions	and the second			
	and the second			

AZAT

ZAT		(T	.TT	IFI	NT						
		-	× Lov			Moder	ate	× Ac	dvanced	Y	× Elite
Terrain					_	ļ	Any (Elysi	um)			
Rarity							Rare				
Role						В	rute / No	rmal			
Organizat	tion					Solitary,	Pair, or (Choir (3	8-6x)		
Treasure							Standa	ď			
	Þ	< Lo	W	\mathbf{x}	Мос	lerate	×	Adva	anced	×	< Elite
mor Class	17 (natura	l armo	or)	17 (natur	al arm	or)	18 (natu	ral arm	or)	18 (natura	l armor)
t Points	71			124			217	7		262	
eed	30 ft.	Fly	70 ft.	(Avera	ge)	2000				2	
e,Type, gnment	Large ce good	lestial,	chaotic	Large c good	elestial	, chaotic	Large good	celestial,	, chaotic	Large ce good	lestial, chaotic
ility ores / ves	STR DEX CON INT WIS CHA	15 18 12 14	(+3) (+2) (+4) (+1) (+2) (+3)	STR DEX CON INT WIS CHA	16 18 12 14	(+3) 5 (+3) 8 (+4) 2 (+1) 4 (+2) 7 (+3)	DEX COI INT WIS	(18 N 20 16 17	<pre>(+4) (+4) (+4) (+5) (+5) (+3) (+3) (+3) (+4)</pre>	STR DEX CON INT WIS CHA	20 (+5) 18 (+4) 20 (+5) 16 (+3) 17 (+3) 18 (+4)
ving rows	-										
sistances	Cold										

Resistances Cold Electricity, Petrification, poisoned **Immunities Vulnerabilities** Passive Perception +15, Passive Perception +16, Passive Perception +18, Passive Perception +19, Senses Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. Celestial, Draconic, Infernal, Truespeech Languages Challenge 15 7 18 11 Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use Special 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 **Abilities &** 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 Qualities 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. Saving Throw Saving Throw Saving Throw Saving Throw Special Wisdom DC 17 Wisdom DC 18 Wisdom DC 20 Wisdom DC 21 **Abilities &** Distraction You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, Qualities 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

that don't allow saves. Distraction relies on visual components.

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

L

? Terrain

Armor Class

Hit Points

Size, Type, Alignment

Speed

Ability Scores / Saves

Saving Throws

Q

4

	🗵 Low	Moderate	➢ Advanced	🔀 Elite
Special	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21
Abilities & Qualities	able to see and hear you, and capable or other dangers prevents this ability succeeds, you cannot attempt to fasc for as long as you continue to mainta Any potential threat to the target allor casting a spell, or aiming a weapon at relies on audible and visual component		o be able to see the creatures affected. a receives a Wisdom save to negate the its saving throw fails, the creature sits sadvantage on all skill checks made as a gainst the effect. Any obvious threat ct. Fascinate is an enchantment (comp	The distraction of a nearby combat e effect. If a creature's saving throw quietly and observes your performance reactions, such as Perception checks. c, such as someone drawing a weapon, ulsion), mind-affecting ability. Fascinate
Truespeech		any creature that has a language, as thou		
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	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.,	Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8/19-20 (15) slashing damage. Tail Slap Melee weapon	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: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	one target. Hit 1d8+3 (8) bludgeoning damage.	attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.
Special Actions	and be able to hear you. The a to hear your performance. Ce	use your performance to help a ally benefits from advantage on rtain uses of this ability are infe re competence in himself. Inspir	skill checks with a particular s asible, such as Stealth, and ma	kill as long as she continues y be disallowed at the GM's
Special Actions	against fear and improving th affected ally makes saving the rolls with advantage. Inspire of	your performance to inspire cou eir combat abilities. To be affec rows against charm and fear effe courage is a mind-affecting abili component to use when startir	ted, an ally must be able to pe ects at advantage, and makes a ty. Inspire courage can use au	rceive your performance. An ittack and weapon damage
Special	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21
Actions	Using this ability does not dis free action to continue the Fa an individual performance. M saving throw negates the effe	formance to make a Suggestion srupt the Fascinate effect, but it ascinate effect). You can use this aking a Suggestion does not co ect. This ability affects only a sin endent ability and relies on audi	does require a standard action s ability more than once again unt against your daily use of B gle creature. Suggestion is an	n to activate (in addition to the st an individual creature during ardic Performance. A Wisdom
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	Con Line			

Æ

AZER



		🔀 Low	,	🔀 Moderate		× Advanced	🔀 Elite				
• Terrain			Any (Plane of Fire)								
Q Rarity			Rare								
🔁 Role				Brı	ite / Nor	mal					
🖸 Organiza	tion	Solitary, Pair	, Team (3	-6x), Squad (11-	20x plus	others), or Clan	(30-100x plus others)				
Treasure					Standard	ł					
	3	⊠ Low	\mathbf{X}	Moderate	\mathbf{X}	Advanced	× Elite				
Armor Class	·	al armor)		al armor)		al armor)	18 (natural armor)				
Hit Points	11		49		95		185				
Speed	20 ft		N SA	and the		1					
Size, Type, Alignment	Medium lawful n	n monstrosity, eutral	Mediun Iawful n	n monstrosity, eutral	Mediun lawful n	n monstrosity, Jeutral	Large monstrosity, lawful neutral				
Ability Scores / Saves	STR DEX CON INT WIS CHA	10 (+0) 10 (+0)	STR DEX CON INT WIS CHA	13 (+1) 10 (+0) 10 (+0)	STR DEX CON INT WIS CHA	17 (+3) 14 (+2) 14 (+2)	STR 18 (+4) DEX 12 (+1) CON 19 (+4) INT 14 (+2) WIS 14 (+2) CHA 12 (+1)				
Resistances											
Immunities	Fire										
Vulnerabilities		ability to Cold	Deer	Demonstran 10	Desci	Demonstran - 1.C	Dessive Demostive 17				
Senses		Perception +10, ion 60 ft.		Perception +10, ion 60 ft.		Perception +16, ion 60 ft.	Passive Perception +17, Darkvision 60 ft.				
Languages	-										
Challenge	2		6		10		14				
Special Abilities & Qualities	Damage 10 Heated Boo		Damage 10 s the azer or h		Damage 20	14 of it takes additional fire d	Damage 2d6				
Special	Damage 10	14	Damage 10	16	Damage 20	14	Damage 2d6				
Abilities & Qualities	Heated \	Weapons When the	azer hits w	ith a metal melee we	apon, it de	als extra fire damage					

🗵 Low

Light Hammer Melee

weapon attack: +1 to

target. Hit 1d4+1 (4)

bludgeoning damage.

Light Hammer Ranged

one target. Hit 1d4+1

Warhammer Melee

hit, reach 5 ft., one

weapon attack: +1 to

target. Hit 1d8x3 (1)

bludgeoning damage.

weapon attack: +1 to hit,

(4) bludgeoning damage.

hit, reach 5 ft., one

Standard

Actions

⊠ Moderate

⊠ Advanced

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

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

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.

× Elite

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.



BADGER



		2	× Low	,	×N	Ioderat	e	× Advanced		× Elite	
Q Terrain						Tem	perate F	erate Forests			
Q Rarity							Commo	n			
Role						Skirm	isher / N	Minion			
😳 Organizat	tion				S	Solitary, F	Pair, or C	lan (3-6x)			
Treasure						I	ncident	al			
		× Lo	w	\mathbf{X}	Mod	erate	×	Advanced	×	Elite	
Armor Class	14 (natura	al armo	r)	14 (natura	al armo	r)	16 (natur	al armor)	16 (natural	armor)	
Hit Points	9			46			100)	150		
Speed	30 ft	. Burr	row 10) ft.		100			1		
Size, Type, Alignment	Small be	east, una	ligned	Small be	east, una	lligned	Small b	east, unaligned	Medium	beast, unaligned	
Ability Scores / Saves	STR DEX CON INT WIS CHA	13 1 10	(-1) (+0) (+1) (-5) (+0) (-3)	STR DEX CON INT WIS CHA	1 10	(-1) (+0) (+1) (-5) (+0) (-3)	STR DEX CON INT WIS CHA	1 17 (+3) 1 (-5) 14 (+2)	STR DEX CON INT WIS CHA	18 (+4) 13 (+1) 18 (+4) 1 (-5) 14 (+2) 8 (-1)	
Saving Throws Resistances Immunities Vulnerabilities	- -			942 202							
Senses		Perception +10, Passive Perception +10, Passive Perception +16, Passive Perception +7 on 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft.									
Languages Challenge	1	X 4	0.000	6			10		14		
Special Abilities & Qualities		necks, but at						ge as a free action. It gain battle or 1 minute, which			

	🖂 Low	🗵 Moderate	🗵 Advanced	🔀 Elite	
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d2 (2) slashing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	m
Legendary Actions	-				

Actions Innate Spellcasting Spellcasting Possessions

BARGHEST



			× Low		×N	Ioderat	e 🔀	Advanced	[× Elite	
O Terrain			Any								
Rarity			Rare								
🔁 Role			Brute / Normal								
🖸 Organiza	tion				So	litary or	Cult (1 p	lus others)			
							Standard				
	[× Lo		\mathbf{X}	Mode	erate		Advanced	×	Elite	
and the second	16			16	viou	late	17	id valiee u	18	LIIIC	
Armor Class	and the second se	al armo	or)	(natura	l armo	r)		l armor)	(natural	armor)	
Hit Points	48			83			142		226		
Speed	30 ft			30 ft.			30 ft.		35 ft.		
Size, Type, Alignment	Mediun	n fiend, l	awful evil	Medium	fiend, l	awful evil	Medium	fiend, lawful evil	Large fier	nd, lawful evil	
	STR	17	(+3)	STR	17	(+3)	STR	20 (+5)	STR	22 (+6)	
A 1 als:	DEX	13	(+1)	DEX	13	(+1)	DEX	17 (+3)	DEX	15 (+2)	
Ability Scores /	CON		(+1)	CON		(+1)	CON	17 (+3)	CON	18 (+4)	
Saves	INT	A DESCRIPTION OF	(+1)	INT		(+1)	INT	16 (+3)	INT	16 (+3)	
	WIS		(+1)	WIS		(+1)	WIS	16 (+3)	WIS	16 (+3)	
Soving	CHA	12	(+1)	CHA	12	(+1)	CHA	16 (+3)	CHA	16 (+3)	
Saving Throws	-			-			-		-		
Resistances	all phy	sical at	tacks ex	cept mag	gic						
Immunities	-										
Vulnerabilities					284	193					
Senses		Perception +14,Passive Perception +15,Passive Perception +18,Passive Perception +19on 60 ft.Darkvision 60 ft.Darkvision 60 ft.Darkvision 60 ft.									
Languages	Goblir	, Infernal, Worg									
Challenge	6		10 14 18								
Special Abilities & Qualities			e 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 ph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).								
Special Abilities & Qualities	a bonus (each gro	equal to it wth point	s growth po it gains. Wh	int total on a en a barghe	attack rol st reache	ls, saving th s 4 growth	rows, and sk points, it she	as a full-round action ill checks. Its maxim ds its skin and becor s page for a greater b	um hit point nes a greate	s increase by 5 for	

Charles F	🗵 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)



m

BARGHEST (GREATER) O Q

			× Low	,	🔀 Moderat	te 🔀	Advanced	2	< Elite		
? Terrain						Any					
Q Rarity						Rare					
🔁 Role					Bri	ute / Norr	nal				
Organizat	tion				Solitary or	Cult (1 p	us others)				
			Standard								
	[× Io	Low Moderate Advanced Kelite								
a series	17		Sec. S	17	Toderate	18	tu vunceu	19	Ente		
Armor Class		al armo	r)	(natural	armor)		l armor)	(natural	armor)		
Hit Points	51		,	91	,	159	,	253			
Speed	40 ft				No. Sec.						
Size,Type, Alignment	Large fi	end, lawi	ful evil	Large fier	nd, lawful evil	Large fie	Large fiend, lawful evil		d, lawful evil		
Ability Scores / Saves	STR DEX CON INT WIS CHA	13 17 16 16	(+4) (+1) (+3) (+3) (+3) (+3)	STR DEX CON INT WIS CHA	18 (+4) 13 (+1) 17 (+3) 16 (+3) 16 (+3) 16 (+3)	STR DEX CON INT WIS CHA	20 (+5) 17 (+3) 19 (+4) 18 (+4) 18 (+4) 18 (+4)	STR DEX CON INT WIS CHA	22 (+6) 16 (+3) 21 (+5) 18 (+4) 18 (+4) 18 (+4)		
Saving Throws	-		()								
Resistances	all phy	sical at	tacks ex	cept mag	gic						
Immunities Vulnerabilities	-										
Senses		Percept ion 60 ft	ion +16, t.	Passive F Darkvisio	Perception +17, on 60 ft.	Passive F Darkvisio	Perception +19, on 60 ft.	Passive Pe Darkvisior	erception +20, n 60 ft.		
Languages	Goblin	, Inferr	nal, Worg								
Challenge	5			9		13		17			
Special Abilities &	-						etains most of its own pl y oth <mark>e</mark> r abilities of the cr				

Qualities

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

m

BASIDIROND



		🔀 Low	,	🔀 Moderat	e 🏼 🎽	Advanced	×	lite
O Terrain				Any Non-	Cold Unc	lerground		
Q Rarity					Rare			
				Lur	ker / Nor	mal		
Organizat	tion			Solitary, Pa	air, or Gr	ove (3-8x)		
				l	ncidenta			
Treasure								
A CARA	×	Low	\mathbf{X}	Moderate	\times	Advanced	×E	ite
Armor Class	16 (natural	armor)	16 (natura	al armor)	18 (natura	l armor)	18 (natural arm	or)
Hit Points	18		42		94		135	
Speed	20 ft.							
Size, Type, Alignment	Medium	plant, unaligned	Mediun	n plant, unaligned	Medium	plant, unaligned	Medium plant,	unaligned
Ability Scores / Saves	STR DEX CON INT WIS CHA	17 (+3) 11 (+0) 14 (+2) 10 (+0) 9 (-1) 1 (-5)	STR DEX CON INT WIS CHA	14 (+2) 10 (+0) 9 (-1)	STR DEX CON INT WIS CHA	19 (+4) 16 (+3) 17 (+3) 10 (+0) 13 (+1) 3 (-4)	DEX 16 CON 17) (+5) 5 (+3) 7 (+3) 9 (+0) 5 (+1) (-4)
Saving Throws	-							
Resistances	-			Carlos and				
Immunities			oisoned,	Polymorph, une	consciou	s, stunned		
Vulnerabilities	Cold Le		Dessive	Descention	Dessive	Deveention	Dessive Derson	tion
Senses	+9, Darkv	Perception vision 60 ft., ense 60 ft.	+9, Dar	Perception kvision 60 ft., sense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.		Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	
Languages	-		1					
Challenge	3		7		12		16	
Special Abilities & Qualities		y Although a basidirond ts hallucination cloud or		o cold damage, any cold eff	ect it is expose	d to slows it for 1d4 rour	nds. During this time, tl	ne basidirond

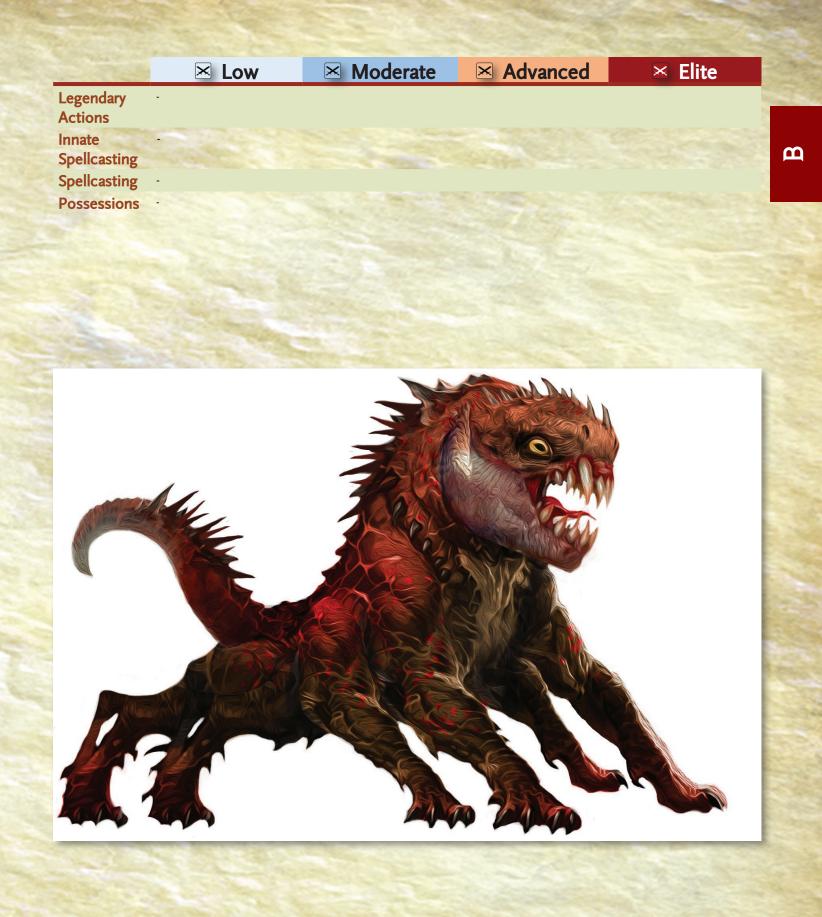
and they	🖂 Low	🗵 Moderate	🔀 Advanced	🔀 Elite
Special	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Abilities & Qualities	foot radius. All creatures with as long as they remain in the	idard action with Recharge 2, a iin the area must succeed on a c cloud plus 1d4 rounds after lea ffected area. A hallucination clo ately.	Constitution save or be affecte wing the area. A new save mus	d by powerful hallucinations t be made each round a
Special	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Abilities & Qualities	take root in his flesh, and particularly	irond's slam attack is coated with spore in his lungs. Basidirond Spores: Disease- mage is healed in full following a full res	inhaled; save Constitution; frequency	
Standard	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon
Actions	attack: +4 to hit, reach 5 ft., one target. Hit	attack: +4 to hit, reach 5 ft., one target. Hit	attack: +5 to hit, reach 5 ft., one target.	attack: +4 to hit, reach 5 ft., one target.
and all a	1d4+7 (10) bludgeoning	1d4+7 (10) bludgeoning	Hit 1d4+10 (12)	Hit 1d6+10 (14)
C.C.	damage.	damage.	bludgeoning damage.	bludgeoning damage.
Legendary Actions				
Innate				
Spellcasting				
Spellcasting	-			
Possessions	State State			
			States and the	

ш

BASILISK



		🗵 Low	,	×N	Ioderat	e 🗵	Advanced		× Elite
O Terrain						Any			
Q Rarity						Rare			
🔁 Role					Lur	ker / Norr	nal		
Organiza	tion			So	litary, Pa	ir, or Colo	ony (3-6x)		
Treasure				Incidental					
State in	Þ	≺ Low	\mathbf{X}	Mode	erate	☑ Advanced		×	Elite
Armor Class	16		16			17		18	
LUX Defets				al armo	r)		armor)		armor)
Hit Points	12		49			95		178	
Speed	20 ft.		No.		100		1000	100	(FARSE)
Size,Type, Alignment	Small m unaligne	onstrosity, d		Medium monstrosity, unaligned		Medium monstrosity, unaligned		Large monstrosity, unaligned	
and the second	STR	10 (+0)	STR	14	(+2)	STR	18 (+4)	STR	20 (+5)
	DEX	10 (+0)	DEX	6	(-2)	DEX	10 (+0)	DEX	8 (-1)
Ability Scores /	CON	9 (-1)	CON	13	(+1)	CON	17 (+3)	CON	19 (+4)
Saves	INT	1 (-5)	INT	1	(-5)	INT	1 (-5)	INT	1 (-5)
	WIS	11 (+0)	WIS	11	(+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	9 (-1)	CHA	9	(-1)	CHA	13 (+1)	CHA	13 (+1)
Saving Throws	-		-			-		-	
Resistances	-								
Immunities	-								
Vulnerabilities				200	-				
Senses		Perception +10, on 60 ft.		Percept ion 60 ft	ion +10, :.	Passive F Darkvisio	Perception +16, on 60 ft.	Passive F Darkvisio	Perception +17, on 60 ft.
Languages									
Challenge	3		7			11		15	
Special	Saving Thro Constitution		Saving Three Constitution			Saving Throw Constitution		Saving Throw Constitution	
Abilities & Qualities	fresh basilis	o stone permanently, ran k blood (taken from a ba atures in this manner.							
Standard	Bite Mel	ee weapon	Bite Me	lee weap	oon	Bite Melee weapon			ee weapon
Actions		0 to hit, reach 5 arget. Hit 1d4+1			, reach 5 Hit 1d6+4	attack: +5 to hit, reach 5 ft., one target. Hit		attack: +4 to hit, reach 5 ft., one target. Hit	
		ing damage.		cing dan		1d8+7 (*	12) piercing	2d6+10	(17) piercing
						damage.		damage.	



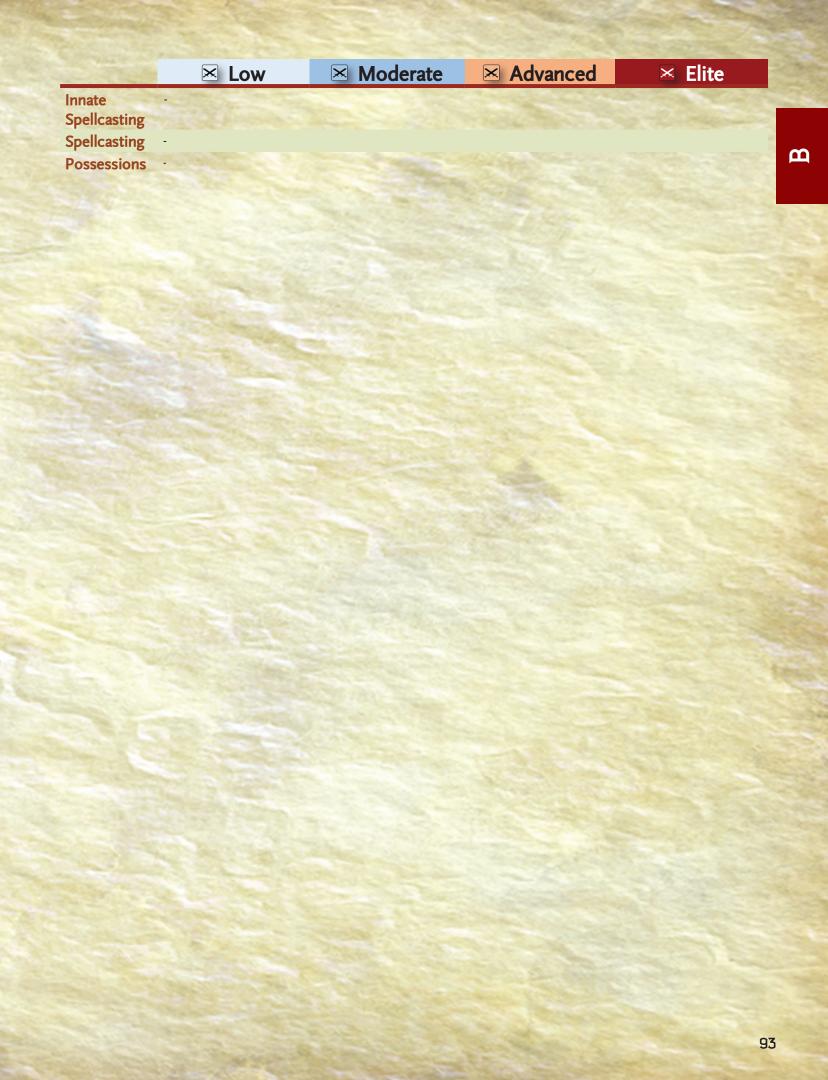
BAT

m



		🔀 Low	1	⊠ Moderat	e 🗵	Advanced	5	× Elite		
• Terrain			٦	Temperate and	Hot Fore	sts and Desert	:S			
Rarity					Common					
🔁 Role				Skirm	isher / M	inion				
Organizat	tion			Colony (10-400x)						
Treasure				None						
	[⊠ Low	×	⊠ Moderate		🗵 Advanced		Elite		
Armor Class	15 (natur	al armor)	16 (natura	al armor)	17 (natura	l armor)	17 (natural	armor)		
Hit Points	6		16		44		85			
Speed	5 ft.	Fly 40 ft. (C	Good)							
Size, Type, Alignment	Tiny be	ast, unaligned	Tiny bea	ast, unaligned	Tiny bea	st, unaligned	Tiny beas	t, unaligned		
Ability Scores / Saves	STR DEX CON INT WIS CHA	4 (-3) 1 (-5) 12 (+1)	STR DEX CON INT WIS CHA	1 (-5) 12 (+1)	STR DEX CON INT WIS CHA	12 (+1) 18 (+4) 8 (-1) 1 (-5) 16 (+3) 7 (-2)	STR DEX CON INT WIS CHA	16 (+3) 17 (+3) 12 (+1) 1 (-5) 16 (+3) 7 (-2)		
Saving Throws Resistances	-									
Immunities	-									
Vulnerabilities Senses	+11, Bl	Perception indsight 20 ft., ion 60 ft.	+11, Bli	Perception ndsight 20 ft., on 60 ft.		Perception ndsight 20 ft., on 60 ft.	Passive Perception +13, Blindsight 20 ft., Darkvision 60 ft.			
Languages Challenge	1		5		10		14			
Standard Actions	Bite Me attack: ft., one	elee weapon -5 to hit, reach 0 target. Hit 1d2-5 cing damage.	Bite Me attack: - ft., one t	5 Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d2-1 (1) piercing damage.		Bite Melee weapon attack: +1 to hit, reach O ft., one target. Hit 1d3+4 (6) piercing damage.		14 Bite Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d4+8 (10) piercing damage.		

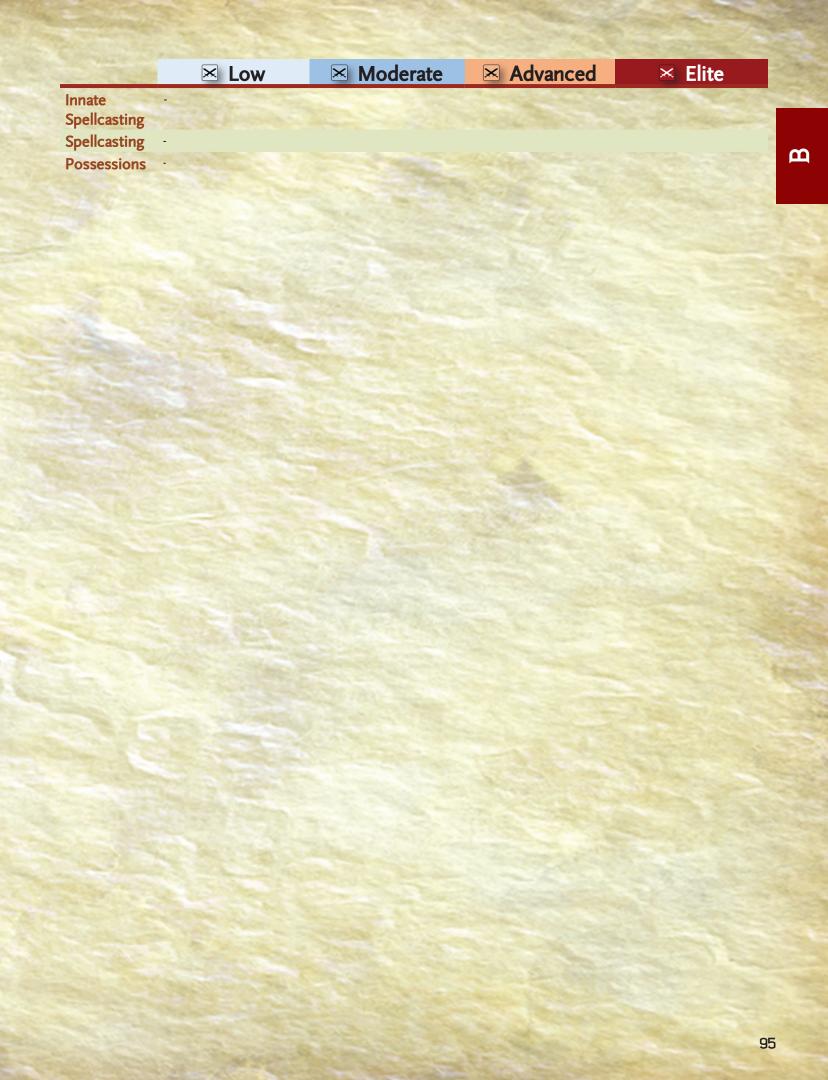
Legendary Actions



BAT (**D**IRE)



		· · · · · · · · · · · · · · · · · · ·						
		🔀 Low	1		e 🔀	Advanced	🔀 Elite	
O Terrain				Any Temp	perate or	Tropical		
Q Rarity				Ur	ncommo	n		
🔁 Role				Skirmi	sher / No	ormal		
🖸 Organiza	tion			Solitary, Pai	ir, or Col	ony (3-8x)		
Treasure				Ir	cidental			
	[⊠ Low	\mathbf{X}	Moderate	×A	dvanced	⊠ Elite	
Armor Class		al armor)		ll armor)		armor)	17 (natural armor)	
Hit Points	22		36		81		143	
Speed	20 ft	. Fly 40 ft.	(Good)	an arrow				
Size,Type, Alignment	Large b			Large beast, unaligned		ast, unaligned	Huge beast, unaligned	
Ability Scores / Saves	STR DEX CON INT WIS CHA	11 (+0) 1 (-5) 12 (+1)	STR DEX CON INT WIS CHA	16 (+3) 13 (+1) 11 (+0) 1 (-5) 12 (+1) 4 (-3)	STR DEX CON INT WIS CHA	18(+4)17(+3)15(+2)1(-5)16(+3)8(-1)	STR21(+5)DEX15(+2)CON18(+4)INT4(-3)WIS16(+3)CHA8(-1)	
Saving Throws	-							
Resistances Immunities								
Vulnerabilities								
Senses	+11, Bl	Perception indsight 4 ft., ion 60 ft.	+11, Bli	Perception ndsight 4 ft., on 60 ft.		Perception adsight 4 ft., on 60 ft.	Passive Perception +18, Blindsight 4 ft., Darkvision 60 ft.	
Languages Challenge	4		8		12		16	
Standard Actions	attack: 10 ft., c	lee weapon +3 to hit, reach one target. Hit (8) piercing	Bite Mel attack: + ft., one t	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.		ee weapon 5 to hit, reach ne target. Hit 16) piercing	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.	
Legendary Actions	-							



BAT SWARM



		🔀 Low	,	🔀 Moderat	e 🔀	Advanced	🔀 Elite		
9 Terrain				Any Tem	perate or	Tropical			
Q Rarity				(Common				
				Skirm	isher / N	ormal			
🖸 Organizat	tion		Solit	ary, Pair, Flight	: (3-6x), c	or Colony (11-2	20x)		
			None						
and the second		Low	\mathbf{X}	Moderate		Advanced	× Elite		
AL TOWN	15		16	viouciate	16	Tuvanccu	16		
Armor Class		l armor)		l armor)		l armor)	(natural armor)		
Hit Points	15		35		60		83		
Speed	5 ft. F	ly 40 ft. (C	Good)						
Size, Type, Alignment	Tiny beas	Tiny beast, unaligned		Tiny beast, unaligned		st, unaligned	Tiny beast, unaligned		
	STR	1 (-5)	STR	1 (-5)	STR	1 (-5)	STR 1 (-5)		
A L titu.	DEX	13 (+1)	DEX	15 (+2)	DEX	16 (+3)	DEX 17 (+3)		
Ability Scores /	CON	9 (-1)	CON	9 (-1)	CON	9 (-1)	CON 9 (-1)		
Saves	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT 1 (-5)		
	WIS	12 (+1)	WIS	12 (+1)	WIS	12 (+1)	WIS 12 (+1)		
Saving	CHA	2 (-4)	CHA	2 (-4)	CHA	2 (-4)	CHA 2 (-4)		
Throws	-		-		-				
Resistances	-			and and the					
Immunities	Critical	Hits, Flanking	, Weapor	n Damage					
Vulnerabilities	- Passive F	Perception	Passive F	Perception	Passive I	Perception	Passive Perception		
Senses		ndsight 2 ft.,		ndsight 2 ft.,		ndsight 2 ft.,	+17, Blindsight 2 ft., Darkvision 60 ft.		
Languages	-		0		10		10		
Challenge	3		8		13		18		
Special Abilities & Qualities	Saving Throw Constitution Distraction negates the	DC 11 You can nauseate creatur	Saving Throw Constitution res that you dan	DC 12	Saving Thro Constitution that takes dama	DC 14	Saving Throw Constitution DC 15 d for 1 round; a Constitution save		
Special Abilities & Qualities	Wounding Multiple v	g Any living creatur wounds do not resu	It in cumula				nt per round thereafter. / a DC 10 Medicine check or		

m

	🖂 Low	🖂 Moderate	🗵 Advanced	🔀 Elite	
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Swarm Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	
Legendary Actions	-				۲ ۲
Innate Spellcasting	1200				
Spellcasting					
Possessions					

♥ Terrain ♥ Rarity ♥ Role ♥ Organization ♥ Treasure Armor Class 1 Hit Points 3 Speed 4 Size, Type, Alignment M	<mark>⊠ Low</mark> 16	Moderate Co Brut Soli	ld Forests Rare e / Normal tary or Pair	× Elite							
Rarity Role Role Organization Treasure Armor Class Itit Points Speed Size, Type, Alignment	<mark>⊠ Low</mark> 16	Brut Soli Ir	Rare e / Normal tary or Pair								
RoleRoleRoleRoleProvide the second secon	<mark>⊠ Low</mark> 16	Soli Ir	e / Normal tary or Pair								
RoleOrganizationTreasureTreasureArmor ClassI (r (r (r))Hit PointsSpeedAlignmentSolutionSolutionSolutionSolutionSolutionSolutionSolutionSolutionSolutionSolutionSolutionSolution	<mark>⊠ Low</mark> 16	Soli Ir	tary or Pair								
OrganizationTreasureTreasureArmor ClassHit PointsSpeedSize, Type, AlignmentSolutionSolut	<mark>⊠ Low</mark> 16	Ir	•								
Treasure Armor Class Hit Points Speed Size, Type, Alignment S	<mark>⊠ Low</mark> 16		ncidental								
Armor Class 1 (r Hit Points 3 Speed 4 Size, Type, Alignment S	16	× Moderate		Incidental							
Armor Class (r Hit Points 3 Speed 4 Size, Type, Alignment S	16		☑ Advanced	× Elite							
Armor Class (r Hit Points 3 Speed 4 Size, Type, M Alignment S		16	17	18							
Hit Points 3 Speed 4 Size, Type, Alignment S	(natural armor)	(natural armor)	(natural armor)	(natural armor)							
Size, Type, Alignment	36	76	164	246							
Alignment	40 ft.										
	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned							
	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)							
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)							
Ability Scores /	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)							
Saves II	NT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)							
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)							
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)							
Saving Throws											
Resistances - Immunities -	CALLS AND ALL THE										
Vulnerabilities -	Contraction of the local distance of the										
Senses Pa	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.							
Languages -	CONTRACTOR OF STREET	and the second s	And Flores								
Challenge 6	6	10	14	18							
Actions at 10 10 da C	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) piercing damage. Claw Melee weapon attack: +6 to hit, reach	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage. Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit	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							

AND STREET	$\mathbf{\times}$	Low	🖂 Mo	derate	🖂 Adva	inced	🔀 Elite	-230
Legendary -								124
Actions								
Innate								р
Spellcasting					Section 2			
Spellcasting								
Possessions -								112953
		1						
1212 - 123								
Contraction of the local distances of the local distances of the local distances of the local distances of the								
								Contraction of the second
and the second second		Contraction of						
		1 march						
- Andrewski -								
	5							

BEAR (GRIZZLY)

	\ `							
		🔀 Low		Moderate	e 🗵	Advanced		× Elite
O Terrain				Col	ld Fores	ts		
Rarity					Rare			
Role				Brut	e / Nori	mal		
Organiza	tion			Solit	ary or P	air		
			None					
	× L	ow	×M	oderate	×A	dvanced	× Elite	
	15		16		17		18	
Armor Class	(natural arm	nor)	(natural a	armor)	(natural	armor)	(natural	armor)
Hit Points	41		65		134		214	
Speed	40 ft.	152 10	N.L.	Carp.				Free and
Size, Type, Alignment	Large beast, u	inaligned	Large beas	t, unaligned	Large bea	ast, unaligned	Huge bea	st, unaligned
	STR 18	8 (+4)	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)
Ability			DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)
Ability Scores /	CON 17		CON	17 (+3)	CON	19 (+4)	CON	21 (+5)
Saves	INT 1			1 (-5)		1 (-5)	INT	1 (-5)
	WIS 10 CHA 4		WIS CHA	10 (+0) 4 (-3)	WIS CHA	14 (+2) 8 (-1)	WIS CHA	14 (+2) 8 (-1)
Saving			CITY		CITA	• (!)	CITA	• (!)
Throws	-							
Resistances Immunities								
Vulnerabilities								
Senses	Passive Perce Darkvision 60	•	Passive Pe Darkvision	rception +10, 60 ft.	Passive P Darkvisio	erception +16, n 60 ft.	Passive P Darkvisio	erception +17, n 60 ft.
Languages					Sec.			
Challenge	5		8		12		16	
Standard Actions	Bite Melee we attack: +6 to H 10 ft., one tar 1d8+5 (10) p damage. Claw Melee w attack: +6 to H 10 ft., one tar 1d6+5 (8) sla damage.	hit, reach get. Hit iercing reapon hit, reach get. Hit	ft., one tar (12) pierci Claw Mele attack: +5	to hit, reach 10 get. Hit 2d6+5 ng damage. e weapon to hit, reach 10 get. Hit 1d6+5	attack: +9 10 ft., on 2d6+7 (1 damage. Claw Mel attack: +9 10 ft., on	ee weapon 5 to hit, reach e target. Hit 4) piercing ee weapon 5 to hit, reach e target. Hit 2) slashing	attack: +5 10 ft., on 3d6+10 (damage. Claw Mek attack: +5 10 ft., on	e weapon 5 to hit, reach e target. Hit (20) piercing ee weapon 5 to hit, reach e target. Hit (17) slashing

Section of the sectio	⊠ Low	Moderate	☑ Advanced	🔀 Elite	20
Legendary					
Actions Innate -					3
Spellcasting					Щ
Spellcasting -					
Possessions -					Sec. 1
	1000				
and the second					
- Carlos and					
	and the second				
	States and states				
		A Contraction of the second			
	25 20				
	Con the Constant of the				
					1000
					1
	Martin Starter				

BEBILITH



		🔀 Low 🔀 Moderate			te 🔀 Advanced 🔀 Elite				
0		🗡 Lov	N			≥ Ente			
• Terrain				Any (the Abyss) Rare					
Q Rarity				D		ha.			
					rute / Eli				
Organizat	tion	Solitary or Band (2-6x)							
Treasure		Standard							
1 - E. Co.	[× Low	\mathbf{x}	🗵 Moderate		🖂 Advanced		Elite	
Armor Class	17 (natura	al armor)	18 (natur	al armor)	19 (natura	19 (natural armor)		armor)	
Hit Points	86	,	144	,	222	,	332		
Speed	40 ft	t. Climb 20	ft.						
Size, Type, Alignment		end, chaotic evil		Huge fiend, chaotic evil		Huge fiend, chaotic evil		Gargantuan fiend, chaotic evil	
Ability Scores / Saves Saves Saving Throws Resistances Immunities Vulnerabilities Senses	- - Passive	I 17 (+3) 9 (-1) 11 (+0)	Passive	1 19 (+4) 9 (-1) 11 (+0) 11 (+0)	INT WIS CHA - Passive	DEX 15 (+2) CON 21 (+5) INT 13 (+1) WIS 15 (+2)		25 (+7) 14 (+2) 23 (+6) 13 (+1) 15 (+2) 15 (+2) 15 (+2)	
Languages	_	al, Cannot Spe		athy 100 ft.	2000		200		
Challenge	8		12		16		20		
Special Abilities & Qualities	additional	DC 16 Armor If a bebilith hits a attack roll. If the bebilith	is successful, t		ld are torn from	C 20 ne target's armor and shid n his body and dismantled		n by making an	
Special Abilities & Qualities	resistand Telepath address	ce. Against creature 1y You can mentally multiple creatures	es with the c communic at once tele	veapons are treated demon type, its natur ate with any other cr pathically, although simultaneously spea	ral weapons reature withi maintaining	are also treated as o n 100 feet that has a telepathic conver	cold iron and a language. It sation with m	good. is possible to ore than one	

	🖂 Low	🔀 Moderate	🔀 Advanced	🔀 Elite				
Special	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22				
Abilities & Qualities	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	Saving Throw DC 16	Saving Throw DC 18	Saving Throw DC 20	Saving Throw DC 22				
Abilities & Qualities	Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful 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	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+13 (27) piercing				
	damage.	Claw Melee weapon	damage.	damage.				
	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/19-20 (10) slashing damage.	attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9/19-20 (14) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+11/19-20 (16) slashing 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 w	vill)						
Spellcasting	-							
Possessions								

BEETLE (FIRE)



		🗵 Low	/	🗵 Moderat	e 🖂	Advanced	🔀 Elite			
• Terrain				Any						
Q Rarity					Common					
🔁 Role				Solo	dier / Min	ion				
🖸 Organizat	tion		Solitary, Pair, or Collective (3-6x)							
🗜 Treasure					Standard					
	[× Low	\mathbf{X}	Moderate		dvanced	🔀 Elite			
Armor Class	14 (natur	al armor)	14 (natura	al armor)	16 (natura	l armor)	16 (natural armor)			
Hit Points	6		21		61		107			
Speed	30 ft	t. Fly 30 ft.	(Poor)	a am						
Size, Type, Alignment	Small v	ermin, unaligned	Small vermin, unaligned		Small vermin, unaligned		Medium vermin, unaligned			
Ability Scores / Saves	STR DEX CON INT WIS CHA	1 9 (-1) 10 (+0) 8 (-1)	STR DEX CON INT WIS CHA	8 (-1) 10 (+0) 9 (-1) 10 (+0) 8 (-1) 5 (-3)	STR DEX CON INT WIS CHA	12 (+1) 15 (+2) 13 (+1) 10 (+0) 12 (+1) 9 (-1)	STR 17 (+3) DEX 13 (+1) CON 17 (+3) INT 10 (+0) WIS 12 (+1) CHA 9 (-1)			
Saving Throws Resistances Immunities Vulnerabilities	- - psych -									
Senses		Perception +9, ion 60 ft.		Passive Perception +9, Darkvision 60 ft.		Perception +11, on 60 ft.	Passive Perception +11, Darkvision 60 ft.			
Languages Challenge	1		5		9		13			
Special Abilities & Qualities	Luminesce its death.	nce A fire beetle's glowin	g glands provid	de light in a 10-foot radiu	s. A dead fire be	etle's luminescent gland	ls continue to glow for 1d6 days after			
Standard Actions	attack: ft., one	elee weapon +0 to hit, reach 5 target. Hit 1d4 cing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.		Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.		Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.			

and the second	🖂 Low	➢ Moderate	➢ Advanced	× Elite	230
Legendary - Actions					
Innate - Spellcasting					р
Spellcasting -					
Possessions -					23.31
		ALC: NO			
					2
			Charles State		
	No. of Street				
	and the second				

BEETLE (GIANT STAG) 🛟 😥 🗘

		🔀 Low	/	🗵 Modera	te 🔀	Advanced	🔀 Elite		
Q Terrain				Ten	iperate Fo	rests			
Q Rarity					Common				
Role				So	ldier / Nor	mal			
Organiza	tion			Solitary, F	air, or Clu	ster (3-6x)			
Treasure			None						
	(× Low	$\mathbf{\times}$	Moderate	× /	Advanced	×	× Elite	
Armor Class	16 (natur	al armor)	16 (natur	al armor)	17 (natura	l armor)	17 (natural	armor)	
Hit Points	49		72		143		211		
Speed	20 ft	t. Fly 20 ft.	(Poor)	12000				F. P. C.	
Size, Type, Alignment	Large v	ermin, unaligned	Large v	ermin, unaligned	Large ve	rmin, unaligned	Huge ver	min, unaligned	
Ability Scores / Saves Saving Throws	STR DEX CON INT WIS CHA	1 13 (+1) 10 (+0) 8 (-1)	STR DEX CON INT WIS CHA	1 13 (+1) 10 (+0) 8 (-1)	STR DEX CON INT WIS CHA	19 (+4) 12 (+1) 17 (+3) 10 (+0) 12 (+1) 11 (+0)	STR DEX CON INT WIS CHA	22 (+6) 10 (+0) 19 (+4) 10 (+0) 12 (+1) 11 (+0)	
Resistances Immunities Vulnerabilities	- psychi -	ic							
Senses		Perception +9, ion 60 ft.		Perception +9, ion 60 ft.		Passive Perception +11, Darkvision 60 ft.		erception +11, n 60 ft.	
Languages Challenge	- 7		11		15		18		
Special Abilities & Qualities	overrun co trample ta they can at	DC 14	rampling crea Fargets of a tra ling creature a	DC 15 d6 o overrun any creature tha ture does not need to ma ample can make an attack and receive a Dexterity sa	ke a check, it me of opportunity, b ve to take half da	2 18 5 ize category smaller thar rely has to move over op out at disadvantage. If tar	ponents in its p gets forgo an at	20 vorks just like the vath. Targets of a tack of opportunity,	

	🗵 Low	🗵 Moderate	🗵 Advanced	🔀 Elite	200
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit	
	1d8+6 (10) piercing damage.	(12) piercing damage.	1d8+10 (14) piercing damage.	2d6+13 (20) piercing damage.	ш
Legendary Actions					
Innate Spellcasting					
Spellcasting	-				
Possessions					

BEHIR

m



		🔀 Lov	×N	🔀 Moderate		Advanced		× Elite		
O Terrain					Warm I	Hills and I	Deserts			
Q Rarity						Rare				
					Solo	dier / Nor	mal			
Organiza	tion				So	litary or P	air			
				Double						
and the second	[⊠ Low	\mathbf{x}	🖂 Moderate 🛛 🖂 Advan			Advanced	ced 🛛 🔀 Elite		
	17		17	mout	Tute	19	id funceu	19	Lince	
Armor Class		al armor)		ral armo	-)		l armor)	(natural	armor)	
Hit Points	44		10	5		176		282		
Speed	40 ft	t. Climb 20	ft.							
Size, Type, Alignment	Large n unalign	0		Huge monstrosity, unaligned		Huge mo unaligne	Huge monstrosity,		Gargantuan monstrosity, unaligned	
Aigintent	STR	17 (+3)	STR		(+4)	STR	21 (+5)	STR	23 (+6)	
	DEX		DEX		(+0)	DEX	14 (+2)	DEX	12 (+1)	
Ability	CON		COI		(+4)	CON	20 (+5)	CON	22 (+6)	
Scores / Saves	INT	5 (-3)	INT	5	(-3)	INT	9 (-1)	INT	9 (-1)	
	WIS	12 (+1)	WIS	12	(+1)	WIS	16 (+3)	WIS	16 (+3)	
	CHA	10 (+0)	CHA	10	(+0)	CHA	14 (+2)	CHA	14 (+2)	
Saving Throws	-					-		-		
Resistances	-									
Immunities	Electri	city								
Vulnerabilities										
Senses		Perception +11, ion 60 ft.		Passive Perception +11, Darkvision 60 ft.		Passive Perception +18, Darkvision 60 ft.		Passive Perception +19, Darkvision 60 ft.		
Languages	Comm	ion								
Challenge	6		10			14		18		
Special	Saving	Throw ty DC 15	-	Throw	248	Saving T		Saving T Dexterity		
Abilities & Qualities	Damage			Dexterity DC 18 Damage 6d6		Charles and the second s	Dexterity DC 20 Damage 8d6		10d6	
A addience	Breath	Weapon 20' Line damage. You are	of Lightn	ing electri		ige, Recharg		-		
Special	Damage		Dama			Damage	3d6	Damage	4d6	
Abilities & Qualities		ct You can crush in addition to any								

	the there	and the second second		And a
12 . R.S.	🖂 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Special Abilities & Qualities		l opponent, you may make two ady grappling to use its rake-it		
Special Abilities & Qualities	grapple check. If you su can be up to one size c damage each round. A s creature can try to cut i required to get free is e Armor Class of your inte cannot use swallow who	egin your turn with an oppone cceed, you swallow your prey, ategory smaller than you. Being wallowed creature keeps the g ts way free with any light slash qual to 1/10 of your total hit p erior is normally 5 + 1/2 of you ole again until the damage is h your mouth, where it may be b	and the opponent takes bit g swallowed causes a create grappled condition, while yo ing or piercing weapon (the points), or it can just try to e ar AC. If a swallowed creatu ealed. If the swallowed creat	te damage. The opponent ure to take bludgeoning ou do not. A swallowed e amount of cutting damage escape the grapple. The re cuts its way out, you
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.

BLACK PUDDING



		5	× Low	,	×	Modera	te	🔀 Ad	vanced	(× El	ite
Q Terrain						Any	Underg	round				
Q Rarity						ι	Jncomm	ion				
👌 Role						Lur	ker / No	ormal				
Organizat	tion						Solitar	у				
Treasure							None					
Contraction of the	[]	× Lo	W	\mathbf{X}	➢ Moderate ➢ Advanced						Elit	te
and the second	11		North St	12	mot	lerute	12	71070		12	-	
Armor Class	The second s	al armo	r)		ral arm	or)		ral armo	or)	(natural	armo	r)
Hit Points	55			104	ŀ		180)		264		
Speed	20 ft	. Clin	nb 20	ft., Su	ctior	1						
Size, Type, Alignment	Large o	oze, unal	ligned	Huge o	ooze, ur	aligned	Huge	ooze, una	ligned	Gargantu unalignee		е,
	STR	10	(+0)	STR	14	+ (+2)	STR	18	(+4)	STR	20	(+5)
A L 111.	DEX	3	(-4)	DEX		(-5)	DEX	3	(-4)	DEX	1	(-5)
Ability Scores /	CON		(+3)	CON	1	3 (+4)	CO			CON		(+6)
Saves	INT	10	(+0)	INT	10		INT			INT		(+0)
	WIS		(-5)	WIS		(-5)	WIS		(-4)	WIS	3	(-4)
Saving	CHA		(-5)	CHA		(-5)	CHA	3	(-4)	CHA	3	(-4)
Throws	-			-			-					
Resistances	-											
Immunities		l Hits, I s, stuni		, psychi	c, para	alyzed, po	isoned,	Polymo	orph, unc	onscious	, Snea	k
Vulnerabilities	-	Dennet	Тала с Б	Derei	D		Denti			Develop		
Senses		Percepti ht 60 ft.			e Percep ght 60	otion +5, ft.		e Percept ight 60 fi		Passive F Blindsigh		on +6,
Languages				1								
Challenge	6			10			14			18		
Special	Saving Th Dexterity			Saving T Dexterit			-	Saving Throw Dexterity DC 20			DC 22	- Bie
Abilities & Qualities	Acid Dam	age 1d6		Acid Dar	mage 2d6		Acid Da	mage 3d6		Acid Dama	ge 4d6	
Y unities	creature s	uffers dam	nage from a	black pudd	ing's acid	lissolves orga , its clothing a Il or wooden v	ind armor ta	ke the sam	e 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
Special Abilities & Qualities		Damage 2d6 nent, dealing bludgeoning damage, neck, including additional damage).	Damage 3d6 when you make a successful grapp	Damage 4d6 ole check (in addition to any other
Special Abilities & Qualities	with half of the original's current reduced to 0 hit points. Suction The black pudding can c ease. A black pudding can establ	ons deal no damage to a black pudd hit points (round down). A pudding reate powerful suction against any s ish or release suction as a swift action pts to shift a black pudding from its	g with 10 hit points or less cannot surface as it climbs, allowing it to c on, and as long as it is using suctio	be further split and dies if ling to inverted surfaces with on, it moves at half speed.
Standard Actions	Slam Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions Innate Spellcasting Spellcasting Possessions				
L 022C2210[12				

BLINK **D**OG



		🗵 Lov	v	🔀 Moderat	e 🗵	Advanced	🔀 Elite	
O Terrain				Temperate	e Plains or	r Forests		
Q Rarity				U	ncommon	1		
🖸 Role				Skirm	isher / No	rmal		
🖸 Organizat	tion			Solitary, Pa	air, or Pacl	(3-14x)		
				I	ncidental			
		⊠ Low	\mathbf{X}	Moderate	×A	dvanced	× Elite	
Armor Class	15	(FA)	15	A STATE OF	17	-34-37	17	
Armor Class	(natura	al armor)	(natur	al armor)	(natural	armor)	(natural armor)	
Hit Points	18		54		111		180	
Speed	40 ft			a land				
Size, Type, Alignment	Mediun lawful g	n monstrosity, good	Mediur lawful ş	n monstrosity, good	Medium r lawful god	nonstrosity, od	Large monstrosity, lawful good	
	STR	10 (+0)	STR	10 (+0)	STR	14 (+2)	STR 17 (+3)	
A 1 Als.	DEX	13 (+1)	DEX	14 (+2)	DEX	18 (+4)	DEX 17 (+3)	
Ability Scores /	CON	1 12 (+1)	CON	1 12 (+1)	CON	16 (+3)	CON 18 (+4)	
Saves	INT	8 (-1)	INT	8 (-1)	INT	12 (+1)	INT 12 (+1)	
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS 15 (+2)	
Contine	CHA	9 (-1)	CHA	9 (-1)	CHA	13 (+1)	CHA 13 (+1)	
Saving Throws	-		-		-			
Resistances	-							
Immunities	-							
Vulnerabilities		Carlos de la	1275	Charles and	1000	1000	S. 1964 S. 14	
Senses		Perception +10, ion 60 ft.		Perception +13, sion 60 ft.	Passive Pe Darkvision	erception +16, n 60 ft.	Passive Perception +17, Darkvision 60 ft.	
Languages	Sylvan							
Challenge	3		7		11		15	
Special Abilities & Qualities	Blink You	can use Blink, as per t	the spell, as	a constant ability.				
Standard Actions	attack: - ft., one	elee weapon +0 to hit, reach 5 target. Hit 1d6+ ⁻ cing damage.	attack: I ft., one	elee weapon +0 to hit, reach 5 target. Hit 1d8+1 rcing damage.		to hit, reach target. Hit	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.	

Caller,	⊠ Low	⊠ Moderate	☑ Advanced	× Elite	
Legendary					
Actions Innate	link (at will): dimension	door (self only) (at will)			3
Spellcasting	Sink (at will), unichsion	door (sen only) (at will)	and the second second		щ
Contraction of the					2
					See.
				1000	
and the second				1	
				1000	
1000					
				1.00	
- Start					
				1000	
				and the second	
and the second second					
- Andrews					
			X	1000	
				and the second second	
				100	
and the second sec				1.000	
			and the second second	1	
				100	
			THE OWNER WE		
		Population of the second			
22 5372					
and the second se					

BOAR



		🔀 Low	1	×M	oderate		Advanced	[× Elite
• Terrain				Ter	mperate c	or Tropic	al Forests		
Q Rarity					Co	ommon			
🔁 Role					Soldie	er / Norr	nal		
Organization	tion			So	litary, Pair	r, or Gro	up (3-8x)		
Treasure						None			
	Þ	× Low	$\mathbf{\times}$	Mode	rate	×A	dvanced	🔀 Elite	
Armor Class	15 (natura	al armor)	15 (natu	iral armor	·)	16 (natural	armor)	16 (natural	armor)
Hit Points	18		52			111		180	
Speed	40 ft			Da 2		100			
Size, Type, Alignment	Medium	ı beast, unaligned	Mediu	ım beast, u	naligned	Medium	beast, unaligned	Large bea	ast, unaligned
Ability Scores / Saves	STR DEX CON INT WIS CHA	15 (+2) 8 (-1) 15 (+2) 1 (-5) 11 (+0) 2 (-4)	STR DE) CO INT WIS CH	 K 8 N 15 1 11 	(-1) (+2) (-5)	STR DEX CON INT WIS CHA	18 (+4) 12 (+1) 18 (+4) 1 (-5) 15 (+2) 6 (-2)	STR DEX CON INT WIS CHA	20 (+5) 11 (+0) 20 (+5) 1 (-5) 15 (+2) 6 (-2)
Saving Throws Resistances Immunities Vulnerabilities	- 					2023 1983			
Senses		Perception +10, on 60 ft.		e Perceptionision 60 ft.		Passive P Darkvisio	erception +16, n 60 ft.	Passive P Darkvisio	erception +17, n 60 ft.
Languages Challenge	- 2		6			10		14	
Standard Actions	attack: + ft., one t	elee weapon +3 to hit, reach 5 target. Hit 1d6+4 cing damage.	Gore attack ft., on	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.		Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.		Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.	
Legendary Actions Innate									

р

Spellcasting

	🗵 Low	🗵 Moderate	➢ Advanced	× Elite	
Spellcasting					
Possessions -					
	a - marine sta				
		Contraction of the			
and the second	and the second second				
	and the second				
			A CONTRACTOR OF		
	Care Sold				
and the second second					
					115

BOAR (DIRE)



Legendary **Actions** Innate Spellcasting

116

m

Q

and the second second	🔀 Low	🔀 Moderate	🖂 Advanced	🔀 Elite	23
Spellcasting					100
Possessions	State Lancon			a - for the and	2
					Щ
			STELLER ST		
	and the second second				
Se ales					
	S States				
			and the second second		
	The second				
6. 99					
	an start				
					117

BODDARD



			× Low	,	\times N	lodera	e	× Ad	vanced	[× Elite
O Terrain						Temp	erate M	arshes	5		
Q Rarity							Rare				
🔁 Role						Bru	te / No	rmal			
🖸 Organiza	tion				Soli	tary, Pa	ir, or A	rmy (3	3-12X)		
						I	ncident	al			
1.1	[× Lo	W	\mathbf{X}	Mod	erate	\mathbf{X}	Adva	nced	×	Elite
	15			15			16			17	
Armor Class	(natur	al armo	or)	(natura	l armo	r)		al armo	r)	(natural	armor)
Hit Points	28			67			116			187	
Speed	20 ft	0 ft. Swim 30 ft., Swamp Stride									
Size, Type, Alignment		Medium humanoid, chaotic evil			Medium humanoid, chaotic evil			Medium humanoid, chaotic evil		Large humanoid, chaotic evil	
	STR	13	(+1)	STR	13	(+1)	STR	17	(+3)	STR	19 (+4)
	DEX		(-2)	DEX	8	(-1)	DEX		(+1)	DEX	10 (+0)
Ability	CON	1 12	(+1)	CON	12	(+1)	CON	16	(+3)	CON	18 (+4)
Scores / Saves	INT	6	(-2)	INT	6	(-2)	INT	10	(+0)	INT	11 (+0)
	WIS	9	(-1)	WIS	9	(-1)	WIS	13	(+1)	WIS	13 (+1)
	CHA	8	(-1)	CHA	8	(-1)	CHA	12	(+1)	CHA	12 (+1)
Saving Throws	-			-							
Resistances	-										
Immunities	-										
Vulnerabilities											
Senses		Percept ion 60 f	tion +9, ft.	Passive Darkvisi				Percept ion 60 ft	ion +11, 	Passive P Darkvisio	Perception +11, on 60 ft.
Languages	Bogga	rd									
Challenge	3			7			11			15	
Special Abilities & Qualities	disadvant action or boggard	by dealing	as long as th g 2 points of	ne tongue is a slashing dam n 10 feet awa	attached. age to the ay from the	The tongue of tongue (AC te target, but	an be remov 14, damage	ed by mak does not	ing an oppo deplete the	boggard's act	and takes a check as a standard ual hit points). The on. Unlike a giant
Special	Saving Th Wisdom			Saving Thr Wisdom D			Saving Th Wisdom			Saving Thro Wisdom DO	
Abilities & Qualities	Terrifying 30 feet o	g Croak Or f the bogg	gard must ma	a boggard ca Ike a Wisdorr	n, as a sta I save or t	become shak	n, emit a louc en for 1d4 r	l and horrif ounds. Cre	atures that s	Any nonbogga	ard creature within s save cannot be d4 rounds instead.

	🖂 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
Standard	Morningstar Melee	Morningstar Melee	Morningstar Melee	Morningstar Melee
Actions	weapon attack: +2 to hit,	weapon attack: +1 to hit,	weapon attack: +4 to hit,	weapon attack: +4 to hit,
	reach 5 ft., one target.	reach 5 ft., one target.	reach 5 ft., one target.	reach 10 ft., one target.
	Hit 1d8+2 (6) piercing,	Hit 1d8+2 (6) piercing,	Hit 1d8+5 (10) piercing,	Hit 1d8+7 (12) piercing,
	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.
	Tongue Melee weapon	Tongue Melee weapon	Tongue Melee weapon	Tongue Melee weapon
	attack: +2 to hit, reach 5	attack: +1 to hit, reach 5	attack: +4 to hit, reach 5	attack: +4 to hit, reach
	ft., one target. Hit 1d1	ft., one target. Hit 1d1	ft., one target. Hit 1d1	10 ft., one target. Hit
	(2) bludgeoning damage.	(2) bludgeoning damage.	(2) bludgeoning damage.	1d1 (2) bludgeoning
and the second				damage.
Legendary	-			

Actions Innate Spellcasting Spellcasting -

Possessions

ш

BUGBEAR



		🔀 Low	,	🔀 Moderat	e 🔀 Advanced	d 🛛 🔀 Elite			
• Terrain				Тетре	rate Mountains				
Rarity				(Common				
🔁 Role				Bru	te / Normal				
Organization	tion	S	olitary, P	air, Gang (3-6x)), or Warband (7-12x j	olus others)			
Treasure			Incidental						
	[⊠ Low	\mathbf{X}	Moderate	🗵 Advanced	🔀 Elite			
Armor Class	15	Sea and	16		17	18			
Contraction Contraction		al armor)		l armor)	(natural armor)	(natural armor)			
Hit Points	23		40		93	156			
Speed	30 ft		N.S.	a der					
Size, Type, Alignment	Mediun chaotic	n humanoid, evil	Medium chaotic	humanoid, evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil			
Ability Scores / Saves	STR DEX CON INT WIS CHA	111 (+0) 8 (-1) 8 (-1)	STR DEX CON INT WIS CHA	14 (+2) 12 (+1) 11 (+0) 8 (-1) 8 (-1) 7 (-2)	STR 17 (+3) DEX 16 (+3) CON 16 (+3) INT 12 (+1) WIS 12 (+1) CHA 11 (+0)	STR20 (+5)DEX14 (+2)CON18 (+4)INT12 (+1)WIS12 (+1)CHA11 (+0)			
Saving Throws Resistances Immunities Vulnerabilities	- 		546 P						
Senses		Perception +9,		Perception +12,	Passive Perception +15,				
Languages		ion 60 ft. 10n, Goblin	Darkvisi	on 60 ft.	Darkvision 60 ft.	Darkvision 60 ft.			
Challenge	3		7		11	15			

	🖂 Low	🗵 Moderate	🗵 Advanced	🛛 Elite
Standard Actions	Javelin Ranged weapon attack: +0 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.	Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d6+3 (6) bludgeoning damage.	Javelin Ranged weapon attack: +4 to hit, one target. Hit 1d6+5 (8) bludgeoning damage.	Javelin Ranged weapon attack: +2 to hit, one target. Hit 1d8+7 (12) bludgeoning damage.
	Morningstar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing, bludgeoning damage.	Morningstar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing, bludgeoning damage.	Morningstar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing, 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: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.	Shielden Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.	Shielden Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.	Shielden Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+7 (10) bludgeoning damage.
Spellcasting	-	omingstar: shield		
Possessions	Javelin (3x); leather armor; mo	orningstar; shield		



Illustration 11: Bugbear

BULETTE



		🔀 Low		Moderat	e 🔀	Advanced	🔀 Elite				
O Terrain				Ten	nperate H	ills					
Q Rarity				(Common						
Role				В	rute / Sol	0					
Organizat	tion		Solitary or Pair								
			None								
C. Store				Madarata		duancad					
		⊻ Low		Moderate		dvanced	🔀 Elite				
Armor Class	17		17		19		19				
a - They Soler		al armor)		l armor)	(natural	armor)	(natural armor)				
Hit Points	83		128		184		265				
Speed	40 ft	O ft. Burrow 20 ft.									
Size, Type, Alignment	•	uge monstrosity, naligned		Huge monstrosity, unaligned		onstrosity, d	Gargantuan monstrosity, unaligned				
Ability Scores / Saves Saving Throws	STR DEX CON INT WIS CHA	1 (-5) 11 (+0)	STR DEX CON INT WIS CHA	19 (+4) 13 (+1) 17 (+3) 1 (-5) 11 (+0) 4 (-3)	STR DEX CON INT WIS CHA	21 (+5) 17 (+3) 19 (+4) 1 (-5) 15 (+2) 8 (-1)	STR 23 (+6) DEX 16 (+3) CON 21 (+5) INT 1 (-5) WIS 15 (+2) CHA 8 (-1)				
Resistances	12-11-										
Immunities	-										
Vulnerabilities	-										
Senses	+13, Da	Perception arkvision 60 ft., sense 60 ft.	+14, Dar	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.		Perception kvision 60 ft., ense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.				
Languages	-		1.5								
Challenge	8		12		15		18				

Standard	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon
Actions	attack: +5 to hit, reach	attack: +5 to hit, reach	attack: +6 to hit, reach	attack: +6 to hit, reach
Actions	15 ft., one target. Hit	15 ft., one target. Hit	15 ft., one target. Hit	15 ft., one target. Hit
	2d6+9/19-20 (16)	3d6+10/19-20 (20)	3d6+13/19-20 (24)	4d6+16/19-20 (30)
	piercing damage.	piercing damage.	piercing damage.	piercing damage.
	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon
	attack: +5 to hit, reach	attack: +5 to hit, reach 15	attack: +6 to hit, reach	attack: +6 to hit, reach
	15 ft., one target. Hit	ft., one target. Hit 1d8+7	15 ft., one target. Hit	15 ft., one target. Hit
	1d8+6 (10) slashing	(12) slashing damage.	2d6+9 (16) slashing	3d6+11 (22) slashing
	damage.	1 Million	damage.	damage.



CAT

U



		🔀 Low 🔀 Moderate					Advanced		✓ Elite
O Terrain				Terr	nperate o	r Hot Pla	ins or Urban		
Rarity						Common			
🔁 Role					Skirm	isher / M	inion		
Organizat	tion		0	Solitary,	Pair, or I	Pack (3-1	2x); Companio	on	
Treasure						None			
	[⊠ Low	×	Mod	erate	×	dvanced	×	Elite
Armor Class	15 (natur	al armor)	15 (natur	al armc	or)	17 (natura	l armor)	17 (natural	armor)
Hit Points	4		19			51		93	
Speed	30 ft	t.	35 f	t.	ALC: N	35 ft.		35 ft.	P. D. Con
Size, Type, Alignment	Tiny be	ast, unaligned	Tiny be	Tiny beast, unaligned		Tiny bea	Tiny beast, unaligned		ist, unaligned
Ability Scores / Saves Saves Saving Throws Resistances Immunities Vulnerabilities Senses Languages Challenge		I 6 (-2) 1 (-5) 10 (+0)	CON INT WIS CHA	1 6 1 10 5	(-2) (-5) (+0) (-3)	STR DEX CON INT WIS CHA - - Passive F Darkvision	6 (-2) 18 (+4) 10 (+0) 1 (-5) 14 (+2) 9 (-1) Perception +16, on 60 ft.	STR DEX CON INT WIS CHA - - Passive P Darkvisio	10 (+0) 17 (+3) 14 (+2) 1 (-5) 14 (+2) 9 (-1) erception +17, n 60 ft.
Standard Actions	attack: ft., one (2) pier Claw M attack: ft., one	elee weapon -5 to hit, reach 0 target. Hit 1d3+ cing damage. elee weapon -5 to hit, reach 0 target. Hit 1d2+ hing damage.	 attack: ft., one (2) pie Claw M attack: oft., one 	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage. Claw Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.		Bite Melee weapon attack: -3 to hit, reach O ft., one target. Hit 1d3+0 (2) piercing damage. Claw Melee weapon attack: -3 to hit, reach O ft., one target. Hit 1d2+0 (2) slashing		attack: +0 ft., one ta (4) pierci Claw Mel attack: +0 ft., one ta	e weapon) to hit, reach 5 rget. Hit 1d4+1 ng damage. ee weapon) to hit, reach 5 rget. Hit 1d3+1 ng damage.

damage.

A DECEMBER OF	🖂 Low	🗵 Moderate	☑ Advanced	🛛 Elite	200
Legendary					
Actions Innate -					
Spellcasting			Charling Street of		
Spellcasting -					
Possessions -					
					U
Contraction of the					
Contraction of the	and the state				
	23.3				
Contraction of	CARE AND				
	and the second				2.33
	No. States				
	Martin State				
				A CONTRACTOR	

Снеетан

C

🔀 Low



• Terrain		Warm Plains								
Q Rarity							Common			
Role		Skirmisher / Normal								
🖸 Organiza	tion	Solitary or Pair								
		None								
	Þ	< Lov	V	\times N	/lode	erate		dvanced	×	Elite
Armor Class	15 (natura	l armor)		15 (natural	armo	r)	17 (natural	armor)	18 (natural	armor)
Hit Points	22	,		48		96		162		
Speed	50 ft.	, Sprii	nt	55 ft., Sprint 55 ft., Sprint		55 ft.	, Sprint			
Size,Type, Alignment	Medium	beast, ur	naligned	Medium beast, unaligned		Medium	Medium beast, unaligned		ast, unaligned	
Ability Scores / Saves	STR DEX CON INT WIS CHA	13 1 10	(+2) (+3) (+1) (-5) (+0) (-3)	STR DEX CON INT WIS CHA	17	(+2) (+3) (+1) (-5) (+0) (-3)	STR DEX CON INT WIS CHA	18 (+4) 20 (+5) 17 (+3) 1 (-5) 14 (+2) 8 (-1)	STR DEX CON INT WIS CHA	20 (+5) 19 (+4) 18 (+4) 1 (-5) 14 (+2) 8 (-1)

	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)	
Saving Throws	-				
Resistances	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				
Immunities	-				
Vulnerabilities	-				
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	
Languages	CONTRACTOR OF STREET				
Languages Challenge	3	7	11	15	

attack: +5 to hit, reach

5 ft., one target. Hit

1d4+5 (8) slashing

damage.

ft., one target. Hit 1d8+7

(12) slashing damage.

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

126

and the	🖂 Low	🗵 Moderate	🗵 Advanced	× Elite
Special Abilities & Qualities	Sprint Once per hour, a cheet	ah can move at 10 times its no	ormal speed when it makes a ch	arge.
Innate Spellcasting			States -	
Spellcasting	-			
Possessions				

υ

CAT (LEOPARD)



		🔀 Low		🔀 Mod	erate	🔀 Advar	nced	×	Elite
O Terrain					Any Fo	orest			
Rarity					Comn	non			
🔁 Role				S	kirmisher	/ Normal			
🖸 Organizati	on				Solitary	or Pair			
Treasure					Nor	ie			
	Þ	🛛 Low 🛛 🖂 Moderate 🖂 Advanced 🖂 Elite							Elite
Armor Class	15 (natura	l armor)	15 (natu	ral armor)	17 (nat	ural armor)		17 natural ar	mor)
Hit Points	27	,	53	,	11	,		176	,
Speed	30 ft.	Climb 20	ft.						
Size,Type, Alignment	Medium	beast, unaligned	Mediu	m beast, unaliş	gned Med	ium beast, una	ligned L	arge beast,	unaligned
Ability Scores / Saves	STR DEX CON INT WIS CHA	14 (+2) 17 (+3) 13 (+1) 1 (-5) 11 (+0) 4 (-3)	STR DEX CON INT WIS CHA	(17 (+ N 13 (+ 1 (-5 11 (+)	3) DE 1) CC 5) IN 0) WI	X 19 (+ N 17 (+ T 1 (- S 15 (+	+4) □ +3) C 5) Ⅱ +2) \	DEX 1 CON 1 NT 1	9 (+4) 8 (+4) 9 (+4) (-5) 5 (+2) 3 (-1)
Saving Throws Resistances	- 								
Senses		Perception +10,Passive Perception +10,ion 60 ft.Darkvision 60 ft.				ive Perception vision 60 ft.		assive Perc arkvision 6	eption +12, 50 ft.
Languages Challenge	3	7 11 15							
		nst a grappled oppone to use its rake-it can't				s. A monster with	the rake abi	lity must begi	n its turn already

	🖂 Low	🗵 Moderate	🔀 Advanced	🔀 Elite
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.
Legendary Actions				
Innate Spellcasting	The second			

Spellcasting

Possessions

U

CAVE FISHER



Special Filament A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip **Abilities &** the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Deterity check. A filament is AC 18, has 5 hit points, and resists all damage except slashing. An application of liquid with high alcohol content Qualities (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.

	🖂 Low	🖂 Moderate	🖂 Advanced	🔀 Elite
Standard	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon
Actions	attack: +3 to hit, reach 5	attack: +2 to hit, reach 5	attack: +5 to hit, reach	attack: +6 to hit, reach 5
Actions	ft., one target. Hit 1d4+3	ft., one target. Hit 1d6+3	5 ft., one target. Hit	ft., one target. Hit 1d8+8
	(6) slashing damage.	(6) slashing damage.	1d6+6 (10) slashing	(12) slashing damage.
	Filament Ranged weapon	Filament Ranged weapon	damage.	Filament Ranged weapon
	attack: +0 to hit, one	attack: +0 to hit, one	Filament Ranged weapon	attack: +5 to hit, one
	target. Hit 1d1 (2)	target. Hit 1d1 (2)	attack: +2 to hit, one	target. Hit 1d1 (2)
	bludgeoning damage.	bludgeoning damage.	target. Hit 1d1 (2)	bludgeoning damage.
			bludgeoning damage.	
Legendary	-			

Actions Innate Spellcasting Spellcasting -Possessions

-

U

CENTAUR



		🔀 Low	1	🔀 Moderat	e 🗵	Advanced	×	Elite		
• Terrain			Temperate Forests and Plains							
Q Rarity				(Common					
Role				Solo	lier / Nor	mal				
🖸 Organizat	tion		Solitary,	Pair, Band (3-1	0x), Trib	e (11-30x plus	s others)			
Treasure		Standard								
		🗵 Low 🛛 🖂 Moderate			➢ Advanced		×	Elite		
Armor Class	16	CP AND	16		17		18			
Armor Class	(natura	al armor)	(natural	armor)	(natura	l armor)	(natural ar	mor)		
Hit Points	35		69		135		203			
Speed	35 ft									
Size,Type, Alignment	Large m unaligne	ionstrosity, ed	Large monstrosity, unaligned		Large monstrosity, unaligned		Huge monst unaligned	rosity,		
Ability Scores / Saves	STR DEX CON INT WIS CHA	9 (-1) 12 (+1)	STR DEX CON INT WIS CHA	14 (+2) 12 (+1) 13 (+1) 9 (-1) 12 (+1) 10 (+0)	STR DEX CON INT WIS CHA	17 (+3) 16 (+3) 17 (+3) 13 (+1) 16 (+3) 14 (+2)	DEX 1 CON 1 INT 1 WIS 1	9 (+4) 5 (+2) 9 (+4) 3 (+1) 6 (+3) 4 (+2)		
Saving Throws	-		·							
Resistances										
Immunities	-									
Vulnerabilities Senses		Perception +11, Passive Perception +14, Passive Perception +17, Passive Perception +1 ion 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft.								
Languages	Comm	ion, Elvish, Sylv	ran							
Challenge	4		8		12		16			

and the second	🖂 Low	Moderate	☑ Advanced	🔀 Elite	
Standard	Longsword Melee	Longsword Melee weapon	Longsword Melee	Longsword Melee	
Actions	weapon attack: +1 to hit,	attack: +2 to hit, reach	weapon attack: +3 to hit,	weapon attack: +4 to hit,	
	reach 10 ft., one target.	10 ft., one target. Hit	reach 10 ft., one target.	reach 10 ft., one target.	
	Hit 1d819-20 (410)	1d819-20 (410) slashing	Hit 1d819-20 (410)	Hit 1d8+7/19-20 (12)	
	slashing damage.	damage.	slashing damage.	slashing damage.	
	Shield Melee weapon	Shield Melee weapon	Shield Melee weapon	Shield Melee weapon	
	attack: +1 to hit, reach	attack: +2 to hit, reach 10	attack: +3 to hit, reach	attack: +4 to hit, reach	
	10 ft., one target. Hit 1d6+2 (6) bludgeoning	ft., one target. Hit 1d6+3 (6) bludgeoning damage.	10 ft., one target. Hit 1d6+5 (8) bludgeoning	10 ft., one target. Hit 1d6+7 (10) bludgeoning	
	damage.		damage.	damage.	
	Spear Melee weapon	Spear Melee weapon attack: +2 to hit, reach 10	Spear Melee weapon	Spear Melee weapon	
	attack: +1 to hit, reach	ft., one target. Hit 1d8x3	attack: +3 to hit, reach	attack: +4 to hit, reach	
	10 ft., one target. Hit	(1) piercing damage.	10 ft., one target. Hit	10 ft., one target. Hit	
	1d8x3 (1) piercing	Spear Ranged weapon	1d8+7/x3 (12) piercing	1d8+7/x3 (12) piercing	
	damage.	attack: +1 to hit, one	damage.	damage.	
	Spear Ranged weapon	target. Hit 1d8x3 (1)	Spear Ranged weapon	Spear Ranged weapon	
ST Company	attack: +1 to hit, one	piercing damage.	attack: +3 to hit, one	attack: +1 to hit, one	
	target. Hit 1d8x3 (1)	Hoof Melee weapon	target. Hit 1d8x3 (1)	target. Hit 1d8+7/x3	
	piercing damage.	attack: +2 to hit, reach 10	piercing damage.	(12) piercing damage.	
	Hoof Melee weapon	ft., one target. Hit 1d6+2	Hoof Melee weapon	Hoof Melee weapon	
	attack: +1 to hit, reach 10 ft., one target. Hit	(6) bludgeoning damage.	attack: +3 to hit, reach 10 ft., one target. Hit	attack: +4 to hit, reach 10 ft., one target. Hit	
	1d6+1 (4) bludgeoning		1d6+3 (6) bludgeoning	1d8+4 (8) bludgeoning	
	damage.		damage.	damage.	
Spellcasting					
Possessions	Longsword, shield, spear (3x)				
012					

CENIIPEDE (GANTWHIPIAL)

		🔀 Low	,	🔀 Moderat	e >		×	Elite
O Terrain			Te	mperate or War	m Forest	s or Undergro	und	
Q Rarity				Uncommon				
🔁 Role				Bru	ite / Norr	nal		
Organization				Solitary, Pa	air, or Col	ony (3-6x)		
Treasure					None			
	[⊠ Low	\mathbf{X}	Moderate	×	Advanced	×	Elite
Armor Class Hit Points	15 (natur: 34	al armor)	14 (natura 73	al armor5	17 (natura 137	l armor)	17 (natural a 215	rmor)
Speed	1000	. Climb 40	The second s				215	
Size, Type, Alignment		ermin, unaligned		ermin, unaligned	Huge ve	rmin, unaligned	Gargantuan unaligned	vermin,
Ability Scores / Saves	STR DEX CON INT WIS CHA	10 (+0) 8 (-1)	STR DEX CON INT WIS CHA	10 (+0) 8 (-1)	STR DEX CON INT WIS CHA	22 (+6) 14 (+2) 19 (+4) 10 (+0) 12 (+1) 5 (-3)	DEX CON INT WIS	24 (+7) 13 (+1) 21 (+5) 10 (+0) 12 (+1) 5 (-3)
Saving Throws Resistances Immunities Vulnerabilities	- psychi	c						
Senses		Perception +9, ion 60 ft.		Perception +9, ion 60 ft.	Passive I Darkvisio	Perception +11, on 60 ft.	Passive Per Darkvision	ception +11, 60 ft.
Languages Challenge	- 4		8		12		16	
Special Abilities & Qualities	Poison Bi	ion DC 15 te - injury; save Consti	tution; frequ	row ion DC 16 ency 1/round for 6 rou long rest or with any n		on DC 18 13 Dexterity damage a	Saving Throw Constitution E and is Poisoned;	
Standard Actions	Bite Me attack: 15 ft., c	lee weapon +5 to hit, reach one target. Hit O (17) piercing	Bite Me attack: - 15 ft., o	lee weapon +5 to hit, reach ne target. Hit 2 (19) piercing	Bite Mel attack: + 15 ft., or	ee weapon 6 to hit, reach ne target. Hit (22) piercing	Bite Melee attack: +5 t 20 ft., one 3d6+18 (2 damage.	o hit, reach target. Hit

and the second	🖂 Low	🗵 Moderate	☑ Advanced	🔀 Elite	23
Legendary -					
Actions					
Innate -					
Spellcasting					
Spellcasting -					
Possessions -					
					C
	a contraction of				
		ELECTRON CALLER			
			State of the second		
	- 5 - 1				
	a				
- Andrews					

CENTIPEDE (GIANT)

2		🔀 Low	,	🔀 Moderat	e 🔀 Advanced	Elite		
O Terrain			Ter	nperate or Wa	rm Forest or Undergro	und		
Rarity				(Common			
🔁 Role				Brı	ite / Minion			
🖸 Organiza	tion			Solitary, Pair, or Colony (3-6x)				
Treasure					None			
	[⊠ Low	\mathbf{X}	Moderate	🖂 Advanced	× Elite		
Armor Class	15	de la sur	15		16	17		
		al armor)	(natural	armor)	(natural armor)	(natural armor)		
Hit Points	5		19		60	122		
Speed	40 ft	. Climb 40	ft.	1200				
Size,Type, Alignment	Mediun unalign	n vermin, ed	Medium unaligned		Medium vermin, unaligned	Large vermin, unaligned		
	STR	7 (-2)	STR	8 (-1)	STR 12 (+1)	STR 17 (+3)		
AL -1-1	DEX		DEX	13 (+1)	DEX 17 (+3)	DEX 16 (+3)		
Ability Scores /	CON		CON	10 (+0)	CON 14 (+2)	CON 17 (+3)		
Saves	INT	10 (+0)	INT	10 (+0)	INT 10 (+0)	INT 10 (+0)		
	WIS	8 (-1)	WIS	8 (-1)	WIS 12 (+1)	WIS 12 (+1)		
Saving	CHA	1 (-5)	CHA	1 (-5)	CHA 5 (-3)	CHA 5 (-3)		
Throws	-		-					
Resistances	-							
Immunities	psychi	ic						
Vulnerabilities	- Passive	Perception +9,	Passive P	Perception +9,	Passive Perception +11,	Passive Perception +11,		
Senses		ion 60 ft.	Darkvisio		Darkvision 60 ft.	Darkvision 60 ft.		
Languages			E		0	12		
Challenge	Service 71		5		9 Series Them	13		
Special Abilities &		ion DC 12	Saving Thro Constitutio	n DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18		
Qualities		te - injury; save Constinote ore damage is healed in			nds; effect 1d3 Dexterity damage nagical healing.	e and is Poisoned; cure 1 save.		
Standard Actions	attack: ft., one	elee weapon -2 to hit, reach 5 target. Hit 1d6+0 <mark>cing dama</mark> ge.	attack: -1 ft., one ta	ee weapon to hit, reach 5 arget. Hit 1d6 ing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing		

damage.

damage.

 \mathbf{O}

	🖂 Low	🗵 Moderate	➢ Advanced	🛛 Elite	230
Legendary - Actions					
Innate -	- 176 -20				
Spellcasting		The second s	Here and the second		
Spellcasting -					
Possessions -					2
					U
					2
					1
2000					
- Area and					
	2.5 2.1				
			Contraction of the		
	and the second				
	Real Property in				
	Street and				
	A CONTRACTOR OF				

CENIIPEDE (GREAT FOREST)

		🔀 Lov	v	🔀 Modera	te		Elite
• Terrain			T	emperate or Wa	ırm For	est or Undergro	ound
Q Rarity				l	Incomr	non	
🔁 Role				Bri	ute / N	ormal	
Organiza	tion			Solitary, Pair, or Colony (3-6x)			
Treasure				None			
	2	× Low	\mathbf{X}	Moderate	×	Advanced	× Elite
Armor Class	16 (natura	al armor)	16 (natur	al armor)	17 (natu	ural armor)	17 (natural armor)
Hit Points	82		130)	20	1	298
Speed	40 ft	. Climb 40	ft.	Carl Arrow			
Size, Type, Alignment	Gargant unaligne	uan vermin, ed	Gargan unaligr	tuan vermin, ned	Garga unalig	ntuan vermin, ned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR DEX CON INT WIS CHA	10 (+0) 8 (-1)	STR DEX CON INT WIS CHA	19 (+4) 10 (+0) 8 (-1)	STR DE CO INT WIS CH	K 14 (+2) N 21 (+5) 10 (+0) 5 12 (+1)	STR28 (+9)DEX13 (+1)CON23 (+6)INT10 (+0)WIS12 (+1)CHA5 (-3)
Saving Throws	-						
Resistances Immunities Vulnerabilities	- psychi -	с					
Senses		Perception +9, ion 60 ft.		e Perception +9, sion 60 ft.		ve Perception +11, ision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages Challenge	-7		11		15	t-1-1.3	18
Special Abilities & Qualities		ion DC 17 te - injury; save Const	itution; freq	tion DC 18	unds; effec	ution DC 20 t 1d3 Dexterity damage	Saving Throw Constitution DC 22 e and is Poisoned; cure 1 save.
Standard Actions	Bite Me attack: - 20 ft., o	lee weapon +7 to hit, reach ne target. Hit 5 (26) piercing	Bite Me attack: 20 ft.,	elee weapon +6 to hit, reach one target. Hit 6 (26) piercing	Bite M attack 20 ft.	Aelee weapon c: +8 to hit, reach , one target. Hit 21 (32) piercing	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+24 (38) piercing

damage.

damage.

damage.

damage.

and the second	🗵 Low	Moderate	☑ Advanced	🔀 Elite	23
Legendary -					
Actions					
Innate Spellcasting					
Spellcasting -					
Possessions		and the second			1
					U
1912 - 19		El Contra de la Co			
and the second					
	25 20				
	a - Date				
					1
	Star Street				
	and the second				

CENTIPEDE (HISSER) 🛟 🎉 👧

		🔀 Low	,	🔀 Moderat	e >	Advanced		× Elite
• Terrain				mperate or War				
Rarity				Uncommon				
				Brute / Normal				
Organiza	tion			Solitary, Pa	ir, or Col	ony (3-6x)		
	lion				None			
10 Co. 30		≚ Low		Moderate		Advanced		Elite
Armor Class	15 (natur:	al armor)	15 (natura	l armor)	16 (natura	l armor)	17 (natural	armor)
Hit Points	14		47	runnor)	98	i unnorj	168	unnor)
Speed		Climb 40	The second s				100	
Size, Type,								· [1]
Alignment	Large ve	ermin, unaligned	Large ve	rmin, unaligned	Large ve	rmin, unaligned	Huge ver	min, unaligned
	STR	15 (+2)	STR	15 (+2)	STR	18 (+4)	STR	20 (+5)
Ability	DEX		DEX	12 (+1)	DEX	16 (+3)	DEX	15 (+2)
Scores /	CON		CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
Saves	WIS	10 (+0) 8 (-1)	INT WIS	10 (+0) 8 (-1)	INT WIS	10 (+0) 12 (+1)	INT WIS	10 (+0) 12 (+1)
	CHA		CHA	1 (-5)	CHA	5 (-3)	CHA	5 (-3)
Saving								- (-)
Throws	-							
Resistances Immunities	- psychi	52330665225 C						
Vulnerabilities	-	Transfer a						
Senses		Perception +9, ion 60 ft.	Passive I Darkvisio	Perception +9,	Passive I Darkvisi	Perception +11,	Passive P Darkvisio	erception +11,
Languages	-	1011 00 11.	Darkvisi	511 00 H.	Darkvisi		Darkvisio	11 00 11.
Challenge	2		6		10		14	
Special	Saving Th	row ion DC 14	Saving Thr Constitutio		Saving Thr Constitution		Saving Thro Constitution	
Abilities & Qualities	Poison Bi	te - injury; save Consti	tution; freque	ency 1/round for 6 rou	nds; effect 1	d3 Dexterity damage		
Standard	Bite Me	lee weapon	Bite Mel	ong rest or with any m ee weapon	Bite Mel	ee weapon		e weapon
Actions		+3 to hit, reach one target. Hit		3 to hit, reach 10 arget. Hit 1d8+4		5 to hit, reach ne target. Hit		5 to hit, reach e target. Hit
		(8) piercing		ing damage.		14) piercing		(19) piercing
	aumuge	a second second			uallage.		uarriage.	

140

C

	🖂 Low	🗵 Moderate	☑ Advanced	🛛 Elite	20
Legendary -					123
Actions					
Innate					
Spellcasting			Section 201		
Spellcasting -					
Possessions -					
					C
					-
	25 2				
and the second					
- Andrews					
	The second second				

CENTIPEDE (HOUSE)

		🔀 Low	,	🗵 Moderat	e	🔀 Advanced	🔀 Elite	
O Terrain			Te	emperate or Wa	rm Fore	est or Undergrou	und	
Rarity				Common				
🔁 Role				Lur	ker / Mi	inion		
Organization				Solitary, Pa	air, or Co	olony (3-6x)		
Treasure				None				
		× Low	\mathbf{x}	Moderate	$\mathbf{\times}$	Advanced	🔀 Elite	
Armor Class		al armor)	16 (natur	al armor)	18 (natu	ral armor)	18 (natural armor)	
Hit Points	5		26		61		113	
Speed	40 f	t. Climb 40	ft.					
Size,Type, Alignment	Tiny ve	rmin, unaligned	Tiny ve	rmin, unaligned	Tiny ve	ermin, unaligned	Small vermin, unaligned	
Ability Scores / Saves	STR DEX CON INT WIS CHA	I 8 (-1) 10 (+0) 8 (-1)	STR DEX CON INT WIS CHA	I 8 (-1) 10 (+0) 8 (-1)	STR DEX CON INT WIS CHA	<pre>20 (+5) 12 (+1) 10 (+0) 12 (+1)</pre>	STR8(-1)DEX18(+4)CON16(+3)INT10(+0)WIS12(+1)CHA5(-3)	
Saving Throws Resistances Immunities Vulnerabilities	- - psych -							
Senses		Perception +9, ion 60 ft.		Perception +9, ion 60 ft.		e Perception +11, sion 60 ft.	Passive Perception +11, Darkvision 60 ft.	
Languages Challenge	1		5		9	<u> </u>	13	
Special Abilities & Qualities	Poison B	ion DC 11 ite - injury; save Consti	tution; frequ	ion DC 12 uency 1/round for 6 rou	inds; effect	ition DC 15 1d3 Dexterity damage	Saving Throw Constitution DC 18 and is Poisoned; cure 1 save.	
Standard Actions	Bite Me attack: ft., one	elee weapon -5 to hit, reach 0 target. Hit 1d3+0 cing damage.	Bite Me attack: ft., one	upon a long rest or with any magical hite Melee weaponBitettack: -6 to hit, reach 0attac., one target. Hit 1d3+00 ft.,		elee weapon -6 to hit, reach ne target. Hit 0 (2) piercing	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	

and the second	🗵 Low	🖂 Moderate	☑ Advanced	🔀 Elite	20
Legendary -					
Actions					
Innate -					
Spellcasting		Contraction of the	Section Sector		
Spellcasting -					
Possessions -					
					2
					U
					2
	State of the				
The second					
and the second					
Contraction of the					
			and the second second		
	-				
and the second					
and the second					
				Server 15	
	State of the second				

CENTIPEDE (SEWER

🔀 Low

SEWER)							
🔀 Moderate	🔀 Advanced	🔀 Elite					
Temperate or Warm Forest or Underground							
Com	nmon						

Lurker / Minion

Solitary, Pair, or Colony (3-6x) None

Organization Υ. Treasure

C

• Terrain

Q Rarity

👌 Role

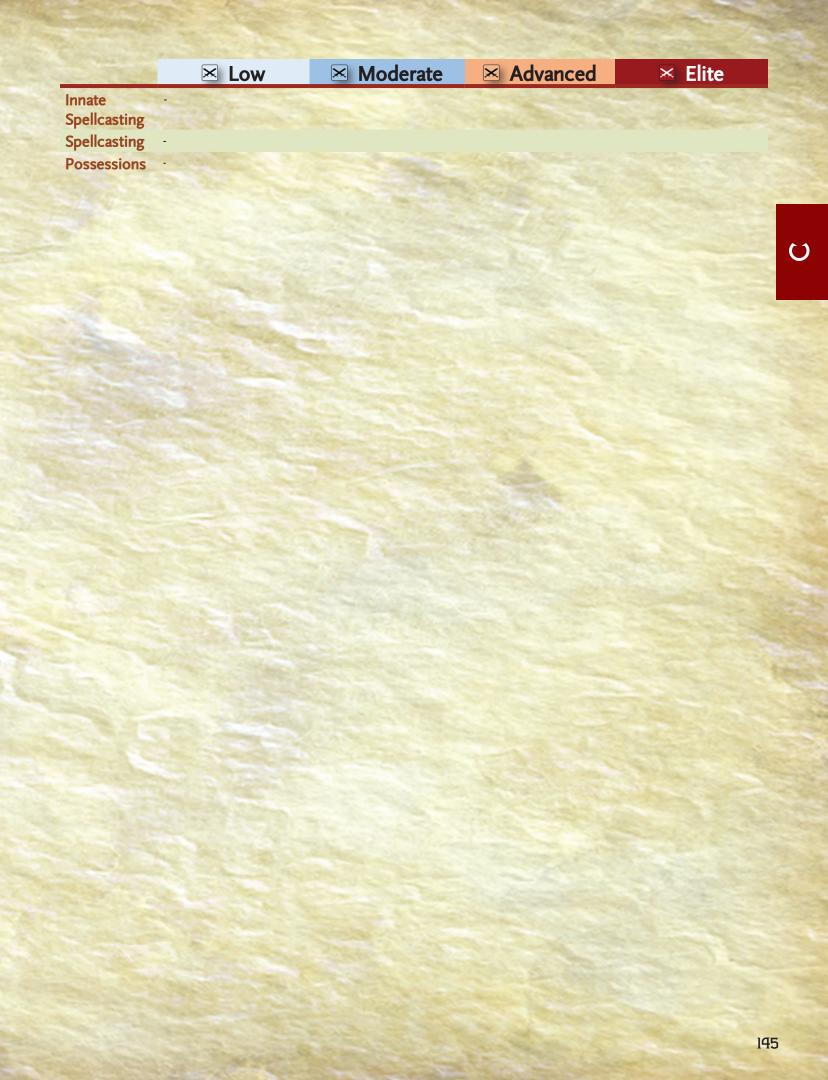
	×	🗵 Low 🛛 🖂 Modera		Moderate	🖂 Advanced 🛛 🔀 Elite			ite
Armor Class	15		16		17		17	
Hit Points	(natural armor)		(natural 18	l armor) (natural armor) 5 4		armor)	(natural arm 106	or)
Speed	40 ft. Climb 40 f		The second second second					
Size,Type, Alignment	Small vermin, unaligned		Small ver	min, unaligned	Small ver	min, unaligned	Medium vermin, unaligned	
Ability Scores / Saves	STR DEX CON INT WIS CHA	3(-4)15(+2)8(-1)10(+0)8(-1)1(-5)	STR DEX CON INT WIS CHA	3 (-4) 16 (+3) 8 (-1) 10 (+0) 8 (-1) 1 (-5)	STR DEX CON INT WIS CHA	8 (-1) 18 (+4) 12 (+1) 10 (+0) 12 (+1) 5 (-3)	DEX 17 CON 16 INT 10	(+1) (+3) (+3) (+3) (+0) (+0) (+1) (-3)
Saving Throws	-			(-)			-	(-)
Resistances	Contraction of the							

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	Contraction of the second			
Challenge	1	5	9	13
Special Abilities & Qualities	Saving Throw Constitution DC 11Saving Throw Constitution DC 12Saving Throw Constitution DC 15Saving Throw Constitution DC 18Poison 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.Saving Throw Constitution DC 15			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.

Legendary Actions

Immunities

psychic



CENTIPEDE (TITAN)

		🔀 Low	Moderat	e 🔀 Advanced	× Elite
O Terrain			Temperate or War	m Forests or Undergro	und
Q Rarity				Rare	
Role			В	rute / Elite	
🖸 Organiza	ition		Solitary, Pa	ir, or Colony (3-6x)	
Treasure				None	
	(× Low	🗵 Moderate	🗵 Advanced	× Elite
Armor Class	16 (natur	al armor)	14 (natural armor7	16 (natural armor8	18 (natural armor8
Hit Points	66		129	214	273
Speed	40 ft	t. Climb 40	ft.		
Size, Type, Alignment	Gargan [.] unalign	tuan vermin, ed	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR DEX CON INT		STR28 (+9)DEX9 (-1)CON21 (+5)INT10 (+0)	STR30 (+10)DEX14 (+2)CON23 (+6)INT10 (+0)	STR30 (+10)DEX15 (+2)CON23 (+6)INT10 (+0)

	WIS 8 (-1) CHA 1 (-5)	WIS 8 (-1) CHA 1 (-5)	WIS 12 (+1) CHA 5 (-3)	WIS 12 (+1) CHA 5 (-3)
Saving Throws	-			
Resistances				
Immunities	psychic			
Vulnerabilities				
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages				
Challenge	6	10	14	18
Special Abilities & Qualities		Saving Throw Constitution DC 19 ution; frequency 1/round for 6 rou full upon a long rest or with any m		Saving Throw Constitution DC 22 and is Poisoned; cure 1 save.
Standard Actions	Bite Melee weapon attack: +9 to hit, reach	Bite Melee weapon attack: +9 to hit, reach	Bite Melee weapon attack: +9 to hit, reach	Bite Melee weapon attack: +9 to hit, reach

30 ft., one target. Hit

4d6+25 (39) piercing

damage.

30 ft., one target. Hit

4d6+25 (39) piercing

damage.

30 ft., one target. Hit

4d6+22 (36) piercing

damage.

Actions

20 ft., one target. Hit

4d4+19 (29) piercing

damage.

 \mathbf{O}

A CONTRACTOR	🖂 Low	🗵 Moderate	🗵 Advanced	🔀 Elite	100
Legendary -					122
Actions					
Innate -					
Spellcasting Spellcasting -					
Possessions					A State
					U
	A STATE OF				
Carlo Carlo					
Contraction of the second					
			Contraction of the second		
					-
and the second second	time in man				
	The Part of the Pa				
	TE LAND				

Centipede Swarm 🕄 🌠 👧

		× Lo	w	🔀 Modera	ate 😕	Advanced	🔀 Elite	
O Terrain			٦	emperate or W	arm Fores	t or Undergrou	ind	
Rarity			Common					
🔁 Role				So	ldier / Nor	mal		
Organiza	tion			Solitary, I	Pair, or Tar	ngle (3-6x)		
Treasure					None			
	[⊠ Low	\mathbf{X}	Moderate	\mathbf{X}	Advanced	🔀 Elite	
Armor Class	16 (natur	al armor)	17 (natu	ral armor)	17 (natura	l armor)	18 (natural armor)	
Hit Points	14		36		79		138	
Speed	30 ft	. Climb 3	0 ft.	L'a little				
Size, Type, Alignment	Tiny vei	rmin, unaligned	Tiny v	ermin, unaligned	Tiny veri	min, unaligned	Tiny vermin, unaligned	
Ability Scores / Saves Saving Throws Resistances Immunities Vulnerabilities Senses	- Passive	2 (-4) 10 (+0 8 (-1) 1 (-5)) DEX COI INT WIS CH/ - - ng, psych	(17 (+3) N 6 (-2) 10 (+0) 8 (-1)	Passive	4 (-3) 18 (+4) 10 (+0) 10 (+0) 12 (+1) 4 (-3) Perception rkvision 60 ft.,	STR 8 (-1) DEX 18 (+4) CON 15 (+2) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)	
Languages	252	sense 30 ft.	-	orsense 30 ft.		ense 30 ft.	Tremorsense 30 ft.	
Challenge	5		9	The new years	13		17	
Special Abilities & Qualities		ion DC 9	e creatures that	ution DC 12	Saving Thr Constitution of creature that	on DC 15	Saving Throw Constitution DC 18 rou is nauseated for 1 round; a	
Special Abilities & Qualities		ion DC 9 te - injury; save Co	nstitution; free	ution DC 12		on DC 15 d4 Dexterity damage	Saving Throw Constitution DC 18 and is Poisoned; cure 1 save.	

C

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

υ

CHAOS BEAST



	× Lo	w 🔀 Mode	erate 🔀 Advanced	🔀 Elite		
O Terrain			Any			
Rarity			Rare			
Role		Co	ontroller / Normal			
Organizatio	on	Solita	ary or Invasion (2-5x)			
			None			
1.1	🖂 Low	🖂 Moderat	e 🖂 Advanced	× Elite		
America	17	17	18	19		
Armor Class	(natural armor)	(natural armor)	(natural armor)	(natural armor)		
Hit Points	86	123	174	255		
Speed	20 ft.					
	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Medium monstrosity, chaotic neutral	Large monstrosity, chaotic neutral		
Ability Scores / Saves	STR 15 (+2 DEX 13 (+1 CON 14 (+2 INT 8 (-1) WIS 10 (+0 CHA 9 (-1)) DEX 13 (+1) CON 14 (+2 INT 8 (-1) WIS 10 (+0	DEX 17 (+3) CON 17 (+3) INT 12 (+1) WIS 14 (+2)	STR21 (+5)DEX15 (+2)CON19 (+4)INT12 (+1)WIS14 (+2)CHA13 (+1)		
Saving Throws	-	-	-			
Resistances -	12 Nr. 223					
Immunities -						
Vulnerabilities		4, Passive Perception + 7	San Street Street			
	SensesPassive Perception +14, Darkvision 60 ft.		5, Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.		
Languages -	Carl Start Par					
Challenge	4	8	12	16		

	\mathbf{x}	Low	$\mathbf{\times}$	Moderate	×	Advanced	🛛 Elite
Special	Saving Throws	DC 16	Saving T	hrows DC 17	Saving	Throws DC 18	Saving Throws DC 20
Abilities & Qualities	consecutive sa control the effi item. Clothing, than help, redu gains the amor (disadvantage taking a standa for 1 minute. S the curse, but Wisdom dama damage from r drain ceases ar condition at th magic.	aves. A creature cu ect (see below), it: , armor, helmets, a ucing the victim's rphous quality, but on attack rolls and ard action to attem Spells that change hold the creature ige for the duration mental shock even and the amorphous his time). Ability so	rsed with a s shape co nd rings b Dexterity s t cannot ca l a 50% mi opt a Wisdo the victim in a stable n of the sp y round tha body effec core dama	an amorphous body becc nstantly melts, flows, wri ecome useless. Large ite acore by 4. Speed is redu ist spells or use magic ite iss chance, regardless of om save (same DC as the 's shape (such as alter se form (which might not b ell; shapechange and sto at it ends its turn in an ar ct is permanent until rerr ge from this effect is res	omes a spo ithes, and ms worn c ced to 10 ems, and it the attack a initial sav lf, beast s be its own meskin hav norphous noved via r tored after	ongy, shapeless mass. U boils. An affected creatu or carried - armor, backp feet or one-quarter norm t attacks blindly, unable roll). A victim can temp re). A success reestablis hape, elemental body, an form, depending on the re a similar effect. The v shape - upon being drain magic (no further number r a long rest, or via resto	a damage per round; cure 3 inless the victim manages to ure is unable to hold or use any backs, even shirts - hamper more mal, whichever is less. The victim to distinguish friend from foe borarily regain its own shape by hes the creature's normal form and polymorph) do not remove is spell) and prevent additional fictim takes 1 point of Wisdom ined to 1 Wisdom, further Wisdom er of saving throws can cure the boration or more powerful healing
Special Abilities & Qualities				effects, such as polymo urns to its normal form a			aos beast into a new shape, but at
Standard	Claw Melee	weapon	Claw M	1elee weapon	Claw I	Melee weapon	Claw Melee weapon
Actions		o hit, reach 5		+4 to hit, reach 5		: +4 to hit, reach	attack: +6 to hit, reach
	(6) slashing	et. Hit 1d6+3		target. Hit 1d8+4 shing damage.		one target. Hit 6 (10) slashing	10 ft., one target. Hit 2d6+9 (16) slashing
	(0) 510511116	, durnage.	(0) 514.	sing duringe.	damag		damage.
	6						

Illustration 14: Chaos Beast

υ

CHIMERA (BLACK-HEADED)



		🗵 Low	/	⊠ Moderat	e 🔀	Advanced	×	Elite
Q Terrain			Temperate Hills					
Q Rarity			Rare					
🔁 Role				Skirm	isher / Nor	mal		
🖸 Organizat	tion		So	litary, Pair, Prid	e (3-6x), o	r Flight (7-12	x)	
Treasure					Standard			
	[× Low	\mathbf{X}	Moderate	× Ac	dvanced	×E	lite
Armor Class	16 (natura	al armor)	17 (natura	ll armor)	18 (natural a	armor)	18 (natural arm	nor)
Hit Points	38		86		149		249	
Speed	30 ft	t. Fly 50 ft.	(Poor)	200			and the second second	Restant
Size,Type, Alignment	Mediun chaotic	n monstrosity, evil	Large m chaotic	onstrosity, evil	Large mon chaotic evi		Huge monstr chaotic evil	osity,
Ability Scores / Saves Saving Throws Resistances	STR DEX CON INT WIS CHA	1 11 (+0) 2 (-4) 11 (+0)	STR DEX CON INT WIS CHA	17 (+3) 10 (+0) 15 (+2) 2 (-4) 11 (+0) 8 (-1)	DEX CON	19 (+4) 14 (+2) 18 (+4) 6 (-2) 15 (+2) 12 (+1)	DEX 1 CON 2 INT 6 WIS 1	1 (+5) 2 (+1) 0 (+5) (-2) 5 (+2) 2 (+1)
Immunities Vulnerabilities								
Senses Languages		Perception +10, Passive Perception +10, on 60 ft. Darkvision 60 ft.			Passive Pe Darkvision	rception +17, 60 ft.	Passive Perce Darkvision 60	
Challenge	5		9		13		17	
Special Abilities & Qualities	Saving Th Dexterity Acid Dam Breath W breath we	DC 13 nage 4d6 eapon 40' Line of Acid	Saving The Dexterity Acid Dam d, Recharge 2	DC 16	Saving Throw Dexterity DC Acid Damage	19 8d6	Saving Throw Dexterity DC 21 Acid Damage 10 Du are immune to	

	🖂 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.	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	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.	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: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.	ft., one target. Hit 1d8+6 (10) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.



CHIMERA (BLUE-HEADED)

/	×
_	

		\mathbf{X}	Low	🔀 Moderat	e 🔀 Advanced	Elite		
O Terrain			Temperate Hills					
Q Rarity					Rare			
🔁 Role				Skirm	isher / Normal			
🖸 Organiza	tion		:	Solitary, Pair, Pric	e (3-6x), or Flight (7-1	2x)		
Treasure					Standard			
	ſ	× Low	×	Moderate	➢ Advanced	× Elite		
	-			Wodcrate				
Armor Class	16 (natura	al armor)	17 (natu	iral armor)	18 (natural armor)	18 (natural armor)		
Hit Points	20		77		153	229		
Speed	30 ft	: Fly 50	ft. (Poor	.)				
Size, Type,		n monstrosit	, ,	monstrosity,	Large monstrosity,	Huge monstrosity,		
Alignment	chaotic			ic evil	chaotic evil	chaotic evil		
	STR	13 (+			STR 19 (+4)	STR 22 (+6)		
Ability	DEX				DEX 14 (+2)	DEX 12 (+1)		
Scores /	CON				CON 18 (+4)	CON 20 (+5)		
Saves	INT	2 (-	4) INT		INT 6 (-2)	INT 6 (-2)		
	WIS		-0) WIS		WIS 15 (+2)	WIS 15 (+2)		
	CHA	8 (-	1) CH	A 8 (-1)	CHA 12 (+1)	CHA 12 (+1)		
Saving Throws	-							
Resistances	-							
Immunities	-							
Vulnerabilities								
Senses		Perception ion 60 ft.		ve Perception +10, ision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.		
Languages	Draco	nic						
Challenge	5		9		13	17		
Special	Saving Th Dexterity		Saving Dexter	Throw ity DC 16	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21		
Abilities & Qualities	Lightning	Damage 3d6	Lightni	ng Damage 4d6	Lightning Damage 6d6	Lightning Damage 8d6 nage. You are immune to your own		
Same -	breath we							

	🗵 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				Ten	nperate Hills				
Q Rarity			Rare						
🔁 Role			Skirmisher / Normal						
😳 Organiza	tion	Solitary, Pair, Pride (3-6x), or Flight (7-12x)							
関 Treasure		Standard							
	[⊠ Low	anced	×E	ite				
Armor Class	16 (natura	al armor)	17 (natura	al armor)	18 (natural arm		18 (natural arm	or)	
Hit Points	41		87		161		239		
Speed	30 ft	. Fly 50 ft. ((Poor)						
Size, Type, Alignment	Mediun chaotic	n monstrosity, evil	Large m chaotic	ionstrosity, evil	Large monstro chaotic evil		Huge monstro chaotic evil	sity,	
Ability Scores / Saves	STR DEX CON INT WIS CHA	11 (+0) 2 (-4) 11 (+0)	STR DEX CON INT WIS CHA	15 (+2) 2 (-4) 11 (+0)	DEX 14	4 (+2) 3 (+4) (-2) 5 (+2)	DEX 12 CON 20 INT 6 WIS 15	2 (+6) 2 (+1) 0 (+5) (-2) 5 (+2) 2 (+1)	
Saving Throws	-	- (-)						()	
Resistances Immunities Vulnerabilities									
Senses	Darkvis	Perception +10,Passive Perception +10,Passive Perception +17,Passive Perception +18,ion 60 ft.Darkvision 60 ft.Darkvision 60 ft.Darkvision 60 ft.							
Languages Challenge	Draco 5	nic	9	00.000	13		17		
Special Abilities & Qualities		DC 13 nage 4d8	Saving Th Dexterity Acid Dam crosive Gas, F	DC 16	Saving Throw Dexterity DC 19 Acid Damage 8d8 pons allow a Dexteri	3	Saving Throw Dexterity DC 21 Acid Damage 10d amage. You are im		

	🖂 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 Spellcasting

Possessions -

CHIMERA (RED-HEADED)



		🔀 Low	/	🔀 Moderat	e 🔀 Advanced 🛛 🔀 Elite				
O Terrain			Temperate Hills						
Q Rarity					Rare				
🔁 Role			Skirmisher / Normal						
🖸 Organiza	tion	Solitary, Pair, Pride (3-6x), or Flight (7-12x)							
Treasure		Standard							
1	(× Low	\mathbf{X}	Moderate	🖂 Advanced	🔀 Elite			
Armor Class	16 (natur	al armor)	17 (natur	al armor)	18 (natural armor)	18 (natural armor)			
Hit Points	39		104		168	255			
Speed	30 ft	t. Fly 50 ft.	(Poor)	a state					
Size, Type, Alignment	Mediun chaotic	n monstrosity, evil	Large n chaotic	nonstrosity, : evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil			
Ability Scores / Saves	STR DEX CON INT WIS CHA	111 (+0) 2 (-4) 11 (+0)	STR DEX CON INT WIS CHA	1 15 (+2) 2 (-4) 11 (+0)	STR 19 (+4) DEX 14 (+2) CON 18 (+4) INT 6 (-2) WIS 15 (+2) CHA 12 (+1)	STR 21 (+5) DEX 12 (+1) CON 20 (+5) INT 6 (-2) WIS 15 (+2) CHA 12 (+1)			
Saving Throws	-		-						
Resistances Immunities Vulnerabilities									
Senses		e Perception +10, Passive Perception +10, Passive Perception +17, Passive Perception sion 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft.							
Languages Challenge	Draco 5	nic	9		13	17			
Special Abilities & Qualities	Saving Th Dexterity Fire Dam Breath W breath we	DC 13 age 4d8 eapon 20' Cone of Fire	Saving Th Dexterity Fire Dam e, Recharge	DC 16 age 6d8	Saving Throw Dexterity DC 19 Fire Damage 8d8 v a Dexterity save for half damage	Saving Throw Dexterity DC 21 Fire Damage 10d8 You are immune to your own			

	🖂 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				,	🔀 Modera	ite	🔀 Advanced	🔀 Elite
O Terrain			Temperate Hills					
Rarity						Rare		
🔁 Role					Skirr	nisher /	Normal	
🖸 Organiza	tion		Solitary, Pair, Pride (3-6x), or Flight (7-12x)					
Treasure		Standard						
	[× Lo	🛛 Low 🛛 🖂 Moderate 🖂 Adva					🔀 Elite
Armor Class	16 (natura	al armo	or)	17 (natural	armor)	18 (natu	ral armor)	18 (natural armor)
Hit Points	39			104		16	8	255
Speed	30 ft	. Fly	50 ft. (Poor)				
Size, Type, Alignment	Mediun chaotic		trosity,	Large mo chaotic e	onstrosity, evil	Large chaot	monstrosity, ic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR DEX CON INT WIS CHA	14 11 2 11	(+1) (+2) (+0) (-4) (+0) (-1)	STR DEX CON INT WIS CHA	17 (+3) 10 (+0) 15 (+2) 2 (-4) 11 (+0) 8 (-1)	STR DE) COI INT WIS CH/	(14 (+2) N 18 (+4) 6 (-2) 5 15 (+2)	STR21 (+5)DEX12 (+1)CON20 (+5)INT6 (-2)WIS15 (+2)CHA12 (+1)
Saving Throws	-							-
Resistances Immunities Vulnerabilities								
Senses	Darkvis	ision 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvis					Passive Perception +18, Darkvision 60 ft.	
Languages Challenge	Draco 5	nic		9		13		17
Special Abilities & Qualities	Saving Th Dexterity Cold Dam Breath W breath we	DC 13 hage 4d8 eapon 20	' Cone of Cole	Saving Thro Dexterity E Cold Dama d, Recharge 2	DC 16 ge 6d8	Cold Da	ty DC 19 amage 8d8	Saving Throw Dexterity DC 2 1 Cold Damage 10d8 You are immune to your own

C

and the second	🖂 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 -

υ

CHOKER

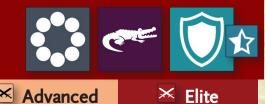


	× Lo	w 🗵 Mod	erate 🛛 🔀 Advanced	🔀 Elite				
O Terrain	_		Any Underground					
Rarity			Common					
Role			Lurker / Normal					
🖸 Organizatio	n	Solita	ry, Pair, or Clutch (3-8x)					
Treasure		Standard						
	🗵 Low	🗵 Modera	te 🛛 🖂 Advanced	🔀 Elite				
Armor Class	16 natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)				
	18	38	83	166				
Speed 2	20 ft. Climb 10) ft.						
· · · · · · · · · · · · · · · · · · ·	mall aberration, chaotic	Small aberration, cha evil	otic Small aberration, chaotic evil	Medium aberration, chaotic evil				
S	STR 14 (+2)	STR 15 (+	2) STR 18 (+4)	STR 20 (+5)				
Ability	DEX 12 (+1)			DEX 14 (+2)				
Scores /	CON 11 (+0)		0) CON 15 (+2)	CON 18 (+4)				
Javes	NT 2 (-4)	INT 2 (-4		INT 6 (-2)				
	WIS 11 (+0) CHA 5 (-3)	WIS 11 (+ CHA 5 (-3		WIS 15 (+2)				
Saving	CHA 5 (-3)	CHA 5 (-3	3) CHA 9 (-1)	CHA 9 (-1)				
Throws				•				
Resistances -		Stoler -						
Immunities -								
Vulnerabilities -		Contraction of	ALC: NO. WILLIE	1996 - 1997 -				
D	Passive Perception +10 Darkvision 60 ft.	Passive Perception + Darkvision 60 ft.	-10, Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.				
	Indercommon	<u> 197</u> - 197 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 198 - 1 198 - 1	Elizabeth Allow	an an the second				
Challenge 3	3	7	11	15				
opeciai	amage 1d4	Damage 2d4	Damage 3d4	Damage 4d4				
		ponent, dealing bludgeoning o check, including additional da	lamage, when you make a successful grap mage).	pple check (in addition to any other				
Abilities & St		ring talent for seizing their vic	tra move action during its turn each rour tims by the neck. A creature that is grapp					

	🖂 Low	🗵 Moderate	🖂 Advanced	× Elite
Standard	Tail Sweep Melee	Tail Sweep Melee weapon	Tail Sweep Melee	Tail Sweep Melee weapon
Actions	weapon attack: +3 to	attack: +2 to hit, reach 5	weapon attack: +5 to	attack: +4 to hit, reach
Actions	hit, reach 5 ft., one	ft., one target. Hit 1d4+3	hit, reach 5 ft., one	5 ft., one target. Hit
	target. Hit 1d3+3 (5)	(6) bludgeoning damage.	target. Hit 1d4+6 (8)	1d6+8 (12) bludgeoning
	bludgeoning damage.	Tentacle Melee weapon	bludgeoning damage.	damage.
	Tentacle Melee weapon	attack: +2 to hit, reach 5	Tentacle Melee weapon	Tentacle Melee weapon
	attack: +3 to hit, reach 5	ft., one target. Hit 1d4+2	attack: +5 to hit, reach	attack: +4 to hit, reach 5
	ft., one target. Hit 1d3+2	(4) bludgeoning damage.	5 ft., one target. Hit	ft., one target. Hit 1d6+4
	(4) bludgeoning damage.	A MARCON CONTRACTOR	1d4+3 (6) bludgeoning	(8) bludgeoning damage.
			damage.	and the second second
Legendary	-			

Legendary Actions Innate Spellcasting Spellcasting Possessions

CHUUL



			🔀 Low	/	⊠ Moderat	te 🏼 🎽	Advanced	🔀 Elite	
Q Terrain					Temp	oerate Sw	amps		
Q Rarity						Rare			
Role					Solo	dier / Noi	mal		
Organization	tion				Solitary, F	Pair, or Pa	ack (3-6x)		
						Standard			
and the second	-	🗵 Low 🛛 🖂 Moderate 🖂 Adv					Advanced	× Elite	
	17	** L	UW	18	WOUCHALC	19	Auvanceu	19	
Armor Class	(natur	al arm	ior)		al armor)		l armor)	(natural armor)	
Hit Points	39		,	90		145	,	223	
Speed	30 f	. Sw	vim 20	ft.					
Size, Type,	Mediur		ation,		perration, chaotic	•	erration, chaotic	Huge aberration, chaotic	
Alignment	chaotic			evil	00 (5)	evil		evil	
	STR		3 (+4)	STR	20 (+5)	STR	22 (+6)	STR 24 (+7)	
Ability	DEX		7 (+3) 2 (+1)	DEX CON		DEX CON	17 (+3) 18 (+4)	DEX 16 (+3) CON 20 (+5)	
Scores /	INT	8		INT	8 (-1)	INT	12 (+1)	INT 12 (+1)	
Saves	WIS	12		WIS	12 (+1)	WIS	16 (+3)	WIS 16 (+3)	
	СНА		(-4)	CHA		CHA	7 (-2)	CHA 7 (-2)	
Saving									
Throws Resistances									
Immunities	poiso	าed							
Vulnerabilities	-								
Senses	Passive Darkvis		ption +11, ft.		Perception +15, ion 60 ft.		Perception +18, on 60 ft.	Passive Perception +19, Darkvision 60 ft.	
Languages	Comm	ion							
Challenge	6		10					18	
Special Abilities & Qualities		You can						Damage 4d6 ple check (in addition to any other	
Special	Saving Th Constitut	nrow		Saving Th		Saving The Constitution		Saving Throw Constitution DC 21	
Abilities & Qualities	Damage	1d8		Damage 2	2d8	Damage 3	d8	Damage 4d8	
Yuanties			the claw but d	leal no dama	ge, instead exuding a p	aralytic secre		n. The tentacles grapple with the he tentacles must succeed on a	

same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a Constitution save each round on the chuul's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes bludgeoning damage each round from the creature's mandibles.

	🖂 Low	🗵 Moderate	🗵 Advanced	🔀 Elite
Standard	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon
Actions	attack: +6 to hit, reach	attack: +5 to hit, reach 10	attack: +7 to hit, reach	attack: +6 to hit, reach
rections	10 ft., one target. Hit	ft., one target. Hit 1d6+7	5 ft., one target. Hit	10 ft., one target. Hit
	1d4+5 (8) slashing	(10) slashing damage.	1d6+10 (14) slashing	1d8+12 (16) slashing
	damage.		damage.	damage.

Illustration 16: Chuul

CLOAKER

 \mathbf{O}



		🔀 Low	,	🔀 Moderat	e 🗵	Advanced	🔀 Elite		
O Terrain			Underground						
Rarity				U	ncommo	1			
Role				Contr	oller / No	ormal			
🖸 Organizat	tion	Solitary, Pair, Mob (3-6x), or Flock (7-12x)							
Treasure			Standard						
	[⊠ Low	⊠ Moderate		×A	dvanced	× Elite		
Armor Class	16	CE SHAN	16		18	120.478	18	1	
AIIIOI Class		al armor)	(natura	al armor)	(natural	armor)	(natural armor)		
Hit Points	48		90		155		238		
Speed	10 ft	t. Fly 40 ft. (Avera	ge)					
Size, Type, Alignment	Large a neutral	berration, chaotic	Large ab neutral	perration, chaotic	Large abe neutral	erration, chaotic	Huge aberration, cha neutral	otic	
Angriment	STR	18 (+4)	STR	18 (+4)	STR	20 (+5)	STR 22 (+(6)	
	DEX		DEX	14 (+2)	DEX	17 (+3)	DEX 16 (+)	100	
Ability	CON		CON		CON	19 (+4)	CON 22 (+)		
Scores / Saves	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT 16 (+:	3)	
	WIS	13 (+1)	WIS	13 (+1)	WIS	17 (+3)	WIS 17 (+:	3)	
	CHA	12 (+1)	CHA	12 (+1)	CHA	16 (+3)	CHA 16 (+	3)	
Saving Throws	-		-				-		
Resistances	- 75								
Immunities	-								
Vulnerabilities	- Passivo	Porcontion 11	Dassivo	Perception + 15	Passivo P	Parcontion 18	Passive Perception	10	
Senses		ion 60 ft.	Perception +14,Passive Perception +15,Passive Perception +18,Passive Perceptionon 60 ft.Darkvision 60 ft.Darkvision 60 ft.Darkvision 60 ft.						
Languages		common							
Challenge	6		10		14		18		
Special Abilities & Qualities	attempts engulfed	a grapple that does not	provoke an on its attack	attack of opportunity. roll. It can still use its v	If it wins the g whip-like tail to	rapple check, it estat	standard action. The cloaker blishes a hold and bites the ts. Attacks that hit an engulf		
Special	•	nrows DC 16	Ŭ	rows DC 17	Saving Thro		Saving Throws DC 22		
Abilities & Qualities	save (Wis or fall pro	sdom negates) or becor one and be nauseated fo	ne panicked or 1d4+1 roι	for 2 rounds. Nausea; ands. Stupor; A single c	All creatures i reature within	n a 30-foot cone mus 30 feet is affected b	atures in a 30-foot spread n st save (Constitution negates y hold monster for 5 rounds ack and damage rolls. Those	s) 5	

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.

and the	🖂 Low	🖂 Moderate	🔀 Advanced	🔀 Elite
Special	Saving Throws DC 16	Saving Throws DC 17	Saving Throws DC 19	Saving Throws DC 22
Abilities & Qualities		nation, a cloaker can manipulate sh CL 6th), or silent image (CL 6th).	adows as a free action to create on	e of three effects: blur (lasts 1d4
Standard	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon
Actions	attack: +6 to hit, reach	attack: +5 to hit, reach 10	attack: +5 to hit, reach	attack: +6 to hit, reach
Actions	10 ft., one target. Hit	ft., one target. Hit 2d6+5	10 ft., one target. Hit	15 ft., one target. Hit
	1d8+5 (10) piercing	(12) piercing damage.	2d6+8 (15) piercing	3d6+10 (20) piercing
	damage.	Tail Slap Melee weapon	damage.	damage.
	Tail Slap Melee weapon	attack: +5 to hit, reach	Tail Slap Melee weapon	Tail Slap Melee weapon
	attack: +6 to hit, reach	10 ft., one target. Hit	attack: +5 to hit, reach	attack: +6 to hit, reach
	10 ft., one target. Hit	2d6+3 (10) bludgeoning	10 ft., one target. Hit	15 ft., one target. Hit
	1d8+3 (8) bludgeoning	damage.	2d6+4 (11) bludgeoning	3d6+5 (16) bludgeoning
	damage.		damage.	damage.
17 C - C -				



	1.57		115		222		2.2.	の法律派	State Tree	10-1990
	KA	XI R		E						
			Low	,	×N	Ioderat	e 🗵	Advanced		✓ Elite
O Terrain						Tem	perate Pla	ains		
Q Rarity					Uncommon					
Role					Skirmisher / Normal					
Organizat	tion			Sol	Solitary, Pair, Flight (3-5x), or Flock (6-12x)					
Treasure					None					
	[× Lo	w	\mathbf{X}	Node	erate	×A	dvanced	×	Elite
Armor Class	15 (natura	al armoi	r)	15 (natural	armo	r)	17 (natural	armor)	17 (natural	armor)
Hit Points	17			35			85		168	
Speed	20 ft	Fly 6	50 ft. (Poor)		200				
Size, Type, Alignment	Small m unalign	nonstrosi ed	ty,	Small monstrosity, unaligned		Small monstrosity, unaligned		Medium ı unalignec	monstrosity,	
Ability Scores / Saves Saving Throws Resistances Immunities	STR DEX CON INT WIS CHA	1 9 1 11	(-3) (+2) (-1) (-5) (+0) (-2)	STR DEX CON INT WIS CHA	5 9 1 11 6	(-1) (-5) (+0)	STR DEX CON INT WIS CHA	9 (-1) 18 (+4) 13 (+1) 1 (-5) 15 (+2) 10 (+0)	STR DEX CON INT WIS CHA	13 (+1) 17 (+3) 17 (+3) 1 (-5) 15 (+2) 10 (+0)
Vulnerabilities Senses		Percepti		Passive P			Passive Perception +17,			erception +18,
		ion 60 ft.	76:23-76	Darkvisio	on 60 ft	0.7253	Darkvisio	Darkvision 60 ft.		n 60 ft.
Languages Challenge	- 5			9			13		17	

	🖂 Low	🖂 Moderate	🖂 Advanced	🔀 Elite		
Special Abilities & Qualities	Saving Throw Fortitude DC 12 Petrification A cockatrice's bite of time a creature is damaged by a of as its flesh and bones stiffen and reduced to 0 Dexterity by a cock a creature petrified by a cockatric the victim returns to flesh with 1 after a petrified creature fails three flesh via magic has its Dexterity of A cockatrice is immune to the pe	Saving Throw Fortitude DC 13 causes flesh to calcify and harden-m cockatrice's bite attack, it must suc harden. (This slow petrification do atrice's bites immediately turns con ce in this manner can attempt a new Dexterity (and thereafter can be re ee of these Constitution saves in a damage caused by cockatrice bites attrification ability of itself and of ot ffect is recovered with restoration of	Saving Throw Fortitude DC 16 nultiple bites can cause a living cre ceed on a Constitution save or tak es not alter a bitten creature's natu mpletely to stone, as if petrified by v Constitution save to recover fror stored to full Dexterity by natural row, the petrified state becomes p removed, but not any existing Dep her cockatrices, but other petrifica	e 1d4 points of Dexterity damage ural armor.) A creature that is a flesh to stone spell. Every day, in the petrification, at which point healing or magic as normal)-but ermanent. A creature restored to atterity damage from other sources. ation attacks affect them normally.		
Standard Actions	stone as described. 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

C



		🔀 Low	,	\mathbf{X}	Modera	te	× Ad	lvanced		× Elite
• Terrain					X	arm For	ests			
Rarity						Rare				
Role			Leader / Normal							
😳 Organiza	tion		Solitary, Pair, or Flight (3-6x)							
			Standard							
		≍ Low	Moderate							Elite
-	17		18	wide	Crate	19	nuva	incea	19	LIIIC
Armor Class		al armor)		ral armo	or)		al armo	or)	(natural	armor)
Hit Points	88	,		142		212		,	303	,
Speed	20 ft	t. Fly 60 ft. (Good	d)						
Size, Type, Alignment	Mediur good	n celestial, lawful	Large o good	celestial,	lawful	Large o good	elestial,	lawful	Huge cel good	estial, lawful
	STR	14 (+2)	STR	17	(+3)	STR	19	(+4)	STR	22 (+6)
	DEX	17 (+3)	DEX	14	(+2)	DEX	17	(+3)	DEX	16 (+3)
Ability Scores /	CON	1 14 (+2)	CON	N 17	(+3)	CON	1 19	(+4)	CON	21 (+5)
Saves	INT	15 (+2)	INT	15	(+2)	INT	18	(+4)	INT	18 (+4)
	WIS	17 (+3)	WIS	17	(+3)	WIS	18	(+4)	WIS	18 (+4)
	CHA	15 (+2)	CH	15	(+2)	CHA	18	(+4)	CHA	18 (+4)
Saving Throws	-								-	
Resistances										
Immunities	-									
Vulnerabilities	- Dessive	Derception + 16	Dessity	Dercen	tion 17	Dessive	Dorcon	tion + 10	Dessive	Dercontion + 20
Senses		Perception +16, ion 60 ft.		sion 60 f	tion +17, ft.		sion 60	tion +19, ft.	Darkvisio	Perception +20, on 60 ft.
Languages		al, Celestial, Cor		Dracon	nic, Gnol	l, Halfling	g, Telep	pathy 100	O ft.	
Challenge	8		12			16			20	
Special	Damage	1d6	Damage	2d6		Damage	3d6	240	Damage 4c	16
Abilities & Qualities		You can crush an oppo aused by a successful c					make a su	ccessful grap	ple check (in	addition to any other
Special	Detect C	haos You can Detect Ch	iaos, as pe	r the spell,	as a constar	t ability.				
Abilities &		vil You can Detect Evil, ood You can Detect Go								
Qualities	Detect La	aw You can Detect Law,	as per the	spell, as a	constant ab	lity.				
	creatures	You can mentally com at once telepathically,	although n	naintaining	a telepathic	conversation				
	as simult	as simultaneously speaking and listening to multiple people at the same time.								

	🗵 Low	🖂 Moderate	🔀 Advanced	🔀 Elite	
Special Abilities & Qualities	Saving Throw Constitution DC 15 Poison Bite - Injury; save Constitu consecutive saves.	Saving Throw Constitution DC 17 ution; frequency 1/minute for 10 m	Saving Throw Constitution DC 19 inutes; effect 1d4 Strength dama	Saving Throw Constitution DC 21 e and is Poisoned; cure 2	
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	detect evil and good (at wi	ill); detect thoughts (1/day);	etherealness (/day); invisib	oility (1/day); plane shift (1/	

Known Sorcerer Spells (CL 6th):

day)

Spellcasting Spellcasting Possessions

> 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	,	🔀 Modera	ite	🔀 Advance	d 🛛 🗡 Elite		
	O Terrain				ŀ	Any Aqı	uatic			
	Q Rarity					Rare	9			
	🔁 Role				So	lider / N	Vinion			
	Crganizat	tion			Solitar	y or Ca	st (2-12x)			
	Treasure					Non	e			
		5	⊠ Low	\mathbf{X}	Moderate	×	Advanced	× Elite		
1	-				moderate		/ lavancea			
	Armor Class	16 (natura	al armor)	16 (natura	al armor)	18 (nat	ural armor)	18 (natural armor)		
200	Hit Points	8		44		87	,	138		
	Speed	30 ft	Swim 20	ft.						
	Size, Type, Alignment	Small ve	ermin, unaligned	Small ve	ermin, unaligned	Smal	l vermin, unaligned	Medium vermin, unaligned		
		STR	9 (-1)	STR	9 (-1)	STR	R 14 (+2)	STR 17 (+3)		
		DEX	13 (+1)	DEX	14 (+2)	DE	X 17 (+3)	DEX 17 (+3)		
	Ability	CON	10 (+0)	CON	10 (+0)	СО	N 14 (+2)	CON 17 (+3)		
	Scores / Saves	INT	10 (+0)	INT	10 (+0)	INT	Г 10 (+0)	INT 10 (+0)		
		WIS	8 (-1)	WIS	8 (-1)	WI	S 12 (+1)	WIS 12 (+1)		
		CHA	1 (-5)	CHA	1 (-5)	CH	A 4 (-3)	CHA 4 (-3)		
	Saving Throws	-		-		-				
	Resistances									
	Immunities	psychi								
	Vulnerabilities		Dependency	р						
	Senses		Perception +9, on 60 ft.		Perception +9, on 60 ft.		ive Perception +11 vision 60 ft.	, Passive Perception +11, Darkvision 60 ft.		
	Languages Challenge	1		6		10		14		
	Special	Damage 1	d6	Damage 2	d6	-	ge 3d6	Damage 3d6		
	Abilities & Qualities		You can crush an oppo used by a successful c				ou make a successful gr	apple check (in addition to any other		
	Special Abilities &		pendency Giant crabs of focation, as if it were of		out of the water for 1	hour per p	oint of Constitution. Be	yond this limit, a giant crab runs the		
	Qualities									

C

ALL AND	🖂 Low	⊠ Moderate	➢ Advanced	× Elite
Salar and the salar				
Standard	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon
Actions	attack: +0 to hit, reach 5	attack: -1 to hit, reach 5	attack: +3 to hit, reach	attack: +3 to hit, reach 5
	ft., one target. Hit 1d3	ft., one target. Hit 1d4	5 ft., one target. Hit	ft., one target. Hit 1d6+5
	(4) slashing damage.	(4) slashing damage.	1d4+3 (6) slashing	(8) slashing damage.
			damage.	
Legendary	-			
Actions				
Actions				
Innate				
Spellcasting				
Spellcasting				
Possessions				

	3.57	2-1-1-	1000	C. C. Carlo	Sec.	の辺内に	Contraction of the State		
CRA	в (GIA	NT	KIN	G)				
		🔀 Lov	v	🔀 Modera	te 🗵	Advanced	🔀 Elite		
O Terrain				A	ny Aquati	с			
Q Rarity					Rare				
🖸 Role				Solider / Minion					
😳 Organizat	tion			Solitary	y or Cast (2-12x)			
Treasure					None				
1.1	[≍ Low	\mathbf{x}	Moderate	×	dvanced	🔀 Elite		
Armor Class	17 (natura	al armor)	17 (natur	al armor)	18 (natura	armor)	19 (natural armor)		
Hit Points	7		43		85		144		
Speed	30 ft	. Swim 20	ft.	and here					
Size, Type, Alignment	Tiny ver	min, unaligned	Tiny vei	rmin, unaligned	Tiny verr	nin, unaligned	Small vermin, unaligned		
Ability Scores / Saves	STR DEX CON INT WIS CHA	10 (+0) 8 (-1)	STR DEX CON INT WIS CHA		STR DEX CON INT WIS CHA	10 (+0) 18 (+4) 14 (+2) 10 (+0) 12 (+1) 4 (-3)	STR 15 (+2) DEX 17 (+3) CON 17 (+3) INT 10 (+0) WIS 12 (+1) CHA 4 (-3)		
Saving Throws	-	. (-)				. (-)			
Resistances Immunities Vulnerabilities	- psychi -	с							
Senses		Perception +9, ion 60 ft.		Perception +9, ion 60 ft.	Passive F Darkvisio	Perception +11, on 60 ft.	Passive Perception +11, Darkvision 60 ft.		
Languages Challenge	. 1		6		10		14		
Special	Damage	ld2	Damage	1d4	Damage 10	16	Damage 2d4		
Abilities & Qualities Special Abilities & Qualities	Constrict effects ca Water De	You can crush an opp used by a successful	oonent, dealir check, includ	ng bludgeoning damag ing additional damage	e, when you m).	ake a successful grap	ople check (in addition to any othe		

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

CRAI	в (GIA	NT	REE	F)					
		🔀 Lov	v	🔀 Modera	te 😕	Advanced	>	Elite		
O Terrain				A	ny Aquati	c				
Q Rarity				Rare						
🔁 Role				Solider / Minion						
😳 Organizat	ion			Solitary	y or Cast (2-12x)				
Treasure				None						
	2	× Low	\mathbf{X}	Moderate		dvanced	×	Elite		
Armor Class	16		16		17		18			
	<u> </u>	al armor)		al armor)		l armor)	(natural	armor)		
Hit Points	71		141		230		318			
Speed	30 ft	. Swim 20	ft.	Da 2m						
Size, Type, Alignment	Huge ve	ermin, unaligned	Gargant unaligne	uan vermin, ed	Gargantı unaligne	ıan vermin, d	Gargantua unaligned	n vermin,		
/ ingriment	STR	24 (+7)	STR	26 (+8)	STR	28 (+9)	STR	30 (+10)		
	DEX	7 (-2)	DEX	7 (-2)	DEX	11 (+0)	DEX	10 (+0)		
Ability	CON		CON		CON	22 (+6)	CON	24 (+7)		
Scores / Saves	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)		
	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)		
and the second	CHA	1 (-5)	CHA	1 (-5)	CHA	4 (-3)	CHA	4 (-3)		
Saving Throws	-				-		-			
Resistances										
Immunities	psychi	с								
Vulnerabilities				and the	34			1241(25)		
Senses		Perception +9, ion 60 ft.		Perception +9, on 60 ft.	Passive F Darkvisio	Perception +11, on 60 ft.	Passive Pe Darkvisior	erception +11, 1 60 ft.		
Languages	-									
Challenge	7		11		15		19			
Special Abilities &	Damage 1	d8	Damage 2	d6	Damage 30	46	Damage 4d6			
Qualities				g bludgeoning damag ng additional damage		ake a successful grap	ple check (in a	ddition to any other		
Special Abilities & Qualities		pendency Giant crabs focation, as if it were		but of the water for 1 l	10ur per point	of Constitution. Beyc	ond this limit, a	giant crab runs the		

	🖂 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				

υ

CRAB	(GIANT	ROCK)
		· · · · · · · · · · · · · · · · · · ·

CRA	в (G	IAN	NT .	Roc	ck)				
			× Low	,	🔀 Moder	ate 🛛 🔁	Advanced		× Elite	
• Terrain						Any Aquat	ic			
Q Rarity						Rare				
🔁 Role			Solider / Minion							
Organizat	tion				Solita	ry or Cast	(2-12x)			
Treasure						None	None			
	3	× Lo	w	\mathbf{X}	Moderate	\mathbf{X}	Advanced	×	Elite	
Armor Class	15			15	No. Th	17		17	a salar and	
		al armo	r)		armor)		al armor)	(natural	armor)	
Hit Points	49			83		142		220		
Speed	30 ft	. Swii	m 20 f	ft.	En los			100		
Size, Type, Alignment	Large ve	ermin, ur	naligned	Large ver	rmin, unaligned	Large ve	ermin, unaligned	Huge ver	min, unaligned	
Ability Scores / Saves	STR DEX CON INT WIS CHA	9 16 10 8	(+4) (-1) (+3) (+0) (-1) (-5)	STR DEX CON INT WIS CHA	19 (+4) 9 (-1) 16 (+3) 10 (+0) 8 (-1) 1 (-5)	DEX CON	10 (+0) 12 (+1)	STR DEX CON INT WIS CHA	24 (+7) 11 (+0) 20 (+5) 10 (+0) 12 (+1) 4 (-3)	
Saving Throws	-									
Resistances	2.27				12.22					
Immunities Vulnerabilities	psychi	с								
Senses		Percept on 60 ft		Passive F Darkvisio	Perception +9, on 60 ft.		Perception +11, on 60 ft.	Passive P Darkvisio	erception +11, n 60 ft.	
Languages	-									
Challenge	5			9		13		17		
Special Abilities & Qualities Special	effects ca Water De	You can cr used by a s pendency	successful c Giant crabs (heck, includir can survive ou	bludgeoning dam g additional dama	ge).	.d6 nake a successful grap t of Constitution. Beyo		addition to any other	
Abilities & Qualities	risk of suf	focation, a	as if it were o	drowning.						

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

CRAB (GIANT SHARK-EATING)

			× Low	Moderate			te	e 🔀 Advanced			× Elite		
• Terrain		Any Aquatic											
Rarity		Rare											
🔁 Role		Solider / Minion											
Organization		Solitary or Cast (2-12x)											
Treasure		None											
12046	(× Lo	W	🖂 Moderate			🗵 Advanced			× Elite			
Armor Class	16 (natur	al armo		16 (natural armor)		17 (natural armor)			17 (natural armor)				
Hit Points	31			79	79		149	149			233		
Speed	30 ft	ft. Swim 20 ft.											
Size, Type, Alignment	Large v	ermin, u	naligned	Huge vermin, unaligned		Huge vermin, unaligned			Gargantuan vermin, unaligned				
	STR		(+5)	STR		(+6)	STR		(+7)	STR		(+8)	
Ability	DEX		(+0)	DEX		(-2)	DEX		(+0)	DEX		(+0)	
Scores / Saves	CON		(+3)	CON		(+4)	CON		(+5)	CON		(+6)	
	INT	and the second se	(+0)	INT		(+0)	INT		(+0)	INT		(+0)	
	WIS CHA	8	(-1) (-5)	WIS CHA	8	(-1) (-5)	WIS CHA		(+1) (-3)	WIS CHA	12 4	(+1) (-3)	
Saving Throws Resistances	-		(-)			(-)	CHA	ат.	(-)			(-)	
Immunities	psychi	ic											
Vulnerabilities													
Senses		assive Perception +9, arkvision 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					
	-	146		Damage 1d8		Damage 2d6		Damage 2d8					
Special Abilities & Qualities	Constrict	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 structure structure). Image 2d6 Damage 2d8								to any other			
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.												

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

CRAB (GIANT SHIPWRECKER)

			× Low	,	🔀 Modera	ate	×A	dvanced		× Elit	te
• Terrain						Any W	ater				
Rarity						Rar	e				
过 Role					В	rute / N	Iormal				
🖸 Organiza	tion				Solitary or Cast (2-12x)						
Treasure					None						
	[× Lo	W	Moderate Advanced				×	< Elite	e	
Armor Class	17 (natura	al armo	r)	18 (natura	al armor)	18 (nat	ural arn	nor)	18 (natura	l armor)	
Hit Points	113		,	187	,	27		,	344	,	
Speed	30 ft	. Swii	m 20 f	ft.							
Size,Type, Alignment	Gargant unalign	tuan vern ed	nin,	Gargant unaligne	uan vermin, ed	C	antuan v gned	ermin,	Gargantı unaligne	ian vermi d	in,
Ability Scores / Saves Saving Throws	STR DEX CON INT WIS CHA	11 20 10 8	(+9) (+0) (+5) (+0) (-1) (-5)	STR DEX CON INT WIS CHA	30 (+10 7 (-2) 22 (+6) 10 (+0) 8 (-1) 1 (-5)	D) ST DE CC IN WI CH	X 1 N 2 T 1 S 1	2 (+10) 2 (+1) 4 (+7) 0 (+0) 2 (+1) (-3)	STR DEX CON INT WIS CHA	13 24 10 12	(+7)
Resistances	-										
Immunities Vulnerabilities	psychi -	C									
Senses		Percepti ion 60 ft			Perception +9, on 60 ft.		ive Perce vision 60	eption +11, Oft.	Passive F Darkvisio	Perceptio on 60 ft.	n+11,
Languages Challenge	10			14		18			22		
Special Abilities & Qualities Special Abilities & Qualities	effects ca Water De	You can cr aused by a s pendency	successful c	heck, includ	2d8 g bludgeoning dama ing additional damag out of the water for 1	g <mark>e, when</mark> y e).				addition to	

Vice -	🗵 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Standard	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon	Claw Melee weapon
Actions	attack: +9 to hit, reach	attack: +9 to hit, reach	attack: +9 to hit, reach	attack: +9 to hit, reach
, lettonis	15 ft., one target. Hit	30 ft., one target. Hit	20 ft., one target. Hit	20 ft., one target. Hit
	2d6+16 (23) slashing	2d8+18 (27) slashing	2d8+20 (29) slashing	3d8+20 (34) slashing
	damage.	damage.	damage.	damage.
Legendary				
Actions				
Innate				
Spellcasting				
Spellcasting	-			
Possessions				
	A STATE AND			

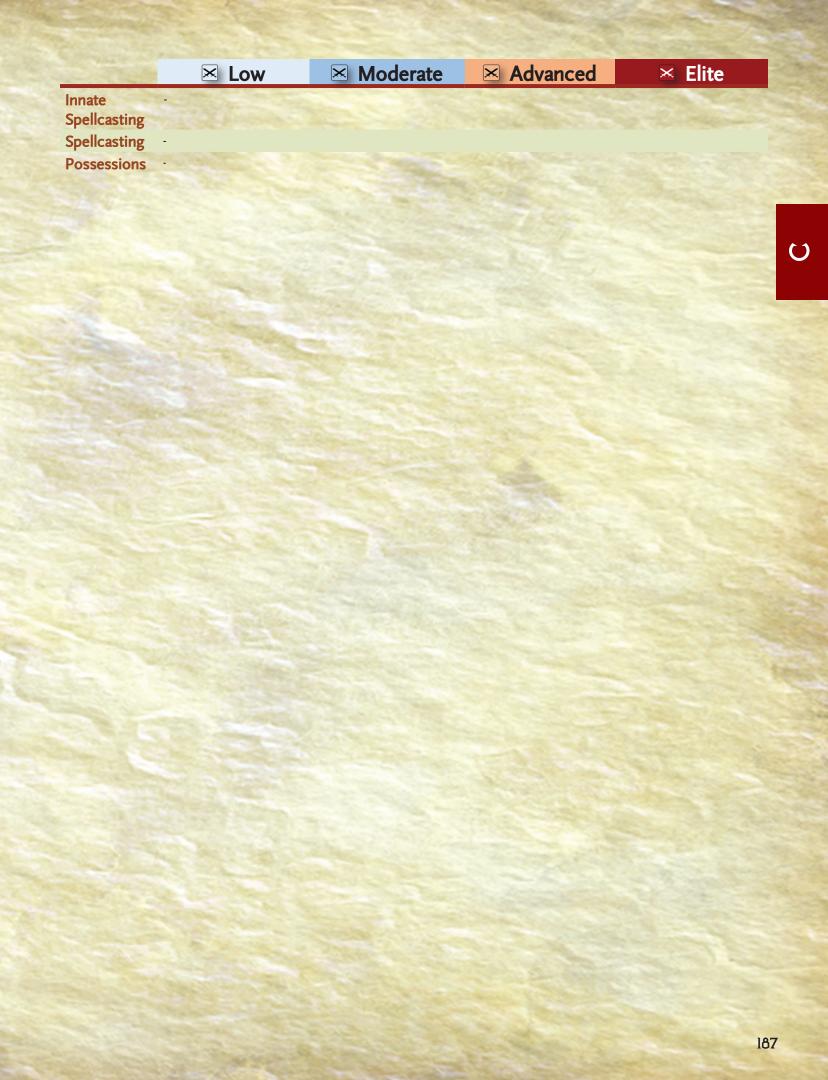
CRA	в (GIAN	NT))						
		🔀 Low	,	🔀 Moderat	e 🔀	Advanced	×	< Elite		
O Terrain			Any Aquatic							
Q Rarity		Rare								
🔁 Role				Sold	ier / Miı	nion				
Organizat	tion			Solitary	or Cast	(2-12X)				
Treasure					None					
		✓ Low	\mathbf{X}	Moderate	×	dvanced	×	Elite		
Armor Class	15	Steller.	15	2200	17		17			
Hit Points	(natura 24	l armor)		al armor)	(natura) 96	armor)	(natural a	armor)		
	1000 C	Curing 201	54		90		661			
Speed		Swim 20			Madium	warmain				
Size,Type, Alignment	Medium unaligne		unaligne	ı vermin, ed	Medium unaligne		Large vern	nin, unaligned		
	STR	13 (+1)	STR	14 (+2)	STR	17 (+3)	STR	20 (+5)		
A L 111	DEX	11 (+0)	DEX	11 (+0)	DEX	16 (+3)	DEX	14 (+2)		
Ability Scores /	CON	12 (+1)	CON		CON	16 (+3)	CON	18 (+4)		
Saves	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)		
	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)		
Saving	CHA	1 (-5)	СПА	1 (-5)	СПА	4 (-3)	СПА	4 (-3)		
Throws	-									
Resistances										
Immunities Vulnerabilities	psychic									
Senses		Perception +9,		Perception +9,		Perception +11,		rception +11,		
	Darkvisi	on 60 ft.	Darkvisi	on 60 ft.	Darkvisio	on 60 ft.	Darkvision	1 60 ft.		
Languages Challenge	3		7		11		15			
Special	Damage 1	d4	Damage 1	d6	Damage 10	18	Damage 2d4			
Abilities & Qualities	Constrict	You can crush an oppo	onent, dealing	g bludgeoning damage ng additional damage)	, when you m					
Special Abilities & Qualities	Water Dep		can survive o	out of the water for 1 h		of Constitution. Beyo	nd this limit, a	giant crab runs the		

and the	🔀 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				

	337							
	BS	SWAR	M					* *
		🔀 Low	/	🔀 Moderat	te 🔀	Advanced	2	 ✓ Elite
O Terrain				A	ny Aquati	с		_
Q Rarity					Rare			
过 Role				Skirm	isher / No	ormal		
😳 Organiza	tion			Solitary, P	air, or Wa	ive (3-8x)		
					None			
	(⊠ Low	\mathbf{X}	Moderate	X	dvanced	×	Elite
Armor Class	16	Ste Line	16	and the second	17		17	
		al armor)		armor)		armor)	(natural	armor)
Hit Points	36		65		121		206	
Speed	30 ft	t. Swim 20	ft.	Dar Arro		1000		121222
Size, Type, Alignment	Tiny ver	rmin, unaligned	Tiny vern	nin, unaligned	Tiny vern	nin, unaligned	Tiny verm	in, unaligned
	STR	1 (-5)	STR	1 (-5)	STR	3 (-4)	STR	7 (-2)
٨١:	DEX		DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)
Ability Scores /	CON		CON	12 (+1)	CON	17 (+3)	CON	19 (+4)
Saves	INT	10 (+0)		10 (+0)		10 (+0)	INT	10 (+0)
	WIS CHA	8 (-1) 1 (-5)	WIS CHA	8 (-1)	WIS	12 (+1) 4 (-3)	WIS CHA	12 (+1) 4 (-3)
Saving	СПА	(-)	CITA	ates(2) o	СПА	т (-2)	CHA	т (С) т
Throws								
Resistances Immunities	- Critica	al Hits, Flanking	nsychic	Wespon Darr	1200			
Vulnerabilities	-	in this, thanking	;, psychic,	, weapon Dan	lage			
Senses		Perception +9, ion 60 ft.	Passive F Darkvisio	Perception +9, on 60 ft.	Passive F Darkvisio	Perception +11,	Passive Pe Darkvisio	erception +11, n 60 ft.
Languages	-							
Challenge	7		11		15		19	
Special	Saving The Constitut	irow ion DC 13	Saving Thro Constitutio		Saving Thro Constitutio		Saving Throw Constitution	
Abilities & Qualities		on You can nauseate cr ion save negates the e		ou damage. Any living	creature that	takes damage from y	ou is nauseate	d for 1 round; a
Standard		Melee weapon -6 to hit, reach 0		1elee weapon 5 to hit, reach 0		lelee weapon to hit, reach 0		elee weapon to hit, reach 0
Actions	ft., one	target. Hit 2d6	ft., one ta	arget. Hit 3d6 geoning damage.	ft., one ta	arget. Hit 3d6	ft., one tai	rget. Hit 4d6
Legendary	(7) bluc	<mark>lgeoning d</mark> amage.	(o) bludg	geoning damage.	(o) Diudg	geoning damage.	(o) Diudge	eoning damage.

Legendary Actions

-



Срат		ING]					~	*		
		K Low		Moderat	e 🗵	Advanced		× Elite		
O Terrain				/	Any Land					
Q Rarity			Uncommon							
Role			Lurker / Minion							
Organizat	ion			Solitary, P	air, or Ga	ng (2-5x)				
				:	Standard					
		× Low	×M	oderate		dvanced	×	Elite		
	15		15	oucrate	15	avancea	15	Linte		
Armor Class		al armor)	(natural a	rmor)	(natural	armor)	(natural	armor)		
Hit Points	7		39		75		97			
Speed	40 ft	. Climb 40	ft.	and the second						
Size, Type, Alignment	Tiny und	dead, neutral evil	Tiny undea	d, neutral evil	Tiny unde	ead, neutral evil	Tiny unde	ad, neutral evil		
	STR	11 (+0)		12 (+1)	STR	12 (+1)	STR	13 (+1)		
Ability	DEX	9 (-1)	And a second second	9 (-1)	DEX	10 (+0)	DEX	10 (+0)		
Ability Scores /	CON			10 (+0)	CON	10 (+0)	CON	10 (+0)		
Saves	INT	1 (-5)		1 (-5)	INT	1 (-5)	INT	1 (-5)		
	WIS	9 (-1)		9 (-1)	WIS	9 (-1)	WIS	9 (-1)		
Saving Throws	- -	12 (+1)		12 (+1)		12 (+1)		12 (+1)		
Resistances Immunities	- disease	ed, exhaustion,	fatigued p	sychic paral	wzod poj	anad uncons	cious stu	innad		
Vulnerabilities	-	eu, exhaustion,	rangueu, p	sychic, paral	yzeu, por	soneu, uncons	scious, sil			
Senses	+9, Blin	Perception dsight 30 ft., ion 60 ft.	Passive Per +9, Blindsiş Darkvision	ght 30 ft.,		erception sight 30 ft., n 60 ft.	Passive P +9, Blinds Darkvisio	sight 30 ft.,		
Languages		ion, Cannot Spe								
Challenge	4		8		12		16			
Special Abilities & Qualities	no curren target's lo and skill c	rry A crawling hand is a t quarry, it automatical ocation as if under the e hecks made to seek ou An opponent grappled	y gains the next effect of a contir at and destroy th	creature it damage nuous locate creatu e marked quarry. Tl	es as its quarry re spell. The h he mark quarry	. Once attuned to a t and gains advantage y ability lasts until the	arget, it becor on all attack re	nes aware of the olls, damage rolls,		
Standard Actions	Claw Me attack: - ft., one	elee weapon +1 to hit, reach 0 target. Hit 1d1+1 hing damage.	Claw Melee attack: +2 t	weapon o hit, reach 0 et. Hit 1d1+3	Claw Mel attack: +2 0 ft., one	ee weapon 2 to hit, reach target. Hit 4) slashing	attack: +1 ft., one ta	ee weapon to hit, reach 0 rget. Hit 1d1+3 ng damage.		

and the second	🗵 Low	Moderate	➢ Advanced	🔀 Elite	200
Legendary -					
Actions					
Innate - Spellcasting					
Spellcasting -					
Possessions		CALL PROPERTY OF			1
					2
					U
					5
	A COLORADO				_
The second					
Contraction of the local division of the loc	Contraction of the second				
Sector Sector					
					A Start
and the second					
	and the second				
	Section 1				
	and the second second				

Crocodile

🔀 Low



2	Q Terrain			Warm Rivers and Marshes								
	Q Rarity					Common						
	🔁 Role				Lur	ker / Norr	nal					
	Organizat	tion			Solitary, Pa	ir, or Colo	ny (3-12x)					
000	Treasure											
		[⊠ Low		Moderate		dvanced	×	Elite			
	Armor Class	15 (natural armor)		•	15 (natural armor)		16 (natural armor)		armor)			
	Hit Points	24		49		111		181				
	Speed	20 ft	t. Swim 30	ft., Spri	nt				ATT DE			
	Size,Type, Alignment	Large b	east, unaligned	Large bea	ast, unaligned	Large bea	ast, unaligned	Huge beast, unaligned				
	Ability Scores / Saves	STR DEX CON INT WIS CHA	I 15 (+2) 1 (-5) 10 (+0)	STR DEX CON INT WIS CHA	17(+3)10(+0)15(+2)1(-5)10(+0)1(-5)	STR DEX CON INT WIS CHA	19(+4)14(+2)18(+4)1(-5)14(+2)4(-3)	STR DEX CON INT WIS CHA	22 (+6) 12 (+1) 20 (+5) 1 (-5) 14 (+2) 4 (-3)			
	Saving Throws Resistances Immunities Vulnerabilities	12130 1323										
	Senses Languages		Perception +10, ion 60 ft.	Passive P Darkvisio	Perception +10, on 60 ft.	Passive F Darkvisio	Perception +16, on 60 ft.	Passive Pe Darkvisior	erception +17, 1 60 ft.			
	Challenge	3		7		11		15				
ACTIC STREET	Special Abilities & Qualities Special Abilities & Qualities	As it cling knocks th	II When grappling a fo gs to its foe, it tucks i ne creature prone. If s ith Recharge 1, a croc	n its legs and ro uccessful, the c	olls rapidly, twisting a procodile maintains it	nd wrenching s grapple.	its victim. The croco					

Qualities

C

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

Spellcasting Possessions

CROCODILE (DIRE)

			``						
5 		🔀 Low		➤ Moderat	-		🔀 Elite		
O Terrain				Warm Ri	vers and	Marshes			
Q Rarity				U	ncommo	n			
🔁 Role				В	rute / Elit	te			
🖸 Organiza	tion			Solitary, Pa	ir, or Col	ony (3-6x)			
Treasure				None					
	×	✓ Low	🗵 Moderate		🖂 Advanced		× Elite		
America	17	Statistics.	17	2000	18		18		
Armor Class		l armor)		al armor)		l armor)	(natural armor)		
Hit Points	92		136		211		329		
Speed	20 ft	Swim 30	ft., Spr	int					
Size, Type,	•	uan beast,	•	uan beast,	•	uan beast,	Gargantuan beast,		
Alignment	unaligne	a second second second	unalign	and the second second	unaligne		unaligned		
	STR DEX	26 (+8) 8 (-1)	STR DEX	26 (+8) 8 (-1)	STR DEX	28 (+9) 12 (+1)	STR 30 (+10) DEX 10 (+0)		
Ability	CON		CON		CON	22 (+6)	CON 24 (+7)		
Scores /	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT 1 (-5)		
Saves	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	Salar Salar Salar								
Vulnerabilities	604								
Senses		Perception +14, on 60 ft.		Perception +15, ion 60 ft.	Passive Darkvisi	Perception +18,	Passive Perception +19, Darkvision 60 ft.		
Languages	-	511 00 H.	Darkvis		Darkvisi		Darkvision oo n.		
Challenge	8		12		16		20		
Special							ng a successful grapple check. dile inflicts its bite damage and		
Abilities & Qualities				crocodile maintains its					
Special	Sprint Wit	h Recharge 1, a croco	dile may spr	int, increasing its land s	speed to 40 f	eet for 1 round.			
Abilities &									
Qualities									

C

and they	🖂 Low	🖂 Moderate	🔀 Advanced	🛛 Elite							
Special Abilities & Qualities	target is swallowed. The swallowed creature. The creature can have o	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. Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+6 (24) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13/19-20 (24) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+6 (24) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16/19-20 (30) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d6+8 (36) bludgeoning 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 12d6+9 (51) bludgeoning damage.							
Legendary Actions	•										
Innate Spellcasting Spellcasting											
Possessions	Carlos and the second	and the second second									

Cyc		PS						Q	€	
			× Low	,	🔀 Moderat				× Elite	
P Terrain	ain				Any Temperate or Tropical					
Rarity					Uncommon					
🔁 Role					Bri	ute / Norn	nal			
Organizat	ion			So	litary, Conclav	ve (2-6x),	or Tribe (7-18	sx)		
Treasure						Standard				
	2	≤ Lo	w	\mathbf{X}	Aoderate	×A	dvanced	×	Elite	
Armor Class	16 (natura	l armo	r)	16 (natural	armor)	17 (natura	armor)	17 (natural	armor)	
Hit Points	32			75		115		188		
Speed	30 ft		(net	(in the	12/200					
Size,Type, Alignment	Medium neutral o		oid,	Large hui evil	manoid, neutral	Large hu evil	manoid, neutral	Huge hur evil	manoid, neutral	
Ability Scores / Saves	STR DEX CON INT WIS CHA	10 9 8 11	(+2) (+0) (-1) (-1) (+0) (-2)	STR DEX CON INT WIS CHA	18 (+4) 6 (-2) 13 (+1) 8 (-1) 11 (+0) 6 (-2)	STR DEX CON INT WIS CHA	18 (+4) 6 (-2) 14 (+2) 8 (-1) 11 (+0) 6 (-2)	STR DEX CON INT WIS CHA	20 (+5) 4 (-3) 17 (+3) 8 (-1) 11 (+0) 6 (-2)	
Saving Throws Resistances Immunities	• • • •			5563						
Vulnerabilities	-	Dencard		Destine		Dervi		Descise		
Senses Languages		Perception +13 Passive Perception +14 Passive Perception +15 Passive Perception non, Cyclops, Giant						rerception + 16		
Challenge	6	on, cy	ciop3, d	10		14		18		
Special Abilities & Qualities		exact res	ult of one die				m of possible futures an action taken by th			

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

Spellcasting -Possessions -

DARK CREEPER



-		× г	ow	🔀 Moder	ate	e 🔀 Advanced 🛛 🔀 Elite			
O Terrain				Ar	ıy Undergr	ound			
Q Rarity					Uncomm	on			
Role				L	urker / No	rmal			
Organizat	tion		Solitar	y, Pair, Gang (3	-6x), or Cl	an (20-80x plu	s others)		
Treasure				Standard					
Treasure	[A			
-		≚ Low		Moderate		Advanced	× Elite		
Armor Class	15 (natura	al armor)	16 (natu	ural armor)	17 (natur	al armor)	18 (natural armor)		
Hit Points	10	ur ur inor)	47		93		146		
Speed	30 ft								
Size, Type,	_	umanoid, chao	tic Small	humanoid, chaoti	c Small h	umanoid, chaotic	Medium humanoid,		
Alignment	neutral			neutral			chaotic neutral		
	STR	9 (-1)	STR	9 (-1)	STR	14 (+2)	STR 17 (+3)		
A L.: 1:	DEX		A state of the sta				DEX 18 (+4)		
Ability Scores /	CON						CON 18 (+4)		
Saves	INT	7 (-2)	and the second se		INT	11 (+0)	INT 11 (+0)		
	WIS	8 (-1)			WIS	12 (+1)	WIS 12 (+1)		
Saving	CHA	6 (-2)) CH	A 6 (-2)	CHA	10 (+0)	CHA 10 (+0)		
Throws	-		-		-				
Resistances	- 1			10-1-					
Immunities	- 12 14 1								
Vulnerabilities Senses	U	Blindness Perception +9	Docciv	ve Perception +9	Dassive	Perception +11	Passive Perception +11		
Languages	Dark F	the second se	r assir	/e reiception +9	Fassive				
Challenge	3		7		11		15		
Special	Saving Th		Saving		Saving Th		Saving Throw		
Abilities & Qualities	Death The All creatu	roes When a dark our of the second se	on DC 13 Constitution DC 14 Constitution DC 17 Constitution DC 19 Sees 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. East within a 10-foot burst must make a Constitution save or be blinded for 1d6 rounds. Other dark creepers within 10 feet a ally blinded for at least 1 round, due to their light blindness.						
Special	Saving Th	nrow	Saving	Throw	Saving Th		Saving Throw		
Abilities &	Poison (B		er - Injury; save		ncy 1/round for		Constitution DC 19 tr damage and is Poisoned; cure 1		
Qualities				ll upon a long rest or v					

	🖂 Low	Moderate	➢ Advanced	🔀 Elite
Special Abilities & Qualities	See in Darkness Dark Folk can se	ee 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 Melee weapon attack: -2 to hit, reach 5 ft., 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 Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) piercing damage.
	Dagger Ranged weapon attack: +3 to hit, 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 Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.	Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (5) piercing damage.
Legendary Actions	-			
Innate Spellcasting	darkness (at will); detect r	nagic (at will)		
Spellcasting Possessions	- Daggers (4x)			

JADK STALKED T

								NTTT	
DAR	K	St	AL	KE]	R			*	××
		(× Low	,	🔀 Modera	ite 🔀	Advanced	[× Elite
• Terrain					Any	Undergro	ound		
Q Rarity						Rare			
Role					Ski	rmisher / I	Elite		
Organizat	tion			Soli	tary, Gang (1	plus other	rs), or Clan (ma	any)	
						Standard			
- Incasure									
		× Lo	W		Moderate		Advanced		Elite
Armor Class	16 (natura	al armo	or)	17 (natura	l armor)	18 (natura	l armor)	20 (natural	armor)
Hit Points	39		.,	94		162	. u	248	
Speed	30 ft								
Size, Type,	Medium		noid,	Medium	humanoid,	Medium	humanoid,	Large hur	nanoid, chaotic
Alignment	chaotic	neutral		chaotic r	chaotic neutral chaotic neutral			neutral	
	STR		(+1)	STR	14 (+2)	STR	17 (+3)	STR	19 (+4)
Ability	DEX		(+3)	DEX	18 (+4)	DEX	21 (+5)	DEX	20 (+5)
Scores /	CON		(+1)	CON	16 (+3) 9 (-1)	CON	18 (+4)	CON	20 (+5)
Saves	WIS	79	(-2) (-1)	INT WIS	9 (-1) 7 (-2)	INT WIS	13 (+1) 11 (+0)	INT WIS	13 (+1) 11 (+0)
							15 (+2)		
Saving	CIUN					CLIVA	(12)	CIUX	(14)
Throws	-								
Resistances Immunities	1.5.1								
Vulnerabilities	- Light E	Blindne	ess						
Senses	Passive			Passive F	Perception +11	Passive I	Perception +13	Passive P	erception +13
Languages	Dark F	olk, Undercommon							
Challenge	4			8		12		16	
Special	Saving Th Dexterity			Saving Three Dexterity D		Saving Thr Dexterity [Saving Thro Dexterity D	
Abilities & Qualities	Death Th	roes Wher		er is slain, its	body combusts in a	flash of white-h	not flame. This acts lil ves this damage. A da	ke a fireball the	at deals 3d6 points
	unaffecte	d by this e	explosion.						
Special Abilities &			of bright lig		exposed to bright I	igni, such as su	nlight or the daylight	spen. rou are	uazzieu as iong as

Qualities

and the	🔀 Low	🗵 Moderate	🗵 Advanced	🔀 Elite					
Special Abilities & Qualities	See in Darkness Dark Folk can se	e 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	detect magic (at will); fog cloud (at will)							
Spellcasting	-								
Possessions	Shortsword; blowgun; blogun	a darts (10x)							

Γ ANTTI F

DAR	KN	(ANT	LE				F	
		🔀 Low			e 🔀	Advanced	🔀 Elite	
• Terrain				Any l	Inderground			
Q Rarity				Ur	ncommon			
Role				Lur	ker / Min	ion		
🖸 Organiza	tion			Solitary, Pai	r, or Clut	ch (3-12x)		
					None			
100		⊠ Low	⊠ Mo	oderate	\times	Advanced	× Elite	
-	15		15	Jaciate	17	avancea	17	
Armor Class		al armor)	(natural ar	mor)		l armor)	(natural armor)	
Hit Points	15		46		99		174	
Speed	20 ft	. Fly 30 ft. (Poor)	1200				
Size, Type, Alignment	Small m unaligne	ionstrosity, ed	Small monst unaligned	trosity,	Small mo unaligne	onstrosity, d	Medium monstrosity, unaligned	
	STR	9 (-1)	STR 9) (-1)	STR	14 (+2)	STR 18 (+4)	
A 1 - 40-	DEX	13 (+1)	DEX 1	4 (+2)	DEX	17 (+3)	DEX 16 (+3)	
Ability Scores /	CON	12 (+1)	CON 1	2 (+1)	CON	16 (+3)	CON 18 (+4)	
Saves	INT	1 (-5)	INT 1	(-5)	INT	1 (-5)	INT 1 (-5)	
	WIS	9 (-1)	WIS 9		WIS	13 (+1)	WIS 13 (+1)	
Saving	CHA	8 (-1)	CHA 8	3 (-1)	CHA	12 (+1)	CHA 12 (+1)	
Throws	-		-		-		·	
Resistances	- 1							
Immunities	-							
Vulnerabilities	Passive	Perception	Passive Perc	ception	Passive F	Perception	Passive Perception	
Senses	+9, Blin	dsight 90 ft., ion 60 ft.	+9, Blindsig Darkvision 6	ht 90 ft.,		ndsight 90 ft.,	+11, Blindsight 90 ft., Darkvision 60 ft.	
Languages	-	Contraction of the second s						
Challenge	2		6		10		14	
Special Abilities &		You can crush an oppo			Damage 30 when you m		Damage 4d6 ple check (in addition to any other	
Qualities Standard		used by a successful c elee weapon	heck, including ac Slam Melee		Slam Me	lee weapon	Slam Melee weapon	
Actions	attack: -	1 to hit, reach 5	attack: -1 to	hit, reach 5	attack: +	3 to hit, reach	attack: +5 to hit, reach	
		target. Hit 1d4 geoning damage.	ft., one targe (6) bludgeo	et. Hit 106 ning damage.		e target. Hit 8) bludgeoning	5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	

	🗵 Low	🗵 Moderate	🗵 Advanced	🛎 Elite
Legendary - Actions				
	arkness (3/day)			
Spellcasting				
Spellcasting -				
Possessions				
T OSSESSIONS				
	a constant			
	and the second			
	California (Second			
			States and	
	Service -			
and the second	State Street			
and the second	S. T. C. T.			
	and the second second			
	Section and a			

ION (RADALL)

DEM	[ON	(B A	BA	U))			\mathcal{Q}	
		🔀 Low	,	×N	lodera	te >			× Elite
O Terrain				-	A	ny (Abys	ny (Abyss)		
Q Rarity		Rare							
Role					Sol	dier / Nor	mal		
Organization	tion			S	olitary, F	Pair, or Ga	ing (3-8x)		
						Standard			
				Mad	arata		\ duone od		
		< Low		Mod	erate		Advanced		Elite
Armor Class	16 (natura	l armor)	17 (natura	al armo	r)	18 (natura	l armor)	19 (natural	armor)
Hit Points	64	,	114		,	194	,	272	,
Speed	30 ft.								
Size, Type, Alignment	Medium evil	fiend, chaotic	Medium evil	ı fiend, o	chaotic	Medium evil	fiend, chaotic	Large fier	nd, chaotic evil
and the second	STR	18 (+4)	STR	18	(+4)	STR	20 (+5)	STR	23 (+6)
	DEX	11 (+0)	DEX	11	(+0)	DEX	15 (+2)	DEX	13 (+1)
Ability Scores /	CON	17 (+3)	CON		(+3)	CON	19 (+4)	CON	21 (+5)
Saves	INT	12 (+1)	INT		(+1)	INT	16 (+3)	INT	16 (+3)
	WIS	11 (+0)	WIS		(+0)	WIS	15 (+2)	WIS	15 (+2)
Saving	СПА	14 (+2)	СПА	14	(+2)	СПА	17 (+2)	СПА	17 (+2)
Throws	-							•	
Resistances		l physical attac	cks exce	pt cold	iron or	good			
Immunities Vulnerabilities	Electric	ity, poisoned							
Senses	Passive F Darkvisio	Perception +13, on 60 ft.	Passive Darkvisi	•	ion +14, 		Perception +17, on 60 ft.	Passive P Darkvisio	Perception +18, on 60 ft.
Languages	Abyssa	l, Celestial, Dra	iconic, T	elepath	ny 100 f	t.			
Challenge	4		8			12		16	
Special Abilities &	Saving Three Dexterity D		Saving Th Dexterity			Saving Thr Dexterity		Saving Thro Dexterity D	
Qualities	takes acid save or the	d6 Slime A layer of acidi damage from this slin weapon takes this sa Ammunition that stril	ne if it fails a me amount	a babau's Dexterity of acid da	save. A crea mage; if this	ture that strik damage pene	rikes a babau with a n es a babau with a mel trates the weapon's A	ee weapon m	or unarmed strike ust make a Dexterity
Special Abilities & Qualities	See Invisib Telepathy creatures a	ility You can See Invis You can mentally com It once telepathically, neously speaking and	ibility, as pe municate wi although ma	r the spell, th any oth intaining a	, as a consta ler creature a telepathic	nt ability. within 100 fee conversation	et that has a language		

	🗵 Low	🖂 Moderate	🗵 Advanced	🛛 Elite
Standard	Longspear Melee weapon	Cold Iron Longspear	Cold Iron Longspear	Cold Iron Longspear
Actions	attack: +6 to hit, reach	Melee weapon attack:	Melee weapon attack:	Melee weapon attack: +6
Actions	5 ft., one target. Hit	+5 to hit, reach 5 ft., one	+4 to hit, reach 5 ft., one	to hit, reach 10 ft., one
	1d8+7/x3 (12) piercing	target. Hit 1d8+9/x3	target. Hit 1d8+13/	target. Hit 2d6+18/
	damage.	(14) piercing damage.	x3 (18) bludgeoning	x3 (25) bludgeoning
	Bite Melee weapon	Bite Melee weapon	damage.	damage.
	attack: +6 to hit, reach 5	attack: +5 to hit, reach 5	Bite Melee weapon	Bite Melee weapon
	ft., one target. Hit 1d6+5		attack: +4 to hit, reach	attack: +6 to hit, reach
	(8) piercing damage.	(10) piercing damage.	5 ft., one target. Hit	10 ft., one target. Hit
	Claw Melee weapon	Claw Melee weapon	1d8+8 (12) piercing	2d6+11 (18) piercing
	attack: +6 to hit, reach 5	attack: +5 to hit, reach 5	damage.	damage.
	ft., one target. Hit 1d6+5		Claw Melee weapon	Claw Melee weapon
	(8) slashing damage.	(10) slashing damage.	attack: +4 to hit, reach	attack: +6 to hit, reach
			5 ft., one target. Hit	10 ft., one target. Hit
			1d8+8 (12) slashing	2d6+11 (18) slashing
			damage.	damage.
1				

Legendary Actions Innate Spellcasting

darkness (at will); dispel magic (at will); see invisibility (at will); summon lesser demon (1 babau at 40%) (1/ day)



DEMON (BALOR)



		➢ Low ➢ Moderate ➢ Advanced ➢ Elite							
O Terrain				А	ny (Abyss)			
Q Rarity				Rare					
Role Leader / Solo									
🖸 Organizat	tion			Solitary or Wa	arband (1 plus others)				
					Standard				
1.1	5	⊠ Low	\mathbf{X}	Moderate		dvanced	× Elite		
Armor Class	22		22	No. State	22	120	23		
Annor Class		al armor)		armor)	(natural	armor)	(natural armor)		
Hit Points	191		248		364		533		
Speed	40 ft	. Fly 90 ft. ((Good)	1200					
Size, Type, Alignment	Medium evil	n fiend, chaotic	Medium evil	fiend, chaotic	Large fie	nd, chaotic evil	Huge fiend, chaotic evil		
	STR	22 (+6)	STR	22 (+6)	STR	24 (+7)	STR 29 (+9)		
A 1 -1	DEX	22 (+6)	DEX	22 (+6)	DEX	20 (+5)	DEX 20 (+5)		
Ability Scores /	CON		CON	23 (+6)	CON	25 (+7)	CON 29 (+9)		
Saves	INT	19 (+4)	INT	19 (+4)	INT	19 (+4)	INT 21 (+5)		
	WIS	19 (+4)	WIS	19 (+4)	WIS	19 (+4)	WIS 21 (+5)		
Cardina	CHA	20 (+5)	CHA	20 (+5)	CHA	20 (+5)	CHA 22 (+6)		
Saving Throws	-				-				
Resistances	Acid, a	Il physical attac	cks excep	ot cold iron and	d good				
Immunities	Electri	city, Fire, poiso	ned						
Vulnerabilities	-								
Senses		Perception +18, ion 60 ft.	Passive F Darkvisio	Perception +19, on 60 ft.	Passive F Darkvisio	Perception +20, on 60 ft.	Passive Perception +22, Darkvision 60 ft.		
Languages	Abyssa	al, Celestial, Draconic, Telepathy 100 ft.							
Challenge	12	16 20 24							
Special	Saving The Dexterity		Saving Three Dexterity D		Saving Thro Dexterity D		Saving Throw Dexterity DC 26		
Abilities & Qualities	Damage 5		Damage 80		Damage 10		Damage 140		
Comp. 1	within 10	0 feet (Dexterity save	halves).				necrotic damage) to anything		
Special Abilities & Qualities	without p		opportunity. If				ediately attempt a grapple check nt square. The foe gains the		

CONSERVE.	🗵 Low	🗵 Moderate	☑ Advanced	🔀 Elite						
Special Abilities &	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6						
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	Longsword Melee	Longsword Melee weapon	Longsword Melee	Longsword Melee						
Actions	weapon attack: +6 to hit,	attack: +5 to hit, reach	weapon attack: +5 to hit,	weapon attack: +8 to hit,						
	reach 5 ft., one target.	5 ft., one target. Hit	reach 10 ft., one target.	reach 15 ft., one target.						
	Hit 2d6+16/19-00 (23)	2d6+16/19-00 (23)	Hit 2d6+13/19-00 (20)	Hit 2d6+18/19-00 (25)						
	slashing damage.	slashing damage.	slashing damage.	slashing damage.						
	Whip Melee weapon	Whip Melee weapon	Whip Melee weapon	Whip Melee weapon						
	attack: +6 to hit,	attack: +5 to hit,	attack: +5 to hit, reach	attack: +8 to hit, reach						
and all a	reach 5 ft., one target.	reach 5 ft., one target.	10 ft., one target.	15 ft., one target.						
and the second second	Hit 1d4+11 (14)	Hit 1d4+11 (14)	Hit 1d4+13 (16)	Hit 1d4+18 (20)						
	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.						
10000	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon						
	attack: +6 to hit,	attack: +5 to hit,	attack: +5 to hit, reach	attack: +8 to hit, reach						
	reach 5 ft., one target.	reach 5 ft., one target.	10 ft., one target.	15 ft., one target.						
	Hit 1d8+15 (20)	Hit 1d8+15 (20)	Hit 1d10+12 (18)	Hit 3d8+17 (30)						
	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.	bludgeoning damage.						
Legendary Actions										
Innate Spellcasting		word stun (at will); telekinesi ay); telekinesis (at will); true		demoni (any 1 cr 19 or						

+1 longsword; +1 whip

-

Spellcasting

Possessions



DEMON (DRETCH)

				RE]	I CH				Y	
			× Low	,	🔀 Mod	derate	×	Advanced		× Elite
O Terrain							Any			
Q Rarity							Rare			
🔁 Role						Skirmis	her / Mi	nion		
Organization	tion		S	olitary, P	olitary, Pair, Gang (3-5x), Crowd (6-12x), or Mob (13+x)					
				None						
State States	[× Lo	W	\mathbf{X}	🗵 Moderate 🛛 🖂 Advance			dvanced	×	Elite
Armor Class	15 (natura	A REAL PROPERTY OF A REA			l armor)		16 (natural	armor)	17 (natural armor)	
Hit Points	20			48			102		166	
Speed	20 ft		100							
Size, Type, Alignment	Small fi	end, cha	otic evil	Small fie	Small fiend, chaotic evil		Small fiend, chaotic evil		Medium fiend, chaotic evil	
Ability Scores / Saves	STR DEX CON INT WIS CHA	8 12 3 9	(+0) (-1) (+1) (-4) (-1) (-1)	STR DEX CON INT WIS CHA	8 (- 12 (+ 3 (9 (-	1) -1) 4) 1)	STR DEX CON INT WIS CHA	16 (+3) 12 (+1) 16 (+3) 7 (-2) 13 (+1) 13 (+1)	STR DEX CON INT WIS CHA	18 (+4) 10 (+0) 18 (+4) 7 (-2) 13 (+1) 13 (+1)
Saving Throws	-									
Resistances Immunities Vulnerabilities			ical attac bisoned	cks excep	ot cold iro	on or go	ood			
Senses	Darkvis	Percepti ion 60 ft	t.	Darkvisio			Passive P Darkvisio	erception +15, n 60 ft.	Passive P Darkvisio	erception +16, n 60 ft.
Languages Challenge	Abyssa 4	al, Cann	iot Spea	k, Telepa 8	, Telepathy 100 ft.		12		16	
Special Abilities & Qualities	creatures	at once te	lepathically,	although mai		pathic cor	versation w	that has a language. ith more than one cr		to address multiple ne is just as difficult

	🖂 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	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.
			1d6+4 (8) slashing damage.	
Logondon				

Legendary Actions Innate Spellcasting

cause fear (1/day); stinking cloud (1/day); summon monster i (1 dretch 35%) (1/day)



DEMON (GLABREZU)

	×	Low	🔀 Moderate	e 🔀 Advanced	🔀 Elite	
Q Terrain			Ar	ıy (Abyss)		
Rarity				Rare		
Role			Lea	ader / Elite		
Organization	n		Solitary or Tre	oop (1x plus others)		
			S	Standard		
State State			Moderate	⊠ Advanced	× Elite	
		Contraction for the				
Armor Class	9 natural armor) (nat	ural armor)	21 (natural armor)	21 (natural armor)	
Hit Points 7	24	19	6	302	406	
Speed 4	O ft.					
Size,Type, Alignment	arge fiend, chao	tic evil Huge	e fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil	
S	TR 20	(+5) STF	R 22 (+6)	STR 24 (+7)	STR 27 (+8)	
AL III		(+1) DE		DEX 13 (+1)	DEX 11 (+0)	
Scores /		(+5) CO		CON 25 (+7)	CON 27 (+8)	
Saves		(+2) IN1		INT 17 (+3)	INT 17 (+3)	
		(+2) WI		WIS 17 (+3)	WIS 17 (+3)	
Saving	CHA 17	(+3) CH	A 17 (+3)	CHA 19 (+4)	CHA 19 (+4)	
Throws		-			•	
	cid, all physic		cept good			
	lectricity, poi	soned				
Vulnerabilities -	assive Perceptic	n +15 Passi	ve Perception +16,	Passive Perception +18,	Passive Perception +19,	
Da	arkvision 60 ft.	Dark	vision 60 ft.	Darkvision 60 ft.	Darkvision 60 ft.	
			, Telepathy 100 ft.		0.0	
Challenge 8		12		16	20	
	eatures at once tele	pathically, although	maintaining a telepathic co	thin 100 feet that has a language. Inversation with more than one cr		
a luc			to multiple people at the sa tually are, as per the spell Tr	ame time. ue Seeing, as a constant ability.	There are the	

	🖂 Low	🖂 Moderate	🖂 Advanced	🔀 Elite
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+12 (16) piercing	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+10 (14) piercing	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+15 (26) piercing
	damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+12 (14) slashing damage.	damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d6+10 (14) slashing damage.	damage. Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+12 (16) slashing damage.	damage. Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+15 (22) slashing damage.
	Pincer Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) bludgeoning damage.	Pincer Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+10/19-00 (19) bludgeoning damage.	Pincer Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+12/19-00 (21) bludgeoning damage.	Pincer Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+15/19-00 (33) bludgeoning damage.
Legendary				

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)



DEMON (HEZROU)

	\sum	

		🔀 Low	,	🛛 🖄 Moderate			×	Elite			
P Terrain				Ar	ny (Abyss)						
Rarity					Rare						
🔁 Role				Br	rute / Elite	1					
🖸 Organizat	tion		Solitary or Gang (2-4x)								
				(Standard						
and the states		× Low	\times	Moderate		dvanced	× Elite				
-				viouerate		uvanceu		inte			
Armor Class	18 (natura	al armor)	19 (natura	l armor)	20 (natural	armor)	20 (natural arm	nor)			
Hit Points	84		156		263		371				
Speed	30 ft	. Swim 30 f	Swim 30 ft.								
Size, Type, Alignment	Medium evil	n fiend, chaotic	Large fie	nd, chaotic evil	Large fien	d, chaotic evil	Huge fiend, c	haotic evil			
	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)	STR 2	5 (+7)			
A. L. alte.	DEX	13 (+1)	DEX	9 (-1)	DEX	13 (+1)	DEX 1	1 (+0)			
Ability Scores /	CON	20 (+5)	CON	22 (+6)	CON	24 (+7)	CON 2	6 (+8)			
Saves	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)		6 (+3)			
	WIS	12 (+1)	WIS	12 (+1)	WIS	16 (+3)		6 (+3)			
10000000	CHA	16 (+3)	CHA	16 (+3)	CHA	18 (+4)	CHA 1	8 (+4)			
Saving Throws	-				-		-				
Resistances	Acid, a	Il physical attac	cks excep	ot good							
Immunities	Electri	city, poisoned									
Vulnerabilities	9										
Senses	Darkvisi	Perception +14, ion 60 ft.	Darkvisio		Darkvision	erception +18, 1 60 ft.	Passive Perce Darkvision 60	•			
Languages		al, Celestial, Dra		elepathy 100 ft							
Challenge	6		10		14		18				
Special	Saving Th Constituti	row ion DC 18	Saving Thr Constitutio		Saving Throw Constitution DC 22		Saving Throw Constitution DC	24			
Abilities & Qualities	Nausea Th	ne noxious vapors and grapples. Each round a	foul fluids th creature is gr	at constantly weep and	seethe from a grappled foe	i hezrou's body are p must make a Constit	ution save to avoid	dbecoming			

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.

	🖂 Low	Moderate	⊠ Advanced	🔀 Elite
Special Abilities & Qualities	special ability) within 30 feet mu cannot be affected by your stenc	Saving Throw Constitution DC 20 ical that nearly every other creature ist succeed on a Constitution save o h for 24 hours. A delay poison or ne cy to poison are unaffected, and crea	or be sickened for 10 rounds. Crea eutralize poison spell removes the	atures that successfully save e effect from the sickened
Special Abilities & Qualities	creatures at once telepathically, a	municate with any other creature wi although maintaining a telepathic co istening to multiple people at the sa	onversation with more than one co	
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 Spellcasting	gaseous form (3/day); sun	nmon lesser demon (1 hezro	u 35%) (1/day)	
Possessions	1-22			

DEMON (MARILITH)

			× Low	,	×N	lodera	te	×	Adv	ancec	1	×E	lite
O Terrain							Any (At						
Rarity							Rare	5					
Role						L	eader /	Elite	2				
🖸 Organiza	tion				Solitary	, Pair, c	or Plato	on (1	l plus	other	s)		
Treasure							Doub	le					
	[× Lo	w	\mathbf{X}	Mod	erate	×	🗵 Advanced				🛛 Elite	
Armor Class	21 (natura	21 (natural armor)		21 (natura	21 (natural armor)		21 (nat	21 (natural armor)			23 (natura	23 (natural armor)	
Hit Points	119		,	177		,	27	3		,	416		,
Speed	40 ft							-					
Size,Type, Alignment	Mediun evil	n fiend,	chaotic	Medium evil	fiend, o	chaotic	Large	e fienc	l, chao	tic evil	Huge fi	end, ch	aotic evil
	STR	18	(+4)	STR	18	(+4)	ST	२	20	(+5)	STR	24	(+7)
Ability Scores /	DEX CON INT	21	(+4) (+5) (+3)	DEX CON INT	21	(+4) (+5) (+3)	DE CO INT	N	23	(+3) (+6) (+3)	DEX CON INT	27	(+4) (+8) (+4)
Saves	WIS		(+3)	WIS		(+3)	WI			(+3)	WIS		(+4)
	CHA		(+5)	CHA		(+5)	СН	Α		(+5)	CHA	1.	(+6)
Saving Throws	-						-						
Resistances			sical atta	and the second second second	ot cold	iron ar	id good	1					
Immunities Vulnerabilities	-	city, po	oisoned										
Senses		Percept ion 60 f	tion +16, ft.	Passive Darkvisi		ion +17, 			rceptic 60 ft.	on +18,	Passive Darkvisi		tion +20, ft.
Languages	-	al, Cele	estial, Dra	aconic, T	elepatl	ny 100							
Challenge	8			12			16				20		
Special Abilities & Qualities		You can o	crush an oppo i successful c		g bludgeo		ge, when yo	ge 2d8 ou make	e a succ	essful gra	Damage 3		n to any other
Special Abilities & Qualities	Saving Th Constitut Crushing	irow ion DC 18 Coils A cr		Saving The Constitution	row on DC 19		Saving Const	Throw itution k must	DC 21	d on a Coi	Saving Th Constituti nstitution sav	on DC 2	
Special Abilities & Qualities	and evil c	old iron w	y weapon a m veapon (in ad ery A marilith	dition to reta	ining the	qualities of	its actual	compos	sition).			if it were	a chaotic

AL REA	🖂 Low	🗵 Moderate	🔀 Advanced	🛛 Elite								
Special Abilities & Qualities	creatures at once telepathically, a as simultaneously speaking and l	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	Longsword Melee	Longsword Melee	Longsword Melee	Longsword Melee								
Actions	weapon attack: +5 to hit,	weapon attack: +5 to hit,	weapon attack: +4 to hit,	weapon attack: +5 to hit,								
	reach 5 ft., six targets.	reach 5 ft., six targets.	reach 10 ft., six targets.	reach 15 ft., six targets.								
	Hit 2d6+8/17-00 (15)	Hit 2d6+8/17-00 (15)	Hit 2d6+8/17-00 (15)	Hit 2d6+12/17-00 (19)								
	slashing damage.	slashing damage.	slashing damage.	slashing damage.								
	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon								
	attack: +5 to hit, reach	attack: +5 to hit, reach	attack: +4 to hit, reach	attack: +5 to hit, reach								
	5 ft., one target. Hit	5 ft., one target. Hit	10 ft., one target. Hit	15 ft., one target.								
	1d6+7 (10) bludgeoning	1d6+7 (10) bludgeoning	1d8+7 (12) bludgeoning	Hit 3d6+11 (22)								
	damage.	damage.	damage.	bludgeoning damage.								
	Tail Slap Melee weapon	Tail Slap Melee weapon	Tail Slap Melee weapon	Tail Slap Melee weapon								
	attack: +5 to hit,	attack: +5 to hit,	attack: +4 to hit, reach	attack: +5 to hit, reach								
	reach 5 ft., one target.	reach 5 ft., one target.	10 ft., one target. Hit	15 ft., one target. Hit								
	Hit 1d10+7 (12)	Hit 1d10+7 (12)	2d6+3 (10) bludgeoning	4d6+5 (19) bludgeoning								
	bludgeoning damage.	bludgeoning damage.	damage.	damage.								
Incode	blada harriar (2/day), fly ((day): project image (at will	1): cummon monstor (1 m	wilith 200/ I walfachuran at								

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)



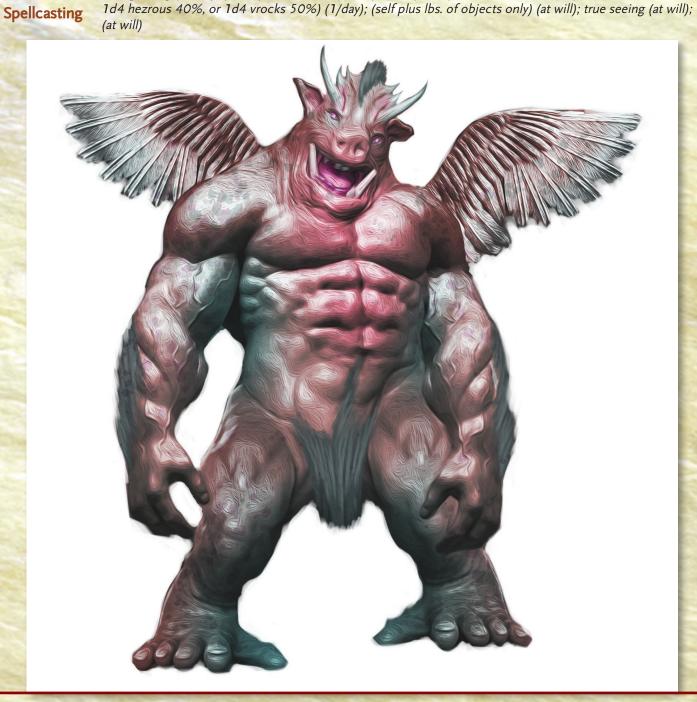
DEM	[ON	(N)	ABA	SU)			\bigcirc	
		🔀 Lov		Moderat	re ×	Advanced	•	× Elite
P Terrain			N		ny (Abyss			
Rarity					Rare			
				Cor	ntroller / S	iolo		
Organizat	ion				Solitary			
					Standard			
	×	Low	\mathbf{X}	Moderate		dvanced	×	Elite
	17		17	Toucrate	19	avanceu	20	Ente
Armor Class		l armor)		l armor)		armor)	(natural	armor)
Hit Points	105		160		219		307	
Speed	30 ft.	Fly 60 ft.	(Averag	ge)			1	
Size,Type, Alignment	Medium evil	fiend, chaotic	Medium evil	fiend, chaotic	Medium evil	fiend, chaotic	Large fier	nd, chaotic evil
	STR	18 (+4)	STR	18 (+4)	STR	20 (+5)	STR	23 (+6)
Ability	DEX	15 (+2)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
Scores /	CON INT	18 (+4)	CON INT	18 (+4) 13 (+1)	CON INT	20 (+5)	CON INT	22 (+6)
Saves	WIS	13 (+1) 14 (+2)	WIS	14 (+2)	WIS	17 (+3) 17 (+3)	WIS	17 (+3) 17 (+3)
				17 (+3)				
Saving Throws	-							
Resistances	Acid, al	l physical atta	acks excep	ot cold iron or	good			
Immunities	Electric	ity, paralyzed	, poisone	1				
Vulnerabilities	- Passive F	Perception +16,	Passive I	Perception +17,	Passive F	Perception +18,	Passive P	erception +19,
Senses	Darkvisio	on 60 ft.	Darkvisi	on 60 ft.	Darkvisio	•	Darkvisio	
Languages Challenge		, Celestial, Dr	raconic, Te 8	elepathy 100 f			16	
	4	ife When a nabasu		with its gaze attack,	12	th point It gains a be	16	ts growth point
Special Abilities & Qualities	total on att	ack rolls, ability che	cks, saving thr	with its gaze attack, ows, caster level chec abilities increases by	ks, and skill ch	ecks. Its maximum h	iit points incre	ase by 10 for each
Special Abilities &	Saving Thro Constitutio		Saving Thr Constitutio		Saving Three Constitution		Saving Thro Constitution	
Addities & Qualities	for a full ro reduced by gaze can or	ound. All living create 1d8 points. A hum nly create one ghoul	ures within 30 nanoid slain in I per round-if n	r day per growth poin feet must succeed or this manner immedia nultiple humans peris red in this manner are	a Constitution tely transforms h from the gaz	n save or have their r s into a ghoul under t re in a round, the nab	naximum and he nabasu's co asu picks whio	current hit points ontrol. A nabasu's ch human becomes

and the second	🖂 Low	🗵 Moderate	🖂 Advanced	× Elite
Special Abilities & Qualities	creatures at once telepathically, a	nunicate with any other creature w Ithough maintaining a telepathic co stening to multiple people at the sa	onversation with more than one c	
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		erson (1/day); regenerate (1, is 30%) (1/day); telekinesis		
Spellcasting Possessions				

DEMON (NALFESHNEE) 🕃 인 🗊

		×	Low		Modera	ite 🔀		1	× Elite	
9 Terrain					,	Any (Abys	5)			
Q Rarity						Rare				
Role					S	oldier / Sc	olo			
😳 Organizat	tion			Soli	tary or V	/arband (1	plus others)			
						Standard				
		× Low	×	⊠ Moderate			Advanced	5	< Elite	
	20			IVIOU	ciale	21	TUVAIICEU	21		
Armor Class		al armor)	20 (natu	Iral arm	or)		l armor)		l armor)	
Hit Points	133		21	6		330		401		
Speed	30 ft	ft. Fly 40 ft. (Poor)								
Size, Type, Alignment	Large fi	ge fiend, chaotic evil		Huge fiend, chaotic evil		Huge fie	Huge fiend, chaotic evil		Huge fiend, chaotic evil	
	STR	21 (+	5) STR	23	(+6)	STR	25 (+7)	STR	25 (+7)	
A 1 -1-	DEX	15 (+	-2) DEX	< 11	(+0)	DEX	15 (+2)	DEX	16 (+3)	
Ability Scores /	CON				(+6)	CON	24 (+7)	CON	24 (+7)	
Saves	INT	18 (+	-		(+4)	INT	20 (+5)	INT	20 (+5)	
	WIS	18 (+	-		(+4)	WIS	20 (+5)	WIS	20 (+5)	
Saving	CHA	17 (+	-3) CH	A IZ	(+3)	CHA	19 (+4)	CHA	19 (+4)	
Throws	-		-			-				
Resistances	Acid, a	all physical	attacks exc	cept goo	bd					
Immunities	Electri	city, poiso	ned							
Vulnerabilities	- Passive	Perception -	±18 Passiv	ve Percen	tion +19,	Passive	Perception +21,	Passive	Perception +22,	
Senses	Darkvis	ion 60 ft.	Darkv	ision 60	ft.	Darkvisi	•	Darkvisi		
Languages		al, Celestia	l, Draconic,	Telepat	hy 100			0.0		
Challenge	10		14			18		22		
Special Abilities &	creatures as simult	at once telepat aneously speaki	hically, although ng and listening	maintaining o multiple	a telepathic people at the	conversation versation v	with more than one of		e to address multiple me is just as <mark>d</mark> ifficult	
Qualities Special	True Seei Saving Th		hings as they act Saving		per the spell	True Seeing, a Saving Thr	s a constant ability. ow	Saving Thr	ow	
Abilities & Qualities	Wisdom Unholy N writhing	DC 19 imbus Three tin color to play aro	Wisdon Mes per day as a f Jound its body. Or	n DC 21 ree action a e round late	er, the light b	Wisdom D can create a nii oursts in a 60-fe	C 23 mbus of unholy light	Wisdom D , causing naus	C 24	

	🖂 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			low (at will); summon monst	



Ω

Stree Node Node Node Node Node Node Image: Stree Image:	and the second	207-	12-14-1		1000	28 A	の場合に	Sector Co	Contraction of the		
O Terrain Any (Abyss) Q Rarie Q Rarie Q Role Skirmisher / Minion Q Organization Solitary or Flock (2-12x) Q Treasure Standard Image: Colspan="2">Node Moderate Modarate X Elite Armor Class 15 (natural armor) 17 (natural armor) 17 (natural armor) 17 (natural armor) 17 (natural armor) Hit Points 12 42 7 6 14 5 14 5 Speed 20 ft, Fly 50 ft. (Perfect) Stra ft (-2) STR ft 12 (+1) STR 17 (+3) DEX 12 (+1) DEX 12 (+1) DEX 16 (+3) DEX 14 (+2) Ability CON 9 (-1) CON 9 (-1) CON 13 (+1) CON 17 (+3) Saves Saves Saves	Dem	[0]	ı (Q	JUASI	т)			\bigcirc	× ☆		
O Terrain Any (Abyss) Q Rarie Q Rarie Q Role Skirmisher / Minion Q Organization Solitary or Flock (2-12x) Q Treasure Standard Image: Colspan="2">Node Moderate Modarate X Elite Armor Class 15 (natural armor) 17 (natural armor) 17 (natural armor) 17 (natural armor) 17 (natural armor) Hit Points 12 42 7 6 14 5 14 5 Speed 20 ft, Fly 50 ft. (Perfect) Stra ft (-2) STR ft 12 (+1) STR 17 (+3) DEX 12 (+1) DEX 12 (+1) DEX 16 (+3) DEX 14 (+2) Ability CON 9 (-1) CON 9 (-1) CON 13 (+1) CON 17 (+3) Saves Saves Saves	-		× Lov	w 🔀	Moderat	e 🗵	Advanced	\geq	< Elite		
Q Rarity Rare Sole Skirmisher / Minion Solitary or Flock (2-12x) Standard Treasure Standard Rese Advanced × Elite Armor Class 15 (natural armor) (natural armor) (natural armor) (natural armor) Hit Points 12 42 7.6 1.4.5 Speed 20 ft, Fly 50 ft. (Perfect) Small fiend, chaotic evil Tiny fiend, chaotic evil Tiny fiend, chaotic evil Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, chaotic evil Tiny fiend, chaotic evil Small fiend, chaotic evil Size, Type, Size, Type, Size, Type, Size, Type, Size, Type, Size, Type, CON 9 (-1) CON 9 (-1) STR 12 (-1) STR 17 (-3) DEX 12 (+1) DEX 12 (-1) DEX 14 (-2) Size, Type, Size,	Q Terrain										
Sole Skirmisher / Minion Solitary or Flock (2-12x) Standard Treasure Standard Resolution (natural armor) 17 17 It Points 12 42 76 145 Speed 20 ft, Fly 50 ft, (Perfect) Size, Type, Alignment Timy fiend, chaotic evil Timy fiend, chaotic evil Timy fiend, chaotic evil Timy fiend, chaotic evil Stra 7 (-2) STR 12 (+1) STR 17 (+3) Size, Type, Alignment STR 6 (-2) STR 7 (-2) STR 12 (+1) STR 17 (+3) DEX 12 (+1) DEX 12 (+1) DEX 12 (+1) DEX 14 (+2) CON 9 (-1) CON 13 (+1) CON 17 (+3) Saves INT 9 (-1) INT 9 (-1) INT 9 (-1) INT 13 (+1) INT 13 (+1) Wils 10 (+0) Wils 10 (+0) Wils 14 (+2) Wils 14 (+2) CHA 13 (+1) CHA 13 (+1) Saving Throws Saving Throws Passive Perception +10, Darkvision 60 ft.						Rare					
Solitary or Flock (2-12x) Image: Comparization Solitary or Flock (2-12x) Image: Comparization Standard Image: Comparization Standard Image: Comparization Moderate Advanced × Elite Armor Class 15 (natural armor) 15 (natural armor) 17 (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 Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, chaotic evil Tiny fiend, chaotic evil Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, chaotic evil Tiny fiend, chaotic evil Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, thaotic evil Tiny fiend, thaotic evil Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, thaotic evil Small fiend, chaotic evil Size, Type, Alignment Size Transcover field Small field, thaotic evil Small field, thaotic evil		_			Skirm	nisher / Mi	nion				
Standard Image: Treasure Standard Image: Treasure Standard Image: Treasure Advanced × Elite Armor Class 15 (natural armor) 15 (natural armor) 17 (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 Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, chaotic evil Tiny fiend, chaotic evil Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, chaotic evil Tiny fiend, chaotic evil Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, thaotic evil Tiny fiend, thaotic evil Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, thaotic evil Small fiend, chaotic evil Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, thaotic evil Tiny fiend, thaotic evil Small fiend, thaotic evil Size, Type, Saves Construction to Pi Construction to Pi Const		_									
Itelastic Image: Non-Strate index in the start of the strate index	Organizat	tion					2-128)				
Armor Class15 (natural armor)15 (natural armor)17 (natural armor)17 (natural armor)17 (natural armor)Hit Points124276145Speed20 ft, Fly 50 ft. (Perfect)5Size, Type, AlignmentTiny fiend, chaotic evilTiny fiend, chaotic evilSmall fiend, chaotic evilSize, Type, AlignmentTiny fiend, chaotic evilTiny fiend, chaotic evilSmall fiend, chaotic evilSize, Type, AlignmentTiny fiend, chaotic evilTiny fiend, chaotic evilSmall fiend, chaotic evilAbility Scores / SavesSTR6(-2)STR7(-2)STR12(+1)Ability Scores / SavesCON 9(-1)CON 9(-1)CON 13(+1)CON 17(+3)Mix 9(-1)INT 9(-1)INT 13(+1)INT 13(+1)INT 13(+1)Saving ThrowsSensesPasive Perception +10, Darkvision 60 ft.Pasive Perception +13, Darkvision 60 ft.Pasive Perception +16, Darkvision 60 ft.Pasive Perception +17, Darkvision 60 ft	Treasure					Standard					
Armor Class (natural armor) (natural armor) (natural armor) (natural armor) (natural armor) (natural armor) Hit Points 12 42 76 145 Speed 20 ft, Fly 50 ft. (Perfect) 5 Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, chaotic evil Small fiend, chaotic evil Ability STR 6 (-2) STR 7 (-2) STR 12 (+1) STR 17 (+3) DEX 12 (+1) DEX 12 (+1) DEX 16 (+3) DEX 14 (+2) Ability CON 9 (-1) CON 9 (-1) CON 13 (+1) INT 13 (+1) Saves NT 9 (-1) INT 9 (-1) INT 13 (+1) INT 13 (+1) Saving Throws -		Þ	< Low	🖂 Mo	derate	×A	dvanced	×	Elite		
(natural armor) (natural armor) (natural armor) (natural armor) (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 STR 6 (-2) STR 7 (-2) STR 12 (+1) STR 17 (+3) DEX 12 (+1) DEX 12 (+1) DEX 14 (+2) Sources / Sources / INT 9 (-1) CON 9 (-1) INT 13 (+1) INT 13 (+1) Saves INT 9 (-1) INT 9 (-1) INT 13 (+1) INT 13 (+1) Saving .	Armor Class	15	Sec. 4	15		17	1	17			
Speed 20 ft. Fly 50 ft. (Perfect) Size, Type, Alignment Tiny fiend, chaotic evil 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 12 (+1) DEX 14 (+2) CON 9 (-1) CON 9 (-1) CON 13 (+1) CON 17 (+3) Saves INT 9 (-1) INT 9 (-1) INT 9 (-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 - - - * Passive Perception +10, Darkvision 60 ft. Passive Perception +13, Darkvision 60 ft. Passive Perception +16, Darkvision 60 ft. Senses Passive Perception +10, Passive Perception +13, Darkvision 60 ft. Passive Perception +17, Darkvision 60 ft. Passive Perception +16, Darkvision 60 ft. Languages Abyssal, Celestial, Common, Draconic, Telepathy 100 ft. 16 Challenge 4 8 12 16 Special Abilities & Challeng continues to functo leyeen at negative hit po	Annor Class	(natura	l armor)	(natural arm	nor)	(natural	armor)	(natural a	armor)		
Size, Type, Alignment Tiny fiend, chaotic evil Tiny fiend, chaotic evil Tiny fiend, chaotic evil Small fiend, chaotic evil STR 6 (-2) STR 7 (-2) STR 12 (+1) STR 17 (+3) Ability Scores / Saves DEX 12 (+1) DEX 12 (+1) DEX 14 (+2) NT 9 (-1) CON 9 (-1) CON 13 (+1) CON 17 (+3) Saves INT 9 (-1) INT 9 (-1) INT 13 (+1) INT 13 (+1) WIS 10 (+0) WIS 10<(+0) WIS 14 (+2) WIS 14 (+2) Saving -	Hit Points	12		42		76		145			
Alignment Tiny field, chaotic evit Tiny field, chaotic evit Tiny field, chaotic evit Strial field, chaotic evit Ability STR 6 (-2) STR 7 (-2) STR 12 (+1) STR 17 (+3) Ability DEX 12 (+1) DEX 12 (+1) DEX 16 (+3) DEX 14 (+2) Ability Scores / Saves INT 9 (-1) INT 9 (-1) INT 9 (-1) INT 13 (+1) INT	Speed	20 ft.	Fly 50 ft.	(Perfect)	1200						
Ability Scores / SavesDEX12(+1)DEX16(+3)DEX14(+2)Ability Scores / SavesCON9(-1)CON9(-1)CON13(+1)CON17(+3)INT9(-1)INT9(-1)INT13(+1)INT13(+1)WIS10(+0)WIS10(+0)WIS14(+2)WIS14(+2)CHA9(-1)CHA9(-1)CHA13(+1)CHA13(+1)Saving ThrowsResistancesAcid, all physical attacks except cold iron or good ImmunitiesResistancesAcid, all physical attacks except cold iron or goodResistancesAcid, all physical attacks except cold iron or good		Tiny fien	d, chaotic evil	Tiny fiend, ch	aotic evil	Tiny fiend	l, chaotic evil	Small fiend	d, chaotic evil		
Ability Scores / SavesCON 9 (-1) (-1)CON 9 (-1) (-1)CON 13 (+1) (-1)CON 17 (+3) (+3)SavesINT 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 9 (-1)CHA 13 (+1)Saving ThrowsResistancesAcid, all physical attacks except cold iron or goodImmunitiesElectricity, poisonedVulnerabilities.SensesPassive Perception +10, Darkvision 60 ft.Passive Perception +10, Darkvision 60 ft.Passive Perception +13, Darkvision 60 ft.Abyssal, Celestial, Common, Draconic, Telepathy 100 ft.Challenge4Abyssal, Celestial, Common, Draconic, Telepathy 100 ft.Challenge4Abilities & QualitiesChange 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 & Constitution DC 11Saving Throw Constitution DC 15Saving Throw Constitution DC 18		STR	6 (-2)	STR 7	(-2)	STR	12 (+1)	STR	17 (+3)		
Scores / SavesINT9(-1)INT9(-1)INT13(+1)INT13(+1)WIS10(+0)WIS10(+0)WIS14(+2)WIS14(+2)CHA9(-1)CHA9(-1)CHA13(+1)INT13(+1)Saving ThrowsResistancesAcid, all physical attacks except cold iron or goodImmunitiesElectricity, poisonedVuherabilitiesSensesPassive Perception +10, Darkvision 60 ft.Passive Perception +13, Darkvision 60 ft.Passive Perception +16, Darkvision 60 ft.Passive Perception +17, Darkvision 60 ft.Passive Perception +17, Darkvision 60 ft.LanguagesAbyssal, Celestial, Common, Draconic, Telepathy 100 ft.16Challenge481216Special Abilities & QualitiesChange Shape May change into, and then back from, any two of the following forms: Bat, Small Centipede, Toad, or Wolf; Bat, as per polymorph.Special Abilities & Constitution DC 11Saving Throw Constitution DC 12Saving Throw Constitution DC 13Saving Throw Constitution DC 15Saving Throw Constitution DC 18		DEX	12 (+1)	DEX 1	2 (+1)	DEX	16 (+3)	DEX	14 (+2)		
SavesINI9(-1)INI9(-1)INI13(+1)INI13(+1)WIS10(+0)WIS10(+0)WIS14(+2)WIS14(+2)CHA9(-1)CHA9(-1)CHA13(+1)CHA13(+1)SavingThrowsResistancesAcid, all physical attacks except cold iron or goodImmunitiesElectricity, poisonedVuherabilities </th <th>and the second se</th> <th>CON</th> <th>9 (-1)</th> <th>CON 9</th> <th>(-1)</th> <th>CON</th> <th>13 (+1)</th> <th>CON</th> <th>17 (+3)</th>	and the second se	CON	9 (-1)	CON 9	(-1)	CON	13 (+1)	CON	17 (+3)		
CHA 9(-1)CHA 9(-1)CHA 13(+1)CHA 13(+1)Saving ThrowsResistancesAcid, all physical attacks except cold iron or goodImmunitiesElectricity, poisonedVulnerabilitiesSensesPassive Perception +10, Darkvision 60 ft.Passive Perception +13, Darkvision 60 ft.Passive Perception +16, Darkvision 60 ft.Passive Perception +17, Darkvision 60 ft.LanguagesAbyssal, Celestial, Common, Draconic, Telepathy 100 ft.16Challenge481216Special Abilities & QualitiesChange Shape May change into, and then back from, any two of the following forms: Bat, Small Centipede, Toad, or Wolf; Bat, as per polymorph.Special Abilities & Constitution DC 11Saving Throw Constitution DC 12Saving Throw Constitution DC 15Saving Throw Constitution DC 18		INT	9 (-1)	INT 9	(-1)	INT	13 (+1)	INT	13 (+1)		
Saving Throws Acid, all physical attacks except cold iron or good Resistances Acid, all physical attacks except cold iron or good Immunities Electricity, poisoned Vulnerabilities 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. 16 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. Tat 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. Saving Throw Constitution DC 11 Saving Throw Constitution DC 12 Saving Throw Constitution DC 15 Saving Throw Constitution DC 18		WIS	10 (+0)	WIS 10	0 (+0)	WIS	14 (+2)	WIS	14 (+2)		
ThrowsAcid, all physical attacks except cold iron or goodResistancesAcid, all physical attacks except cold iron or goodImmunitiesElectricity, poisonedVulnerabilitiesElectricity, poisonedVulnerabilitiesPassive Perception +10, Darkvision 60 ft.Passive Perception +13, Darkvision 60 ft.Passive Perception +16, Darkvision 60 ft.Passive Perception +17, Darkvision 60 ft.LanguagesAbyssal, Celestial, Common, Draconic, Telepathy 100 ft.1016Challenge481216Special Abilities & QualitiesChange 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.Saving Throw Constitution DC 12Saving Throw Constitution DC 15Saving Throw Constitution DC 18		CHA	9 (-1)	CHA 9	(-1)	CHA	13 (+1)	CHA	13 (+1)		
ImmunitiesElectricity, poisonedVulnerabilities-SensesPassive Perception +10, Darkvision 60 ft.Passive Perception +13, Darkvision 60 ft.Passive Perception +16, Darkvision 60 ft.Passive Perception +17, Darkvision 60 ft.LanguagesAbyssal, Celestial, Common, Draconic, Telepathy 100 ft.1216Challenge481216Special Abilities & QualitiesChange 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.Saving Throw Constitution DC 11Saving Throw Constitution DC 12Saving Throw Constitution DC 15Saving Throw Constitution DC 18	• •	-									
Vulnerabilities-SensesPassive Perception +10, Darkvision 60 ft.Passive Perception +13, Darkvision 60 ft.Passive Perception +16, Darkvision 60 ft.Passive Perception +17, Darkvision 60 ft.LanguagesAbyssal, Celestial, Common, Draconic, Telepathy 100 ft.Darkvision 60 ft.Darkvision 60 ft.Passive Perception +17, Darkvision 60 ft.Challenge481216Special Abilities & QualitiesChange 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.Saving Throw Constitution DC 12Saving Throw 					ld iron or	good					
SensesPassive Perception +10, Darkvision 60 ft.Passive Perception +13, Darkvision 60 ft.Passive Perception +16, Darkvision 60 ft.Passive Perception +17, Darkvision 60 ft.LanguagesAbyssal, Celestial, Common, Draconic, Telepathy 100 ft.1016Challenge481216Special Abilities & QualitiesChange 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.Saving Throw Constitution DC 11Saving Throw Constitution DC 12Saving Throw Constitution DC 15Saving Throw Constitution DC 16		Electric	ity, poisoned								
Languages ChallengeAbyssal, Celestial, Common, Draconic, Telepathy 100 ft.481216Special Abilities & QualitiesChange 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 & Abilities &Saving Throw Constitution DC 11Saving Throw Constitution DC 12Saving Throw Constitution DC 15Saving Throw Constitution DC 18			•		•						
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 & Saving Throw Constitution DC 11 Saving Throw Constitution DC 12 Saving Throw Constitution DC 15 Saving Throw Constitution DC 18	Languages	Abyssa									
Abilities & Oualities 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 & Saving Throw Constitution DC 11 Saving Throw Constitution DC 12 Saving Throw Constitution DC 15 Saving Throw Constitution DC 18	Challenge	4		8		12		16			
Special Abilities & Saving Throw Constitution DC 11 Saving Throw Constitution DC 12 Saving Throw Constitution DC 15 Saving Throw Constitution DC 15	Abilities &	polymorph Fast Healin nor does it Fast healin	n. ng You regain hit poi t allow a creature to g continues to func	ints at 2 per round. Fa regrow lost body part	ast healing does s. Unless other	not restore hi wise stated, it o	t points lost from sta does not allow lost b	arvation, thirst, ody parts to be	or suffocation, reattached.		
Abilities &		Saving Thre	ow	•	12	•		•			
Qualities consecutive saves. Ability score damage is healed in full upon a long rest or with any magical healing.		Poison Cla	w-injury; save Const	titution; frequency 1/	round for 6 rou	nds; effect 1d2	Dexterity damage a				

and the	🗵 Low	🗵 Moderate	🗵 Advanced	× Elite
Special Abilities & Qualities	creatures at once telepathically, a	nunicate with any other creature w Ithough maintaining a telepathic co stening to multiple people at the sa	onversation with more than one c	
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); commu (self only) (at will)	ne (six questions) (1/week)	; and good (at will); detect	magic (at will); invisibility
Spellcasting Possessions				

DEMON (SCHIR)

DEM	[0]	v ((Sc	HI	R)				\bigcirc	
			× Low	,	×N	Aoderat	te 🖂	Advanced		× Elite
Q Terrain					-	A	ny (Abyss	5)		
Q Rarity							Rare			
						Solo	lier / Nor	mal		
Organizat	tion		Solitary, Pair, or Pack (2-8x)							
							Standard			
Treasure						27.2.18				
		≚ Lo	W		Mod	erate		dvanced		Elite
Armor Class	17 (natura	al armo	(r)	17 (natura	larmo	or)	19 (natura	armor)	19 (natural	armor)
Hit Points	34	il diffic		71	i unno	,,,,	139	lamor	206	unnory
Speed	30 ft						155		200	
Size, Type,	Medium		chaotic	Medium	fiend.	chaotic	Medium	fiend, chaotic		
Alignment	evil	,		evil		evil	,	Large fier	nd, chaotic evil	
	STR	15	(+2)	STR		(+3)	STR	18 (+4)	STR	21 (+5)
Ability	DEX		(+1)	DEX		(+1)	DEX	16 (+3)	DEX	14 (+2)
Scores /	CON		(+1)	CON	13		CON	17 (+3)	CON	18 (+4)
Saves	INT	6	(-2)	INT	6	(-2)	INT	10 (+0)	INT	10 (+0)
	WIS CHA	3	(-4)	WIS	3	(-4)	WIS	7 (-2)	WIS	7 (-2)
Saving	СПА	4	(-3)	CHA	т.,	(-2)	СПА	8 (-1)	СПА	8 (-1)
Throws	-						•			
Resistances				ks excep	ot colo	d iron or	good			
Immunities Vulnerabilities	disease	ed, Ele	ctricity, p	oisoned						
	Passive	Percept	tion +9,	Passive F	Percept	ion +10,	Passive F	Perception +13,	Passive P	Perception +14,
Senses	Darkvisi			Darkvisio			Darkvisio	on 60 ft.	Darkvisic	on 60 ft.
Languages Challenge	Abyssa 4	al, Celestial, Draconic, Telepathy 100 ft.								
	Saving Th	row	8 12 16 w Saving Throw Saving Throw Saving Throw						W	
Special Abilities &	Constituti	ion DC 14		Constitutio	on DC 15		Constitutio	on DC 18	Constitutio	n DC 20
Qualities	spittle. D	Disease-W	eapon-Injury;	save Constit	ution; fre	equency 1/da		es the blades with di Strength damage; cui c		
Special Abilities & Qualities	Telepathy creatures	You can r at once te	mentally com elepathically,	municate wit	h any oth ntaining	ner creature a telepathic	within 100 fee conversation v	t that has a language vith more than one c		

				the second s
	🖂 Low	🗵 Moderate	🗵 Advanced	🔀 Elite
Standard Actions	Halberd Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10x3 (1) slashing damage.	Halberd Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+7/x3 (12) bludgeoning damage.	Halberd Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+11/x3 (16) bludgeoning damage.	Halberd Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16/x3 (25) bludgeoning damage.
	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.
Legendary Actions	-			
Innate Spellcasting				
Spellcasting	-			
Possessions	Halberd			

	6.5775					•••	$\overline{)}$			
DEM	[ON	1 (S t	JCC	UBUS	5)		\mathbf{Y}			
-		🔀 Low	/	🔀 Moderat	e 🗵	Advanced		× Elite		
O Terrain				A	ny (Abyss)				
Rarity		Rare								
Role		Lurker / Elite								
Organizat	tion			Solitary, Pai	r, or Hare	em (3-12x)				
					Double					
	×	< Low	\mathbf{X}	Moderate		dvanced	×	Elite		
Armor Class	17		17		18	120	19			
Annor Class	(natural	l armor)		armor)	(natural	armor)	(natural	armor)		
Hit Points	37		78		132		206			
Speed	30 ft.	Fly 50 ft.	(Averag	je)						
Size, Type, Alignment	Small fie	nd, chaotic evil	Medium evil	fiend, chaotic	Medium evil	fiend, chaotic	Large fien	d, chaotic evil		
	STR	7 (-2)	STR	11 (+0)	STR	15 (+2)	STR	18 (+4)		
Ability	DEX	18 (+4)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)		
Scores /	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)	CON	21 (+5)		
Saves	INT WIS	16 (+3)	INT WIS	16 (+3)	INT WIS	18 (+4)	INT WIS	18 (+4)		
		12 (+1)		12 (+1) 20 (+5)		16 (+3)		16 (+3)		
Saving Throws	-	20 (+5)		20 (+5)		22 (+0)		22 (+0)		
Resistances				ot cold iron or g	good					
Immunities	Electric	ity, Fire, poisc	oned							
Vulnerabilities Senses	- Passive F Darkvisio	Perception +13, on 60 ft.	Passive F Darkvisio	Perception +14, on 60 ft.	Passive P Darkvisio	Perception +17, on 60 ft.	Passive P Darkvisio	erception +18, 1 60 ft.		
Languages	Abyssal	, Celestial, Co		raconic, Telepa	athy 100	ft., Tongues				
Challenge	4		8		12		16			
Special Abilities & Qualities	qualities. Yo as a polymo	hape You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions norph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple								
Quanties	creatures a as simultan	t once telepathically, neously speaking and	although main listening to m	h any other creature w ntaining a telepathic c ultiple people at the s nguage of any intellige	onversation w ame time.	vith more than one cr	eature at a tim	e is just as difficult		
	the spell To	ongues, as a constant	ability.							
Special Abilities & Qualities	grappled be 2d4 points	efore the succubus c	an use this ab udes an energ	a mortal she lures into ility. Each successful e y drain scores a critica oint reduction.	nergy drain re	duces the victim's m	naximum and o	urrent hit points by		

 \square

	🗵 Low	🗵 Moderate	🔀 Advanced	🔀 Elite
Special Abilities & Qualities	1 full round. The target gains a - gift from a succubus at a time. A any distance (and may use her s	ull-round action, a succubus may gra 2 profane bonus to an ability score As long as the profane gift persists, t uggestion spell-like ability through it n (causing 2d6 Charisma damage to ore powerful healing magic).	of his choice. A single creature ma he succubus can communicate te t). A profane gift is removed by dis	ay have no more than one profane lepathically with the target across spel magic. The succubus can
Standard Actions	Claw Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.		
Legendary Actions				
Innate Spellcasting		detect thoughts (at will); (1/d summon lesser demon (1 ba		
Illustration 24	s: Succubus Demon	<image/>		

Dem	[0]	v ((VI	RO (CK)			\mathcal{Q}	
			× Low	,	×N	loderat	te 🔀	Advance	d	× Elite
O Terrain						А	ny (Abyss	.)		
Q Rarity							Rare			
🙆 Role						Skirm	isher / No	ormal		
😳 Organizat	tion				Sc	olitary, P	air, or Gar	ng (3-10x)		
Treasure							Standard			
		× Lo	W	\mathbf{X}	Mode	erate		dvanced	>	< Elite
Armor Class	17		1	18	250		19		19	
	(natura	al armo	or)	(natura	l armo	r)		armor)		l armor)
Hit Points	49			107	80.0		198		305	
Speed				Avera	ge)	200			1.000	
Size, Type, Alignment	Medium evil	n fiend, d	chaotic	Large fie			Large fie	nd, chaotic evil	Huge fie	nd, chaotic evil
	STR		(+2)	STR		(+4)	STR	20 (+5)		22 (+6)
Ability	DEX		(+3)	DEX		(+1)	DEX	17 (+3)		16 (+3)
Scores /	CON INT		(+4) (+1)	CON INT		(+5) (+1)	CON INT	22 (+6) 16 (+3)		24 (+7) 16 (+3)
Saves	WIS		(+1)	WIS		(+1)	WIS	17 (+3)		17 (+3)
	CHA									17 (+3)
Saving Throws	-									
Resistances	Acid, a	ll phys	ical attac	cks exce	ot goo	d				
Immunities	Electri	city, po	bisoned							
Vulnerabilities Senses	- Passive Darkvisi	•	ion +15,	Passive Darkvisi		ion +16,	Passive F Darkvisio	Perception +18	, Passive I Darkvisio	Perception +19,
Languages							athy 100		Durkvisk	
Challenge	5			9			13		17	
Special	Saving Th Dexterity			Saving Thr Dexterity			Saving Thro Dexterity D		Saving Thr Dexterity [
Abilities & Qualities	Damage 3	d6		Damage 5	d6		Damage 70	16	Damage 8	46
	the vrock, that joins when four	dealing e in the dar r or more	lectricity dar nce, the dama vrocks are da	nage to all cr age increases ancing (the D	eatures w by 5d6 p C continu	ithin 100 fe oints, and the es to increa	et. A Dexterity ne DC to avoid se with additic	rounds, a crackling save halves this da the effect increase nal vrocks, but the lain, stunned, or ot	mage. For each es by +1, to a m damage does r	additional vrock aximum of 20d6 10t). The dance
Special Abilities & Qualities	Spores A damage from the vines	vrock can rom the sp are harmle	release a clo pores, plus 1 ess and withe	ud of spores d4 points of er away in 1d	from its t damage p 4 days if r	oody with Re er round for ot shaved o	charge 2 as a 10 rounds as ff before then.	free action. Adjace the spores grow in The spores can be	nt creatures tak to thick green v destroyed by c	

Carrier	🖂 Low	🗵 Moderate	🖂 Advanced	🔀 Elite
Special Abilities & Qualities	Saving Throw Constitution DC 17 Stunning Screech Once per hou succeed on a Constitution save of	Saving Throw Constitution DC 19 r, a vrock can emit a shrill screech. A or be stunned for 1 round.	Saving Throw Constitution DC 21 Il creatures except demons within	Saving Throw Constitution DC 23 n a 30-foot radius spread must
Special Abilities & Qualities	creatures at once telepathically,	municate with any other creature wi although maintaining a telepathic cc listening to multiple people at the sa	onversation with more than one ci	
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 	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	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
Legendary Actions	damage. -		damage.	damage.

Actions Innate Spellcasting

mirror image (/day); summon lesser demon (1 vrock 35%) (1/day); telekinesis (at will)



Der	RC										
			× Low		×M	oderat		Advance	d	🔀 Elite	
P Terrain					Any Underground						
Q Rarity						Uncommon					
Role							lery / Nor				
😳 Organizat	tion		Solitary,	Team (2	-4x), S			ers), or Band	(11-20x -	⊦others)	
Treasure						l	ncidental				
	[× Lo	W	\mathbf{X}	Mode	rate	XX	dvanced	>	< Elite	
Armor Class	16 (natura	al armo	or)	16 (natural	armor)	18 (natural	armor)	18 (natura	l armor)	
Hit Points	26			53			109		181		
Speed	20 ft		The	The state		100			Carlor A		
Size,Type, Alignment	Small h evil	umanoic	d, chaotic	Small hu evil	manoid,	chaotic	Small hui evil	manoid, chaoti	c Medium chaotic	humanoid, evil	
Ability Scores / Saves	STR DEX CON INT WIS CHA	16 8 3	(+3) (-1) (-4)	STR DEX CON INT WIS CHA	14 16 8 3	(-1) (+2) (+3) (-1) (-4) (+2)	STR DEX CON INT WIS CHA	14 (+2) 17 (+3) 18 (+4) 12 (+1) 7 (-2) 17 (+3)	DEX CON INT WIS	18 (+4) 16 (+3) 20 (+5) 12 (+1) 7 (-2) 17 (+3)	
Saving Throws Resistances											
Immunities	and the second										
Vulnerabilities	Vulner	ability	to Sunlig	ht							
Senses	Darkvis	Percept ion 60 f	t.	Passive F Darkvisio		on +6,	Passive F Darkvisic	Perception +8, on 60 ft.		Perception +8, on 60 ft.	
Languages Challenge	Aklo, l 3	Inderc	ommon	7			11		15		
Special Abilities & Qualities	Vulnerabi		llight A derro tion or more	takes 1 point				s exposed to sunli		ge can only be	

	🗵 Low	🗵 Moderate	🗵 Advanced	🔀 Elite
Standard	Aklys Melee weapon	Aklys Melee weapon	Aklys Melee weapon	Repeating Light
Actions	attack: -2 to hit, reach 5	attack: -2 to hit, reach 5	attack: +2 to hit, reach	Crossbow Ranged
Actions	ft., one target. Hit 1d8	ft., one target. Hit 1d8	5 ft., one target. Hit	weapon attack: +3 to hit,
	(8) bludgeoning damage.	(8) bludgeoning damage.	1d8+4 (8) bludgeoning	one target. Hit 1d8/19-
	Aklys Ranged weapon	Aklys Ranged weapon	damage.	00 (8) piercing damage.
	attack: +2 to hit, one	attack: +2 to hit, one	Aklys Ranged weapon	Shortsword Melee
	target. Hit 1d8 (8)	target. Hit 1d8 (8)	attack: +4 to hit, one	weapon attack: +4 to hit,
	bludgeoning damage.	bludgeoning damage.	target. Hit 1d8+3 (8)	reach 5 ft., one target.
	Crossbow, Repeating	Crossbow, Repeating	bludgeoning damage.	Hit 1d619-00 (310)
	Light Ranged weapon	Light Ranged weapon	Crossbow, Repeating	slashing damage.
	attack: +2 to hit, one	attack: +2 to hit, one	Light Ranged weapon	Aklys Melee weapon
	target. Hit 1d6/19-00	target. Hit 1d6/19-00 (6)	attack: +4 to hit, one	attack: +4 to hit, reach
	(6) piercing damage.	piercing damage.	target. Hit 1d6/19-00	5 ft., one target. Hit
	Sword, Short Melee	Sword, Short Melee	(6) piercing damage.	1d8+5 (10) bludgeoning
1000	weapon attack: -2 to hit,	weapon attack: -2 to hit,	Sword, Short Melee	damage.
	reach 5 ft., one target.	reach 5 ft., one target.	weapon attack: +2 to hit,	Aklys Ranged weapon
	Hit 1d4/19-00 (4)	Hit 1d4/19-00 (4)	reach 5 ft., one target.	attack: +3 to hit, one
	slashing damage.	slashing damage.	Hit 1d419-00 (210)	target. Hit 1d8+5 (10)
			slashing damage.	bludgeoning damage.
Legendary				

Actions Innate Spellcasting Spellcasting Possessions

darkness (at will)

-

Possessions Akyls; repeating light crossbow; crossbow bolts (20x); shortsword

ECTD A CITANI

DES	ΓR	ACHA	N						
		🔀 Low	,	🔀 Modera	te	Advanced	🔀 Elite		
O Terrain				Any	Undergr	ound			
Q Rarity					Rare				
🔁 Role				Br	Brute / Normal				
😳 Organizat	tion			Solitary, I	Pair, or Pa	ack (3-5x)			
Treasure					Incidenta	al			
10000	[× Low	\mathbf{X}	Moderate	\mathbf{X}	Advanced	🛛 Elite		
Armor Class	16		16	and the	18		18		
		al armor)		ral armor)		al armor)	(natural armor)		
Hit Points	46		86		146		223		
Speed	30 ft								
Size,Type, Alignment	Mediun neutral	n aberration, evil	Large : evil	aberration, neutral	Large al evil	perration, neutral	Huge aberration, neutral evil		
	STR	12 (+1)	STR	16 (+3)	STR	18 (+4)	STR 20 (+5)		
Ability	DEX		DEX		DEX	16 (+3)	DEX 14 (+2)		
Ability Scores /	CON		CON		CON		CON 19 (+4)		
Saves	INT	11 (+0)	INT	11 (+0)	INT	15 (+2)	INT 15 (+2)		
	WIS CHA	16 (+3) 11 (+0)	WIS CH/		WIS CHA	18 (+4) 15 (+2)	WIS 18 (+4) CHA 15 (+2)		
Saving	CIA		CH		CIA	17 (72)			
Throws	-								
Resistances Immunities	Sonic	rs Polying on Si	aht Ca	ze Attacks, Illusi	one Viel	ual Effacts			
Vulnerabilities	-		gin, da	Ze Attacks, mus	UIIS, VISU				
Senses	+16, Bl	Perception indsight 120 ft., ion 60 ft.	+17, B	e Perception lindsight 120 ft., sion 60 ft.	+19, Bli	Perception indsight 120 ft., ion 60 ft.	Passive Perception +20, Blindsight 120 ft., Darkvision 60 ft.		
Languages	Comm	non, Cannot Spe	eak				CENSARUSS		
Challenge	8		12		16		20		
Special	Saving Th Damage (arows DC 13 6d6	Saving T Damage	hrows DC 16 8d6	Saving Th Damage	rows DC 18	Saving Throws DC 20 Damage 12d6		
Abilities & Qualities	Destructi centered	ve Harmonics A destra on itself as a standard	ichan can p action. It ca	roject a blast of sonic e	nergy in a cor of its sonic o	ne up to 80 feet long o ry to generate one of	or in a 30-foot-radius burst two different effects on targets		
	damage. can targe damage.	If the destrachan wish t a single crystal, metal	es, this dan , stone, or	nage can instead deal pe wooden object within 8	sychic damag O feet with th	e rather than sonic dar his attack - that object	Dexterity save halves this nage. Alternatively, the destrachan takes double this amount of		
aler tek				stitution save to avoid b			ect all creatures within the area. aned 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.

Illustration 26: Destrachan

DEVIL (BARBED/HAMATULA)

		\mathbf{X}	Low	×		lerate	×	Adv	vanced		× El	ite
O Terrain						Ar	ıy (Hell)					
Q Rarity							Rare					
Role						Sold	lier / Elit	е				
Organizat	ion			Solita	ry, Pair,	, Team	(3-5x), c	or Squ	ad (6-11	lx)		
						St						
and the second		× Low		🗵 Moderate			×A	dvar	iced	🔀 Elite		
Armor Class	19		19				20			21		,
Hit Points	(natur 72	al armor)		tural aı 34	mor)		(natural 204	armoi)	(natural	armo	()
	30 ft		- 1	74			204	301				
Speed	301	ι.	- 1000		1	-		_			2.25	Color Color
Size, Type, Alignment	Small fi	end, lawful ev	vil Mec	dium fie	nd, lawfi	ul evil	Medium f	ìend, la	wful evil	Large fiend, lawful evil		
	STR	17 (+	3) ST	R '	18 (+	-4)	STR	20	(+5)	STR	22	(+6)
22.5	DEX	20 (+	5) DE	X	18 (+	-4)	DEX	21	(+5)	DEX	20	(+5)
Ability	CON	1 16 (+	3) CC	ON .	18 (+	-4)	CON	20	(+5)	CON	22	(+6)
Scores / Saves	INT	10 (+	0) IN	т	10 (+	-0)	INT	14	(+2)	INT	14	(+2)
	WIS	13 (+	1) W	IS .	13 (+	-1)	WIS	17	(+3)	WIS	17	(+3)
	CHA	16 (+	3) CH	HA '	16 (+	-3)	CHA 18 (+4) CHA 18					(+4)
Saving Throws	-		-				-			-		
Resistances	Acid, a	all physical	attacks ex	xcept g	good							
Immunities	Fire, p	oisoned										
Vulnerabilities						143						
Senses		Perception + ion 60 ft.		sive Per kvision	ception - 60 ft.	+15,	Passive Pe Darkvisio	•		Passive P Darkvisio	•	
Languages		ial, Commo			ernal, T	Telepat		t.		1997		
Challenge	8		12				16			20		
Special	Damage	1d6	Dam	age 2d6	0.23	12	Damage 3de	5	65	Damage 3d	8	dia la
Abilities & Qualities		efense A creatur devil's barbs. Me							, or a natura	l weapon take	s piercir	g damage
Special	Saving Th Wisdom			ig Throw Iom DC 1	8		Saving Throw Wisdom DC			Saving Thro Wisdom DC		
Abilities & Qualities		arbed devil's fear frightened for 1						Wisdom	save resists	this effect, ot	herwise	the victim
Special	Damage	2d6	Dam	age 2d3			Damage 3de	5		Damage 4d	6	
Abilities & Qualities	Impale A	barbed devil dea	ls piercing da	mage to a	grabbed o	opponent v	vith a succes	sful grap	ple check.			
Quantics												

and the second	🖂 Low	🖂 Moderate	☑ Advanced	🔀 Elite
Special Abilities & Qualities	Telepathy You can mentally com creatures at once telepathically,	perfectly in darkness of any kind, ev imunicate with any other creature v although maintaining a telepathic c listening to multiple people at the s	vithin 100 feet that has a language. conversation with more than one cr	It is possible to address multiple
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		or image (at will); produce fl sser demon (1 barbed devil		

DEVIL (BEARDED/BARBAZU)

9		Low				×N	lodera	te	×	Adv	vanced		×E	lite	
O Terrain								Any	(Hell)						
Rarity								F	Rare						
Role							Br	ute	/ Norm	nal					
🖸 Organizat	tion				Solita	ary, Pa	ir, Squa	d (3	-10x),	or Tro	ор (10-	40x)			
Treasure								Sta	ndard						
1.1	(×L	.ow	1.5500	\mathbf{X}	Node	erate		×A	dvar	nced	Elite 18 (natural armor) 2 6 6 Large fiend, lawful evil STR 21 (+5) DEX 16 (+3) CON 21 (+5) NT 8 (-1) WIS 14 (+2) CON 21 (+5) NT 8 (-1) WIS 14 (+2) CHA 12 (+1) Sassive Perception +18, Darkvision 60 ft. Bassive Perception +18, Darkvision 60 ft. Bassive Perception +18, Darkvision 60 ft. 18 Saving Throw Constitution DC 21 Danage 6d6 With its spiky, filthy beard. With Calls: Disease-injury: save ity damage suffered from this 2 points of bleed damage. Bleed nage, and any attempt to heal a area to function. Success indicates			
Armor Class	16 (natur	al arm	nor)		16 (natural armor)				18 natural	armo	r)		l armo	or)	
Hit Points	53			8	88			٦	173			-40x) ► Elite 18 (natural armor) 266 Large fiend, lawful evil STR 21 (+5) DEX 16 (+3) CON 21 (+5) INT 8 (-1) WIS 14 (+2) CON 21 (+1) VIS 14 (+2) CHA 12 (+1) T VIS 14 (+2) CHA 12 (+1) T Saving Throw Constitution DC 21			
Speed	40 ft	t.	1.7.2	16			200					Large fiend, lawful evil			
Size,Type, Alignment	Mediun	n fiend	l, lawful e∖	vil M	ledium	fiend, l	awful evil	M	1edium ⁻	fiend, l	awful evil	Large fie	end, law	ful evil	
Ability Scores / Saves	STR DEX CON INT WIS CHA	13 1 13 4 1(7 (+3) 3 (+1) 7 (+3) (-3) 0 (+0) (-1)) C C V	TR DEX CON NT VIS CHA	13 17 4	(+3) (+1) (+3) (-3) (+0) (-1)		OEX CON NT WIS CHA	17 19 8 14	(+4) (+3) (+4) (-1) (+2) (+1)	DEX 16 (+3 CON 21 (+5 INT 8 (-1) WIS 14 (+2			
Saving Throws	-		5(1)				()	-			(+1)		12	(+ 1)	
Resistances Immunities Vulnerabilities	Acid, a Fire, p		ysical att ned	tacks	excep	t goo	d or silv	er							
Senses	Passive Darkvis		ption +1C) ft.		assive P arkvisio		ion +14, 		assive P arkvisio	•	ion +17,				
Languages	-	ial, Co	ommon,			nfern	al, Telep			ft.		10			
Challenge	6				0			_	4						
Special Abilities & Qualities	Saving The Constitute Damage	tion DC	16	Co	onstitutio amage 3d	n DC 17		C	onstitutio	n DC 19		Constituti	on DC 2		
Zuditics	The victin Constitut	m takes : tion; ons	slashing dan	nage an ; freque	d must su ency 1/day	vcceed o y; effect	n a Constitu 1d4 Str dam	ition s nage;	save or co cure 3 co	ntract de	vil chills. De	vil Chills: Di	sease-inj	ury; save	
Special Abilities & Qualities	caused fr creature s the healir	om an ir suffering ng works	nfernal wour g from an inf	nd is par fernal w nd stops	rticularly o ound mus s all bleed	difficult t st succee	o stanch-a I d on a DC	DC 17 16 cas	7 Medicine ster level o	e check s check or	tops the dar the spell do	mage, and ar es not functi	iy attemp on. Succ	ot to heal a ess indicate	

	🖂 Low	🔀 Moderate	🔀 Advanced	× Elite
Special Abilities & Qualities	Telepathy You can mentally component creatures at once telepathically, a	erfectly in darkness of any kind, eve nunicate with any other creature w Ithough maintaining a telepathic co stening to multiple people at the sa	ithin 100 feet that has a language poversation with more than one c	. It is possible to address multiple
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 Spellcasting	summon lesser demon (1	bearded devil or 6 lemures,	50%) (1/day)	
Possessions	Glaive			

DEVII	_ (]	Bone		SYLUT	H)		\bigcup	
		🗵 Low		🗵 Moderat		Advanced	>	< Elite
Q Terrain					Any (Hell)			
Q Rarity					Rare			
Role				Sc	olider / Elit	te		
😳 Organizati	on			Solitary, Pair,	or Inquisi	tion (3-10x)		
Treasure					Standard			
		Low	\bowtie	Noderate	×A	dvanced	×	Elite
Armor Class	18 (natura	ıl armor)	18 (natural	armor)	18 (natural	armor)	19 (natural	armor)
Hit Points	46		98		131		215	
Speed	40 ft	. Fly 60 ft. (Good)					
Size, Type, Alignment	Medium	ı fiend, lawful evil	Large fier	ıd, lawful evil	Large fier	nd, lawful evil	Huge fien	d, lawful evil
	STR DEX	15 (+2) 20 (+5)	STR DEX	18 (+4) 18 (+4)	STR DEX	18 (+4) 18 (+4)	STR DEX	20 (+5) 17 (+3)
Ability	CON		CON	17 (+3)	CON	17 (+3)	CON	19 (+4)
Scores / Saves	INT	14 (+2)	INT	14 (+2)	INT	14 (+2)	INT	14 (+2)
	WIS	13 (+1)	WIS	13 (+1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	16 (+3)	CHA	16 (+3)	CHA	16 (+3)	CHA	16 (+3)
Saving Throws	-		-				-	
		ll physical attac	ks excep	t good				
Immunities Vulnerabilities	Fire, po -	pisoned						
Sansas		Perception +14, on 60 ft.	Passive P Darkvisio	erception +15, n 60 ft.	Passive P Darkvisio	erception +16, n 60 ft.	Passive Pe Darkvisior	erception +17, 1 60 ft.
	Celesti	al, Common, D	raconic, I	nfernal, Telep	athy 100	ft.	Sec. 1	
	6		10		14		18	
Abilities &	Saving Thr Wisdom D Fear Aura		Saving Thro Wisdom DC et must succe	217	Saving Thro Wisdom DO or be Frighter	2 1 8	Saving Throw Wisdom DC	
Special Abilities &		on DC 16 ng - injury; save Const		n DC 17 ency 1/round for 6 rc		n DC 16 d3 Strength damage		DC 20
Special Abilities &	See in Dar Telepathy creatures	ve saves. Ability score kness Devils can see p You can mentally com at once telepathically, a neously speaking and l	erfectly in dar municate with although mair	kness of any kind, ev any other creature o ataining a telepathic o	ven that created within 100 fee conversation w	d by magical darknes t that has a language.	s. It is possible t	

	🗵 Low	Moderate	☑ Advanced	🔀 Elite
Standard	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon
Actions	attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	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 2d6+6 (13) piercing damage.	attack: +5 to hit, reach 15 ft., one target. Hit 3d6+8 (18) piercing damage.
	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage. Sting Melee weapon attack: +5 to hit, reach 10	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) slashing damage.
	Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 3d3+4 (10) piercing damage.	ft., one target. Hit 3d4+5 (12) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d4+6 (14) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+8 (22) piercing damage.
Legendary				-

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)



DEVIL (ERINYES/THE FURIES)

	📃 🗵 Low		Moderate	e 🔀	Advanced	Þ	× Elite			
O Terrain			A	ny (Hell)						
Rarity				Rare						
Role			Art	illery / Eli	te					
Organizatio	n		Soli	litary or Trio						
				Triple						
and the second										
			Moderate		dvanced		Elite			
Armor Class	8 natural armor)	18 (natura	al armor)	19 (natural	armor)	20 (natural armor)				
	36	76		150	unnorj) (natural armor) 234				
	0 ft. Fly 50 ft. (, 19799							
Size Type	ledium fiend, lawful evil		n fiend, lawful evil	Madium	fiend, lawful evil	Large fiend, lawful evil				
Alignment										
	TR 17 (+3)	STR	17 (+3)	STR	19 (+4)	STR	21 (+5)			
A L the	DEX 18 (+4)	DEX	18 (+4)	DEX	20 (+5)	DEX	20 (+5)			
Scores /	CON 18 (+4) NT 12 (+1)	CON		CON INT	20 (+5)	CON INT	22 (+6)			
Javes	NT 12 (+1) VIS 16 (+3)	WIS	12 (+1) 16 (+3)	WIS	16 (+3) 18 (+4)	WIS	16 (+3) 18 (+4)			
	CHA 18 (+4)	CHA		CHA	20 (+5)	CHA	20 (+5)			
Saving				CITA	20 (15)	CII/	20 (13)			
Throws						-				
	cid, all physical attac	ks exce	pt good							
Immunities Fi Vulnerabilities -	ire, poisoned									
P;	assive Perception +16,	Passive	Perception +17,	Passive P	Perception +19,	Passive Pe	erception +20,			
	arkvision 60 ft.		ion 60 ft.	Darkvisio		Darkvisio	n 60 ft.			
Languages C Challenge 5	elestial, Common, D	raconic, 9	internal, relepa	13	11.	17				
	ntangle Each erinyes carries a 5		rope that entangles on		y size as a rope trick). An erinves can			
Abilities &	arl its rope 30 feet with no range in Darkness Devils can see p	ge penalty. A	An erinyes's rope function	ons only for th	ne erinyes who made	it and no othe				
Qualities Te	elepathy You can mentally com eatures at once telepathically, a	municate w although ma	ith any other creature w aintaining a telepathic co	ithin 100 fee onversation w	t that has a language.	It is possible t				
	simultaneously speaking and l ue Seeing You see all things as				a constant ability.					

	🔀 Low	🗵 Moderate	🗵 Advanced	× Elite
Standard Actions	Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.	Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.	Composite Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.	Composite Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8+6/x3 (10) piercing damage.
	Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.	Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+8/19-00 (12) slashing damage.	Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) slashing damage.
Legendary Actions				
Innate Spellcasting	fear (single target) (at will), true seeing (at will)); minor image (at will); sumn	non lesser demon (2 bearde	ed devils, 50%) (1/day);
Spellcasting				
Possessions	S.C.			

DEVIL (HORNED/CORNUGON) 🛟 🔮 🗊

									_					
1		🗡 Low		×N	lodera		\times	Adva	anced		× Eli	ite		
9 Terrain						Any (F	Hell)							
Q Rarity						Rar	e							
🔁 Role					S	oldier	/ Solo	0						
🖸 Organizat	tion			So	litary, P	air, or	Win	g(3-10	Dx)					
						Stand	lard							
	ſ	⊠ Low	\mathbf{X}	Mode	rate	5	δ	dvan	ced	5	< Elit	· A		
				Moderate				uvan	LEU			.e		
Armor Class	22 (natur	al armor)		22 (natural armor)			tural	armor)		23 (natura	larmor	.)		
Hit Points	92		167				23	unnorj		326	r unnor	/		
Speed	and the second second	. Fly 50 ft. (A CONTRACTOR OF							326				
-	501		rivera	54)	010	_		-	1000					
Size,Type, Alignment	Mediun	n fiend, lawful evil	Large fie	end, lawf	ul evil	Larg	e fien	d, lawfu	l evil	Large fiend, lawful evil				
	STR	20 (+5)	STR	22	(+6)	ST	R	22 ((+6)	STR	24	(+7)		
	DEX		DEX		(+5)	DE	X	20	-	DEX		(+6)		
Ability	CON		CON		(+5)	СС		21		CON		(+6)		
Scores / Saves	INT	12 (+1)	INT		(+1)	IN		12		INT		(+3)		
Javes	WIS	18 (+4)	WIS		(+4)	W		18		WIS		(+5)		
	CHA		CHA	1. 1. 1.	(+4)	CH		18		CHA		(+5)		
Saving					(197)s							()		
Throws	-									-				
Resistances	Acid, a	all physical attac	cks exce	pt good	and si	lver								
Immunities	Fire, p	oisoned												
Vulnerabilities						127	22		3					
Senses		Perception +17, ion 60 ft.	Passive Darkvisi	on 60 ft.				erceptio 1 60 ft.	n + 19,	Passive Darkvisi				
Languages	Celest	ial, Common, D	raconic,	Inferna	al, Telep	oathy 1	00 f	t.						
Challenge	7		11			15				19				
Special Abilities &	caused in	Vound The damage a he this way is difficult to al wound must succeed	staunch-a Do	C 26 Medi	cine check	stops the	e damag	ge, and any	y attempt	to heal a crea	ature suffe	ring from		
Qualities		and stops all bleed effe			-		-							
Special Abilities & Qualities	functionin stop func that don't thirst, or	tion You are difficult to ng (although you still fa tioning on the round fo t deal hit point damage suffocation. You can re within 1 hour of severi	all unconscio ollowing the are not heal grow lost po	us when th attack. Dur ed by rege rtions of y	neir hit poi ring this ro neration. R ou body an	nts are be und, you egenerati id can rea	elow 0). cannot on also ttach se	Evil weap heal any d does not evered lim	ons and e lamage an restore hi lbs or bod	ffects cause d can die noi t points lost	your regen mally. Atta from starv	eration to ack forms ation,		

	🖂 Low	🗵 Moderate	☑ Advanced	× Elite
Special	See in Darkness Devils can see p	erfectly in darkness of any kind, even	n that created by magical darkness	
Abilities & Qualities	creatures at once telepathically, a	municate with any other creature wi although maintaining a telepathic co istening to multiple people at the sa	onversation with more than one cre	
Special Abilities &	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
Qualities		ts with a spiked chain attack, the op of the horned devil, not of the spike		tution save or be stunned for 1d4
Standard	Chain, Spiked Melee	Chain, Spiked Melee	Chain, Spiked Melee	Chain, Spiked Melee
Actions	weapon attack: +6 to hit, reach 5 ft., one target. Hit medium/unholy (1) bludgeoning damage.	weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.	weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.	weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+19 (26) bludgeoning damage.
	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+10 (19) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+10 (19) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12 (26) piercing damage.
	Tail Melee weaponattack: +6 to hit,reach 5 ft., one target.Hit 1d10+12 (18)bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.
	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+12 (18) slashing damage.	Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.
Legendary	-			

Legendary Actions

Innate Spellcasting Spellcasting Possessions

dispel evil and good (at will); fireball (3/day); lightning bolt (3/day); major image (at will); summon (3 barbed devils, 35%) (1/day)

Spiked chain

-

	7.57		12.2		200	-	Sec. 1	200	1000	- Stallar	ACC 19	75
DEV	П	(Ta	CF/	'GF	' T T ')					
		2	× Low	/	× M	loderat			vanced		× Elite	
P Terrain						1	Any (Hell)					
Rarity							Rare					
过 Role						Skir	misher / E	lite				
Organizat	tion		Solitary,	Team (2-	3x), C	ouncil (4-10x), oi	r Conti	ngent (1-3x plus	others)	
							Standard					
- Incusure						20200		-				25.5
		× Lo	W		Mode	erate		dvan	iced		Elite	
Armor Class	21		r)	21 (natural	01100.01	-)	21 (natural	armaa	-)	22	armor)	
Hit Points	48	al armo	or)	(natural	armor)		armor)	246	armor	
		er e		102			160			240		
Speed	40 ft	. Fly (60 ft.	(Good)		100		1	100			<u> </u>
Size, Type, Alignment	Medium	ı fiend, l	awful evil	Large fier	nd, lawfi	ul evil	Large fie	nd, lawf	ul evil	Large fie	nd, lawful ev	/il
7 mg	STR	16	(+3)	STR	18	(+4)	STR	18	(+4)	STR	20 (+	5)
	DEX		(+4)	DEX		(+3)	DEX		(+4)	DEX	20 (+	_
Ability	CON		(+2)	CON		(+4)	CON		(+4)	CON	20 (+	-
Scores / Saves	INT		(+5)	INT		(+5)	INT		(+5)	INT	22 (+	
Javes	WIS		(+4)	WIS		(+4)	WIS		(+4)	WIS	20 (+	_
	CHA						CHA				19 (+	-
Saving												
Throws												
Resistances Immunities	Acid, a Cold, F			cks excep	t good							
Vulnerabilities	-	ne, po	ISONEU									
Senses		Percepti ion 60 ft	ion +17, t.	Passive F Darkvisio	•		Passive F Darkvisio			Passive F Darkvisio	Perception + on 60 ft.	-21,
Languages	Celesti	al, Con	nmon, D	Draconic,	nferna	l, Telep	athy 100	ft.				
Challenge	6			10			14			18		
Special Abilities & Qualities	functionir stop funct that don't thirst, or s	ng (althoug tioning on deal hit po suffocation	gh you still f the round f oint damage n. You can re	all unconsciou ollowing the a	s when th ttack. Dur d by regen tions of yo	neir hit poin ring this rou neration. Re ou body and	ts are below 0 ind, you canno generation als can reattach). Evil wea t heal any o does no severed lin	pons and e damage an t restore hi mbs or bod	effects cause y nd can die nor it points lost f	eneration is sti your regeneration mally. Attack fo rom starvation are brought	on to orms
Special Abilities & Qualities	Telepathy creatures	You can n at once te	nentally con lepathically,		n any othe ntaining a	er creature v telepathic o	within 100 fee conversation w	t that has	a language	. It is possible	to address mu ne is just as dif	

	🗵 Low	⊠ Moderate	🖂 Advanced	🗵 Elite
Special Abilities & Qualities	Saving Throw Constitution DC 16 Slow A hit from an ice devil's tail though by a slow spell for 1d6 ro spear itself.	Saving Throw Constitution DC 18 or spear induces numbing cold. The bunds. This effect comes from the d	Saving Throw Constitution DC 19 e opponent must succeed on a Co evil in the case of its weapon; it is	Saving Throw Constitution DC 2 1 postitution save or be affected as a not a quality possessed by the
Standard Actions	Spear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit medium/frost (1) piercing damage. Spear Ranged weapon attack: +6 to hit, one target. Hit medium/ frost/thrown (1) piercing damage. Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage. Tail Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage. Spear Ranged weapon attack: +4 to hit, one target. Hit 2d6+7/x3 (14) piercing damage. Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Tail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.	Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10/x3 (17) piercing damage. Spear Ranged weapon attack: +5 to hit, one target. Hit 2d6+7/x3 (14) piercing damage. Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Tail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.	 Spear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/x3 (20) piercing damage. Spear Ranged weapon attack: +5 to hit, one target. Hit 2d6+9/x3 (16) piercing damage. Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage. Tail Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+4 (18) bludgeoning damage.
Special Actions	-			
Special Actions				
Special Actions				
Special Actions				
Legendary Actions	-			
Innate Spellcasting Spellcasting Possessions	cone of cold (at will); fly (a will) - Spear (2x)	at will); major image (at will);	summon (2 bone devils, 5	0%) (1/day); wall of ice (at
L 02222210112				

	2.57	2-2-5	1000	1. 1. Mar				- Galler	all and a second
DFV	TT	(IMP							
									
6		🔀 Low	/	⊠ Moder	ate	\times	Advanced		× Elite
9 Terrain					Any (Hell)			
Rarity					Uncon	nmon			
🔁 Role				Skir	misher	/ Norm	nal		
🖸 Organizat	tion			Solitary,	Pair, or	Flock (3-10x)		
Treasure					Stand	dard			
	[⊠ Low	\mathbf{X}	Moderate			vanced	×	Elite
Armor Class	16	al armor)	16	l armor)	17			18	armor)
Hit Points	20		43	, , ,	90		,	165	/
Speed	20 ft	. Fly 50 ft.	(Perfec	:t)					
Size,Type, Alignment		nd, lawful evil		ıd, lawful evil	Tiny	y fiend, la	wful evil	Small fier	nd, lawful evil
Ability Scores / Saves	STR DEX CON INT WIS CHA	8 (-1) 15 (+2) 8 (-1) 11 (+0) 10 (+0) 12 (+1)	STR DEX CON INT WIS CHA	11 (+0) 10 (+0)	CC IN W	EX 1 DN 1 T 1 IS 1	2 (+1) 8 (+4) 3 (+1) 5 (+2) 4 (+2) 6 (+3)	STR DEX CON INT WIS CHA	16 (+3) 17 (+3) 17 (+3) 15 (+2) 14 (+2) 16 (+3)
Saving Throws	-						- ()		
Resistances		all physical attac	cks exce	ot good or sil	ver				
Immunities	Fire, p	oisoned							
Vulnerabilities Senses		Perception +10, ion 60 ft.		Perception +13 on 60 ft.		sive Perc kvision 6	eption +16, 0 ft.	Passive P Darkvisio	Perception +17, on 60 ft.
Languages	Celest	al, Common, Draconic, Infernal, Telepathy 100 ft.							
Challenge	3		7		11			15	
Special Abilities & Qualities	physical of functions	hape An Imp has the a jualities. An Imp canno as a polymorph spell,	ot change sha but it does no	pe to a form more t ot adjust its ability s	han one s cores (altl	ize category hough it gai	y smaller or large ins any other abil	r than its orig ities of the cr	inal form. This ability reature it mimics).
Special Abilities & Qualities	nor does	ing You regain hit poin it allow a creature to re ng continues to functionely. ely.	egrow lost bo	dy parts. Unless oth	erwise sta	ated, it does	not allow lost b	ody parts to t	oe reattached.

and the	🗵 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
Special Abilities & Qualities		Saving Throw Constitution DC 14 ution; frequency 1/round for 6 rou damage is healed in full upon a lor	, ,	
Special Abilities & Qualities	Telepathy You can mentally com creatures at once telepathically, a	verfectly in darkness of any kind, even municate with any other creature w although maintaining a telepathic c listening to multiple people at the s	vithin 100 feet that has a language conversation with more than one cu	. It is possible to address multiple
Standard Actions	Sting Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.	Sting Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.	Sting Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d6+2 (6) piercing damage.	Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.
Legendary Actions				
Innate Spellcasting	augury (3/day); commune suggestion (1/day)	(six questions) (1/week); d	etect magic (at will); invisib	ility (self only) (at will);
Spellcasting Possessions				

DEVIL (LEMURE)



0		🔀 Low	e 🔀	Advanced	🔀 Elite						
P Terrain			Any (Hell)								
Q Rarity				Ur	ncommo	n					
Role				Sold	ier / Min	ion					
🖸 Organiza	tion	Solitary, Pair, Gang (3-5x), Swarm (6-17x), or Mob (10-40x+)						+)			
Treasure					None						
		⊠ Low	×N	Noderate	XX	dvanced	×	Elite			
Armor Class	15		15		16		16				
Hit Points	17	al armor)	(natural 35	armorj	(natural 83	armorj	(natural 143	armor)			
Speed	20 f		55		0,5						
Size, Type, Alignment		n fiend, lawful evil	Medium f	iend, lawful evil	Medium	fiend, lawful evil	Large fien	d, lawful evil			
	STR DEX	9 (-1) 8 (-1)	STR DEX	10 (+0) 8 (-1)	STR DEX	15 (+2) 12 (+1)	STR DEX	18 (+4) 10 (+0)			
Ability	CON		CON	10 (+0)	CON	14 (+2)	CON	17 (+3)			
Scores / Saves	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)			
Sures	WIS	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)			
	CHA	2 (-4)	CHA	2 (-4)	CHA	6 (-2)	CHA	6 (-2)			
Saving Throws	-				-		-				
Resistances		all physical attac	ks except	t good or silve	r						
Immunities	Fire, p	oisoned									
Vulnerabilities	- Passive	Perception +9,	Passive Po	erception +9,	Passive P	Perception +11,	Passive Pe	erception +11,			
Senses	Darkvis	ion 60 ft.	Darkvisio	n 60 ft.	Darkvisio		Darkvisior				
Languages Challenge	Celest 2	ial, Draconic, In	al, Draconic, Infernal, Telepathy 100 ft. 6 10 14								
		arkness Devils can see p		kness of any kind eve		d by magical darkness					
Special Abilities & Qualities	Telepathy creatures	You can mentally com at once telepathically, aneously speaking and	municate with although main	any other creature w taining a telepathic co	ithin 100 fee onversation w	t that has a language.	It is possible t				
Standard		elee weapon		ee weapon		ee weapon	Claw Mele				
Actions	ft., one	-1 to hit, reach 5 target. Hit 1d4 hing damage.	ft., one ta	to hit, reach 5 rget. Hit 1d4+1 ng damage.	5 ft., one 1d4+3 (6	3 to hit, reach target. Hit 5) slashing	10 ft., one 1d8+6 (10	to hit, reach target. Hit D) slashing			
					damage.		damage. damage.				

and the second	🗵 Low	🗵 Moderate	⊠ Advanced	× Elite	200
Legendary					
Actions					
Innate -					
Spellcasting Spellcasting					
Spellcasting - Possessions -					
F05565510115					
1200-13		CARDON MALES			
	STR. COM				Δ
CE LESS	and the second s				
					-
The second second					
			State of the second		
	CA. T. Destal				
	A state of			C. Start L.	
	and the second				
					245
					and the second second

		1_						•••	$\overline{)}$	
DEV	IL	(P	IT	FI	EN	JD)			\mathbf{Y}	
			× Low	,	×N	loderat	e 🗵	Advanced		× Elite
O Terrain						1	Any (Hell)			
Rarity							Rare			
🖸 Role						Le	ader / Sol	0		
🖸 Organizat	tion				So	litary, Pa	ir, or Cou	ncil (3-9x)		
Treasure							Double			
	(× Lo	W	\mathbf{X}	Mode	erate	×A	dvanced	×	Elite
Armor Class	23			23	250		23		23	
States - They Roll		al armo	r)	(natural	armo	r)	(natural	armor)	(natural	armor)
Hit Points	185	-1	CO C	272			333		526	
Speed	40 ft	. Fly (50 ft. (Averag	;e)	200	-			
Size,Type, Alignment	Mediun	n fiend, l	awful evil	Large fie	nd, lawf	ful evil	Large fier	nd, lawful evil	Huge fier	nd, lawful evil
Ability Scores / Saves	STR DEX CON INT WIS CHA	24 22 20 22	(+7) (+7) (+6) (+5) (+6) (+5)	INT WIS	22 24 20 22	(+8) (+6) (+7) (+5) (+6) (+5)	CON INT WIS	26 (+8) 22 (+6) 24 (+7) 20 (+5) 22 (+6) 20 (+5)	CON INT WIS	30 22 (+6) 29 (+9) 22 (+6) 24 (+7) 22 (+6)
Saving Throws	-									()
Resistances Immunities Vulnerabilities		all phys oisone		cks excep	t good	d and sil	ver			
Senses	Darkvis	ion 60 ft		Passive F Darkvisio	on 60 ft		Darkvisio		Passive P Darkvisio	erception +24, n 60 ft.
Languages Challenge	Celest	iai, Con	rimon, D	16	merna	ai, reiepa	athy 100 ⁻ 20	i	24	
Special	Damage :	2d6		Damage 40	16		Damage 6d	6	Damage 8d	6
Abilities &	Constrict	You can ci		onent, dealing	bludgeor		e, when you ma			addition to any other
Qualities Special Abilities & Qualities	Devil Sha transform of lesser stationary ready to f	ping Three one lemu devils equa and unabl ollow the o	e times per d are for every l al to the num le to move o orders of the	Hit Die the pi iber of lemure nce the shapi pit fiend. Alt	can spen t fiend po es affected ng begins hough pit	d a minute t ossesses. It c d. Lemures t s. After a mir : fiends can,	to transform ne an then reshap to be reshaped nute passes, th	earby lemures into ot be these lemures into must be within 50 f e lemures reform int evate a mass of 20 le s manner.	a number of eet of the pit o the shape o	Hit Dice's worth fiend, becoming f a new lesser devil

	🗵 Low	⊠ Moderate	☑ Advanced	🔀 Elite
Special Abilities & Qualities		Saving Throw Constitution DC 22 te-injury; save Constitution; frequer ly via restoration or more powerful		Saving Throw Constitution DC 26 e 3 consecutive saves. Ability
Special Abilities & Qualities		Saving Throw Constitution DC 22 tion; frequency 1/round for 10 rour ealed in full only via restoration or n		Saving Throw Constitution DC 26 Poisoned; cure 3 consecutive
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	Telepathy You can mentally come creatures at once telepathically, a as simultaneously speaking and l	erfectly in darkness of any kind, eve municate with any other creature w although maintaining a telepathic co istening to multiple people at the sa	ithin 100 feet that has a language. onversation with more than one creation ame time.	It is possible to address multiple eature at a time is just as difficult
Special Actions	functioning (although you still fa stop functioning on the round fo that don't deal hit point damage thirst, or suffocation. You can reg	kill. You heal damage at 5 points per ll unconscious when their hit points llowing the attack. During this roun are not healed by regeneration. Reg grow lost portions of you body and ng. Severed parts that are not reattact	s are below 0). Evil weapons and ef id, you cannot heal any damage and eneration also does not restore hit can reattach severed limbs or body	fects cause your regeneration to I can die normally. Attack forms points lost from starvation,
Legendary Actions	-			
Innate Spellcasting	major image (at will); pow	eball (at will); hold monster (er word stun (at will); scorch l, 100%) (1/day); soul cage (ning ray (at will); scrying (at	will); summon monster
Spellcasting Possessions	25115DA			

Ω

JEVOURER × Low ➤ Moderate X Advanced 🗡 Elite • Terrain Any Rare Q Rarity Skirmisher / Solo 9 Role Solitary Organization Standard Treasure **⊠** Moderate ➢ Advanced 🗵 Low × Elite 18 18 19 20 **Armor Class** (natural armor) (natural armor) (natural armor) (natural armor) 52 80 137 215 **Hit Points** 30 ft. Fly 20 ft. (Perfect) Speed Size, Type, Medium undead, neutral Large undead, neutral Large undead, neutral evil Huge undead, neutral evil Alignment evil evil 26 (+8) STR 19 (+4) STR 21 (+5) STR 21 (+5) STR 17 (+3) DEX 14 (+2) 14 (+2) DEX DEX DEX 16 (+3) Ability CON 10 (+0) 10 (+0) CON 10 (+0) CON 10 (+0) CON Scores / INT 17 (+3) 17 (+3) INT 17 (+3) INT INT 18 (+4) Saves 14 (+2) WIS 14 (+2) 14 (+2) WIS 17 (+3) WIS WIS 20 (+5) CHA CHA CHA 18 (+4) 18 (+4) CHA 18 (+4) Saving Throws Resistances diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned Immunities **Vulnerabilities** Passive Perception +12, Passive Perception +16, Passive Perception +17, Passive Perception +19, Senses Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. Abyssal, Celestial, Common, Infernal, Telepathy 100 ft. Languages Challenge 18 6 10 14 Saving Throw Special Saving Throw Saving Throw Saving Throw Constitution DC 17 Constitution DC 18 Constitution DC 19 Constitution DC 21 **Abilities &** Damage 8d6 Damage 10d6 Damage 12d6 Damage 12d10 Qualities

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.

 \square

Special Abilities QualitiesSaving Throw Constitution DC 17Saving Throw Constitution DC 18Saving Throw Constitution DC 19Saving Throw Constitution DC 21Special Abilities QualitiesForegy Drain You sape a living opponent's vital energy automaticable victim receives restoration or more powerful healing magic.Saving Throw Constitution DC 19Saving Throw Constitution DC 21Special Abilities QualitiesCelepathy You can mentally communicate with any other creature with in 100 feet that has a language. It is possible to address multiple as simultaneously speaking and listening to euple at the save are time.Claw Melee weapon attack: 14 to hit, reach 1, one target. Hit 1 d6+10 (14) slashing damage.Claw Melee weapon attack: 27 to hit, reach 1, one target. Hit 1d8+9 1 d6+10 (14) slashing damage.Claw Melee weapon attack: 27 to hit, reach 1, one target. Hit 1d8+9 1 d6+10 (14) slashing damage.Claw Melee weapon attack: 27 to hit, reach 1, one target. Hit 1d8+9 1 d6+10 (14) slashing damage.Claw Melee weapon attack: 24 to hit, reach 1, one target. Hit 1d8+9 1 d6+10 (14) slashing damage.Claw Melee weapon attack: 24 to hit, reach 1, one target. Hit 1d8+9 1, alshing damage.Claw Melee weapon attack: 24 to hit, reach 1, one target. Hit 1d8+9 1, alshing damage.Claw Melee weapon attack: 24 to hit, reach 1, alshing damage.Claw Melee weapon attack: 24 to hit, reach<		🖂 Low	🗵 Moderate	🖂 Advanced	🔀 Elite
Qualities Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's 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. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 108+9 (14) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 106+10 (14) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 108+9 (14) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 108+9 (14) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 108+9 (14) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 108+9 (14) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 108+9 (14) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 108+9 (14) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 108+9 (14) slashing damage. Legendary Actions - - <t< th=""><th>· · ·</th><th>0</th><th>0</th><th>0</th><th>0</th></t<>	· · ·	0	0	0	0
Abilities & Qualities 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 13 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)		reduces the victim's current and it inflicts twice the listed reducti	maximum hit points by 1d6 points ons. Maximum hit point reductions	each. If an attack that includes an	energy drain scores a critical hit,
Actionsattack: +6 to hit, reach 5 ft., one target. Hit 1d6+10 (14) slashing damage.attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.attack: +7 to hit, reach 15 ft., one target. Hit 1d8+9 (14) slashing damage.Legendary Actions-Innate Spellcastinganimate 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-	Abilities &	creatures at once telepathically, a	although maintaining a telepathic co	onversation with more than one cr	
S ft., one target. Hit 1d6+10 (14) slashing damage.ft., one target. Hit 1d8+9 (14) slashing damage.10 ft., one target. Hit 1d8+9 (14) slashing damage.15 ft., one target. Hit 3d6+13 (24) slashing damage.Legendary Actions-Innate Spellcastinganimate 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-			· · · · · · · · · · · · · · · · · · ·		
damage. damage. 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 -	Actions	5 ft., one target. Hit	ft., one target. Hit 1d8+9	10 ft., one target. Hit	15 ft., one target. Hit
Actions Innate 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 -			(14) slasning damage.		
Spellcastingwill); 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-					
Spellcasting -	and the second se	will); inflict wounds (at wi	ll); planar ally (at will); ray of		
Desserving	Spellcasting	-			
POSSESSIONS	Possessions				

DINOSAUR (ANKYLOSAURUS)

And a second second second		CONTRACTOR DESIGNATION OF THE OWNER						
	<u> </u>	w 🔀 Moder	ate 🛛 🔀 Advanced	🔀 Elite				
O Terrain		Warn	Warm Forests or Plains					
Rarity			Uncommon					
🔁 Role		Soldier / Normal						
Organizat	tion	Solitary,	Solitary, Pair, or Herd (3-12x)					
			None					
	🗵 Low	🖂 Moderate	➢ Advanced	🔀 Elite				
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)				
Hit Points	40	78	154	233				
Speed	30 ft.	Carle Str						
Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned				
Ability Scores / Saves Saving Throws Resistances	STR 18 (+4) DEX 12 (+1) CON 11 (+0) INT 1 (-5) WIS 11 (+0) CHA 6 (-2)) DEX 8 (-1)) CON 15 (+2) INT 1 (-5)) WIS 11 (+0)	DEX 12 (+1) CON 18 (+4) INT 1 (-5)	STR 25 (+7) DEX 10 (+0) CON 20 (+5) INT 1 (-5) WIS 15 (+2) CHA 10 (+0)				
Immunities Vulnerabilities								
Senses	Passive Perception +10 Darkvision 60 ft.	0, Passive Perception +14 Darkvision 60 ft.	, Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.				
Languages Challenge	6	10	14	18				
Special Abilities & Qualities			Saving Throw Constitution DC 19 w. A creature struck by this attack mu its save, it is instead stunned for 1d-					
Standard Actions	Tail Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Tail Melee weapon attac +5 to hit, reach 15 ft., o target. Hit 3d6+12 (22 bludgeoning damage.	ne attack: +7 to hit, reach	Tail Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d6+19 (40) bludgeoning damage.				

C Teb	🗵 Low	🖂 Moderate	🖂 Advanced	🔀 Elite
Legendary -				
Actions				
Innate -				
Spellcasting			Section Section	
Spellcasting -				
Possessions -				
	and a start of the			
				Weller and
and the second		Contraction of the second		
The second				Real Lance
				Carlos States
				TO SERVICE PARTY
		Sale Providence		
COLUMN TO A				
			All and a state of the second	
- Aller and	and the second			
	10.000			
				Physics and
	Sector Sector			
	E LEVE			
				and the second
- Martin				
				251

DINOSAUR (BRACHIOSAURUS)

		🔀 Low	,	Moderat	te 🔀	Advanced	2	Elite	
Q Terrain				Warm	Forests or	orests or Plains			
Q Rarity	Uncommon								
Role		Brute / Normal							
🖸 Organizat	tion	Solitary, Pair, or Herd (3-12x)							
					None				
	[× Low	\mathbf{X}	Moderate		dvanced	×	Elite	
Armor Class	16 (natura	al armor)	16 (natura	l armor)	17 (natural	armor)	17 (natural	armor)	
Hit Points	71		132		174		317		
Speed	30 ft	t.		La hor					
Size, Type, Alignment	Huge b	east, unaligned	Gargantı unaligne	uan beast, d	Gargantu unalignee	ian beast, d	Gargantua unaligned		
Ability Scores / Saves	STR DEX CON INT WIS CHA	1 (-5) 11 (+0)	STR DEX CON INT WIS CHA	26 (+8) 8 (-1) 18 (+4) 1 (-5) 11 (+0) 8 (-1)	STR DEX CON INT WIS CHA	26 (+8) 8 (-1) 18 (+4) 1 (-5) 11 (+0) 8	STR DEX CON INT WIS CHA	30 (+10) 10 (+0) 22 (+6) 1 (-5) 15 (+2) 12 (+1)	
Throws Resistances Immunities Vulnerabilities Senses		Perception +14, ion 60 ft.	Passive I Darkvisio	Perception +15, on 60 ft.	Passive F Darkvisio	Perception +16, on 60 ft.	Passive P Darkvisio	erception +19, n 60 ft.	
Languages Challenge	10		14		18		22		
Special Abilities & Qualities	of a tramp attack of	DC 16	amage. Targe attempt to ave	DC 19 d6 ipt to overrun any creats of a trample can main oid the trampling creats	ake an attack o ture and receiv	DC 20 16 least one size catego f opportunity, but at ve a Dexterity save to	disadvantage. take half dam	C 23 5 1 yourself. Targets If targets forgo an age. You can only	

		And a second		
	🖂 Low	🗵 Moderate	🔀 Advanced	🔀 Elite
Standard Actions	Tail Melee weaponattack: +7 to hit, reach10 ft., one target.Hit 4d4+21 (31)bludgeoning damage.	Tail Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+19 (33) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+19 (33) bludgeoning damage.	Tail Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+25 (53) bludgeoning damage.
Legendary Actions				
Innate Spellcasting		11111		
Spellcasting	-			
Possessions				

-	2.57			10 C 200	25.5	1228 123	Contract States
				NYCHI			
	SAL			лісп			
		🔀 Low	,	🔀 Moderat	e 🔀	Advanced	🔀 Elite
O Terrain				Wa	arm Fores	sts	
Rarity				(Common		
Role				Skirm	isher / No	ormal	
🖸 Organiza	tion			Solitary, Pa	air, or Pac	:k (3-12x)	
					None		
	[⊻ Low	\mathbf{X}	Moderate		dvanced	🔀 Elite
Armor Class	15 (natura	al armor)	15 (natura	ll armor)	17 (natural	l armor)	17 (natural armor)
Hit Points	36		77		143		222
Speed	60 ft			1325	65 ft.		
Size, Type, Alignment	Mediun	n beast, unaligned	Medium	beast, unaligned	Medium	beast, unaligned	Large beast, unaligned
	STR	13 (+1)	STR	13 (+1)	STR	17 (+3)	STR 19 (+4)
	DEX	13 (+1)	DEX	14 (+2)	DEX	17 (+3)	DEX 16 (+3)
Ability Scores /	CON	17 (+3)	CON	17 (+3)	CON	19 (+4)	CON 21 (+5)
Saves	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT 1 (-5)
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS 14 (+2)
Saving	СНА	12 (+1)	СНА	12 (+1)	СНА	16 (+3)	CHA 16 (+3)
Throws	-		-		-		
Resistances	-						
Immunities Vulnerabilities	-						
Senses		Perception +12, ion 60 ft.		Perception +13, on 60 ft.	Passive F Darkvisio	Perception +16,	Passive Perception +17, Darkvision 60 ft.
Languages	-		Durityisi		Durkvisit		
Challenge	4		8		12		16

Ω

	🗵 Low	🗵 Moderate	🗵 Advanced	≚ Elite
Standard Actions	 Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage. Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage. Foreclaw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage. 	 Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage. Foreclaw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage. 	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) slashing damage. Foreclaw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage. Talons Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+7 (18) slashing damage. Foreclaw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.
Legendary Actions				

Actions Innate Spellcasting

Spellcasting -

Possessions -

DINOSAUR (PIERANODON)

Dinc	SAU	r (Pr	ERA	NODO	N)		<u>М</u> Ш	
		🔀 Low		🔀 Moderate	e 🔀 /	Advanced		× Elite
• Terrain				War	m Coastline			
Q Rarity				Ur	ncommon			
🔁 Role				Skirmi	sher / Norm	nal		
😳 Organizat	tion			Solitary, Pa	ir, or Flock ((3-12x)		
					None			
and the		< Low	\mathbf{X}	Moderate	🖂 Adv	vanced	×	Elite
America	15		16		17		17	
Armor Class		l armor)		l armor)	(natural ar	mor)	(natural	armor)
Hit Points	31		56		111		178	
Speed	10 ft.	Fly 50 ft. (Clums	y)	1.2.1			
Size,Type, Alignment	Large be	ast, unaligned	Large be	ast, unaligned	Large beast,	unaligned	Huge bea	st, unaligned
	STR	14 (+2)	STR	14 (+2)	STR 1	8 (+4)	STR	20 (+5)
AL 111	DEX	17 (+3)	DEX	17 (+3)	DEX 1	9 (+4)	DEX	18 (+4)
Ability Scores /	CON	13 (+1)	CON	13 (+1)		7 (+3)	CON	18 (+4)
Saves	INT	1 (-5)	INT	1 (-5)	INT 1	(-5)	INT	1 (-5)
	WIS	13 (+1)	WIS	13 (+1)		7 (+3)	WIS	17 (+3)
Saving	СПА	10 (+0)	СПА	10 (+0)	СПАТ	4 (+2)	СПА	14 (+2)
Throws	-							
Resistances								
Immunities Vulnerabilities	1000							
Senses	- Passive F Darkvisio	Perception +14, on 60 ft.	Passive F Darkvisio	Perception +15, on 60 ft.	Passive Perc Darkvision 6		Passive Po Darkvision	erception +19, n 60 ft.
Languages	-							
Challenge	5		9		13		17	
Standard Actions	attack: + 10 ft., or	ee weapon 4 to hit, reach ne target. Hit 11) piercing	attack: + ft., one ta	ee weapon 3 to hit, reach 10 arget. Hit 3d6+4 rcing damage.	Bite Melee w attack: +6 to 10 ft., one ta 3d6+7 (18) damage.	hit, reach arget. Hit	15 ft., one	e weapon to hit, reach e target. Hit 26) piercing
Legendary Actions	·							
Innate	-							

Spellcasting

Spellcasting -				
openedening				
Possessions				a - La realization
			Carl Star	
				CONTRACTOR OF
		All and a second se		A CONTRACTOR
	and the second second			Children Street
	Constant of			
	and the states			
	State of the second			
	and the second			and the second
				257

DINOSAUR (STEGOSAURUS)

-		🔀 Low	/		e 😕	Advanced		≚ Elite	
O Terrain				W	arm Plains				
Q Rarity		Uncommon							
过 Role		Brute / Elite							
Organization	tion	Solitary, Pair, or Herd (3-12x)							
				None					
and the second	ſ	⊠ Low	\mathbf{X}	Moderate	X	Advanced	×	Elite	
	17		18	WOUCIALE		uvanceu			
Armor Class		al armor)	and the second se	al armor)	19 (natura	l armor)	19 (natural	armor)	
Hit Points	41		83	1	144	1	238	,	
Speed	30 ft								
Size, Type, Alignment		east, unaligned	Huge b	east, unaligned	Huge be	ast, unaligned	Gargantu unaligned		
	STR	18 (+4)	STR	20 (+5)	STR	23 (+6)	STR	25 (+7)	
	DEX		DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)	
Ability	CON		CON		CON	18 (+4)	CON	20 (+5)	
Scores / Saves	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)	
	CHA	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	12 (+1)	
Saving Throws	-		-		-		-		
Resistances	-								
Immunities	-								
Vulnerabilities	-								
Senses		Perception +13, ion 60 ft.		Perception +14, ion 60 ft.	Passive I Darkvisio	Perception +17, on 60 ft.	Passive P Darkvisio	erception +18, on 60 ft.	
Languages	-		10		10		10		
Challenge	8		12		16		20		
Standard Actions	attack: reach 5 Hit 4d	lee weapon +5 to hit, ft., one target. 4+12 (22) oning damage.	+5 to h target.	ee weapon attack: it, reach 15 ft., one Hit 4d6+12 (26) oning damage.	attack: + 15 ft., or Hit 4d8+	ee weapon 5 to hit, reach he target. 16 (34) hing damage.	+7 to hit,	e weapon attack: , reach 15 ft., et. Hit 8d6+19 Igeoning	
Legendary Actions	•								
Innate	-								

Spellcasting

and the second	🖂 Low	🗵 Moderate	🗵 Advanced	🔀 Elite
Spellcasting -				
Possessions				a management
			Martin Constant	
		FOR COLDERAD		
	-			
12 44 2 17				
			States and the second	
and the second second				

DINOSAUR (TRICERATOPS)

		🔀 Low	,	🔀 Mode	rate	× Ad	vanced	[× Elite		
• Terrain					Warm P	/arm Plains					
Rarity			Uncommon								
🔁 Role		Brute / Normal									
Organizat	tion	Solitary, Pair, or Herd (5-8x)									
Treasure			None								
		⊠ Low	\mathbf{X}	Moderate		➢ Advanced			Elite		
Armor Class	17 (natur	al armor)	17 (natur	ral armor)	17 (nat	ural armo	or)	18 (natural	armor)		
Hit Points	39		82		10	0		205			
Speed	30 f	i.									
Size, Type, Alignment	Large b	east, unaligned	Huge t	peast, unaligned	Huge	e beast, un	aligned	Gargantu unaligneo			
Ability Scores / Saves Saving Throws Resistances Immunities Vulnerabilities Senses Languages	Darkvis -	1 13 (+1) 1 (-5) 10 (+0)	Darkvis	X 7 (-2) N 17 (+3 1 (-5) 10 (+0	4, Passi Dark	X 7 N 17 T 1 S 10	(+3) (-5) (+0) (-3)	Darkvisio	24 (+7) 9 (-1) 20 (+5) 1 (-5) 14 (+2) 9 (-1) Perception +18, on 60 ft.		
Challenge	6		10	haan	14	Throw	-	18			
Special Abilities &	Saving Th Dexterity Damage	DC 14	Saving T Dexterity Damage	y DC 17	Dexte	rity DC 18		Saving Thro Dexterity D Damage 4d	C 21		
Qualities	Trample of a tram attack of	As a full-round action, y ple take bludgeoning d opportunity, they can a pling damage to each t	ou can atte amage. Targ ittempt to a	empt to overrun any gets of a trample ca avoid the trampling	creature that n make an att creature and	is at least on ack of opport receive a Dex	tunity, but at cterity save to	ry smaller tha disadvantage. take half dan	n yourself. Targets If targets forgo an nage. You can only		

				and the second se
an Rich	🗵 Low	🗵 Moderate	🗵 Advanced	🛛 Elite
Standard Actions	Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 6d8+18/19-00 (45) piercing damage.
Legendary Actions	-			
Innate Spellcasting				
Spellcasting	-			
Possessions				

DINOSAUR (TYRANNOSAURUS)

		🔀 Lov		🔀 Moderat		Advanced	×	Elite	
• Terrain				Warm Forests and Plains					
Rarity			Uncommon						
		Brute / Elite							
Organiza	tion		Solitary, Pair, or Pack (3-6x)						
					None				
1000		⊠ Low	\mathbf{x}	Moderate	\times	Advanced	×	Elite	
	17		18	moderate	18	avancea	18		
Armor Class		al armor)		ral armor)		l armor)	(natural ar	mor)	
Hit Points	66		88		152		281		
Speed	40 ft			ALL STOR					
Size, Type, Alignment	Huge b	east, unaligned	Huge	beast, unaligned	Gargantı unaligne	uan beast, d	Gargantuan unaligned	beast,	
	STR	21 (+5)	STR	21 (+5)	STR	23 (+6)	STR 2	.8 (+9)	
AL:III.	DEX		DEX		DEX	11 (+0)	And and a state of the local division of the	3 (+1)	
Ability Scores /	CON		COI		CON	17 (+3)		.0 (+5)	
Saves	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT 1	(-5)	
	WIS CHA	13 (+1) 8 (-1)	WIS CH/		WIS CHA	13 (+1) 8 (-1)	and the second	7 (+3) 2 (+1)	
Saving	СПА	0 (1)	CII		CITA	0 (-1)	CHAI	2 († 1)	
Throws	-								
Resistances Immunities	17-12-C								
Vulnerabilities	-								
Senses		Perception +15, ion 60 ft.		e Perception +16, ision 60 ft.		Perception +17, on 60 ft.	Passive Perc Darkvision 6		
Languages	- 24								
Challenge	10		14		18		22		
Special Abilities & Qualities	you swalle swallowed not. A swa to get free 5 + 1/2 o	ow your prey, and the d causes a creature to allowed creature can t e is equal to 1/10 of y of your AC. If a swallow	opponent t take bludg ry to cut its our total hi red creature	an opponent grappled i cakes bite damage. The o eoning damage each rou s way free with any light t points), or it can just to e cuts its way out, you ca uccess puts it back in yo	pponent can b nd. A swallow slashing or pie y to escape th nnot use swal	be up to one size cate ed creature keeps the ercing weapon (the an ne grapple. The Armor llow whole again until	gory smaller than grappled condition nount of cutting d Class of your inte the damage is he	you. Being on, while you do lamage required rior is normally aled. If the	

	🗵 Low	🖂 Moderate	🔀 Advanced	🔀 Elite
Standard Actions	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+22 (32) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+22 (32) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+22/19-00 (36) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 8d6+30/19-00 (58) piercing damage.
Legendary Actions				
Innate Spellcasting				
Spellcasting				
Possessions	State of the			

1	Dog	l r					\sim				
199							\mathbf{Y}	★ ☆			
1000		×	Low	🔀 Moderat	te 🔀	Advanced		× Elite			
	• Terrain				Any						
	Q Rarity				Common						
	过 Role			Skirmisher / Minion							
	Organizat	ion		Solitary, P	air, or Pack	(3-12x)					
		🗵 Low	\mathbf{X}	Moderate		lvanced	×	Elite			
	Armor Class	14 (natural armor)	14 (natur	ral armor)	14 (natural a	120	16 (natural				
	Hit Points	7	23		60		95				
	Speed	40 ft.			45 ft.						
	Size,Type, Alignment	Small beast, unaligne	ed Small t	peast, unaligned	Small beast	t, unaligned	Small bea	st, unaligned			
	Ability Scores / Saves	STR 11 (+ DEX 11 (+ CON 13 (+ INT 1 (-! WIS 10 (+ CHA 4 (-!	0) DEX 1) CON 5) INT 0) WIS	N 13 (+1) 1 (-5) 10 (+0)	DEX CON INT WIS	13 (+1) 11 (+0) 13 (+1) 1 (-5) 10 (+0) 4 (-3)	STR DEX CON INT WIS CHA	13 (+1) 12 (+1) 13 (+1) 1 (-5) 10 (+0) 4 (-3)			
	Saving Throws Resistances Immunities Vulnerabilities	- 									
	Senses	Passive Perception - Darkvision 60 ft.		e Perception +12, sion 60 ft.	Passive Per Darkvision	rception +14, 60 ft.	Passive P Darkvisio	erception +15, n 60 ft.			
	Languages Challenge	4	8	t Marcandol Ar	12		16				
	Standard Actions Legendary Actions Possessions										

C

Dog (RIDING)

Dog	; (]	Ridir	NG)							
		🔀 Low		🔀 Moderate	. ×	Advanced	× Elite			
• Terrain					Any					
				Common						
				Skirmisher / Minion						
				Solitary, Pa	•					
Organizat	tion			Sontary, i a						
Treasure				None						
	5	× Low	$\mathbf{\times}$	Moderate	×A	dvanced	🔀 Elite			
Armor Class	14	A CONTRACT	14		16		16			
		al armor)		armor)		armor)	(natural armor)			
Hit Points	10		41		84		142			
Speed	40 ft		45 ft.		-	24				
Size, Type, Alignment	Medium	n beast, unaligned	Medium	beast, unaligned	Medium	beast, unaligned	Large beast, unaligned			
	STR	13 (+1)	STR	14 (+2)	STR	18 (+4)	STR 20 (+5)			
A 1 - 10-	DEX	13 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX 15 (+2)			
Ability Scores /	CON	13 (+1)	CON	13 (+1)	CON	17 (+3)	CON 18 (+4)			
Saves	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT 1 (-5)			
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS 14 (+2)			
	СНА	4 (-3)	CHA	4 (-3)	CHA	8 (-1)	CHA 8 (-1)			
Saving Throws	-		-		-					
Resistances	200									
Immunities	-									
Vulnerabilities	1.50		200	12-71-19-19-19-19-19-19-19-19-19-19-19-19-19	262.6		Charles Market			
Senses		Perception +10, ion 60 ft.	Passive P Darkvisic	Perception +10, on 60 ft.	Passive F Darkvisio	Perception +16, on 60 ft.	Passive Perception +17, Darkvision 60 ft.			
Languages Challenge	4		8		12		16			
	-	lee weenst								
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.			Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.		ee weapon 5 to hit, reach target. Hit 10) piercing	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.			
Legendary Actions Possessions										

Possessions

	1.57					100		Section 24	and the second
Dol	PE	IIN						$\widetilde{\mathcal{V}}$	× \$
8		🔀 Low		🔀 Moder	ate	🔀 Adv	vanced		× Elite
O Terrain					Any C	Dcean			
Rarity					Com	imon			
🔁 Role				Ski	mishe	r / Minion			
Organizat	ion			Solitary,	Pair, c	or Pod (3-1	8x)		
Treasure					Nc	one			
	[× Low	×	Moderate	[🗵 Advar	nced	×	Elite
Armor Class	14 (natura	al armor)	15 (natura	al armor)	1 (n:	6 atural armo	r)	17 (natural	armor)
Hit Points	10		33		7	5		136	
Speed	Swin	n 80 ft.		L'a Art					
Size, Type, Alignment	Mediun	n beast, unaligned	Medium	ı beast, unaligne	ed Me	edium beast, ι	unaligned	Large bea	ast, unaligned
Ability Scores / Saves	STR DEX CON INT WIS CHA	10 (+0) 13 (+1) 11 (+0) 1 (-5) 11 (+0) 4 (-3)	STR DEX CON INT WIS CHA	1 (-5) 11 (+0)		EX 17 ON 15 IT 1 IS 15	(+2) (+3) (+2) (-5) (+2) (-1)	STR DEX CON INT WIS CHA	18 (+4) 16 (+3) 18 (+4) 1 (-5) 15 (+2) 8 (-1)
Saving	-								
Throws Resistances									
Immunities	-								
Vulnerabilities	-								
Senses	+10, Bli	Perception indsight 120 ft., ion 60 ft.	+13, Bli	Perception ndsight 120 ft., on 60 ft.	+1	ssive Percepti 6, Blindsight rkvision 60 ft	120 ft.,		erception dsight 120 ft., n 60 ft.
Languages	-		6					14	
Challenge	2		6](14	
Standard Actions	attack: - ft., one	elee weapon +1 to hit, reach 5 target. Hit 1d4+1 Igeoning damage.	attack: - ft., one f	elee weapon -0 to hit, reach :arget. Hit 1d4 geoning damag	5 att ⊦1 5f e. 1d	m Melee wea ack: +3 to hit t., one target. 6+4 (8) bludg mage.	, reach Hit	attack: +! 10 ft., on	ee weapon 5 to hit, reach e target. Hit 4) bludgeoning

DOLPHIN (ORCA)

	PHIN (URCA								
	🗵 Lo	w 🔀 Modera	te 🛛 🔀 Advanced	🔀 Elite						
• Terrain		C	old Oceans							
Q Rarity			Common							
🔁 Role		Bri	Brute / Normal							
😳 Organizat	tion	Solitary, F	Pair, or Pod (3-20x)							
Treasure			None							
	🖂 Low	⊠ Moderate	🖂 Advanced	× Elite						
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)						
Hit Points	33	72	128	195						
Speed	Swim 80 ft.									
Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned						
	STR 18 (+4)		STR 23 (+6)	STR 26 (+8)						
Ability	DEX 17 (+3)		DEX 17 (+3)	DEX 15 (+2)						
Scores /	CON 10 (+0) INT 1 (-5)		CON 17 (+3) INT 1 (-5)	CON 19 (+4) INT 1 (-5)						
Saves	INT 1 (-5) WIS 13 (+1)	INT 1 (-5) WIS 13 (+1)	INT 1 (-5) WIS 17 (+3)	INT 1 (-5) WIS 17 (+3)						
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)						
Saving Throws	-									
Resistances	-									
Immunities										
Vulnerabilities	- Passive Perception	Passive Perception	Passive Perception	Passive Perception						
Senses	+14, Blindsight 120 ft., Darkvision 60 ft.	+15, Blindsight 120 ft., Darkvision 60 ft.	+18, Blindsight 120 ft., Darkvision 60 ft.	+19, Blindsight 120 ft., Darkvision 60 ft.						
Languages Challenge	2	6	10	14						
	_	-								
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+12 (18) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+16 (26) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+19 (33) piercing damage.						

DOPPELGANGER



6		🗵 Lo	w	\times I	Modera	te	× Adv	vanced	[× Elite	
O Terrain						Any					
Rarity						Rare					
🔁 Role					Lui	rker / No	ormal				
🖸 Organiza	tion			S	Solitary,	Pair, or C	iang (3-	6x)			
Treasure				Incidental							
	[🗵 Low	\mathbf{x}	Mod	erate	$\mathbf{\times}$	Advar	nced	×	Elite	
Armor Class	15		15	120-		17			17		
Hit Points	(natura	al armor)	(natu 33	ral armo	or)	(natur 81	al armo	r)	(natural 152	armor)	
Speed	30 ft					01			TJZ		
Size, Type,	-	n monstrosity,	Mediu	m monst	trosity	Mediur	n monstr	osity.	Large mo	onstrosity,	
Alignment	unalign	•	unalig		,,	unaligr		,,	unaligned	· · ·	
	STR	16 (+3)			(+3)	STR		(+4)	STR	22 (+6	
Ability	DEX				(+0)	DEX		(+2)	DEX	13 (+1	-
Scores /	CON	l 10 (+0) 11 (+0)	and the second se		(+0) (+0)			(+2) (+2)	CON	17 (+3 15 (+2	-
Saves	WIS	12 (+1)	State of the second		(+1)	WIS		(+3)	WIS	16 (+3	-
	CHA				(+0)	CHA		(+2)	CHA	15 (+2	
Saving Throws	-		-			-			-		
Resistances	-										
Immunities Vulnerabilities	Charm	n, unconscious	S								
Senses		Perception +11 sion 60 ft.		e Percep sion 60 f	tion +14, ft.		e Percepti sion 60 ft		Passive P Darkvisio	erception +1 n 60 ft.	8,
Languages	Comm	non	100						Sec. 1		
Challenge	1		6			10			14		
Special Abilities & Qualities	physical o	Shape You have the a qualities. You cannot s as a polymorph spe	change shap	e to a form	more than	one size cate	gory smaller	r or larger th	an your origin	al form. This abi	
Special Abilities & Qualities		A doppelganger is pr on item as if the spe			armor, and s	hields. In add	ition, a dop	pelganger ca	an use any sp	ell trigger or spel	II
Special Abilities & Qualities	Perfect C	C opy When a doppelg	ganger uses o	hange shap	oe, it can ass	ume the appe	earance of s	pecific indiv	iduals.		

	Man Lines			
	🗵 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	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)			
1000		\frown		
Carlos and				
Section 2			X	The second
				A.C.A.
The state		123		
			512	
and a				and the second
Card and a				
				Sec. 1
		6		
		6		
		SI		
	Fe			
Carlo I				
No.	. 🖤 .			
and the second				

DRAGON (BLACK, ADULT)

1		🔀 Low	,	🔀 Moderat	e	× Adv	vanced		× Elite
Q Terrain				War	m Ma	irshes			
Rarity					Rare	<u>e</u>			
🔁 Role		Controller /	Elite	Leader / Elit	e	Leader	/ Solo	Lea	ader / Solo
Organization	tion			:	Solita	ry			
Treasure					Tripl	е			
Station State	(⊠ Low	$\mathbf{ imes}$	Moderate	×	Advar	nced	×	Elite
Armor Class	19		19	OK STA	21		a series	22	日本に
		al armor)		ral armor)		ural armo	r)	(natural	armor)
Hit Points	68		14		23	Concerning Statistics	-	365	
Speed	60 ft	t. Swim 60 f	ft. Fly	150 ft. (Ave					1.000
Size, Type, Alignment	Small d	ragon, chaotic evil	Large	dragon, chaotic evil	Huge evil	dragon, cł	naotic	Gargantu chaotic e	an dragon, wil
	STR	15 (+2)	STR		STR	24	(+7)	STR	28 (+9)
Ability	DEX		DEX		DE		(+1)	DEX	10 (+0)
Scores /	CON		COI		CO		(+5)	CON	24 (+7)
Saves	INT	10 (+0)	INT		INT		(+3)	INT	18 (+4)
	WIS CHA	13 (+1) 10 (+0)	WIS CH/		WIS CH		(+4) (+3)	WIS CHA	20 (+5) 18 (+4)
Saving	СПА		CII	· · · · · · · · · · · · · · · · · · ·	CII		(+2)	CHA	
Throws									
Resistances Immunities		vsical attacks ex							
Vulnerabilities	- ACIU, I	Magical uncons	cious, j	paratyzeu					
Senses	+15, Bl	Perception lindsight 60 ft., sion 120 ft.	+17,E	e Perception Blindsight 60 ft., ision 120 ft.	+20,	ve Percepti Blindsight vision 120	60 ft.,	+22, Blin	Perception dsight 60 ft., on 120 ft.
Languages		non, Draconic, (00000					
Challenge	2		6		10			14	
Special Abilities &	Damage	1d4	Damage	e 1d6	Damag	e 2d6		Damage 30	14
Qualities	Acid Bite	A black dragon's bite o	deals addit	ional acid damage.					
Special	Save Dex	terity DC 15	Save De	exterity DC 19	Save D	exterity DC 2	1	Save Dexte	rity DC 24
Abilities & Qualities	When an	acid pool is created, an	iyone insid	h weapon to create an ac le its area takes an amour urn touching this pool tak	nt of dama	age equal to t	he dragon's	breath weapo	on (Dexterity halves

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.

4 nmune to e to support ature's 00 ft. ttack: +7 ne target. rcing attack: +7 ne target. shing n attack: +7 ne target. geoning
e to support ature's 00 ft. ttack: +7 ne target. rcing attack: +7 ne target. shing n attack: +7 ne target.
e to support ature's 00 ft. ttack: +7 ne target. rcing attack: +7 ne target. shing n attack: +7 ne target.
ature's 00 ft. ttack: +7 ne target. rcing attack: +7 ne target. shing n attack: +7 ne target.
ne target. rcing attack: +7 ne target. shing n attack: +7 ne target.
on attack: , one (38)
4
rush nany cally taking nust
or charge. only Wisdom r is immune
s speak pilities
4
us of 30 ffected cted
ls (CL

DRAGON (BLUE, ADULT)

		🗡 Lov	N	\times N	Iodera			Advanc	ed		× El	ite
P Terrain					W	arm D	eser	ts				
Rarity						Rar	е					
🔁 Role		Controller /	Elite	Contr	oller / So	olo	L	eader / Eli	te	Le	ader /	Solo
Organizat	tion					Solita	ary					
						Trip	le					
and the second	[⊠ Low	×	Mod	erate	×	A	dvance	d	🔀 Elite		
Armor Class	17		19	0150		19	1	100	5.4	19	1.22	
Armor Class	(natur	al armor)	(natu	ral armo	r)	(nat	ural	armor)	(natural	armo	7)
Hit Points	53		90			17	0		-	307		
Speed	40 ft	t. Burrow 2	O ft. F	ly 150) ft. (A	vera	ge)	1				1.22
Size, Type, Alignment	Small d	ragon, lawful evil	Mediı evil	ım dragor	ı, lawful	Hug	e draş	gon, lawful e		Gargantu awful evi		on,
	STR	11 (+0)	STR	17	(+3)	ST	R	20 (+5	5) 9	STR	27	(+8)
A L alta	DEX	14 (+2)	DE>	(14	(+2)	DE	X	8 (-1) [DEX	8	(-1)
Ability Scores /	CON	9 (-1)	CO	N 13	(+1)	CC	N	18 (+4	4) (CON	22	(+6)
Saves	INT	10 (+0)	INT	12	(+1)	IN'	T_	14 (+2	2)	NT	18	(+4)
	WIS	11 (+0)	WIS		(+1)	WI		15 (+2	-	WIS	18	(+4)
	CHA	10 (+0)	CH	A 12	(+1)	CH	Α	14 (+2	2) (CHA	18	(+4)
Saving Throws	-		-			-			-			
Resistances	all phy	vsical attacks e	xcept m	nagic	-							
Immunities		icity, Magical u			ralyzed							
Vulnerabilities	-											
Senses		Perception indsight 60 ft.,		e Percept Blindsight				erception dsight 60 ft.		Passive P -20, Blin		
JUNICS		sion 120 ft.		ision 120				n 120 ft.		Darkvisio		
Languages		, Common, Dra	on, Draconic, Giant							296		
Challenge	4		8			12				16		
Special		stitution DC 13		onstitution D				ution DC 19		ave Consti		
Abilities & Qualities	Unattend succeed	led liquids are instantl on a Constitution save	y reduced t	the second states in the second states and the second states and the second states are second states and the					l items i	n a creature	e's posse	
Special Abilities &	Damage	1d4	Damag	e 1d6		Dama	ige 2d∠	4	D)amage 2d	6	
Qualities &		y Aura An adult blue d g of the dragon's turn		rrounded by	an aura of el	lectricity.	Creatu	ires within 10 f	^f eet take	electricity	damage	at the

	🖂 Low	🗵 Moderate	⊠ Advanced	🛛 Elite					
Special Abilities & Qualities		Save Dexterity DC 15 Damage 12d6 tning, electricity damage, usable w	Save Dexterity DC 19 Damage 14d6 ith Recharge 2. Breath weapons al	Save Dexterity DC 22 Damage 16d8 low a Dexterity save for half					
Special Abilities & Qualities		own breath weapon. on can make itself appear to be in tw e dragon can use its breath weapon		for 20 rounds per day. This ability					
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 Save Dexterity DC 15 Damage 4d6 Save Dexterity DC 19 Damage 5d6 Save Dexterity DC 22 Damage 6d6 Crush A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape. Save Dexterity DC 22 Damage 6d6								
Special Actions	Opponents within range who with opponents with fewer Hit Dice of save. On a failed save, the oppone	Save Wisdom DC 15 ence unsettling to foes. Activating ness the action may become fright r levels than the creature has. An af ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the eff or fewer. An opponent that succee	eet. This ability affects only fects with a successful Wisdom					
Special Actions		older blue dragon can mimic any vo		ng a successful Charisma check					
Special Actions	feet, extending from an intersection if they are four or more size cates	Save Dexterity DC 15 Damage 2d6 al size may sweep with its tail as a s on on the edge of the dragon's spa gories smaller than the dragon. A ta impt a Dexterity save to halve the o	ace in any direction. Creatures with il sweep automatically deals bludg	in the swept area are affected					
Innate	hallucinatory terrain (at wil	l); minor image (at will)							
Spellcasting Spellcasting	Known Sorcerer Spells (CL 8th):	Known Sorcerer Spells (CL 12th):	Known Sorcerer Spells (CL 14th):	Known Sorcerer Spells (CL 16th):					
Possessions	lightning bolt; blink; fireball; flam true strike; detect magic; light; m -	e arrows; blur; darkness; invisibility page hand; mending; resistance	r; protection from energy;alarm; c	harm person; mage armor; shield;					

DRAGON (BLUE, ANCIENT)

		🔀 Lov	v	🔀 Modera	ate	$\mathbf{\times}$	Advanced	🔀 Elite	
O Terrain				V	Varm [Deser	ts		
Rarity					Ra	ire			
Role		Controller /	Solo	Controller / S	Solo	L	eader / Solo	Leader / Solo	
Organiza	tion				Soli	tary			
			Triple						
- Frailes	🖂 Low			Moderate		×A	dvanced	× Elite	
Armor Class	20		22	Son and	22	2		23	
		al armor)		ural armor)			armor)	(natural armor)	
Hit Points	157		22			38		506	
Speed	40 ft	t. Burrow 2	O ft. F	-ly 200 ft. (F	Poor)		and the second		
Size,Type, Alignment	Large d	Iragon, lawful evil	Huge	e dragon, lawful evil		rgantu rful evi	an dragon, I	Gargantuan dragon, lawful evil	
	STR	18 (+4)	STR	20 (+5)	SI	IR	24 (+7)	STR 28 (+9)	
Ability	DEX		DE			EX	6 (-2)	DEX 8 (-1)	
Scores /	CON		CO			ON	20 (+5)	CON 23 (+6)	
Saves	INT	14 (+2)					17 (+3)	INT 20 (+5)	
	WIS CHA		CH				18 (+4) 17 (+3)	WIS 20 (+5) CHA 20 (+5)	
Saving	СПЛ	IT (TZ)	CII		C				
Throws	-								
Resistances Immunities		ysical attacks ex		nagic cious, paralyzed					
Vulnerabilities	-	icity, wiagical u	nconse	lous, paralyzeu					
Senses	+17, Bl	e Perception lindsight 60 ft., sion 120 ft.	+19,	ve Perception Blindsight 60 ft., ⁄ision 120 ft.	+2	1, Blin	erception dsight 60 ft., n 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.	
Languages		n, Common, Draconic, Giant, Ignan, Infernal							
Challenge	8		12		16	6		20	
Special Abilities & Qualities	Desert Th Unattend		n cast crea	to sand. Liquid-based m	ively, it ca	an destr		Save Constitution DC 24 of liquid in a 10-foot burst. as in a creature's possession must	
Special Abilities & Qualities	Damage Electricit	2d6	Damag ragon is su	ge 2d8		n age 3d y. Creat		Damage 3d8 ake electricity damage at the	
		gene tann					A REAL PROPERTY AND INCOME.		

and the second	🗵 Low	\times N	Ioderate	\times	Advanced	🔀 Elite			
Special	Save Dexterity DC 17 Damage 14d6	Save Dexteri Damage 180	,	Save De Damage	exterity DC 22	Save Dexterity DC 24 Damage 26d8			
Abilities & Qualities	Breath Weapon 140' Line of Ligh damage. You are immune to your	ntning, electric	ity damage, usable w						
Special Abilities & Qualities	Mirage An old or older blue drage functions as project image but th					for 20 rounds per day. This ability			
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage.	hit, reach 10 4d4+12/19- damage.	veapon attack: +4 to ft., one target. Hit 00 (22) piercing	to hit, re Hit 4d6 piercing	lee weapon attack: +6 each 15 ft., one target. +18/19-00 (32) g 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.		to hit, re	1elee weapon attack: +6 each 15 ft., one target. +12 (21) slashing	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.	to hit, reach	e weapon attack: +4 10 ft., one target. (10) bludgeoning	+6 to hi target. I	Melee weapon attack: it, reach 15 ft., one Hit 2d6+6 (13) oning damage.	Wings Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d8+8 (17) bludgeoning damage.			
	Tail SlapMelee weapon attack:+4 to hit, reach 10 ft., onetarget.Hit 1d10+9 (14)bludgeoning damage.			+6 to hi target.	Melee weapon attack: it, reach 15 ft., one Hit 2d8+18 (27) oning damage.	Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.			
Special	Save Dexterity DC 17 Damage 3d6	Save Dexteri Damage 6d6	·	Save De Damage	exterity DC 22	Save Dexterity DC 24 Damage 10d6			
Actions	tions Crush A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Of attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automat bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.								
Special	Save Wisdom DC 17	Save Wisdor	n DC 19	Save Wi	isdom DC 22	Save Wisdom DC 24			
Actions	Opponents within range who wit opponents with fewer Hit Dice of	ness the actio r levels than th ent is shaken,	n may become fright ne creature has. An a or panicked if 4 HD	tened or sh ffected op or fewer. A	naken. The range is 40 fe ponent can resist the eff An opponent that succee				
Special Actions	Sound Imitation A very young or against a listener's Wisdom check		gon can mimic any v	oice or sou	und it has heard by maki	ng a successful Charisma check			
Special	Save Dexterity DC 17 Damage 2d6	Save Dexteri Damage 3d6		Save De Damage	exterity DC 22 s 5d6	Save Dexterity DC 24 Damage 7d6			
Actions	Tail Sweep A dragon of substantia feet, extending from an intersecti if they are four or more size categ creatures, each of which may atte	ion on the edg gories smaller	e of the dragon's sp than the dragon. A ta	ace in any ail sweep a	direction. Creatures with automatically deals bludg	nin the swept area are affected			
Special Actions	Sandstorm As a standard action, a Creatures other than the dragon i This sandstorm lasts for up to 1 h	inside the stor	m take bludgeoning	damage ea	ach round in addition to				
	Save Dexterity DC 17	Save Dexteri	ty DC 19	Save De	exterity DC 22	Save Dexterity DC 24			
Special Actions	Storm Breath An ancient or of storm of vengeance, but the of duration by an additional 1d6	damage is eq				of lightning. This functions as es of this ability extend the			
Innate	hallucinatory terrain (at wil	ll); minor in	nage (at will); mi	rage arca	ane (at will)				
Spellcasting									
Spellcasting	Known Sorcerer Spells (CL 8th):	Known Sorce (CL 12th):	erer Spells	Known S (CL 14t	Sorcerer Spells h):	Known Sorcerer Spells (CL 16th):			
	charm monster; incendiary cloud monster; major image; dimension life; invisibility; protection from e mending; message; resistance	n door; enerva	tion; fire shield; stor	neskin; dis	pel magic; blink; haste; v				

DRAGON (BLUE, YOUNG)

				UL,										
9			× Lov	v	\times	Modera	te	×	Adv	vanced		× E	lite	
P Terrain						W	'arm D)eser	ts					
Rarity							Rar	re						
🔁 Role		Co	ntroller /	Solo	Lead	der / Elit	e	L	eader	/ Solo	Le	ader /	Solo	
🖸 Organiza	tion						Solit	ary						
							Trip	ole						
	[× L	ow	\mathbf{x}	🖂 Moderate			< A	dvar	nced	×	< Eli	te	
Armor Class	17 (natura	al arm	lor)	17 (natur	al armo	or)	19 (nat		armo	r)	20 (natura	armo	r)	
Hit Points	21			74		.,	15		unite	.,	280	unne	.,	
Speed	40 ft	Bu	rrow 2	O ft. Fl	y 100) ft. (A	vera	ge)		and a		22	1000	
Size,Type, Alignment	Tiny dra	igon, la	awful evil	Large o	Iragon, Ia	awful evil	Hug	ge drag	gon, la	wful evil		Gargantuan dragon, lawful evil		
	STR	7	(-2)	STR	18	(+4)	ST	R	22	(+6)	STR	26	(+8)	
A L. 111.	DEX		5 (+3)	DEX		(+0)	DE			(+1)	DEX	10	(+0)	
Ability Scores /	CON		(-2)	CON		(+2)		ON	19	(+4)	CON		(+6)	
Saves	INT	8	(-1)	INT		(+0)	IN			(+3)	INT	-	(+3)	
	WIS	9	(-1)	WIS		(+0)	W			(+3)	WIS		(+4)	
Cuina	CHA	8	(-1)	CHA		(+0)	Cŀ	A	16	(+3)	CHA		(+3)	
Saving Throws	-			-			-				-			
Resistances			attacks e	and the second	0	-								
Immunities	Electri	city, N	Magical u	nconsci	ous, pa	ralyzed								
Vulnerabilities	-		-	D .				· .						
Senses	Passive +9, Blin Darkvis	ldsight	60 ft.,	+14, B	Percept lindsight sion 120	: 60 ft.,	+18	, Blind	ercepti dsight n 120	60 ft.,	Passive F +20, Blir Darkvisio	idsight	60 ft.,	
Languages	Comm	ion, D	Praconic	100								-		
Challenge	16			20			24	ŀ			28			
Special	Save Con				stitution [tution D		Save Const			
Abilities & Qualities	Unattend	ed liquid		y reduced to	sand. Liqu						of liquid in a ms in a creatur			
Special Abilities &	Damage Electricity		blue dragon i	Damage is surrounded		a of electric		age 2d		eet take ele	Damage 20 ectricity dama		beginning	
Qualities	of the dra				,		,	-			,		0.0	

and the	🖂 Low	🗵 Moderate	➢ Advanced	🔀 Elite
Special Abilities & Qualities	Save Dexterity DC 12 Damage 6d6 Breath Weapon 120' Line of Ligh damage. You are immune to your	Save Dexterity DC 16 Damage 8d6 tning, electricity damage, usable wi own breath weapon.	Save Dexterity DC 19 Damage 10d6 th Recharge 2. Breath weapons all	Save Dexterity DC 22 Damage 12d8 ow a Dexterity save for half
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	attacks are effective only against creatures as fit in the dragon's sp bludgeoning damage during the r	Save Dexterity DC 16 Damage 2d6 or larger dragon can land on foes as opponents three or more size categ ace. Creatures in the affected area r next round unless the dragon move ed foes take damage from the crush	gories smaller than the dragon. A c nust succeed on a Dexterity save o s off them. If the dragon chooses t	rush attack affects as many or be pinned, automatically taking
Special Actions	Save Wisdom DC 12	Save Wisdom DC 16 ence unsettling to foes. Activating	Save Wisdom DC 19	Save Wisdom DC 22
Actions	Opponents within range who with opponents with fewer Hit Dice of save. On a failed save, the oppone	ness the action may become frighter r levels than the creature has. An aff ent is shaken, or panicked if 4 HD c hours. Frightful presence is a mind-	ened or shaken. The range is 40 fer fected opponent can resist the effo or fewer. An opponent that succeed	et. This ability affects only ects with a successful Wisdom
Special Actions	Sound Imitation A very young or against a listener's Wisdom check	older blue dragon can mimic any vo k.	ice or sound it has heard by makir	ng a successful Charisma 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; invisibilit prestidigitation	ty; cause fear; charm person; magic	missile; sleep; dancing lights; det	ect magic; light; mage hand;

Possessions -

DRAGON (BRASS, ADULT)

				<u> </u>							
		🔀 Low	,	\mathbf{X}	Moderat	te	$\mathbf{\times}$	Advanced		× Elite	
O Terrain					W	arm D	esert	ts			
Rarity						Rar	re				
🔁 Role		Controller / I	Elite	Contr	roller / So	olo	Le	eader / Elite	Le	ader / Solo	
Organiza	tion			Solitary							
				Triple							
17 C 26		🗵 Low	$\mathbf{\times}$	Moderate			🖂 Advanced			Elite	
Armor Class	17 (patur	al armor)	18	ral armo	or)	19		armor)	21 (natural	armor	
Hit Points	38	arannor	11		51)	17		annorj	254	annorj	
Speed		t. Burrow 30			Oft (A	100	17.000		271		
Size, Type,		agon, chaotic			n, chaotic			gon, chaotic	Huge dra	igon, chaotic	
Alignment	good	Agon, endotre	good	in ango	in chuotic	goo			good	Son, endotie	
	STR	9 (-1)	STR		(+4)	ST		20 (+5)	STR	22 (+6)	
Ability	DEX		DE>		(+1)	DE		10 (+0)	DEX	8 (-1)	
Scores /	CON		COI	1000	(+3)	CC		18 (+4)	CON	18 (+4)	
Saves	INT	10 (+0)	INT		(+1)	IN		14 (+2)	INT	16 (+3)	
	WIS CHA	11 (+0) 10 (+0)	WIS CH/		(+1)	WI C⊦		15 (+2) 14 (+2)	WIS CHA	17 (+3) 16 (+3)	
Saving	СПА	ΙΟ (ΤΟ)	CII			CI		17 (72)	СПА	10 (77)	
Throws	-								•		
Resistances		vsical attacks ex			2000						
Immunities Vulnerabilities		/lagical unconso rability to Cold	lious, p	araiyze							
Senses	Passive +10, Bl	Assive Perception Passive Perception Passive Perception 10, Blindsight 60 ft., +15, Blindsight 60 ft., +17, Blindsight 60 ft., arkvision 120 ft. Darkvision 120 ft. Darkvision 120 ft.							+19, Blin	Perception dsight 60 ft., on 120 ft.	
Languages		al, Common, Dr al, Orc, Read Lip				ı, Elvis	sh, Gr	noll, Gnomisł	ı, Goblin,	Halfling,	
Challenge	6		10	lerconn	non	14	ŀ		18		
Special Abilities & Qualities	Desert W	nstitution DC 13 /ind A juvenile or older h must make a Constitu	brass drag		up the deser	t wind to	serve ł			itution DC 20 d, but any creature	
Special	Damage	Damage 1d4 Damage 1d6 Damage 2d4 Damage 2d6									
Abilities & Qualities		re Aura A brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take fire damage at the ginning of the dragon's turn. A brass dragon can suppress or activate this aura at will as a free action.									

and the second	🗵 Low	🗵 Moderate	➢ Advanced	🔀 Elite		
Special Abilities &	Save DC 13 Damage 10d6	Save DC 17 Damage 12d6	Save DC 19 Damage 14d6	Save DC 20 Damage 16d8		
Qualities	Breath Weapon 100' Line of Fire, your own breath weapon.	usable with Recharge 2. Breath we	apons allow a Dexterity save for h	alf damage. You are immune to		
	Sleep Gas Instead of a line of fire save or fall asleep for 1d6+8 rour	, a brass dragon can breathe a cone nds.	of sleep gas. Creatures within the	cone must succeed on a Wisdom		
Special Abilities & Qualities		ove sand to excavate ruins or hide is caster level for this effect. This is		earth, but it only affects sand. The		
Standard Actions	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4 (4) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+15 (28) piercing		
	Claws Melee weapon attack: -1 to hit, reach 0 ft., one target.	Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit	damage. Claws Melee weapon attack: +5	damage. Claws Melee weapon attack: +6		
	Hit 1d3 (4) slashing damage.	1d6+5 (8) slashing damage. Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit	to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.	to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.		
		1d4+2 (4) bludgeoning damage.	Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Wings Melee weapon attack: to hit, reach 10 ft., one target Hit 1d8+5 (10) 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+15 (22) bludgeoning damage.		
Special Actions	Save Dexterity DC 13 Damage 2d6	Save Dexterity DC 17 Damage 4d6	Save Dexterity DC 19 Damage 5d6	Save Dexterity DC 20 Damage 6d6		
Actions	attacks are effective only against creatures as fit in the dragon's sp bludgeoning damage during the	or larger dragon can land on foes as opponents three or more size cate acce. Creatures in the affected area next round unless the dragon move ed foes take damage from the crush	gories smaller than the dragon. A o must succeed on a Dexterity save s off them. If the dragon chooses	crush attack affects as many or be pinned, automatically taking		
Special	Save Wisdom DC 13	Save Wisdom DC 17	Save Wisdom DC 19	Save Wisdom DC 20		
Actions	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	ence unsettling to foes. Activating ness the action may become frighte r levels than the creature has. An af ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the eff or fewer. An opponent that succee	et. This ability affects only ects with a successful Wisdom		
Special Actions	Vulnerability to Cold You take hal or if the save is a success or failu	If again as much (+50%) damage as re	normal from Cold, regardless of	whether a saving throw is allowed		
Innate	control winds (at will); spe	ak with animals (at will); sug	gestion (at will)			
Spellcasting	and the second					
Spellcasting	Known Sorcerer Spells (CL 8th):	Known Sorcerer Spells (CL 12th):	Known Sorcerer Spells (CL 14th):	Known Sorcerer Spells (CL 16th):		
		el magic; fireball; hold person; tongi vil and good; shield; acid splash; da				

Possessions -

DRAGON (BRASS, ANCIENT)

			~~ 9-							
		🔀 Lov	v	\mathbf{X}	/lodera	te	\times /	Advanced	1	× Elite
O Terrain					W	arm D	eserts			
Rarity						Rai	re			
🔁 Role		Controller /	Elite	Contro	oller / So	olo	Lea	der / Elite	L	eader / Solo
Organizat	ion			Solitary						
Treasure				Trip			ole			
		⊠ Low	×	🗵 Moderate			Adv	vanced	>	< Elite
Armor Class	20		22	100		23			23	
Hit Points	(natura 112	al armor)	(natu 169	ral armo C	or)		tural arı 30	mor)	(natura 484	ll armor)
Speed		t. Burrow 3) ft (A				404	
Size, Type,		n dragon, chaotic		dragon, cl			0 /	n, chaotic	Gargant	uan dragon,
Alignment	good		good			goo		,	chaotic	0
	STR	18 (+4)	STR	20	(+5)	ST	R 2	4 (+7)	STR (+10	30
	DEX		DE)	DEX 12 (+1)			DEX 8 (-1)			
Ability Scores /	CON	1 15 (+2)	CO		(+3)			.0 (+5)	DEX CON	
Saves	INT	14 (+2)		INT 16 (+3)			INT 17 (+3)			20 (+5)
	WIS	15 (+2)	WIS		(+3)		WIS 18 (+4)			20 (+5)
	CHA	14 (+2)	CH	4 16	(+3)	CF	IA 1	7 (+3)	CHA	20 (+5)
Saving Throws	-		-			-			-	
Resistances	all phy	vsical attacks e	xcept m	agic			130			
Immunities		Aagical uncons		aralyzec						
Vulnerabilities		rability to Cold								
Senses	+17, Bli	Perception indsight 60 ft., ion 120 ft.	+19, E	e Percept Blindsight sion 120	60 ft.,	+21	sive Perc I, Blindsig kvision 1	ght 60 ft.,	+23, Bli	Perception ndsight 60 ft., on 120 ft.
Languages		non, Draconic								
Challenge	14		18			22	2		26	
Special		stitution DC 17		nstitution D			Constitutio			titution DC 25
Abilities & Qualities	of 1 mile	m An ancient or older brass dragon can create a powerful sandstorm once per day as a full-round action. This storm has a radius and lasts for 1 minute per age category of the dragon. This functions as a sandstorm, except that it is also accompanied by m-level winds.								
Special Abilities &	Damage 2	2d4	Damage	amage 2d6 Damage 3d4			Damage 3d6			
Qualities &		Aura A brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take fire damage at the nning of the dragon's turn. A brass dragon can suppress or activate this aura at will as a free action.								

Actions Hit 1010-7 (12) piercing damage. 2d6-10 (12) piercing damage. Hit 2d8-15 (25) piercing damage. Hit 2d6-25 (3) piercing damage. Glave Melee weapon attack - 5 to hit reach 10 fL, one target Hit 1d6+5 (8) singhing damage. Glave Melee weapon attack - 5 to hit reach 10 fL, one target Hit 2d6+21 (2) backing damage. Hit 2d6+21 (3) piercing damage. Hit 2d6+11 (18) singhing damage. Hit 2d6+21 (3) piercing damage. Glave Melee weapon attack + 5 to hit reach 10 fL, one target Hit 1d6+2 (6) bludgeoning damage. Hit 2d6+21 (3) piercing damage. Hit 2d6+21 (3) piercing damage. Special Actions Tail Sig Melee weapon attack + 5 to hit reach 10 fL, one target Hit 1d6+2 (6) bludgeoning damage. Tail Sig Melee weapon attack + 5 to hit reach 10 fL, one target Hit 2d6+2 (2) bludgeoning damage. Hit 2d6+2 (3) piercing damage. Special Actions Save Destenty DC 17 Damage 2d6 Save Destenty DC 19 Damage 4d6 Save Destenty DC 2.5 Damage 2d6 Save Destenty DC 2.5 Damage 2d6 Special Actions Save Destenty DC 17 Damage 2d6 Save Vision DC 19 Save Vision DC 12 Save Vision DC 2.5 Damage 2d6 Save Vision DC 2.5 Damage 2d6 Special Actions Save Destenty DC 17 Damage 2d6 Save Vision DC 2.5 Damage 2d6 Save Vision DC 2.5 Damage 2d6 Save Vision DC 2.5 Damage 2d6 Special Actions Save Vision DC 17 Save Vision DC 17 Save Destenty DC 19 Damage 2d6 Save Vision DC 2.5 Damage 2d6 Save Vis	Abilities & Qualities Breath Weapon 140° (and of fine, a brow drigon can breath as cone of sleep gas. Creatures within the cone must succeed on a Wise size of fill akep for 1de 5 frou d. Special Molifies & Summon Djimi The ability, usable once per day, works like a summon monster spell, except that it summons one noble djimi. This ability for dol You take half gain as much (±30%) damage as normal from Cold, regardless of whether a saving threw is allow on the save is a success or fallen. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack -5 to the reach 10 fill, one target. Bite Melee weapon attack - 5 to the reach 10 fill, one target. Bite Melee weapon attack - 5 to the reach 10 fill, one target. Bite Melee weapon attack - 5 to the reach 10 fill, one target. Bite Melee weapon attack - 5 to the reach 10 fill, one target. Bite Melee weapon attack - 5 to the reach 10 fill, one target. Bite Melee weapon attack - 5 to the reach 10 fill, one target. Bite Melee weapon attack - 5 to	E. The	🖂 Low	🗵 Moderate	🔀 Advanced	🔀 Elite
Special Qualities Breath Weapon 140 Clue of Ire, usable with Recharge 2. Breath weapons allow a Rifler size for half damage. You are immune to you we imbrath wapon. Special Abilities Breath Weapon 140 Clue of Ire, a breath agon can breathe a core of a keep gas. Creatures within the core must succeed on a Wad were of fill allow for 146-5 mounds. Special Abilities Waleneship's to Cold You take half agon as much (±00%) damage as normal from Cold, regardless of whether a saving throw is allow or if the axe is a success of failure. Bit Meles weapon state(-5 bility is the gaugement of 90-10-10-1000 (10000 (1000 (1000 (1000 (1000 (1000 (1000 (1000 (1000 (100	Special Breath Weapon 140 C Line of Fire, usable with Recharge 2. Breath weapons allow a Kellex save for half damage. You are immune to you were breath weapon. Special Special instead of a line of Fire, a brast dragon can breathe a come of sleep gas. Creatures within the cone must succeed on a Was to were of fail allow for our slow and the success of allow. Special Watershifty to Cold You take half again as much (>50%) damage as normal from Cold, regardless of whether a saving throw is allow or if the asset is a success of allow. Standard Bits Melex weapon statck - 5 Bits Melex wea	Special	Save DC 17; Damage 12d6	Save DC 19; Damage 16d6	Save DC 22; Damage 20d6	Save DC 25; Damage 22d8
Qualities Sieg Casi Instant of a line of fing. a brast dragon can brashe a cone of slave gas. Creatures within the cone must succed on a Wind serve in a success or fillal laces for 146.8 around. Vulnerability to Cold You take half again as much (±50%) damage as normal from Cold, regardless of whether a saving throw is allow or if the save in a success or fillal laces for 146.8 around. Summon Djimm His ability, subble once per day, works like a summon monster spell, except that it summons one noble djimi. This ability subble once per day, works like a summon monster spell, except that it summons one noble djimi. This ability subble once per day, works like a summon monster spell, except that it summons one noble djimi. This ability subble once per day, works like a summon monster spell, except that it summons one noble djimi. This ability subble once per day, works like a summon monster spell, except that it summons one noble djimi. This ability subble difference is the construction of the one target. If it 1010-00 fills difference is the construction of the one target. If it 1010-101 (1) existing damage. Bite Melex weapon attack -5 to this reach 10 fills, one target. If it 1010-101 (1) submit damage. Bite Melex weapon attack -6 to this reach 10 fills, one target. If it 1010-101 (1) blight damage. Bite Melex weapon attack -6 to this reach 10 fills, one target. If it 1010-101 (1) blight damage. Bite Melex weapon attack -6 to this reach 10 fills, one target. Sub this reach 51 fills. One target. Tall Stap Melex weapon attack -6 to this reach 10 fills, one target. Tall Stap Melex weapon attack -6 to this reach 10 fills. Claws Melex weapon attack -6 to this reach 10 fills. Sub this reach 51 fills. Sub 11 reach 10 fills.	Qualities See Gas instant of a line of line a brast dragon can brasithe a cone of allarg gst. Creatures within the cone must succeed on a Wite serve of fail allarge for 14.645 for our diff. Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allow of fine serve it a success of failure. Summon Dijmen This ability utable once par day, works like a summon monster spell, escept that it summons one noble djinn. This ability at the counsent of 2.5 to be define wapon attack: -5 to be the define wapon attack: -6 to be reach 10 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -5 to be the define wapon attack: -5 to be the define wapon attack: -6 to be reach 10 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -6 to be reach 10 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -6 to be reach 10 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -6 to be reach 10 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -6 to be reach 10 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -6 to be reach 20 fin. cell 20 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -6 to be reach 10 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -6 to be reach 10 fin. one target. Hit 100-7 (12) skaling damage. Bite Melee wapon attack: -6 to be reach 10 fin. one ta		in the second	, usable with Recharge 2. Breath we	eapons allow a Reflex save for half	damage. You are immune to you
Special Wolf His See Sectors Value shall by a Cold You take half again as much (~50%) damage as normal from Cold, regardless of whether a saving throw is allow or if the serve is a success of failure. Summer Dijent This ability usable once per day, works like a summon monster spell, except that it summons one noble djimi. This ability is the equivalent of a 9th-level spell. Bite Melee weapon attack: +5 to hit, reach 0 fit, one target. Hit 10 fot, one target. Hit 20 so Melee weapon attack: +5 to hit, reach 10 fit, one target. Hit 10 so (-10) percents damage. Bite Melee weapon attack: +5 to hit, reach 10 fit, one target. Hit 10 so (-10) shalling damage. Wrings Melee weapon attack: +5 to hit, reach 10 fit, one target. Hit 10 so (-10) shalling damage. Wrings Melee weapon attack: +5 to hit, reach 10 fit, one target. Hit 10 so (-10) shalling damage. Bite Melee weapon attack: +5 to hit, reach 20 fit, one target. Hit 10 so (-10) shalling damage. Wrings Melee weapon attack: +5 to hit, reach 10 fit, one target. Hit 10 so (-10) shalling damage. Bite Melee weapon attack: +5 to hit, reach 10 fit, one target. Hit 10 so (-10) shalling damage. Bite Melee weapon attack: +5 to hit, reach 20 fit, one target. Hit 10 so (-10) shalling damage. Bite Melee weapon attack: +5 to hit, reach 20 fit, one target. Hit 10 so (-10) shalling damage. Bite Melee weapon attack: +5 to hit, reach 20 fit, one target. Hit 10 so (-10) shalling damage. Bite Melee weapon attack: +5 to hit, reach 20 fit, one target. Hit 10 so (-10) shalling damage. Bite Melee weapon attack: +5 to hit, reach 20 fit, one target. Hit 10 so (-20) shalling damage. Bite Melee weapon attack: +5 to hit, reach 20 fit, one target. Hit 10 so (-20) shalling damage. Bite Melee weapon attack: +5 to hit, reach 20 fit, one target	Special Wolfships & Barry Valueship to Cold You take half again as more (+50%) damage as normal from Cold, regardless of whether a saving throw is allow or if the save is a success of failure. Special Wolfship is the equivalent of a 9th-level speci. Bite Melee weapon attack: +5 to the region attack: +6 to the region +1 to the region	Qualities	Sleep Gas Instead of a line of fire		of sleep gas. Creatures within the	cone must succeed on a Wisdo
Standard Actions Bits Melee wappon attack: -5 io hit; reach 10 fit, one target Hit 10-7 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-7 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-7 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -5 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -6 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -6 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -6 bit, reach 10 fit, one target Hit 10-6 (12) piercing damage. Bits Melee wappon attack: -6 bit, reach 10 fit, one target H	Standard Actions Bits Melie wappon statick - 5 in bit, reach 10 fi, one traget Hin 101-7 (12) piercing damage. Bits Melie wappon statick - 5 Class Melies wappon statick - 5 Class Melies wappon statick - 5 Class Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) piercing damage. Bits Melies wappon statick - 5 Class Melies wappon statick - 5 Class Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) piercing damage. Bits Melies wappon statick - 5 Class Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) piercing damage. Bits Melies wappon statick - 5 Class Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) piercing damage. Bits Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Class Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta bit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta hit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta hit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta hit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta hit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta hit, reach 10 fi, one traget Hin 106-7 (12) slashing damage. Wings Melies wappon statick - 5 Sta hit, reach 10 fi, one traget	Abilities &	Vulnerability to Cold You take hal or if the save is a success or failu Summon Djinni This ability, usab	lf again as much (+50%) damage a re . le once per day, works like a summ	-	
Actionsto hit reach 5 ft, one target. Hit 1010-7 (12) pircing damage.to hit reach 5 ft, one target. Hit 2d8-16 (27) pircing damage.to hit, reach 10 ft, one target. Hit 2d8-16 (27) pircing damage.to hit, reach 10 ft, one target. Hit 2d8-16 (27) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (27) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (27) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (28) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (28) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (28) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (28) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (28) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (28) pircing damage.to hit, reach 10 ft, one target. Hit 2d6-17 (28) pircing damage.III Slap Melee weapon attack + 5 to hit, reach 10 ft, one target. Hit 104-10 (16) Budgeoning damage.Tal Slap Melee weapon attack + 5 to hit, reach 10 ft, one target. Hit 104-10 (16) Budgeoning damage.Tal Slap Melee weapon attack + 5 to hit, reach 10 ft, one target. Hit 2d6-17 (28) pircing damage.Special SpecialSee Desterity DC 17See Desterity DC 19See Desterity DC 22See Desterity DC 23 Damage 4d6Damage 2d6Cush A flying or jumping Huge or larget dagon can land on fees as a standard action, using its whole body to crush them. Cush tacks are (free theorem of yagainstee) for point tack affect as amage succeed on a Desterity DC 23 Damage 4d6Special SpecialSee Wisdom DC 17See Wisdom DC 28See Wisdom DC 22See Wisdom DC 24 See Wisdom DC 24Special Damage 2d6See Wi	Actionsto hit reach 5 fit, one target. Hit 1010-7 (12) piecing damage.to hit, reach 10 fit, one target. Hit 2045-10 (27) piecing damage.to hit, reach 10 fit, one target. Hit 2045-10 (27) piecing damage.to hit, reach 10 fit, one target. Hit 2045-10 (27) piecing damage.to hit, reach 10 fit, one target. Hit 2045-10 (27) piecing damage.to hit, reach 10 fit, one target. Hit 2045-10 (27) piecing damage.to hit, reach 10 fit, one target. Hit 2045-10 (27) piecing damage.to hit, reach 10 fit, one target. Hit 2045-10 (27) piecing damage.to hit, reach 10 fit, one target. Hit 2045-10 (27) piecing damage.to hit, reach 20 fit, one target. Hit 2045-10 (28) piecing damage.Wings Melee weapon attack - 5 to hit, reach 10 fit, one target. Hit 1045-2 (18) bidgeoning damage.Tail Sign Melee weapon attack - 5 to hit, reach 10 fit, one target. Hit 1045-10 (16) bidgeoning damage.Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one target. Hit 2045-10 (28)Tail Sign Melee weapon attack - 5 to hit, reach 20 fit, one ta		/ 1		Bite Melee weapon attack: +6	Bite Melee weapon attack: +9
Claw Melee weapon attack - 5 to hit reach 20 fit, one target, Hit 3d4-5 (8) slashing damage.Claw Melee weapon attack - 5 to hit, reach 20 fit, one target, Hit 3d4-5 (8) slashing damage.Claw Melee weapon attack - 5 to hit, reach 20 fit, one target, Hit 3d4-2 (4) bludgeoning damage.Claw Melee weapon attack - 5 to hit, reach 20 fit, one target, Hit 3d4-2 (4) bludgeoning damage.Wings Melee weapon attack - 5 to hit, reach 10 fit, one target, Hit 3d4-2 (4) bludgeoning damage.Wings Melee weapon attack - 5 to hit, reach 10 fit, one target, Hit 3d4-2 (4) bludgeoning damage.Wings Melee weapon attack - 6 to hit, reach 10 fit, one target, Hit 3d4-2 (10) bludgeoning damage.Wings Melee weapon attack - 6 to hit, reach 10 fit, one target, Hit 3d4-3 (10) bludgeoning damage.Special SpecialSwe Dexterity DC 17 Damage 2d6Swe Dexterity DC 19 Damage 4d6Swe Dexterity DC 22 Damage 6d6Swe Dexterity DC 22 Damage 6d6Swe Dexterity DC 22 Damage 6d6Swe Dexterity DC 2.5 Damage 8d6Special bludgeoning damage during the net troud unless the dragon move soft fit-m. If the dragon choses to maintack hit is tark affects an mary creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterty save or be pinned, automatkally tak succeed at a grapple check. Pinned fors take damage from the crust each churd fithey don't secape.Claw Visiom DC 25 Swe Visiom DC 25Special ActionsSwe Visiom DC 17 Swe Visiom DC 19 Damage 3d6Swe Visiom DC 22 Swe Visiom DC 25Swe Visiom DC 25 Swe Visiom DC 25Special ActionsSwe Dexterity DC 19 Damage 3d6Swe Visiom DC 22 Damage 3d6Swe Visiom No become fightened or shaken. The ranget	Claw Melee weapon attack - 5 in bit, reach 20 fi, one target Hit 1245-7 (12) alshing damage. Claw Melee weapon attack - 5 to hit, reach 10 fi, one target Hit 1245-7 (12) alshing damage. Claw Melee weapon attack - 5 to hit, reach 10 fi, one target Hit 1245-7 (12) alshing damage. Claw Melee weapon attack - 5 to hit, reach 10 fi, one target Hit 1245-7 (12) alshing damage. Claw Melee weapon attack - 5 to hit, reach 10 fi, one target Hit 1245-7 (12) alshing damage. Claw Melee weapon attack - 5 to hit, reach 10 fi, one target Hit 1245-7 (12) bludgeoning damage. Claw Melee weapon attack - 5 to hit, reach 10 fi, one target Hit 1245-7 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 10 fi, one target Hit 1245-7 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 10 fi, one target Hit 1245-7 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target Hit 1245-7 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target Hit 1245-1 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target Hit 1245-1 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target Hit 1245-1 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target Hit 1245-1 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target Hit 1245-1 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target Hit 1245-1 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target Hit 1245-1 (12) bludgeoning damage. Mings Melee weapon attack - 5 to hit, reach 20 fi, one target - 4 to hit, reach 20 fi, one target - 4 to hit, reach 20 fi		to hit, reach 5 ft., one target. Hit 1d10+7 (12) piercing	hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.	to hit, reach 10 ft., one target. Hit 2d8+16 (25) piercing	to hit, reach 20 ft., one targe Hit 8d6+25 (53) piercing
+5 to hit reach 10 ft, one target Hit 1d4-2 (4) bludgeoning damage. Wingt Melee weapon attack: +5 to hit, reach 12 (6) bludgeoning damage. Wingt Melee weapon attack: +5 to hit, reach 15 ft, one target Hit 1d6-3 (2) bludgeoning damage. Wingt Melee weapon attack: +5 to hit, reach 10 ft, one target Hit 2d6-1 (2) bludgeoning damage. Tail Sign Melee weapon attack: +5 to hit, reach 10 ft, one target Hit 2d6-1 (2) bludgeoning damage. Tail Sign Melee weapon attack: +5 to hit, reach 10 ft, one target Hit 2d6-1 (2) bludgeoning damage. Tail Sign Melee weapon attack: +5 to hit, reach 10 ft, one target. Hit 2d6-1 (2) bludgeoning damage. Special Catchons Save Dextently DC 17 Save Dextently DC 19 Save Dextently DC 22 Save Dextently DC 25 Damage 2d6 Special Actions Save Dextently DC 17 Save Dextently DC 19 Save Uncentry DC 22 Save Dextently DC 20 Save Dextently DC 20 Save Uncentry DC 20 Save Uncentry DC 20 Save Wisdom DC 17 Save Wisdom DC 19 Save Wisdom DC 20 Save Unstry DC	Special Swe Dexterity DC 17 Swe Dexterity DC 19 Swe Dexterity DC 19 Swe Dexterity DC 22 Swe Dexterity DC 25 Special Swe Dexterity DC 17 Swe Dexterity DC 19 Swe Dexterity DC 22 Swe Dexterity DC 25 Duringe 2d6 Durage 2d6 Durage 4d6 Durage 2d6 Durage 4d6 Special Swe Dexterity DC 17 Swe Dexterity DC 19 Swe Dexterity DC 22 Swe Dexterity DC 25 Durage 2d6 Durage 4d6 Durage 4d6 Durage 4d6 Durage 4d6 Durage 4d6 Special Swe Dexterity DC 17 Swe Dexterity DC 19 Swe Dexterity DC 22 Swe Dexterity DC 25 Durage 2d6 Durage 4d6 Durage 4d6 Durage 4d6 Durage 4d6 Durage 4d6 Special Swe Dexterity DC 17 Swe Wisdom DC 19 Swe Dexterity DC 22 Swe Dexterity DC 25 Durage 4d6 Durage 4d6 Durage 4d6 Durage 4d6 Durage 4d6 Durage 4d6 Special Swe Wisdom DC 17 Swe Wisdom DC 19 Swe Wisdom DC 22 Swe Wisdom DC 25 Special Swe Wisdom DC 17 Swe Wisdom DC 19 Swe Wisdom DC 22 Swe Wisdom DC 25 Special Swe Dexterity DC 17		Claws Melee weapon attack: +5 to hit, reach 5 ft., one target.	to hit, reach 10 ft., one target. Hit 1d10+7 (12) slashing	Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing	Claws Melee weapon attack: to hit, reach 20 ft., one targe Hit 4d8+17 (35) slashing
+3 to hit, reach 3 ft, one target. Hit 1d6+2 (f) bludgeoning damage -5 to hit, reach 10 ft, one target. Hit 1d0+10 (16) bludgeoning damage. Tail Slap Melee weapon attack: +6 to hit, reach 10 ft, one target. Hit 2d6+16 (22) bludgeoning damage. Tail Slap Melee weapon attack: +6 to hit, reach 10 ft, one target. Hit 2d6+16 (22) bludgeoning damage. Special Swe Dexterity DC 17 Swe Dexterity DC 19 Swe Dexterity DC 22 Swe Dexterity DC 25 Damage 2d6 Damage 4d6 Damage 6d6 Damage 8d6 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 tail bludgeoning damage. Swe Wisdom DC 17 Swe Wisdom DC 22 Swe Wisdom DC 25 Special Save Wisdom DC 17 Swe Wisdom DC 19 Save Wisdom DC 23 Swe Wisdom DC 25 Fightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or chan opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects sonly opponents within range who witness the action apponent is shufful tressures. This functions as move earth, but it only affects sand. dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5 th-level spell. Special S	+5 to hit, reach 3 ft, one target, Hit 106+2 (6) bludgeoning damage. -5 to hit, reach 10 ft, one target. Hit 20+10 (16) bludgeoning damage. Tail Slap Melee weapon attack +6 to hit, reach 10 ft, one target. Hit 206+16 (23) bludgeoning damage. Tail Slap Melee weapon attack +6 to hit, reach 10 ft, one target. Hit 206+16 (23) bludgeoning damage. Special Swe Dexterity DC 17 Swe Dexterity DC 19 Swe Dexterity DC 22 Swe Dexterity DC 23 Damage 2d6 Damage 4d6 Damage 6d6 Damage 6d6 Damage 6d6 Cush 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 are must succeed on a Dexterity save or be pinned, automatically tai bludgeoning damage. Swe Wisdom DC 10 Swe Wisdom DC 2 Swe Wisdom DC 2 Swe Wisdom DC 25 Special Swe Wisdom DC 10 Swe Wisdom DC 10 Swe Wisdom DC 2 Swe Wisdom DC 25 Swe Wisdom DC 25 Special Swe Wisdom DC 17 Swe Wisdom DC 19 Swe Wisdom DC 22 Swe Wisdom NC 24 Swe Wisdom NC 25 Special Swe Wisdom DC 17 Swe Wisdom DC 10 Swe Wisdom NC 22 Swe Wisdom NC 24 Swe Wisdom NC 25 Special Swe Dexterity DC 17 Swe Mash, no panicked 14		+5 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	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)	Wings Melee weapon attack: to hit, reach 20 ft., one targer Hit 3d6+8 (18) bludgeoning
Special ActionsSave Dexterity DC 17 Damage 2d6Save Dexterity DC 22 Damage 6d6Save Dexterity DC 22 Damage 8d6Special ActionsCrush 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 tak budgeoning 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 ActionsSave Wisdom DC 17Save Wisdom DC 19Save Wisdom DC 22Save Wisdom DC 25Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or char Opponents with reage who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with reage on a latel save, the opponent is shaken, or panickel if 4 H D or fewer. An apponent that succeeds on the saving throw is imm to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.Special ActionsMove Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. dragon uses his HD in place of his caster level for this effect. This sis equivalent to a 5th-level spell.Special ActionsSave Dexterity DC 17Save Dexterity DC 19Save Dexterity DC 22Save Constitution DC 24Damage 2d6Damage 2d6Damage 2d6Dam	Special ActionsSave Dexterity DC 17 Damage 2d6Save Dexterity DC 19 Damage 2d6Save Dexterity DC 22 Damage 6d6Save Dexterity DC 25 Damage 8d6Special ActionsCrush 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 tal 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 ActionsSave Wisdom DC 17Save Wisdom DC 19Save Wisdom DC 22Save Wisdom DC 25Save Wisdom DC 17Save Wisdom DC 17Save Wisdom DC 19Save Wisdom DC 23Save Wisdom DC 24ActionsSave Wisdom DC 17Save Wisdom DC 19Save Wisdom DC 23Save Wisdom DC 24Opponents within range who witness the action may become fingthered or shaken. The range is 40 fect. 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 panickel if 4 HD or fewer. An opponent tan resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, op anickel if 4 HD or fewer. An opponent tan susceed so the saving throw is imm to your frightful presence for 24 hours. Frightful Presence You way and the casa standard action. The swee paffects a half-circle with a radius of 3 feet, extending from an interse		+5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning	+5 to hit, reach 10 ft., one target. Hit 1d10+10 (16)	Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23)	Tail Slap Melee weapon attac +9 to hit, reach 20 ft., one target. Hit 3d8+25 (38)
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 tatks 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 tak 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 floes take damage from the crush each round if they don't escape.Special ActionsSave Wisdom DC 17Save Wisdom DC 19Save Wisdom DC 22Save Wisdom DC 25Actions Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with lever 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 imm to your frightful presence for 24 hours. Frightful presence is a mind-affecting fere.Special ActionsMove Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.Special ActionsSave Dexterity DC 17Save Dexterity DC 19Save Dexterity DC 22Save Dexterity DC 24Damage 2d6Damage 2d6Damage 7d6Tail Sweep A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a hardiscrift har ardius of 31Special ActionsSave Constitution DC 17 <th< td=""><td>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 tal 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 ActionsSave Wisdom DC 17Save Wisdom DC 19Save Wisdom DC 22Save Wisdom DC 25Actions Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with lever 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 imm to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.Special ActionsMove Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.Special ActionsSave Dexterity DC 17Save Dexterity DC 19Save Dexterity DC 22Save Dexterity DC 24Damage 2d6Damage 3d6Damage 7d6Tail 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 3Special ActionsSave Constitution DC 1</td><td>· •</td><td>·</td><td></td><td>Save Dexterity DC 22</td><td>Save Dexterity DC 25</td></th<>	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 tal 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 ActionsSave Wisdom DC 17Save Wisdom DC 19Save Wisdom DC 22Save Wisdom DC 25Actions Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with lever 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 imm to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.Special ActionsMove Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.Special ActionsSave Dexterity DC 17Save Dexterity DC 19Save Dexterity DC 22Save Dexterity DC 24Damage 2d6Damage 3d6Damage 7d6Tail 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 3Special ActionsSave Constitution DC 1	· •	·		Save Dexterity DC 22	Save Dexterity DC 25
ActionsFrightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or char 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 imm to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.Special ActionsMove Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand if argon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.Special ActionsSave Dexterity DC 17 Damage 3d6Save Dexterity DC 22 Damage 7d6Save Dexterity DC 24 Damage 7d6Special ActionsSave Dexterity DC 17 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 sweet 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 Constitution DC 12 Save Constitution DC 19Save Constitution DC 22 Save Constitution DC 25Special ActionsNorw Sorcerer Spells (CL (c1 will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwinc (at will))Known Sorcerer Spells (CL 14th	ActionsFrightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or char Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with faver 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 paricked if 4 HD or fewer. An opponent that succeeds on the saving throw is inn to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.Special ActionsMove Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.Special ActionsSave Dexterity DC 17 Damage 3d6Save Dexterity DC 22 Damage 7d6Save Dexterity DC 24 Damage 7d6ActionsTail 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 3 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the sweet 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 Dextenity save to halve the damage they receive.Save Constitution DC 25Special ActionsSave Constitution DC 17 save constitution Save or be blinded for 1d4 rounds by the sand.Save Constitution DC 25Special Control weather (at wi		attacks are effective only against creatures as fit in the dragon's sp bludgeoning damage during the	opponents three or more size cate bace. Creatures in the affected area next round unless the dragon move	gories smaller than the dragon. A c must succeed on a Dexterity save as off them. If the dragon chooses	rush attack affects as many or be pinned, automatically tak
Special Actions Move Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand tragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell. Special Actions Save Dexterity DC 17 Damage 2d6 Save Dexterity DC 22 Damage 7d6 Save Dexterity DC 22 Damage 7d6 Special Actions Save Dexterity DC 17 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 3th 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 Constitution DC 22 Save Constitution DC 25 Special Actions Save Constitution DC 17 Save Constitution DC 19 Save Constitution DC 22 Save Constitution DC 25 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. Known Sorcerer Spells (CL 14 will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will) Spellcasting Spellcasting Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 12th): Known Sorcerer Spells (CL 2oth): Known Sorceret other plane	Special Actions Move Sand A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand, dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell. Special Actions Save Dexterity DC 17 Damage 3d6 Save Dexterity DC 22 Damage 5d6 Save Dexterity DC 24 Damage 7d6 Special Actions Save Dexterity DC 17 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 3 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 Constitution DC 22 Save Constitution DC 25 Special Actions Save Constitution DC 17 Save Constitution DC 19 Save Constitution DC 22 Save Constitution DC 25 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 creatu in its path must make a Constitution save or be blinded for 1d4 rounds by the sand. Known Sorcerer Spells (CL 14th); control winds (at will); speak with animals (at will); suggestion (at will); whirlwing (at will) Spellcasting Spellcasting Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 16th): Known Sorcerer Spells (CL 20th): bigby's hand; charm monster; command; incendiary cloud; fire		Frightful Presence Your very pres Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	ence unsettling to foes. Activating ness the action may become fright r levels than the creature has. An at ent is shaken, or panicked if 4 HD	this ability is a free action that is u ened or shaken. The range is 40 fe ffected opponent can resist the eff or fewer. An opponent that succee	sually part of an attack or charg et. This ability affects only ects with a successful Wisdom
ActionsDamage 2d6Damage 3d6Damage 3d6Damage 3d6Damage 3d6Damage 7d6Tail 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 3d 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 ActionsSave Constitution DC 17Save Constitution DC 19Save Constitution DC 22Save Constitution DC 25Desert 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.Save control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind ((at will))SpellcastingKnown Sorcerer Spells (CL (CL 14th):Known Sorcerer Spells (CL 16th):Known Sorcerer Spells (CL 20th):bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; 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	ActionsDamage 2d6Damage 3d6Damage 3d6Damage 3d6Damage 3d6Damage 7d6Tail 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 3 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.SpecialSave Constitution DC 17Save Constitution DC 19Save Constitution DC 22Save Constitution DC 25ActionsDesert Wind A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creatu in its path must make a Constitution save or be blinded for 1d4 rounds by the sand.Save control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwing ((at will))SpellcastingKnown Sorcerer Spells (CL (CL 14th):Known Sorcerer Spells (CL 16th):Known Sorcerer Spells (CL 20th):bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; arcane eye; charm monster; confusion; locate creature; blink; hold person; tongues; alter self; detect thoughts; locat object; protection from energy; see invisibility; alarm; charm person; protection from evil and good; shield; dancing lights; detect magic; mage hand; message; prestidigitation					earth, but it only affects sand. [¬]
ActionsTail 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.SpecialSave Constitution DC 17Save Constitution DC 19Save Constitution DC 22Save Constitution DC 25ActionsDesert 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.Innate SpellcastingControl weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will)SpellcastingKnown Sorcerer Spells (CL (CL 14th):Known Sorcerer Spells (CL 16th):Known Sorcerer Spells (CL 20th):bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; 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	ActionsTail 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 3 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 ActionsSave Constitution DC 17Save Constitution DC 19Save Constitution DC 22Save Constitution DC 25Desert Wind A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creatu in its path must make a Constitution save or be blinded for 1d4 rounds by the sand.Control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will)SpellcastingKnown Sorcerer Spells (CL (CL 14th):Known Sorcerer Spells (CL 16th):Known Sorcerer Spells (CL 20th):bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; arcane eye; charm monster; confusion; locate creature; blink; hold person; tongues; alter self; detect thoughts; locat object; protection from energy; see invisibility; alarm; charm person; protection from evil and good; shield; dancing lights; detect magic; mage hand; message; prestidigitation	Special				
Actions 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. Innate control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will) Spellcasting Known Sorcerer Spells (CL (CL 14th): Known Sorcerer Spells (CL 16th): Known Sorcerer Spells (CL 20th): bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; 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	Actions 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 creatulin in its path must make a Constitution save or be blinded for 1d4 rounds by the sand. nnate control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will) Spellcasting Known Sorcerer Spells (CL (CL 14th): Known Sorcerer Spells (CL (CL 14th): Known Sorcerer Spells (CL (CL 14th): Known Sorcerer Spells (CL (CL 16th): Known Sorcerer Spells (CL 16th): Known Sorcerer Spe	Actions	Tail Sweep A dragon of substanti feet, extending from an intersect if they are four or more size categ	al size may sweep with its tail as a sion on the edge of the dragon's spigories smaller than the dragon. A ta	standard action. The sweep affects ace in any direction. Creatures with ail sweep automatically deals bludg	a half-circle with a radius of 30 in the swept area are affected
Actions 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. nnate control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will). Spellcasting Known Sorcerer Spells (CL (CL 14th): Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 20th): Known Sorcerer Spells (CL 20th): bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; 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	Actions 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 creatulin its path must make a Constitution save or be blinded for 1d4 rounds by the sand. nnate control weather (at will); control winds (at will); speak with animals (at will); suggestion (at will); whirlwind (at will). Spellcasting Known Sorcerer Spells (CL (CL 14th): Known sorcerer Spells (CL (CL 16th): Known Sorcerer Spells (CL 20th): Known Sorcer	Special				Save Constitution DC 25
Spellcasting (at will) Spellcasting Known Sorcerer Spells (CL 12th): Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 16th): Known Sorcerer Spells (CL 20th): bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; 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	Spellcasting (at will) Spellcasting Known Sorcerer Spells (CL Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 20th): bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; arcane eye; charm monster; conflusion; locate creature; blink; hold person; tongues; alter self; detect thoughts; locat object; protection from energy; see invisibility; alarm; charm person; protection from evil and good; shield; dancing lights; detect magic; mage hand; message; prestidigitation	· ·				is gust of wind, but any creatur
Spellcasting Known Sorcerer Spells (CL 12th): Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 16th): Known Sorcerer Spells (CL 20th): bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; 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	Spellcasting Known Sorcerer Spells (CL Known Sorcerer Spells (CL 14th): Known Sorcerer Spells (CL 16th): Known Sorcerer Spells (CL 20th): bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; arcane eye; charm monster; confusion; locate creature; blink; hold person; tongues; alter self; detect thoughts; locat object; protection from energy; see invisibility; alarm; charm person; protection from evil and good; shield; dancing lights; detect magic; mage hand; message; prestidigitation			ontrol winds (at will); speak	with animals (at will); sugge	estion (at will); whirlwind
bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; 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	bigby's hand; charm monster; command; incendiary cloud; fire storm; power word pain; teleport; arcane hand; contact other plane; mirage arcane; arcane eye; charm monster; confusion; locate creature; blink; hold person; tongues; alter self; detect thoughts; locat object; protection from energy; see invisibility; alarm; charm person; protection from evil and good; shield; dancing lights; detect magic; mage hand; message; prestidigitation	Spellcasting	(at will)			
mirage arcane; 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	mirage arcane; arcane eye; charm monster; confusion; locate creature; blink; hold person; tongues; alter self; detect thoughts; locat object; protection from energy; see invisibility; alarm; charm person; protection from evil and good; shield; dancing lights; detect magic; mage hand; message; prestidigitation	Spellcasting	12th):	(CL 14th):	(CL 16th):	(CL 20th):
Possessions	Possessions		mirage arcane; arcane eye; charm	n monster; confusion; locate creatu	re; blink; hold person; tongues; alt	er self; detect thoughts; locate
			, , ,			neia, auneing ngints, acteer

281

DRAGON (BRASS, YOUNG)

			so,									
		🔀 Low	,	🔀 Moder	rate	×	Advanc	ed		× Elit	te	
O Terrain				N N	Warm I	Deser	ts					
Rarity					Ra	are						
过 Role		Controller / E	Elite	Controller /	Elite	Cor	ntroller / S	Solo	Lea	ader / E	lite	
🖸 Organiza	tion				Soli	itary						
Treasure					Tri	ple						
	2	× Low	$\mathbf{\times}$	Moderate			dvance	d	🗵 Elite			
Armor Class	17		17	ANTER OF	1				20			
		al armor)		ural armor)			armor)		natural	armor)		
Hit Points	14		70			37		4	243			
Speed		. Burrow 30		1		0 /			1	144		
Size,Type, Alignment	Tiny dra good	agon, chaotic	Mediı good	um dragon, chaoti	ic Lar go		gon, chaotic		Huge drag 300d	gon, cha	otic	
	STR	5 (-3)	STR	17 (+3)	S	IR	20 (+!	5) 5	STR	25 ((+7)	
	DEX		DE)			EX	14 (+2	-	DEX	12 (-	
Ability Scores /	CON	7 (-2)	CO	N 15 (+2)) C	ON	19 (+4	4) (CON	22 ((+6)	
Saves	INT	8 (-1)	INT		and the second	IT	16 (+		NT	17 (
	WIS	9 (-1)	WIS		and the second second	/IS	17 (+	-	WIS	18 (
Saving	CHA	8 (-1)	CH	A 10 (+0)		HA	16 (+3	5)_(CHA	17 ((+3)	
Throws	-		-		-							
Resistances		sical attacks ex		0								
Immunities		1agical unconsc	ious, p	paralyzed								
Vulnerabilities		Perception	Passiv	ve Perception	Pas	ssive Pe	erception	P	Passive P	erceptio	n	
Senses	+9, Blin	lsight 60 ft., +13, Blindsight 60 ft., +17, Blindsight 60 ft., +19, Blindsight 60 ft., on 120 ft. Darkvision 120 ft. Darkvision 120 ft. Darkvision 120 ft.									0 ft.,	
Languages		non, Draconic	Darkv	131011 120 11.	Da	INVISIO	112011.		Varkvisio	1112011	0.55	
Challenge	4		8	8 1		2			16			
Special		stitution DC 11		onstitution DC 15			ution DC 18		ave Constit			
Abilities & Qualities		ind A juvenile or older n must make a Constitu						ions as g	ust of wind	l, but any o	creature	
Special	Save DC T											
Abilities & Qualities		eapon 100' Line of Fire, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to										
Quanties	Sleep Gas	n breath weapon. as 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 fa	Ill asleep for 1d6+8 rou	inds.									

a share in				
	🗵 Low	🖂 Moderate	🔀 Advanced	🛛 🗠 Elite
Special Abilities & Qualities		ove sand to excavate ruins or hide s caster level for this effect. This is		earth, but it only affects sand. The
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	only against opponents three or r dragon's space. Creatures in the a during the next round unless the	Save Dexterity DC 15 Damage 3d4 can land on foes as a standard acti- nore size categories smaller than the affected area must succeed on a De dragon moves off them. If the drag e crush each round if they don't est	ne dragon. A crush attack affects a exterity save or be pinned, automa on chooses to maintain the pin, it	as many creatures as fit in the itically taking bludgeoning damage
Special	Save Wisdom DC 11	Save Wisdom DC 15	Save Wisdom DC 18	Save Wisdom DC 21
Actions	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppone	ence unsettling to foes. Activating ness the action may become frighte r levels than the creature has. An af ent is shaken, or panicked if 4 HD c hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the ef or fewer. An opponent that succes	eet. This ability affects only fects with a successful Wisdom
Special Actions	Vulnerability to Cold You take hal or if the save is a success or failu	f again as much (+50%) damage as re	normal from Cold, regardless of	whether a saving throw is allowed,
Innate Spellcasting	speak with animals (at will)); suggestion (at will)		
Spellcasting	Known Sorcerer Spells (CL 6th):	(CL 10th):	Known Sorcerer Spells (CL 12th):	Known Sorcerer Spells (CL 14th):
		queous orb; blink; sleep; adoration; attern0th(at will); dancing lights; de		

Possessions

DRAGON (BRONZE, ADULT)

		🔀 Low	1		ate	\times	Adv	vanced		× Elite	
O Terrain				Temp	perate	Coas	tlines				
Q Rarity					Ra	are					
🔁 Role		Controller / I	Elite	Controller / S	iolo	L	eader	/ Elite	Le	eader / Solo	
Organization	tion				Soli	itary					
					Tri	ple					
	ſ					☑ Advanced					
-		≚ Low	×	Moderate		-	avar	icea		< Elite	
Armor Class	17 (natur	al armor)	19 (natu	ral armor)	1	9 atural	armo	r)	19 (natura	l armor)	
Hit Points	32		71			56	unno	.)	328	unnor)	
Speed	1	Swim 60		150 ft. (Av							
Size, Type,		ragon, lawful		ım dragon, lawful		ige drag	gon, la	wful	Gargantu	ian dragon,	
Alignment	good	0 ,	good	<i>,</i>	go	-	<i>,</i>		lawful go		
	STR	11 (+0)	STR			TR	-	(+5)	STR	26 (+8	
Ability	DEX		DE>			EX	8	(-1)	DEX	8 (-1)	-
Scores /	CON		CO			ON		(+4)	CON	23 (+6	
Saves	INT	14 (+2)	INT					(+3)	INT	20 (+5	-
	WIS CHA	15 (+2)	WIS CH/			/IS HA		(+4) (+3)	WIS CHA	20 (+5 20 (+5	-
Saving	СПА	IT (TZ)	CII	A 16 (+3)				(+)	CITA	20 (+)	,
Throws	-		·								
Resistances		vsical attacks ex		0							
Immunities Vulnerabilities	Electri	icity, Magical ur	iconsc	ious, paralyzed							
VulliciaDilities	Passive	Perception	Passiv	e Perception	Pa	ssive P	ercepti	ion	Passive F	Perception	
Senses		indsight 60 ft., ion 120 ft.		Blindsight 60 ft., ision 120 ft.		9, Blino rkvisio				ndsight 60 ft., on 120 ft.	
Languages				Drow, Druidic,							
Challenge	8		12		1	6			20		
Special		15; Dmg 10d6		C 27; Dmg 12d6		e DC 19				2; Dmg 20d8	
Abilities & Qualities		eapon 140' Line of Lig wn breath weapon.	htning, us	able with Recharge 2. E	Breath we	eapons a	llow a D	exterity save	e for half dam	age. You are imm	nune
Quanties				ricity, a bronze dragon away from the dragon f							save
Special	-			ny animal or humanoid day, a bronze dragon, a					50 feet, can	move at twice its	
Abilities & Qualities		beed in water.	per	any, a profize dragon, a		creatul	os or ve	users within	concer, carr		
The second line in second line in the											

	🖂 Low	⊠ Moderate	☑ Advanced	🛛 Elite
Special Abilities & Qualities	only against opponents three or r dragon's space. Creatures in the a during the next round unless the	Save Dexterity 17; Dmg 2d6 can land on foes as a standard actinore size categories smaller than the affected area must succeed on a De dragon moves off them. If the drag e crush each round if they don't es	e dragon. A crush attack affects as xterity save or be pinned, automat on chooses to maintain the pin, it	s many creatures as fit in the tically taking bludgeoning damage
Special Abilities & Qualities	Damage 1d6 Electricity Aura A bronze dragon dragon's turn.	Damage 2d6 has an aura of electricity. All creatur	Damage 4d6 res within 10 feet take electricity o	Damage 5d6 damage at the start of the
Standard Actions	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+21 (49) piercing damage.
	Claws Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Claws Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.	Claws Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+14 (32) slashing damage.
	Wings Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Wings Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+7 (18) bludgeoning damage.
		Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d8+21 (34) bludgeoning damage.
Special Actions	Opponents within range who wit opponents with fewer Hit Dice of save. On a failed save, the oppone	Save Wisdom DC 17 ence unsettling to foes. Activating ness the action may become frighte r levels than the creature has. An af ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the effo or fewer. An opponent that succee	et. This ability affects only ects with a successful Wisdom
Special Actions	Save Dexterity 15; Dmg 1d6 Tail Sweep A dragon of substantia feet, extending from an intersecti if they are four or more size categ	Save Dexterity 17; Dmg 3d6 al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the d	Save Dexterity 19; Dmg 4d6 tandard action. The sweep affects ice in any direction. Creatures with il sweep automatically deals bludg	in the swept area are affected
Innate Spellcasting		etect thoughts (at will); fog cloud (a		
Spellcasting		Known Sorcerer Spells (CL 12th): ning bolt; dimension door; b		
Possessions		rror image; alarm; mage arm t light; message; resistance:	or, smeia, true strike; cham	iereori scares, dancing

DRAGON (BRONZE, ANCIENT)

		E	× Low	/	×N	Ioderat			lvanced		× Elite	
Q Terrain						Tempe	erate Co	oastline	S			
Rarity							Rare					
🔁 Role		Cont	troller / S	Solo	Lead	ler / Elite		Leade	r / Solo	Le	eader / So	lo
🖸 Organiza	tion						Solita	гy				
							Triple	5				
- Treasure						26420		☑ Advanced				
-		× Lo	W	10.00	Mode	erate		Adva	nced		< Elite	
Armor Class	20 (natur	al armo	r	22 (natur	al armo	r	22	Iral arm	or)	23 (natura	l armor)	
Hit Points	(natural armor)			192		')	30		51)	480	rannorj	
Speed		Surin	m 60 f			t. (Poc			lactory			
Size, Type,		ragon, lav		t. 1 1y	2001	. (FOC	/	ntuan dra			ıan dragon,	
Alignment	good	agon, ia	wiui	Huge d	ragon, la	wful good		good	igon,	lawful go	•	
	STR	18	(+4)	STR	20	(+5)	STR	24	(+7)	STR	28 (+	-9)
	DEX	12	(+1)	DEX	10	(+0)	DE	(6	(-2)	DEX	8 (-	1)
Ability Scores /	CON	15	(+2)	CON	I 17	(+3)	CO	N 20	(+5)	CON	23 (+	-6)
Saves	INT	17	(+3)	INT	18	(+4)	INT	19	(+4)	INT	22 (+	-6)
	WIS		(+4)	WIS		(+4)	WIS		(+5)	WIS	22 (+	-6)
1000 A	CHA	17	(+3)	CHA	18	(+4)	CH	A 19	(+4)	CHA	22 (+	-6)
Saving Throws	-			-			-			-		
Resistances	all phy	sical at	tacks ex	cept ma	agic							
Immunities	Electri	city, Ma	agical ur	nconscie	ous, par	alyzed						
Vulnerabilities	-											
Senses		Percepti indsight			Percept indsight			ve Percep Blindsigh			Perception Indsight 60	ft.,
	Darkvis	ion 120	ft.	Darkvis	ion 120	ft.	Darkv	ision 120) ft.	Darkvisi	on 120 ft.	
Languages		, Comn	non, Dra		Druidic,	Dwarver		h, Giant	, Gnoll, C		Halfling,	Orc
Challenge	16			20			24			28		
Special Abilities &		18; Dmg 1 eapon 140			20; Dmg 1 ole with Re			C 22; Dmg			4; Dmg 24d8 lage. You are in	
Qualities	to your o	wn breath v	weapon.								make a Wisdo	
and the state	or be con	npelled to a	do nothing b	out move av	vay from th	e dragon for	1d6 roun	ds. This is a	mind-affecti	ng compulsio		in save
Special Abilities &	-					humanoid fo e dragon, aloi				1 50 feet, can	move at twice	its
Qualities	normal sp	beed in wat	er.									

	🖂 Low	🗵 Moderate	🖂 Advanced	🛛 Elite
Special Abilities & Qualities	only against opponents three or r dragon's space. Creatures in the a during the next round unless the	Save Dexterity 20; Dmg 3d6 can land on foes as a standard actinore size categories smaller than thaffected area must succeed on a Dedragon moves off them. If the drage e crush each round if they don't est	he dragon. A crush attack affects a exterity save or be pinned, automat on chooses to maintain the pin, it	s many creatures as fit in the tically taking bludgeoning damage
Special Abilities & Qualities	Damage 2d6 Electricity Aura A bronze dragon dragon's turn.	Damage 3d6 has an aura of electricity. All creatu	Damage 5d6 res within 10 feet take electricity o	Damage 7d6 Jamage at the start of the
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) piercing damage. Claws Melee weapon attack: +4 to hit, reach 10 ft., one	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) piercing damage. Claws Melee weapon attack: +4 to hit, reach 10 ft., one	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage. Claws Melee weapon attack: +6 to hit, reach 15 ft., one	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (52) piercing damage. Claws Melee weapon attack: +8 to hit, reach 20 ft., one
	target. Hit 1d10+6 (12) slashing damage. Wings Melee weapon attack: +4 to hit, reach 10	target. Hit 2d6+8 (15) slashing damage. Wings Melee weapon attack: +4 to hit, reach 10 ft., one	target. Hit 2d8+12 (21) slashing damage. Wings Melee weapon attack: +6 to hit, reach 15	target. Hit 4d8+16 (34) slashing damage. Wings Melee weapon attack: +8 to hit, reach 20 ft., one
	ft., one target. Hit 1d6+3 (6) bludgeoning damage. Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage.	target. Hit 1d10+4 (10) bludgeoning damage. Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.		target. Hit 2d8+8 (17) bludgeoning damage. Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage.
Special Actions	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	Save Wisdom DC 20 ence unsettling to foes. Activating ness the action may become fright r levels than the creature has. An af ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind-	Save Wisdom DC 22 this ability is a free action that is u ened or shaken. The range is 40 fe fected opponent can resist the eff or fewer. An opponent that succee	Save Wisdom DC 24 sually part of an attack or charge. et. This ability affects only ects with a successful Wisdom
Special Actions	feet, extending from an intersect if they are four or more size cates	Save Dexterity 20; Dmg 4d6 al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the o	ace in any direction. Creatures with il sweep automatically deals bludg	in the swept area are affected
Special Actions	of coastline 120 feet in length an creatures as if they were in the bu	Save Dexterity 20; Dmg 5d6 cause the sea to rise up and crush H id targets all creatures within 40 fee ary zone. Each affected creature ma nd are drawn 60 feet off shore and	et of the shore-treat the targets as ay attempt a Dexterity save to halve	if struck by an avalanche. Treat all e the damage suffered. Those who
Special Actions Innate	maintain this vortex for 12 round	agon can create a vortex as a stand is. eather (at will); create food and wate		
Spellcasting Spellcasting	animals (at will) Known Sorcerer Spells	Known Sorcerer Spells	Known Sorcerer Spells	Known Sorcerer Spells
	mind spike; teleport; dime	(CL 14th): lelayed blast fireball; counter nsion door; ice storm; fog c veb; alarm; mage armor; shi resistance	loud; stoneskin; dispel mag	ric; slow; blur; gust of wind;

Possessions -

DRAGON (BRONZE, YOUNG)

				_,						
		🔀 Low		🔀 Moderat	e	🔀 Advar	nced	×E	lite	
O Terrain		Temperate Coastlines								
Q Rarity		Rare								
Role		Controller / Elite		Controller / Eli	te	Leader / Elite		Leader / Elite		
Organization		Solitary								
		Triple								
				Madarata		A durana a				
-		≚ Low		Moderate		Advance		× Eli	te	
Armor Class	17 (natur	al armor)	17 (natu	ral armor)	19 (natu	iral armor)	2 (n	U atural armo	or)	
Hit Points 23		83			178			297		
Speed	40 ft	40 ft. Swim 60 ft. Fly 100 ft. (Average)								
Size, Type,		agon, lawful good		dragon, lawful good		dragon, lawfu		rgantuan dra	gon,	
Alignment	,		Ū		good			vful good		
	STR	7 (-2)	STR		STR				(+8)	
Ability	DEX		DEX		DE)				(+0)	
Scores /			COI INT		CO				(+6) (+4)	
Saves	WIS	12 (+1) 13 (+1)	WIS		WIS	-	-		(+	
	CHA		CH/		CH				(+4)	
Saving						() ()			()	
Throws	ell a la	all physical attacks aveant magin								
Resistances Immunities		all physical attacks except magic Electricity, Magical unconscious, paralyzed								
Vulnerabilities	-									
Senses	Passive Perception +11, Blindsight 60 ft.,		Passive Perception +16, Blindsight 60 ft.,		Passive Perception +19, Blindsight 60 ft.,			Passive Perception +21, Blindsight 60 ft.,		
	Darkvis	Darkvision 120 ft. Darkvision 120 ft. D					Darkvision 120 ft. Darkvision 120 ft.			
Languages Challenge	Aquan, Common, Dracon							ps 16		
	4		8		12			-		
Special Abilities & Qualities	Save DC 14; Dmg 6d6Save DC 16; Dmg 8d6Save DC 19; Dmg 10d6Save DC 22; Dmg 14d6Breath Weapon 120' Line of Lightning, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune									
	to your own breath weapon. Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Wisdom save									
Special	or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect. Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.									
Abilities &	Wave Ma	Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.								
Qualities										

	🗵 Low	🗵 Moderate	🗵 Advanced	🔀 Elite
Special Abilities & Qualities	only against opponents three or or dragon's space. Creatures in the during the next round unless the	Save Dexterity 16; Dmg 2d6 can land on foes as a standard acti more size categories smaller than t affected area must succeed on a De dragon moves off them. If the drag ne crush each round if they don't es	he dragon. A crush attack affects a exterity save or be pinned, automat on chooses to maintain the pin, it	s many creatures as fit in the ically taking bludgeoning damage
Standard Actions	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.
	Claws Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.	Claws Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) slashing damage.	Claws Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.
		Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Wings Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Wings Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.
		Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+21 (32) bludgeoning damage.
Special	Save Wisdom DC 14	Save Wisdom DC 16	Save Wisdom DC 19	Save Wisdom DC 22
Actions	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	ence unsettling to foes. Activating mess the action may become fright r levels than the creature has. An af ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind	ened or shaken. The range is 40 fe fected opponent can resist the eff or fewer. An opponent that succee	et. This ability affects only ects with a successful Wisdom
Special	Save Dexterity 14; Dmg 1d4	Save Dexterity 16; Dmg 2d6	Save Dexterity 19; Dmg 3d6	Save Dexterity 22; Dmg 4d6
Actions	feet, extending from an intersect if they are four or more size cate	al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the o	ace in any direction. Creatures with iil sweep automatically deals bludg	in the swept area are affected
Innate Spellcasting	create food and water (at will); fo	og cloud (at will); speak with animal	ls (at will)	
Spellcasting	Known Sorcerer Spells (CL 10th):	Known Sorcerer Spells (CL 12th):	Known Sorcerer Spells (CL 14th):	Known Sorcerer Spells (CL 18th):
		rrows; burning gaze; compa gic; light; message; prestidig		nal pride; arcane lock;
Deservisions				

Possessions -

DRAGON (COPPER, ADULT)

	🖄 Low			🔀 Elite		
Terrain			rm Hills			
Rarity			Rare Leader / Elite			
🔁 Role	Controller / Elite	Controller / Solo	Leader / Solo			
Organization		S	olitary			
Treasure		٢	Friple			
and the second		⊠ Moderate	☑ Advanced	× Elite		
10		and a second				
Armor Class 18 (natur	ral armor) (na		20 (natural armor)	21 (natural armor)		
Hit Points 55	9		191	351		
States of States of States of States	and the second second second second	verage), Climb S	and the second			
			Large dragon, chaotic	Gargantuan dragon,		
Alignment good	goo	-	good	chaotic good		
STR	9 (-1) ST	IR 15 (+2)	STR 20 (+5)	STR 26 (+8)		
DEX	16 (+3) D	EX 16 (+3)	DEX 10 (+0)	DEX 10 (+0)		
Ability CON Scores /	N 9 (-1) C	ON 13 (+1)	CON 18 (+4)	CON 23 (+6)		
Saves IN I			INT 16 (+3)	INT 19 (+4)		
WIS			WIS 17 (+3)	WIS 20 (+5)		
CHA	12 (+1) C	HA 14 (+2)	CHA 16 (+3)	CHA 19 (+4)		
Saving Throws	-					
	ysical attacks except	t magic				
Immunities Acid,	Magical unconsciou	is, paralyzed				
Vulnerabilities -						
		•	Passive Perception +18, Blindsight 60 ft.,	Passive Perception +21, Blindsight 60 ft.,		
Darkvi	sion 120 ft. Da	Darkvision 120 ft.				
		on, Draconic, Drow, Druidic, Elvish, Giant, Gnomish, Halfling				
Challenge 7	1		15	19		
opeera			Save Dexterity 19; Dmg 20d6	Save Dexterity 22; Dmg 24d8		
Ouglities no effec	t. You are immune to your own	n breath weapon.		Dexterity save; success indicates		
Dreatriv	Veapon 120' Line of Acid, usa n breath weapon.	ble with Recharge 2. Breath wea	apons allow a Dexterity save for h	nalf damage. You are immune to		

Š

and the second	🖂 Low	Moderate	⊠ Advanced	➢ Elite				
Special	Save Dexterity 14; Dmg 2d6	Save Dexterity 16; Dmg 3d6	Save Dexterity 19; Dmg 4d6	Save Dexterity 22; Dmg 5d6				
Abilities & Qualities	Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.							
Special Abilities & Qualities	Trap Master A copper dragon rec trap. She can disarm magical tra	n climb on stone surfaces as though eives advantage on trap-related che ps. n is always looking out for an ambus	ecks, both to create as well as Perc	eption checks made to locate a				
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 1d1019-00 (510) 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 O 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	Save Wisdom DC 14	Save Wisdom DC 16	Save Wisdom DC 19	Save Wisdom DC 22				
Actions	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	sence unsettling to foes. Activating mess the action may become fright or levels than the creature has. An af ent is shaken, or panicked if 4 HD of hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the eff or fewer. An opponent that succee	et. This ability affects only ects with a successful Wisdom				
Special	Save Wisdom DC 14	Save Wisdom DC 16	Save Wisdom DC 19	Save Wisdom DC 22				
Actions		rrounded by an aura of slowness. Al 4 rounds. A copper dragon can sup _l						
Special	Save Dexterity 14; Dmg 1d6	Save Dexterity 16; Dmg 2d6	Save Dexterity 19; Dmg 4d6	Save Dexterity 22; Dmg 6d6				
Actions	feet, extending from an intersect if they are four or more size cate	al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the c	ace in any direction. Creatures with il sweep automatically deals bludg	in the swept area are affected				
Innate Spellcasting	grease (at will); hideous la	ughter (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)				
		k; dispel magic; major image sile; shield; silent image; det						
Possessions								

Possessions

DRAGON (COPPER, ANCIENT)

		Moderate	e 🔀 Advanced	× Elite				
0	Low		Warm Hills					
Terrain			Rare					
Rarity	Controller / S	Solo Leader / Elite		Leader / Solo				
		· · ·						
Organizatio	on		Solitary					
Treasure			Triple					
	🗵 Low	🖂 Moderate	🔀 Advanced	× Elite				
Armor Class	21 (natural armor)	22 (natural armor)	23 (natural armor)	23 (natural armor)				
Hit Points	167	230	349	573				
Speed	40 ft. Fly 150 ft.	(Average), Climb	Stone					
	Medium dragon, chaotic good	Large dragon, chaotic good	Huge dragon, chaotic good	Gargantuan dragon, chaotic good				
	STR 18 (+4) DEX 14 (+2)	STR 20 (+5) DEX 12 (+1)	STR 24 (+7) DEX 8 (-1)	STR 30 (+10) DEX 8 (-1)				
Scores /	CON 15 (+2) INT 16 (+3)	CON 17 (+3) INT 17 (+3)	CON 20 (+5) INT 18 (+4)	CON 25 (+7) INT 21 (+5)				
	WIS 17 (+3) CHA 16 (+3)	WIS 18 (+4) CHA 17 (+3)	WIS 18 (+4) CHA 18 (+4)	WIS 22 (+6) CHA 21 (+5)				
Saving Throws	-							
	all physical attacks ex							
	Acid, Magical uncons	cious, paralyzed						
Senses -	- Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft.				
		Druidic, Dwarven, Elvish,						
	15	19	23	27				
Abilities & Qualities	indicates no effect. You are imm	Save Dexterity 19; Dmg 22d6 w, for 1d6+12 rounds, usable with F une to your own breath weapon. d, usable with Recharge 2. Breath v						

Ø

and the second	🗵 Low	Moderate	☑ Advanced	🔀 Elite					
Special Abilities & Qualities	Save Dexterity 18; Dmg 3d6Save Dexterity 19; Dmg 4d6Save Dexterity 22; Dmg 6d6Save Dexterity 25; Dmg 8d6Crush 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. Save Wisdom DC 22 Save Wisdom DC 25							
Special Abilities & Qualities	Trap Master A copper dragon rec trap. She can disarm magical tra	n climb on stone surfaces as thoug eives advantage on trap-related ch ps. n is always looking out for an ambu	ecks, both to create as well as Per	ception checks made to locate a					
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) piercing damage. Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+5 (10) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 4d4+10/19-00 (20) piercing damage. Claws Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+7 (14) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+16/19-00 (30) piercing damage. Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+11 (20) slashing damage.	+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. Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+2 (8) bludgeoning damage.	Wings Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+3 (8) bludgeoning damage. Tail Slap Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage. Tail Slap Melee weapon attack: +6 to hit, reach 10	Wings Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+8 (22) 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 Frightful Presence Your very preso Opponents within range who wito opponents with fewer Hit Dice of save. On a failed save, the opport	Save Wisdom DC 19 sence unsettling to foes. Activating tness the action may become fright or levels than the creature has. An a	Save Wisdom DC 22 this ability is a free action that is tened or shaken. The range is 40 fo ffected opponent can resist the ef or fewer. An opponent that succes	Save Wisdom DC 25 usually part of an attack or charge. eet. This ability affects only					
Special Actions		Save Wisdom DC 19 er dragon can tell a fantastic joke or ave or laugh for 12 rounds, as if aff							
Special Actions	Save Wisdom DC 18 Slow Aura A copper dragon is su	Save Wisdom DC 19 rrounded by an aura of slowness. A 4 rounds. A copper dragon can sup	Save Wisdom DC 22 Il creatures within 10 feet of the c	Save Wisdom DC 25 Iragon must make a Wisdom save					
Special Actions	feet, extending from an intersect if they are four or more size cate	Save Dexterity 19; Dmg 3d6 ial size may sweep with its tail as a tion on the edge of the dragon's sp gories smaller than the dragon. A ta empt a Dexterity save to halve the	ace in any direction. Creatures wit ail sweep automatically deals blud	hin the swept area are affected					
Innate Spellcasting	grease (at will); hideous la	ughter (at will); move earth	(at will); stone shape (at wi	ll); wall of stone (at will)					
Spellcasting	polymorph; sending; telep suggestion; tongues; glitt	Known Sorcerer Spells (CL 14th) istible dance; maze; fly, reve port; confusion; hypnotic pa erdust; invisibility; find traps eld; silent image; dancing lig	ttern; stone shape; stonesk ;; pyrotechnics; see invisibi	in; dispel magic; haste; lity; expeditious retreat;					

Possessions -

DRAGON (COPPER, YOUNG)

		•		/	1						
		🔀 Low	/	🔀 Modera	te	$\mathbf{\times}$	Advan	ced	2	× Eli	te
? Terrain				Warm Hills							
Q Rarity					Ra	ire					
Role		Controller /	Elite	Controller / E	ite	Co	ntroller /	Solo	Lea	ader /	Elite
🖸 Organiza	tion	Solitary									
					Tri	ple					
and the states	ſ			Moderate Advanced						Elit	
-		≚ Low		MOUErale			uvarice			EIIU	e
Armor Class	17 (natura	al armor)	18 (natu	ral armor)	1 (na		armor)		21 natural	armor)
Hit Points	33	,	87	,	1	77	,		278		
Speed	40 ft	. Fly 100 ft	. (Ave	erage), Climb	o Sto	one		199			
Size, Type, Alignment	Tiny dra good	agon, chaotic	Mediu good	m dragon, chaotic	Lar	. .	gon, chaoti		Huge drag good	gon, cha	aotic
/ inglittlette	STR	5 (-3)	STR	17 (+3)		I R	20 (+	_	STR	25	(+7)
	DEX		DEX			EX	14 (+		DEX		(+1)
Ability	CON		CO			ON	19 (+		CON		(+6)
Scores / Saves	INT	10 (+0)	INT	the second s	IN	IT	17 (+		NT		(+4)
	WIS	11 (+0)	WIS	13 (+1)	W	'IS	18 (+	4) \	WIS	18	(+4)
	CHA	10 (+0)	CH/	A 12 (+1)	C	HA	17 (+	3) (CHA	18	(+4)
Saving Throws	-		-								
Resistances	all phy	sical attacks ex	cept m	agic							
Immunities	Acid, I	Magical uncons	cious,	paralyzed							
Vulnerabilities	-										
Senses	+10, Bl	Perception indsight 60 ft., ion 120 ft.	+15,E	e Perception Blindsight 60 ft., sion 120 ft.	+1	9, Blind	erception dsight 60 f n 120 ft.	t., +	Passive P -20, Blind Darkvisio	dsight 6	50 ft.,
Languages	Comm	ion, Draconic, I	Drow, E	Dwarven, Elvish,	Gnor	nish,	Goblin				
Challenge	5		9		13	3			17		
Special Abilities &	Save De: 8d6	xterity 13; Dmg	Save D 10d6	exterity 16; Dmg	Sav		erity 19; Dm	-	Save Dexte 8d6	erity 22;	Dmg
Qualities &	Breath V			1d6+6 rounds, usab				weapons	s allow a D	exterity	save;
				nmune to your own l able with Recharge 2.				Dexterity	save for h	alf dama	age. You
		une to your own bre				1		· · · ·			0

are immune to your own breath weapon.

a marine the								
	🛛 Low	🔀 Moderate	🔀 Advanced	🛛 🛛 Elite				
Special Abilities &	Save Dexterity 13; Dmg 1d6	Save Dexterity 16; Dmg 2d6	Save Dexterity 19; Dmg 3d6	Save Dexterity 22; Dmg 4d6				
Qualities	Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.							
Special Abilities & Qualities	Trap Master A copper dragon made to locate a trap. She ca	• ·	ted checks, both to create as	well as Perception checks				
		agon is always looking out for ar						
Standard	Bite Melee weapon	Bite Melee weapon attack:		Bite Melee weapon				
Actions	attack: -4 to hit, reach 5	+4 to hit, reach 5 ft., one	attack: +6 to hit, reach	attack: +8 to hit, reach				
Contraction of the	(2) piercing damage.	target. Hit $2d6+6/19-00$	10 ft., one target. Hit	10 ft., one target. Hit 4d8+19/19-00 (37)				
		(13) piercing damage.	3d8+12/19-00 (26) piercing damage.	piercing damage.				
The second	Claws Melee weapon	Claws Melee weapon		1 0 0				
	attack: -4 to hit, reach 5 ft., one target. Hit 1d3+0	attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4	Claws Melee weapon attack: +6 to hit, reach	Claws Melee weapon attack: +8 to hit, reach				
	(2) slashing damage.	(8) slashing damage.	10 ft., one target. Hit	10 ft., one target. Hit				
	(2) susting duringe.	Wings Melee weapon	3d6+8 (18) slashing	4d6+13 (27) slashing				
		attack: +4 to hit, reach 5	damage.	damage.				
		ft., one target. Hit 1d6+2	Wings Melee weapon	Wings Melee weapon				
		(6) bludgeoning damage.	attack: +6 to hit, reach	attack: +8 to hit, reach				
		Tail Slap Melee weapon	10 ft., one target. Hit	10 ft., one target. Hit				
		attack: +4 to hit, reach 5	1d8+4 (8) bludgeoning	2d6+6 (13) bludgeoning				
		ft., one target. Hit 1d8+2	damage.	damage.				
		(6) bludgeoning damage.	Tail Slap Melee weapon	Tail Slap Melee weapon				
			attack: +6 to hit, reach	attack: +8 to hit, reach				
			10 ft., one target.	10 ft., one target.				
			Hit 2d6+12 (19)	Hit 4d6+19 (33)				
			bludgeoning damage.	bludgeoning damage.				
Special	Save Wisdom DC 13	Save Wisdom DC 16	Save Wisdom DC 19	Save Wisdom DC 22				
Actions	attack or charge. Opponents feet. This ability affects only o resist the effects with a succe	presence unsettling to foes. Act within range who witness the ac opponents with fewer Hit Dice o essful Wisdom save. On a failed on the saving throw is immune t	ction may become frightened or levels than the creature has save, the opponent is shaken	or shaken. The range is 40 . An affected opponent can , or panicked if 4 HD or fewer.				
Innate	grease (at will); hideous la	ughter (at will); stone shape	(at will)					
Spellcasting								
Spellcasting	Known Sorcerer Spells (CL 8th)	Known Sorcerer Spells (CL 10th)	Known Sorcerer Spells (CL 12th)	Known Sorcerer Spells (CL 16th)				
		n; gust of wind; daylight; firel nage; detect magic; light; me						
Possessions								

	essite and koss							
DRA	GON (F	'AERIE)						
	🔀 Low	Moderate	Advanced	🔀 Elite				
O Terrain		Temperate or Warm Forests						
Rarity			Rare					
		Contro	oller / Normal					
Organizat	tion	Solitary	or Clan (2-8x)					
		S	itandard					
Treasure	⊠ Low	Moderate	☑ Advanced	× Elite				
7.6.7.7.5	16	16	17	17				
Armor Class	(natural armor)	(natural armor)	(natural armor)	(natural armor)				
Hit Points	16	52	93	142				
Speed	10 ft. Fly 60 ft. (Perfect) Swim 30	ft.					
Size,Type, Alignment	Tiny dragon, chaotic good	Tiny dragon, chaotic good	Tiny dragon, chaotic good	Tiny dragon, chaotic good				
Ability Scores / Saves	STR7(-2)DEX15(+2)CON11(+0)INT14(+2)WIS12(+1)CHA14(+2)	STR 8 (-1) DEX 15 (+2) CON 11 (+0) INT 14 (+2) WIS 12 (+1) CHA 14 (+2)	STR13 (+1)DEX18 (+4)CON15 (+2)INT17 (+3)WIS16 (+3)CHA17 (+3)	STR14 (+2)DEX18 (+4)CON15 (+2)INT17 (+3)WIS16 (+3)CHA17 (+3)				
Saving Throws	-							
Resistances	14 C 1 1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	STORES STORES						
Immunities Vulnerabilities	Magical unconscious,	paralyzed						
Senses	- Passive Perception +11, Darkvision 60 ft.							
Languages		on, Draconic, Elvish, Sylvan, Telepathy 100 ft.						
Challenge	3	7	11	15				
Special Abilities & Qualities	immune to fear effects for the d	Saving Throw Constitution DC 15 phoria for 1d6 rounds, Constitution n uration. A faerie dragon can use this	breath weapon with Recharge 2.					
Special Abilities & Qualities	creatures at once telepathically,	municate with any other creature wi although maintaining a telepathic co listening to multiple people at the sa	nversation with more than one cr					

Qualities

Ω

C RES	🖂 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.
egendary Actions				
nnate Spellcasting	gust of wind; burning hand	ds; color spray; chameleon s	scales; dancing lights	
1				
			5	
		LA		
ustration of	- Faerie Dragon			
lustration 30	: Faerie Dragon			

DRAGON (GOLD, ADULT)

				,								
			🖂 Low 🛛 🖂 Moderate 🖂 Advanced 🛛 🖂 Elite							× Elite		
O Terrain						V	Varm Pla	ins				
Q Rarity							Rare					
		Con	troller /	Elite	Contro	oller / So	olo	Leade	r / Elite	Le	ader / Solo)
Organiza	tion	Solitary										
			Triple									
	6							A 1				×.53
-		× Lo	W		Mode	erate		Adva	nced		Elite	
Armor Class	18	al armo	(r)	20 (natur	al armo	r)	20	al armo	nr)	20 (natural	armor)	
Hit Points	67		1)	138		')	230		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	429	annor	
Speed	Contraction of the local division of the loc	Swi	m 60			t (Ave						
Size, Type,		ragon, la			n dragon			Iragon, la	wful	Gargantu	an dragon,	
Alignment	good			good	Ū.		good	0		lawful go		
	STR	and the second second	(+2)	STR		(+4)	STR		(+6)	STR	28 (+9	
Ability	DEX		(+2)	DEX		(+2)	DEX		(-1)	DEX	8 (-1)	
Scores /	CON		(+0)	CON		(+2)	CON		(+4)	CON	24 (+7	-
Saves	INT		(+2)	INT		(+3)	INT		(+3)	INT	20 (+5	-
	WIS CHA		(+2)	WIS CHA		(+3)	WIS		(+4)	WIS CHA	20 (+5	
Saving	СПА	.14	(+2)	СПА	10	(+3)	CHA		(+3)	СПА	20 (+5	')
Throws	-			-			-			-		
Resistances	all phy	sical at	tacks ex	cept ma	agic							
Immunities	Fire, M	lagical	unconso	cious, pa	ralyzed							
Vulnerabilities	Vulner	ability	to Cold									
Senses	+16, Bl	PerceptionPassive PerceptionPassive PerceptionPassive Perceptionindsight 60 ft.,+18, Blindsight 60 ft.,+20, Blindsight 60 ft.,+22, Blindsightion 120 ft.Darkvision 120 ft.Darkvision 120 ft.Darkvision 120 ft.						dsight 60 ft.,	,			
Languages	Celest	ial, Cor	al, Common, Draconic, Dwarven, Elvish, Giant, Halfling, Orc, Read Lips									
Challenge	10			14			18			22		
Special	Save Dext	erity 16; [Dmg 12d10	Save Dex	terity 18; C	0mg 14d10	Save Dep	cterity 20;	Dmg 16d10	Save Dexte	rity 20; Dmg 18	d10
Abilities &		eapon 70' th weapon		e, usable wit	h Recharge	2. Breath v	veapons allo	w a Reflex s	save for half	damage. You	are immune to ye	our
Qualities				akening Gas	. 2d6 Strer	igth damag	e. usable wit	h Recharge	2. Breath w	eapons allow	a Dexterity save	for

Breath Weapon 70' Cone of Weakening Gas, 2d6 Strength damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Ability damage suffered via this effect may be restored via restoration or more powerful healing magic.

	🖂 Low	Moderate	⊠ Advanced	🔀 Elite				
Special Abilities & Qualities	Save Dexterity 16; Dmg 3d6Save Dexterity 18; Dmg 5d6Save Dexterity 20; Dmg 7d6Save Dexterity 24; Dmg 8d6Crush 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. Fire Aura A gold dragon take fire damage at the beginning of the dragon take fire damage at the beginning of the dragon.							
Special Abilities & Qualities	Detect Gems A gold dragon can a Luck Once per day a gold dragon long as the dragon carries the gen	assume any animal or humanoid for detect gems three times per day. T can touch a gem, usually one emb n, it and every good creature withi spelled gem to another creature, or evel spell.	his functions as locate, but can on edded in the dragon's hide, and er n a given radius of it (120 ft.) rece	ly be used to locate gemstones. 1spell it to bring good luck. As sives advantage on all saving				
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.	ws Melee weapon attack: Claws Melee weapon attack: Claws Melee weapon attack: to hit, reach 5 ft., one et target. Hit 1d4+4 (6) target. Hit 1d6+6 (10) target. Hit 2d6+10 (17) target.						
	Wings Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Vings Melee weapon ttack: +3 to hit, reach 5 ft., ne target. Hit 1d3+4 (6)Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+3 (6)Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5Wings target						
		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	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	Save Wisdom 18 ence unsettling to foes. Activating ness the action may become fright r levels than the creature has. An at ent is shaken, or panicked if 4 HD hours. Frightful presence is a mind	tened or shaken. The range is 40 fe ffected opponent can resist the ef or fewer. An opponent that succee	eet. This ability affects only				
Special Actions	feet, extending from an intersect if they are four or more size cates	Save Dexterity 18; Dmg 3d6 al size may sweep with its tail as a ion on the edge of the dragon's spi gories smaller than the dragon. A ta empt a Dexterity save to halve the o	ace in any direction. Creatures with ail sweep automatically deals bludg	hin the swept area are affected				
Special Actions	Vulnerability to Cold You take hal or if the save is a success or failu	f again as much (+50%) damage a re	s normal from Cold, regardless of	whether a saving throw is allowed,				
Innate Spellcasting		will); detect evil and good (a	and the state					
Spellcasting		Arcane Spells (CL 12th) tory terrain; ice storm; arcar ine favor; doom; floating dis	0					

Possessions -

DRAGON (GOLD, ANCIENT)

			· · · · ·						
		🔀 Low	/	🔀 Moderat	e	🔀 Advanced	🔀 Elite		
O Terrain		Warm Plains							
Q Rarity			Rare						
Role		Controller /	Controller / Elite Controller / Solo Leader / Elite Leader / Solo						
Organizat	tion	Solitary							
	<u> </u>				Triple	:			
Sec. Sec.	[⊠ Low	\mathbf{x}	Moderate	×	Advanced	× Elite		
			10.00	Moderate		Maraneca			
Armor Class	21 (natura	al armor)	22 (natu	ral armor)	23 (natu	ral armor)	23 (natural armor)		
Hit Points	194	,	262	,	379	,	557		
Speed	60 ft	. Swim 60	ft. Fly	200 ft. (Poo	or), Fa	st Flight			
Size, Type,	Large d	ragon, lawful	Ниде	dragon, lawful good	0	ntuan dragon,	Gargantuan dragon,		
Alignment	good		Ű		lawful		lawful good		
	STR	20 (+5)	STR		STR		STR 30 (+10)		
Ability	DEX		DE>		DE>		DEX 8 (-1)		
Scores /	CON						CON 24 (+7)		
Saves	INT WIS	17 (+3)	INT WIS	18 (+4)	INT WIS	19 (+4)	INT 22 (+6) WIS 22 (+6)		
	CHA	18 (+4) 17 (+3)	CH		CH/		WIS 22 (+6) CHA 22 (+6)		
Saving	CIA	····(+>)			CIII				
Throws	-						•		
Resistances		sical attacks ex							
Immunities		1agical unconso ability to Cold	cious, p	aralyzed					
Vulnerabilities		and the second	Passiv	e Perception	Passiv	e Perception	Passive Perception		
Senses	+20, Bl	PerceptionPassive PerceptionPassive PerceptionPassive Perceptionindsight 60 ft.,+21, Blindsight 60 ft.,+23, Blindsight 60 ft.,+25, Blindsight 60 ft.,ion 120 ft.Darkvision 120 ft.Darkvision 120 ft.Darkvision 120 ft.							
Languages	Celest Sylvan		raconi	c, Druidic, Dwarv	ven, Elv	ish, Giant, Halflin	ng, Orc, Read Lips,		
Challenge	18	22 26 30							
Special	Save Dex	terity 19; Dmg 16d10	Save De	exterity 21; Dmg 20d10	Save De	exterity 23; Dmg 24d10	Save Dexterity 26; Dmg 30d10		
Abilities &		eapon 70' Cone of Fire th weapon.	e, usable w	ith Recharge 2. Breath w	eapons allo	ow a Reflex save for half	damage. You are immune to your		
Qualities	Breath W	eapon 70' Cone of We					eapons allow a Dexterity save for / be restored via restoration or		

more powerful healing magic.

	🗵 Low	⊠ Moderate	🖂 Advanced	🔀 Elite					
Special Abilities & Qualities	only against opponents three or r dragon's space. Creatures in the a during the next round unless the	Save Dexterity 21; Dmg 6d6 can land on foes as a standard acti nore size categories smaller than th ffected area must succeed on a De dragon moves off them. If the drag e crush each round if they don't es	ne dragon. A crush attack affects a exterity save or be pinned, automa on chooses to maintain the pin, it	is many creatures as fit in the tically taking bludgeoning damage					
Special Abilities & Qualities Special Abilities & Qualities	Damage 1d6Damage 2d4Damage 2d6Damage 2d8Fire Aura A gold dragon is surrounded by an aura of fire. All creatures within 10 feet of the dragon takefire damage at the beginning of the dragon's turn. The dragon can activate or suppress this aura as a free action.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 wyrm 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 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.Bite Melee weapon attack:Bite Melee weapon attack:Bite Melee weapon attack:								
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft, one target. Hit 2d6+12/19-00 (19) piercing damage. Claws Melee weapon attack: +5 to hit, reach 10 ft, one target. Hit 1d10+8 (14) slashing damage. Wings Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage. Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+12 (18) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d4+15/19-00 (25) 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 1d10+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 15 ft., one target. Hit 4d6+21/19-00 (35) piercing damage. Claws Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+14 (23) slashing damage. Wings Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage. Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+21 (30) bludgeoning damage.	Bite Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+27/19-00 (55) piercing damage. Claws Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+18 (36) slashing damage. Wings Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 2d8+9 (18) bludgeoning damage. Tail Slap Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+27 (41) bludgeoning damage.					
Special Actions	Opponents within range who with opponents with fewer Hit Dice of save. On a failed save, the oppone	Save Wisdom 21 ence unsettling to foes. Activating ness the action may become fright r levels than the creature has. An af ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the eff or fewer. An opponent that succee	eet. This ability affects only					
Special Actions	feet, extending from an intersecti if they are four or more size categ	Save Dexterity 21; Dmg 4d6 al size may sweep with its tail as a s on on the edge of the dragon's spa gories smaller than the dragon. A ta mpt a Dexterity save to halve the c	ice in any direction. Creatures with il sweep automatically deals bludg	nin the swept area are affected					
Special Actions Innate Spellcasting	or if the save is a success or failu	f again as much (+50%) damage as ^{re} will); detect evil and good (a		whether a saving throw is allowed,					
Spellcasting	fire storm; maze; control v of cold; dispel evil and goo magic; acid arrow; blur; ca	Arcane Spells (CL 14th) weather; delayed blast fireban od; wind walk; lightning bolt Im emotions; monster; colo water; dancing lights; detect	ll; fly; chain lightning; conti ; charm monster; confusion r spray; command; compre	n; sleet storm; blink; dispel					

Possessions

DRAGON (GOLD, YOUNG)

		🔀 Low	🔀 Moderat	te 🛛 🖂 Advanced	Elite				
O Terrain			X	Varm Plains	arm Plains				
Q Rarity				Rare					
🔁 Role	Co	ontroller / Elit	e Controller / So	blo Leader / Elite	Leader / Elite				
Organizat	ion		Solitary						
Treasure			Triple						
100	× L	ow	Moderate	× Elite					
	A CONTRACTOR OF A CONTRACTOR O		A REAL PROPERTY AND A REAL						
Armor Class	18 (natural arm		8 natural armor)	20 (natural armor)	21 (natural armor)				
Hit Points	69	-	157	263	385				
Speed	60 ft. Sw	vim 60 ft.	Fly 100 ft. (Ave	erage)					
Size, Type, Alignment	Tiny dragon, la	awful good L	arge dragon, lawful gooc	Huge dragon, lawful good	Gargantuan dragon, lawful good				
	STR 1	1 (+0) 5	STR 20 (+5)	STR 24 (+7)	STR 28 (+9)				
	DEX 1	6 (+3) [DEX 10 (+0)	DEX 12 (+1)	DEX 10 (+0)				
Ability	CON 9	(-1) (CON 17 (+3)	CON 20 (+5)	CON 23 (+6)				
Scores / Saves	INT 12	2 (+1)	NT 14 (+2)	INT 18 (+4)	INT 19 (+4)				
	WIS 1	3 (+1) \	WIS 15 (+2)	WIS 18 (+4)	WIS 20 (+5)				
	CHA 12	2 (+1) (CHA 14 (+2)	CHA 18 (+4)	CHA 19 (+4)				
Saving	-				-				
Throws Resistances	oll physical	attacka ayaa	nt magic						
Immunities		attacks exce al unconscio							
Vulnerabilities	Vulnerabilit		us, paralyzed						
v un le lubilities	Passive Perce	·	assive Perception	Passive Perception	Passive Perception				
Senses	+14, Blindsigl Darkvision 12	ht 60 ft., + 20 ft. D	16, Blindsight 60 ft., Darkvision 120 ft.	+19, Blindsight 60 ft., Darkvision 120 ft.	+21, Blindsight 60 ft., Darkvision 120 ft.				
Languages	Common, D	Draconic, Dru	iidic, Dwarven, Elvisł	n, Gnomish, Halfling, R	ead Lips				
Challenge	8	1	12	16	20				
Special	Save Dexterity 14	A CONTRACTOR OF THE OWNER OWNER OF THE OWNER OWNE OWNER OWNE	ave Dexterity 17; Dmg 8d10	and the second	Save Dexterity 22; Dmg 14d10				
Abilities &	Breath Weapon 6 own breath weap		able with Recharge 2. Breath w	veapons allow a Reflex save for hal	f damage. You are immune to your				
Qualities					weapons allow a Dexterity save for				
	more powerful he		a own breath weapon. Ability	damage suffered via this effect ma	ay be restored via restoration of				

more powerful healing magic.

and the second	🗵 Low	Moderate	☑ Advanced	🔀 Elite
Special Abilities & Qualities	only against opponents three or a dragon's space. Creatures in the during the next round unless the	Save Dexterity 17; Dmg 3d6 can land on foes as a standard action more size categories smaller than the affected area must succeed on a De dragon moves off them. If the drag- we cruck asch round if them don't or.	ne dragon. A crush attack affects as exterity save or be pinned, automat on chooses to maintain the pin, it	s many creatures as fit in the ically taking bludgeoning damage
Special Abilities & Qualities	Change Shape A gold dragon can Detect Gems A gold dragon can Luck Once per day a gold dragon long as the dragon carries the ge	e crush each round if they don't eso assume any animal or humanoid fo detect gems three times per day. Th can touch a gem, usually one embe m, it and every good creature withir spelled gem to another creature, on level spell.	rm three times per day as if using nis functions as locate, but can onl edded in the dragon's hide, and en n a given radius of it (120 ft.) recei	y be used to locate gemstones. spell it to bring good luck. As ves advantage on all saving
Standard Actions	Bite Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d4+1 (4) piercing damage. Claws Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+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)	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d8+16 (30) piercing damage. Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage. Wings Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+5	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: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.	(10) bludgeoning damage. Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.	bludgeoning damage. Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+24 (34) bludgeoning damage.
Special	Save Wisdom 14	Save Wisdom 17	Save Wisdom 20	Save Wisdom 22
Actions	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	ence unsettling to foes. Activating to foes. Activating to the action may become frighter r levels than the creature has. An affent is shaken, or panicked if 4 HD chours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the eff or fewer. An opponent that succee	et. This ability affects only ects with a successful Wisdom
Special	Save Dexterity 14; Dmg 1d6	Save Dexterity 17; Dmg 2d6	Save Dexterity 20; Dmg 3d6	Save Dexterity 22; Dmg 4d6
Actions	feet, extending from an intersect if they are four or more size cate	al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A tai empt a Dexterity save to halve the d	ice in any direction. Creatures with il sweep automatically deals bludg	in the swept area are affected
Special Actions	Vulnerability to Cold You take ha or if the save is a success or failu	lf again as much (+50%) damage as re	s normal from Cold, regardless of w	vhether a saving throw is allowed,
Innate Spellcasting	bless (at will); daylight (at	will); detect evil and good (a	t will)	
Spellcasting		Arcane Spells (CL 10th) ster; blink; dispel magic; acio wounds; dancing lights; ligh	d arrow; calm emotions; co	
Possessions				

Possessions

DRAGON (GREEN, ADULT)

		🗡 Low		× M	oderat			dvanced		≚ Elite
P Terrain				Temperate Forests						
Rarity			Rare							
🔁 Role		Controller / I	Elite	lite Controller / Solo Leader / Elite				Le	eader / Solo	
Organizat	tion		Solitary							
			Triple							
and the states	ſ			Moderate			🖂 Advanced			
		≚ Low		wode	rate		Adva	anceo		Elite
Armor Class	17 (natur	al armor)	19 (natu	ral armor	·)	19 (natu	ral arm	nor)	19 (natura	l armor)
Hit Points	52		10		/	17)	328	
Speed	-	t. Swim 40							20	
Size, Type,				Medium dragon lawful					Gargantu	ian dragon,
Alignment	Small d	ragon, lawful evil	evil			Huge	Huge dragon, lawful evil			il
	STR	11 (+0)	STR	17	(+3)	STR	20	D (+5)	STR	26 (+8)
A Letter.	DEX		DEX	(14	(+2)	DE>	(8	(-1)	DEX	8 (-1)
Ability Scores /	CON		CO		(+1)	CO		8 (+4)	CON	23 (+6)
Saves	INT	10 (+0)	INT		(+1)	INT			INT	18 (+4)
	WIS	11 (+0)	WIS		(+1)	WIS		5 (+2)	WIS	18 (+4)
Saving	CHA	10 (+0)	CH/	A 12	(+1)	CH/	A 14	4 (+2)	CHA	18 (+4)
Throws	-		-			-			-	
Resistances	all phy	vsical attacks ex	cept m	agic						
Immunities	Acid, I	Magical uncons	cious,	paralyzed	-					
Vulnerabilities	-	Demonstration	Derei	- Denseti	1.1935	Derei		2. 16. 20	Develop	
Senses	+10, Bl	Perception indsight 60 ft., ion 120 ft.	+15,E	e Perceptio Blindsight 6 ision 120 f	50 ft.,	+17,E	e Perce Blindsigh ision 12	nt 60 ft.,	+20, Blir	Perception Idsight 60 ft., In 120 ft.
Languages		al, Common, Da		Draconi	c, Elvish,		al, Sylv	van		
Challenge	7		11			15			19	
Special Abilities & Qualities	Breath W	13; Dmg 8d6 eapon 70' Cone of Cor to your own breath wea	rosive Gas	15; Dmg 12 , usable with			C 19; Dmg eapons alle	Contraction of the local		2; Dmg 18d6 damage. You are
Special		terity 13; Dmg 3d6		exterity 15; D	· ·		,	9; Dmg 6d6		erity 22; Dmg 8d6
Abilities & Qualities	only agaiı dragon's during th	lying or jumping drago nst opponents three or space. Creatures in the e next round unless the	more size affected a dragon n	categories sr rea must suce noves off ther	maller than t ceed on a De n. If the drag	he dragon exterity sa	i. A crush a ive or be p	attack affects a pinned, automat	s many creati tically taking	ures as fit in the bludgeoning damage

Pinned foes take damage from the crush each round if they don't escape.

	🖂 Low	🗵 Moderate	☑ Advanced	🔀 Elite						
Special Abilities & Qualities	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	Saving Throw Wisdom 15 sence unsettling to foes. Activating mess the action may become frighte r levels than the creature has. An aff ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the ef or fewer. An opponent that succee	eet. This ability affects only fects with a successful Wisdom						
Special Abilities & Qualities	Trackless Step A green dragon do a trail, if it so desires. Woodland Stride A green dragon	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.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6/19-00 (12) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+12/19-00 (21) piercing 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: +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.	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.	Claws Melee weapon attack: +4	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	Save Dexterity 13; Dmg 2d6	Save Dexterity 15; Dmg 3d6	Save Dexterity 19; Dmg 4d6	Save Dexterity 22; Dmg 5d6						
Actions	feet, extending from an intersect if they are four or more size cate	al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the d	ice in any direction. Creatures with il sweep automatically deals bludg	hin the swept area are affected						
Innate Spellcasting	charm person (at will); ent	tangle (at will); plant growth	(at will); suggestion (at will	0						
Spellcasting		Sorcerer (CL 12th) light; dispel magic; fireball; a ge; summon monster i; danci								

Possessions -

DRAGON (GREEN, ANCIENT)

				•						
		🗵 Low		🔀 Moderat	æ	🔀 Advanced	🔀 Elite			
O Terrain				Temperate Forests						
Q Rarity				Rare						
🔁 Role		Controller / S	Solo	Leader / Elite	è	Leader / Solo	Leader / Solo			
🖸 Organizat	tion			Solitary						
			Triple							
and the second	ſ		\mathbf{x}	Moderate		Advanced				
		≚ Low		Moderale		Auvanceu	× Elite			
Armor Class	20 (natur	al armor)	21 (natu	ural armor)	22 (nati	ural armor)	23 (natural armor)			
Hit Points	146	,	20		30	,	467			
Speed	40 ft	t. Swim 40 f	ft. Fly	200 ft. (Poc						
Size, Type,						antuan dragon,	Gargantuan dragon,			
Alignment	Large d	ragon, lawful evil	Huge	dragon, lawful evil	lawfu		lawful evil			
	STR	18 (+4)	STR		STR		STR 28 (+9)			
A	DEX		DEX		DE		DEX 8 (-1)			
Ability Scores /	CON	1 15 (+2)	CO	N 17 (+3)	CO	N 20 (+5)	CON 23 (+6)			
Saves	INT	14 (+2)	INT	16 (+3)	INT	17 (+3)	INT 20 (+5)			
	WIS	15 (+2)	WIS	5 17 (+3)	WIS	5 18 (+4)	WIS 20 (+5)			
	CHA	14 (+2)	CH	A 16 (+3)	CH	A 17 (+3)	CHA 20 (+5)			
Saving Throws	-				-		•			
Resistances	all phy	vsical attacks ex	cept n	nagic						
Immunities	Acid, I	Magical uncons	cious,	paralyzed						
Vulnerabilities	-									
Senses	+17, Bl	Perception indsight 60 ft., ion 120 ft.	+19,	ve Perception Blindsight 60 ft., vision 120 ft.	+21,	ve Perception Blindsight 60 ft., ⁄ision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.			
Languages	Abyss	al, Common, Da	emon	, Draconic, Drow,	, Elvish	n, Giant, Gnomish	n, Sylvan			
Challenge	15		19		23		27			
Special Abilities & Qualities	Breath W immune f Miasma A inside it.	to your own breath wea A green dragon can use The cloud moves with t	rosive Ga pon. its breath the drago	n weapon to create a cloud n and has a radius of 20 f	. Breath w d of acid a eet. Wher	as a standard action that c n it's created, anyone insid	Save DC 24; Dmg 30d6 save for half damage. You are leals damage to any creature this area takes an amount of of damage dice rolled is halved			

angle 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	only against opponents three or a dragon's space. Creatures in the during the next round unless the	Save Dexterity 19; Dmg 6d6 can land on foes as a standard acti nore size categories smaller than the affected area must succeed on a De dragon moves off them. If the drag re crush each round if they don't es	ne dragon. A crush attack affects a exterity save or be pinned, automa on chooses to maintain the pin, it	as many creatures as fit in the titically taking bludgeoning damage					
Special Abilities & Qualities	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	Saving Throw Wisdom 19 ence unsettling to foes. Activating ness the action may become fright r levels than the creature has. An af ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the ef or fewer. An opponent that succee	eet. This ability affects only					
Special Abilities & Qualities	 Carnouflage 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. Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage. Wings Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage. Tail Slap Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d10+9 (14) bludgeoning damage. 	 Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d4+12/19-00 (22) 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 1d10+4 (10) 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: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage. Claws Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+12 (21) slashing damage. Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage. 	 Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+24/19-00 (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 2d8+8 (17) bludgeoning damage. Tail Slap Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+24 (38) bludgeoning damage. 					
Special Actions	feet, extending from an intersect if they are four or more size cate	Save Dexterity 19; Dmg 4d6 al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the c	ace in any direction. Creatures with il sweep automatically deals bludg	hin the swept area are affected					
Innate Spellcasting	charm person (at will); cor (at will)	nmand plants (at will); (at wi	ill); entangle (at will); plant	growth (at will); suggestion					
Spellcasting	polymorph; summon mon fireball; haste; alter self; de	Sorcerer (CL 14th) I; banishment; control weath ster; teleport; dimension do etect thoughts; locate object s; detect magic; light; mage	or; ice storm; scrying; ston t; mirror image; see invisib	eskin; dispel magic; blink; ility; magic missile; shield;					

Possessions

-

DRAGON (GREEN, YOUNG)

		<u> </u>								
		🔀 Low	,	🔀 Moderat	e	$\mathbf{\times}$	Advanced		× Elite	
O Terrain				Tem	perate	Fore	ests			
Q Rarity				Rare						
🔁 Role		Controller / I	Elite Controller / Solo Lead			eader / Elite	Le	ader / Elite		
🖸 Organiza	tion		Solitary							
		Triple								
and the second	Ì	⊠ Low	×	⊠ Moderate			dvanced	× Elite		
	17		17	Woderate	19		avanceu	20		
Armor Class		al armor)		ral armor)			armor)		armor)	
Hit Points	25	,	81		16		,	273		
Speed	40 ft	t. Swim 40	ft. Fly	100 ft. (Ave	erage	2)				
Size, Type,	Tiny dra	agon, lawful evil	Large	Large dragon, lawful evil			on, lawful evil	Gargantuan dragon, Iawful evil		
Alignment	STR	7 (2)	STR	18 (14)	ST	D	22 (16)		1202100000	
	DEX	7 (-2) 16 (+3)	DE)		DE		22 (+6) 12 (+1)	STR DEX	26 (+8) 10 (+0)	
Ability	CON		CO		CC		19 (+4)	CON	22 (+6)	
Scores /	INT	8 (-1)	INT		IN		16 (+3)	INT	17 (+3)	
Saves	WIS	9 (-1)	WIS		WI		17 (+3)	WIS	18 (+4)	
	CHA		CH/		CH		16 (+3)	CHA	17 (+3)	
Saving								-		
Throws Resistances	all phy	vsical attacks ex	cent m	agic						
Immunities		Magical uncons		0						
Vulnerabilities	-		20	The last						
Senses	+9, Blin	Perception Idsight 60 ft., ion 120 ft.	+14,E	e Perception Blindsight 60 ft., ision 120 ft.	+18	, Blind	rception sight 60 ft., 120 ft.	+20, Blir	Perception dsight 60 ft., on 120 ft.	
Languages		non, Draconic, I		, Dwarven, Elvish						
Challenge	5		9		13			17		
Special Abilities & Qualities	Breath W	12; Dmg 6d6 'eapon 60' Cone of Cor to your own breath wea	rosive Gas	C 16; Dmg 8d6 , usable with Recharge 2		-	Dmg 10d6 as allow a Dexterity		2; Dmg 12d6 damage. You are	
Special Abilities & Qualities	Crush A f only again dragon's during th	nst opponents three or space. Creatures in the e next round unless the	n can land more size affected a e dragon n	exterity 15; Dmg 4d6 on foes as a standard ac categories smaller than irea must succeed on a D noves off them. If the dra sch round if thou dra's o	tion, usir the drag Dexterity Igon cho	ng its wł on. A cri save or	ush attack affects a be pinned, automa	them. Crush s many creati tically taking	ures as fit in the bludgeoning damage	

Pinned foes take damage from the crush each round if they don't escape.

				A CONTRACTOR
Charles	🖂 Low	🗵 Moderate	🗵 Advanced	🛛 Elite
Special	Saving Throw Wisdom 12	Saving Throw Wisdom 16	Saving Throw Wisdom 19	Saving Throw Wisdom 22
Abilities & Qualities	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	ence unsettling to foes. Activating ness the action may become frighte r levels than the creature has. An af ent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind-	ened or shaken. The range is 40 fe fected opponent can resist the eff or fewer. An opponent that succee	et. This ability affects only ects with a successful Wisdom
Special Abilities & Qualities	a trail, if it so desires. Woodland Stride A green dragon	pes not leave a trail in natural surrou can move through any sort of folia nagically manipulated affect it norm	ge at full speed without taking dar	
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	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. Claws Melee weapon attack: +6	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+13 (26) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+21 (39) piercing damage.
	to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage. Wings Melee weapon attack: +6	Claws Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.	Claws Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+14 (28) slashing damage.
		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	Wings Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Wings Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.
		damage.	Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Tail Slap Melee weapon attack:+8 to hit, reach 15 ft., onetarget. Hit 4d6+21 (35)bludgeoning damage.
Special	Save Dexterity 13; Dmg 2d6	Save Dexterity 15; Drng 3d6	Save Dexterity 19; Dmg 4d6	Save Dexterity 22; Dmg 5d6
Actions	feet, extending from an intersect if they are four or more size cate	al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the d	ice in any direction. Creatures with il sweep automatically deals bludg	in the swept area are affected
Innate	charm person (at will); ent	angle (at will); suggestion (a	t will)	
Spellcasting	Concerner (CL 8th)	Sereener (CL 10th)	Samaanan (Cl. 104h)	Samaanan (Cl. 14th)
Spellcasting	Sorcerer (CL 8th) sleet storm; sleep; acid an magic; light; mage hand; p	Sorcerer (CL 10th) row; alter self; alarm; burning prestidigitation	Sorcerer (CL 12th) hands; cause fear; charm p	Sorcerer (CL 14th) berson; color spray; detect
				2

DRAGON (RED, ADULT)

			9.							
		🔀 Low	/	🔀 Modera	te	🔀 Advanced	🔀 Elite			
O Terrain				War	m Mou	ntains				
Q Rarity				Rare						
🔁 Role		Controller /	Elite	Controller / So	olo	Leader / Elite	Leader / Solo			
Organizat	tion		Solitary							
			Triple							
and the second	[⊠ Low	Low Moderate Advanced Elit							
				Wodcrate		Auvanceu				
Armor Class	18 (natura	al armor)	19 (natu	ral armor)	20 (natu	ral armor)	20 (natural armor)			
Hit Points	58		11.		209		385			
Speed	40 ft	t. Fly 150 ft	. (Ave	erage)						
Size, Type, Alignment	Small di	ragon, chaotic evil	Mediu evil	ım dragon, chaotic	Huge evil	dragon, chaotic	Gargantuan dragon, chaotic evil			
, ang minerit	STR	15 (+2)	STR	18 (+4)	STR	22 (+6)	STR 28 (+9)			
	DEX		DEX		DEX		DEX 8 (-1)			
Ability	CON		COI		COI		CON 24 (+7)			
Scores / Saves	INT	10 (+0)	INT	12 (+1)	INT	14 (+2)	INT 18 (+4)			
	WIS	11 (+0)	WIS	5 13 (+1)	WIS	15 (+2)	WIS 18 (+4)			
	CHA	10 (+0)	CH/	A 12 (+1)	CH/	14 (+2)	CHA 18 (+4)			
Saving Throws	-		-							
Resistances	all phy	vsical attacks ex	cept m	lagic						
Immunities		lagical unconso	cious, p	aralyzed						
Vulnerabilities		rability to Cold								
Senses	+14, Bli	Perception indsight 60 ft., ion 120 ft.	+16,E	e Perception Blindsight 60 ft., ision 120 ft.	+18, E	e Perception Ilindsight 60 ft., sion 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.			
Languages	Abyssa	al, Common, Di	raconic	, Dwarven, Gnor	nish, Ha	alfling, Orc				
Challenge	9		13		17		21			
Special		terity 14; Dmg 8d6		exterity 17; Dmg 12d6		exterity 20; Dmg 16d6	Save Dexterity 24; Dmg 20d6			
Abilities & Qualities		breath weapon.	e, usable w	itri Recharge 2. Breath w	eapons allo	w a Dexterity save for h	alf damage. You are immune to			
Special		terity 14; Dmg 3d6		exterity 17; Dmg 4d6		xterity 20; Dmg 5d6	Save Dexterity 24; Dmg 8d6			
Abilities &							them. Crush attacks are effective is many creatures as fit in the			

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.

Qualities

	🗵 Low	Moderate	🗵 Advanced	🔀 Elite
Special Abilities &	Damage 1d8	Damage 2d4	Damage 2d6	Damage 2d8
Qualities	dragon's turn.	ided by an aura of intense heat. All	creatures within 10 feet take fire d	lamage at the beginning of the
	Save Wisdom 14	Save Wisdom 17 sence unsettling to foes. Activating	Save Wisdom 20	Save Wisdom 24
Abilities & Qualities	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	ence unsetting to foes. Activating encess the action may become fright or levels than the creature has. An at ent is shaken, or panicked if 4 HD hours. Frightful presence is a mind	ened or shaken. The range is 40 fe ffected opponent can resist the eff or fewer. An opponent that succee	eet. This ability affects only fects with a successful Wisdom
Standard	Bite Melee weapon attack: +3 to hit, reach 5 ft., one	Bite Melee weapon attack: +6 to hit, reach 5 ft., one	Bite Melee weapon attack: +6 to hit, reach 10 ft., one	Bite Melee weapon attack: +8 to hit, reach 20 ft., one
Actions	target. Hit 1d6+5 (8) piercing damage.	target. Hit 1d10+9 (14) piercing damage.	target. Hit 2d8+15 (24) piercing damage.	target. Hit 8d6+24 (52) piercing damage.
	Claws Melee weapon attack:	Claws Melee weapon attack:	Claws Melee weapon attack:	
27 - C	+3 to hit, reach 5 ft., one target. Hit 1d4+4 (6)	+6 to hit, reach 5 ft., one target. Hit 1d6+6 (10)	+6 to hit, reach 10 ft., one target. Hit 2d6+10 (17)	+8 to hit, reach 20 ft., one target. Hit 4d8+16 (34)
and the second	slashing damage.	slashing damage.	slashing damage.	slashing damage.
	Wings Melee weapon	Wings Melee weapon	Wings Melee weapon	Wings Melee weapon attack:
	attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6)	attack: +6 to hit, reach 5 ft., one target. Hit 1d4+3 (6)	attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5	+8 to hit, reach 20 ft., one target. Hit 3d6+8 (18)
	bludgeoning damage.	bludgeoning damage.	(10) bludgeoning damage.	bludgeoning damage.
		Tail Slap Melee weapon attack: +6 to hit, reach 5 ft.,	Tail Slap Melee weapon attack: +6 to hit, reach 10	Tail Slap Melee weapon attack: +8 to hit, reach 20
		one target. Hit 1d6+3 (6) bludgeoning damage.	ft., one target. Hit 2d6+15 (22) bludgeoning damage.	ft., one target. Hit 3d8+24 (38) bludgeoning damage.
Special Actions	effect in the area, as if it were the must be one allowed by the spell	can control any fire spell within 50 e caster. This ability also allows it to I. Finally, for 1 round following the were the caster. It can make all deci	reposition a stationary fire effect, use of this ability, the dragon can c	although the new placement control any new fire spell cast
Special Actions	Smoke Vision A red dragon can s	see perfectly in smoky conditions (s	such as those created by pyrotech	nics).
Special	Save Dexterity 14; Dmg 3d4	Save Dexterity 17; Dmg 4d4	Save Dexterity 20; Dmg 5d4	Save Dexterity 24; Dmg 8d4
Actions	feet, extending from an intersect if they are four or more size cate	al size may sweep with its tail as a s ion on the edge of the dragon's sp gories smaller than the dragon. A ta empt a Dexterity save to halve the o	ace in any direction. Creatures with ail sweep automatically deals bludg	nin the swept area are affected
Special Actions	Vulnerability to Cold You take ha or if the save is a success or failu	lf again as much (+50%) damage a rre.	s normal from Cold, regardless of v	whether a saving throw is allowed,
Legendary Actions				
Innate	detect magic (at will); pyro	otechnics (at will); suggestic	on (at will); wall of fire (at wi	ill)
Spellcasting				
Spellcasting	Sorcerer (CL 10th)	Sorcerer (CL 12th)	Sorcerer (CL 14th)	Sorcerer (CL 16th)
		l magic; fireball; flame arrow rm; grease; magic missile; s		
Possessions	and the second sec			

Possessions -

DRAGON (RED, ANCIENT)

		5	× Low	,	×N	loderat	e >		ed	× Elite	
Q Terrain						War	m Mount	tains			
Rarity					Rare						
Role		Cont	roller / S	Solo Leader / Elite			2	Leader / Sol	o L	Leader / Solo	
Organization					Solitary						
Treasure				Triple							
	A REAL PROPERTY AND A REAL			☑ Moderate ☑ Advanced ☑ ☑ Elite							
-		× Lo	W		Mode	erate		Advanced		Elite	
Armor Class	20 (natura	al armo	r)		21 (natural armor)		23 (natura	ll armor)		23 (natural armor)	
Hit Points	201			282			356		529		
Speed	40 ft	Fly 2	200 ft	. (Poo	oor)						
Size, Type, Alignment	Huge d	e dragon, chaotic evil			argantuan dragon, aotic evil		Gargant chaotic	uan dragon, evil	Gargant chaotic	uan dragon, evil	
	STR	22	(+6)	STR	24	(+7)	STR	26 (+8) STR	30 (+10)	
Ability	DEX		(-1)	DEX		(-2)	DEX	6 (-2)		8 (-1)	
Scores /	CON		(+4)	CON	-	(+5)	CON				
Saves	INT		(+2)	INT		(+3)	INT	17 (+3		20 (+5)	
	WIS CHA		(+2) (+2)	WIS CHA	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	(+3) (+3)	WIS CHA	18 (+4 17 (+3	and the second sec	20 (+5) 20 (+5)	
Saving	СПА		(+4)			(+-)	СПА			20 (+)	
Throws	-										
Resistances			tacks ex		0						
Immunities Vulnerabilities		rability 1	unconso to Cold	lious, pa	araiyzed						
Senses	Passive +18, Bli	Percepti indsight ion 120	ion 60 ft.,	+20, Bl	Percepti indsight ion 120	60 ft.,	+22, Bli	Perception ndsight 60 ft., on 120 ft.	+24, Bli	Perception ndsight 60 ft., on 120 ft.	
Languages	Abyssa	al, Com	mon, Dr	aconic,	Drow, [Druidic,	Dwarven	, Giant, Orc,	Read Lips		
Challenge	17			21			25		29		
Special Abilities & Qualities	Breath We your own Incinerate must make	breath weath weath weath weath weath weath weather break weather weather break weather	Cone of Fire apon. gon can inci	e, usable wit nerate creat Failure indic	ures in its f	2. Breath w iery breath. he creature i	eapons allow A creature rec		or half damage.) n 0 hit points by	erity 26; Dmg 30d6 You are immune to y its breath weapon ay can only be	

Melt Stone A red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting up to a 300-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes fire damage on the first round, half that on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

	🖂 Low	Moderate	➢ Advanced	🗵 Elite				
Special	Save Dexterity 20; Dmg 4d6	Save Dexterity 22; Dmg 6d6	Save Dexterity 23; Dmg 8d6	Save Dexterity 26; Dmg 10d6				
Abilities & Qualities	Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.							
Special	Damage 2d4	Damage 2d6	Damage 2d8	Damage 2d12				
Abilities & Qualities	Fire Aura A red dragon is surroun dragon's turn.	ded by an aura of intense heat. All o	creatures within 10 feet take fire o	damage at the beginning of the				
Special	Save Wisdom 20	Save Wisdom 22	Save Wisdom 23	Save Wisdom 26				
Abilities & Qualities	Opponents within range who wit opponents with fewer Hit Dice o save. On a failed save, the oppon	ence unsettling to foes. Activating ness the action may become fright r levels than the creature has. An af ent is shaken, or panicked if 4 HD of hours. Frightful presence is a mind	ened or shaken. The range is 40 for fected opponent can resist the ef or fewer. An opponent that succes	eet. This ability affects only				
Standard	Bite Melee weapon attack:	Bite Melee weapon attack:	Bite Melee weapon attack:	Bite Melee weapon attack:				
Actions	+6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) piercing damage.	+6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.	+8 to hit, reach 15 ft., one target. Hit 4d6+21/19-00 (35) piercing damage.	+10 to hit, reach 20 ft., one target. Hit 8d6+27/19-00 (55) piercing damage.				
	Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) 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 15 ft., one target. Hit 2d8+14 (23) slashing damage.	+10 to hit, reach 20 ft., one target. Hit 4d8+18 (36) slashing damage.				
	Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (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 15 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Wings Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 2d8+9 (18) 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: +6 to hit, reach 15 ft., one target. Hit 2d8+18 (27) bludgeoning damage.	Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+21 (30) bludgeoning damage.	Tail Slap Melee weaponattack: +10 to hit, reach 20ft., one target. Hit 4d6+27(41) bludgeoning damage.				
Special Actions	effect in the area, as if it were the must be one allowed by the spell	can control any fire spell within 50 e caster. This ability also allows it to . Finally, for 1 round following the t were the caster. It can make all deci	reposition a stationary fire effect use of this ability, the dragon can	, although the new placement control any new fire spell cast				
Special	Smoke Vision A red dragon can s	ee perfectly in smoky conditions (s	such as those created by pyrotech	nics).				
Actions								
Special	Save Dexterity 20; Dmg 4d4	Save Dexterity 22; Dmg 6d4	Save Dexterity 23; Dmg 8d4	Save Dexterity 26; Dmg 10d4				
Actions	feet, extending from an intersect if they are four or more size cate	al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the o	ace in any direction. Creatures wit iil sweep automatically deals bludg	hin the swept area are affected				
Special Actions	Vulnerability to Cold You take has or if the save is a success or failu		s normal from Cold, regardless of	whether a saving throw is allowed,				
Legendary Actions								
Innate	detect magic (at will); find	the path (at will); pyrotechr	nics (at will); suggestion (at	will); wall of fire (at will)				
Spellcasting								
Spellcasting	Sorcerer (CL 12th)	Sorcerer (CL 14th)	Sorcerer (CL 16th)	Sorcerer (CL 20th)				
	abi-dalzim's horrid wilting polymorph; telekinesis; te haste; tongues; alter self; d	; prismatic wall; hold person leport; wall of force; fear; fir detect thoughts; protection light; mage hand; mending;	; counterspell; antimagic fi e shield; invisibility; stones from energy; see invisibilit;	eld; contingency; kin; dispel magic; blink;				
Possessions	Carl Carles							

DRAGON (RED, YOUNG)

			-,		_				
		🔀 Low 🛛 🔀 Moderate			e (× Advanced	🔀 Elite		
O Terrain				Warm Mountains					
Q Rarity					Rare				
🔁 Role		Controller / E	lite	Controller / Sol	0	Leader / Elite	Leader / Elite		
Organizat	tion		Solitary						
			Triple						
1000	[≍ Low	\mathbf{X}	Moderate	×	Advanced	× Elite		
	17		17	moderate	29	/ lavancea	20		
Armor Class		al armor)		ral armor)		al armor)	(natural armor)		
Hit Points	40		105	5	203	}	324		
Speed	40 ft	t. Fly 100 ft.	(Ave	rage)					
Size, Type, Alignment	Tiny dra	agon, chaotic evil	Large	dragon, chaotic evil	Huge o evil	Iragon, chaotic	Gargantuan dragon, chaotic evil		
	STR	11 (+0)	STR	20 (+5)	STR	24 (+7)	STR 28 (+9)		
	DEX		DEX		DEX		DEX 10 (+0)		
Ability	CON	9 (-1)	CON		CON		CON 23 (+6)		
Scores / Saves	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	A 10 (+0)	CHA	16 (+3)	CHA 17 (+3)		
Saving Throws	-		-		-		-		
Resistances		vsical attacks ex		0					
Immunities		Aagical unconsc	ious, p	aralyzed					
Vulnerabilities		rability to Cold Perception	Passiv	e Perception	Passive	e Perception	Passive Perception		
Senses	+9, Blin	ion 120 ft.	+14, B	lindsight 60 ft., sion 120 ft.	+18, B	lindsight 60 ft., sion 120 ft.	+20, Blindsight 60 ft., Darkvision 120 ft.		
Languages		non, Cyclops, Di	on, Cyclops, Draconic, Drow, Orc, Read Lips						
Challenge	7		11		15		19		
Special Abilities & Qualities	Breath W	terity 12; Dmg 4d6 eapon 60' Cone of Fire breath weapon.		xterity 17; Dmg 8d6 th Recharge 2. Breath we		xterity 20; Dmg 12d6 w a Dexterity save for h	Save Dexterity 22; Dmg 14d6 half damage. You are immune to		
Special Abilities & Qualities	Crush A f only agair dragon's during th	nst opponents three or space. Creatures in the e next round unless the	n can land more size affected a dragon m	categories smaller than t rea must succeed on a De	ion, using i he dragon. exterity sav gon choose	A crush attack affects are or be pinned, automa	Save Dexterity 22; Dmg 6d6 them. Crush attacks are effective as many creatures as fit in the attically taking bludgeoning damage t must succeed at a grapple check.		

Pinned foes take damage from the crush each round if they don't escape.

Tomater	🖂 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. Damage 2d4 Damage 2d6							
Special Abilities & Qualities	Save Wisdom 12Save Wisdom 17Save Wisdom 20Save Wisdom 22Frightful PresenceYour 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. Claws Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.	 Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+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. ee perfectly in smoky conditions (s 	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+16 (30) piercing damage. Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage. 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+16 (23) bludgeoning damage. uch as those created by pyrotechn	 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 3d6+24 (34) bludgeoning damage. 				
Actions								
Special Actions	feet, extending from an intersect if they are four or more size cates	Save Dexterity 17; Dmg 3d4 al size may sweep with its tail as a s ion on the edge of the dragon's spa gories smaller than the dragon. A ta empt a Dexterity save to halve the d	ice in any direction. Creatures with il sweep automatically deals bludg	nin the swept area are affected				
Special Actions Legendary Actions	Vulnerability to Cold You take hal or if the save is a success or failu -	If again as much (+50%) damage as re.	normal from Cold, regardless of v	whether a saving throw is allowed,				
Innate Spellcasting	detect magic (at will); pyrc	otechnics (at will); suggestio	n (at will)					
Spellcasting	Sorcerer (CL 8th) link; sleep; dispel magic; a	Sorcerer (CL 10th) cid arrow; continual flame; c	Sorcerer (CL 12th) larkness; flaming sphere; m	Sorcerer (CL 14th) hage armor; magic missile;				

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

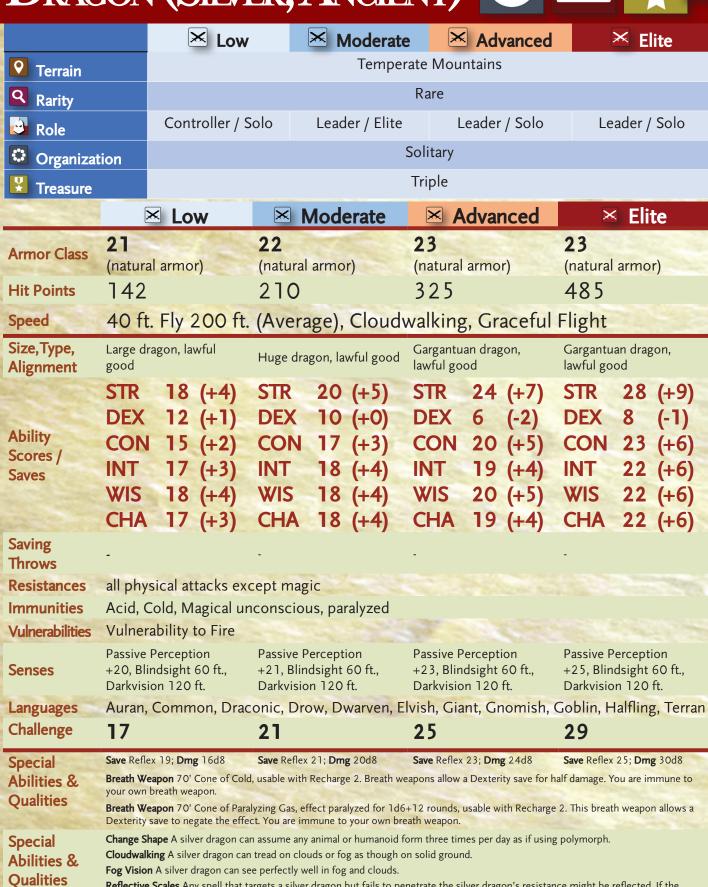
DRAGON (SILVER, ADULT)

	🔀 Low	🔀 Moderate	🔀 Elite				
O Terrain		Tempera	te Mountains				
Rarity			Rare				
🔁 Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo			
Organization		S	olitary				
Treasure		-	Friple				
	× Low	Moderate	🗵 Advanced	× Elite			
Armor Class 18	19		20	20			
(natur	,	,	(natural armor)	(natural armor)			
Hit Points 78	14	48	229	394			
Speed 40 ft	t. Fly 150 ft. (A	verage), Cloudw	alking				
Size, Type, Small d Alignment good	ragon, lawful Me goo	-	Huge dragon, lawful good	Gargantuan dragon, lawful good			
STR	11 (+0) ST	R 17 (+3)	STR 20 (+5)	STR 26 (+8)			
DEX	14 (+2) DI	EX 14 (+2)	DEX 8 (-1)	DEX 8 (-1)			
Ability CON Scores /	l 9 (-1) CC	ON 13 (+1)	CON 18 (+4)	CON 23 (+6)			
Saves INT	14 (+2) IN	IT 16 (+3)	INT 17 (+3)	INT 20 (+5)			
WIS	15 (+2) W	IS 17 (+3)	WIS 18 (+4)	WIS 20 (+5)			
CHA	14 (+2) Ch	HA 16 (+3)	CHA 17 (+3)	CHA 20 (+5)			
Saving Throws							
Resistances all phy	vsical attacks except	magic					
	Cold, Magical uncon	scious, paralyzed					
	rability to Fire	Sector Contraction		Constant and the second			
Senses +16, Bl	indsight 60 ft., +18	8, Blindsight 60 ft.,	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.			
Languages Auran,	Common, Daemon	, Draconic, Drow, Dru	uidic, Dwarven, Giant,	Terran			
Challenge 9	13	3	17	21			
	and the second se		Save Reflex 20; Dmg 14d8	Save Reflex 23; Dmg 18d8			
the second se	Breath Weapon 70' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. Yo are immune to your own breath weapon.						
Breath V	Veapon 70' Cone of Paraly	zing Gas, effect paralyzed fo	r 1d6+12 rounds, usable with mune to your own breath we				
			noid form three times per day				
Abilities & Cloudwa	•	read on clouds or fog as tho perfectly well in fog and clo					
Qualities Fog Vision							

	🗵 Low	Moderate	➢ Advanced	× Elite				
Special	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8				
Abilities & Qualities	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; Dr Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Cru attacks are effective only against opponents three or more size categories smaller than the dragon. A crush atta as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If t chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each they don't escape. 							
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+6 (12) piercing damage. Claws Melee weapon	attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+21 (49) 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.	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.	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)	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)				
Special	Save Wisdom 16	Save Wisdom 18	bludgeoning damage. Save Wisdom 20	bludgeoning damage. Save Wisdom 23				
Actions	Frightful Presence Your very pattack or charge. Opponents feet. This ability affects only or resist the effects with a succe	presence unsettling to foes. Act within range who witness the a opponents with fewer Hit Dice essful Wisdom save. On a failed on the saving throw is immune t	tivating this ability is a free act ction may become frightened or levels than the creature has save, the opponent is shaken	tion that is usually part of an or shaken. The range is 40 . An affected opponent can , or panicked if 4 HD or fewer.				
Special	Save Reflex 16; Dmg 2d6	Save Reflex 18; Dmg 3d6	Save Reflex 20; Dmg 4d6	Save Reflex 23; Dmg 5d6				
Actions	a radius of 30 feet, extending the swept area are affected if	antial size may sweep with its to from an intersection on the ed they are four or more size cate affected creatures, each of wh	lge of the dragon's space in ar gories smaller than the dragor	ny direction. Creatures within n. A tail sweep automatically				
Special Actions	Vulnerability to Fire You take throw is allowed, or if the sav	half again as much (+50%) dar e is a success or failure	nage as normal from Fire, rega	ardless of whether a saving				
Innate Spellcasting	control winds (at will); det	ect evil and good (at will); fe	eather fall (at will); fog clou	d (at will)				
Spellcasting				Sorcerer (CL 16th) prrow; aid; arcane lock; vil and good; dancing lights;				
Possessions	All and a second							

317

DRAGON (SILVER, ANCIENT)



Reflective Scales Any spell that targets a silver dragon but fails to penetrate the silver dragon's resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as spell turning.

and the second	🗵 Low	Moderate	☑ Advanced	🔀 Elite				
Special	Damage 2d4	Damage 2d6	Damage 2d8	Damage 3d6				
Abilities & Qualities	Cold Aura A silver dragon is surr of the dragon's turn. A silver dra	take cold damage at the beginning						
Special	Save Reflex 19; Dmg 4d6Save Reflex 21; Dmg 5d6Save Reflex 23; Dmg 6d6Save Reflex 25; I							
Abilities &		n can land on foes as a standard acti						
Qualities	only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapp Pinned foes take damage from the crush each round if they don't escape.							
Standard	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon				
Actions	attack: +5 to hit, reach	attack: +5 to hit, reach	attack: +7 to hit, reach	attack: +9 to hit, reach				
	10 ft., one target. Hit	10 ft., one target. Hit	15 ft., one target. Hit	20 ft., one target. Hit				
	2d6+9/19-00 (16)	4d4+12/19-00 (22)	4d6+18/19-00 (32)	8d6+24/19-00 (52)				
A STATE AND A	piercing damage.	piercing damage.	piercing damage.	piercing damage.				
Carlos and	Claws Melee weapon	Claws Melee weapon	Claws Melee weapon	Claws Melee weapon				
	attack: +5 to hit, reach	attack: +5 to hit, reach 10	attack: +7 to hit, reach	attack: +9 to hit, reach				
2000	10 ft., one target. Hit 1d10+6 (12) slashing	ft., one target. Hit 2d6+8 (15) slashing damage.	15 ft., one target. Hit	20 ft., one target. Hit				
	damage.		2d8+12 (21) slashing damage.	4d8+16 (34) slashing damage.				
	Wings Melee weapon	Wings Melee weapon attack: +5 to hit, reach						
	attack: +5 to hit, reach	10 ft., one target.	Wings Melee weapon attack: +7 to hit, reach	Wings Melee weapon attack: +9 to hit, reach				
	10 ft., one target. Hit	Hit 1d10+4 (10)	15 ft., one target. Hit	20 ft., one target. Hit				
	1d6+3 (6) bludgeoning	bludgeoning damage.	2d6+6 (13) bludgeoning	2d8+8 (17) bludgeoning				
	damage.	Tail Slap Melee weapon	damage.	damage.				
	Tail Slap Melee weapon	attack: +5 to hit, reach	Tail Slap Melee weapon	Tail Slap Melee weapon				
	attack: +5 to hit, reach	10 ft., one target.	attack: +7 to hit, reach	attack: +9 to hit, reach				
	10 ft., one target.	Hit 2d6+12 (19)	15 ft., one target.	20 ft., one target.				
	Hit 1d10+9 (14)	bludgeoning damage.	Hit 2d8+18 (27)	Hit 4d6+24 (38)				
	bludgeoning damage.		bludgeoning damage.	bludgeoning damage.				
Special	Save Wisdom 19	Save Wisdom 21	Save Wisdom 23	Save Wisdom 25				
Actions	Opponents within range who wi opponents with fewer Hit Dice save. On a failed save, the oppo	sence unsettling to foes. Activating itness the action may become fright or levels than the creature has. An af nent is shaken, or panicked if 4 HD o hours. Frightful presence is a mind	ened or shaken. The range is 40 fe fected opponent can resist the ef or fewer. An opponent that succee	eet. This ability affects only fects with a successful Wisdom				
Special	Save Reflex 19; Dmg 3d6	Save Reflex 21; Dmg 4d6	Save Reflex 23; Dmg 5d6	Save Reflex 25; Dmg 6d6				
Actions	feet, extending from an intersectif they are four or more size cate	tial size may sweep with its tail as a s tion on the edge of the dragon's spa egories smaller than the dragon. A ta tempt a Dexterity save to halve the o	ace in any direction. Creatures with il sweep automatically deals bludg	nin the swept area are affected				
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); (at will); reverse gravity (a	control winds (at will); detect at will)	t evil and good (at will); fea	ther fall (at will); fog cloud				
Spellcasting	Sorcerer (CL 12th)	Sorcerer (CL 20th)						
	command; cone of cold; haste; acid arrow; enthral	ent; earthquake; fire storm; r arcane eye; divine favor; hallı l; flaming sphere; snilloc's sn rood; create food and water;	icinatory terrain; watery spł owball swarm; bless; charn	nere; arcane sight; fireball; n person; command; cure				

Possessions -

DRAGON (SILVER, YOUNG)

				, 1 00	NG			
		🔀 Low		🔀 Moderate	e 🛛	× Advanced	🔀 Elite	
O Terrain		Temperate Mountains						
Rarity				Rare				
🔁 Role		Controller / E	lite	Controller / Sol	0	Leader / Elite	Leader / Elite	
🖸 Organiza	tion				Solitary			
Treasure					Triple			
	[× Low	\mathbf{X}	Moderate	\mathbf{X}	Advanced	🔀 Elite	
Armor Class	17 (natura	al armor)	17 (natura	al armor)	18 (natur	al armor)	20 (natural armor)	
Hit Points	30		104		231		314	
Speed	40 ft	t. Fly 100 ft.	(Aver	rage)				
Size,Type, Alignment	Tiny dra	agon, lawful good	Large d	ragon, lawful good	Gargan lawful g	tuan dragon, ood	Gargantuan dragon, lawful good	
Ability Scores / Saves Saving Throws Resistances Immunities Vulnerabilities Senses	Acid, (Vulner Passive +14, Bl Darkvis	7 (-2) 12 (+1) 13 (+1) 12 (+1) 13 (+1) 14 (+1) 15 (+1) 16 (+1) 17 (+1) 18 (+1) 19 (+1) 10 (+1	Passive +16, Bli Darkvis	15 (+2) 14 (+2) 15 (+2) 15 (+2) 14 (+2) 14 (+2) agic bus, paralyzed	+19, Bl Darkvis	21 (+5) 18 (+4) 18 (+4) 18 (+4) 18 (+4) 18 (+4)	STR 26 (+8) DEX 10 (+0) CON 22 (+6) INT 19 (+4) WIS 20 (+5) CHA 19 (+4)	
Languages Challenge	7	Common, Drac	11	iant, Gnomish, H		Orc, Read Lips		
Special Abilities & Qualities Special Abilities & Qualities	Breath V are imm Breath V weapon Change	7111519Save Reflex 14; Dmg 6d8Save Reflex 16; Dmg 10d8Save Reflex 20; Dmg 12d8Save Reflex 22; Dmg 14d8Breath 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.Change Shape A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.Cloudwalking A silver dragon can tread on clouds or fog as though on solid ground.Fog Vision A silver dragon can see perfectly well in fog and clouds.						

	🖂 Low	🗵 Moderate	☑ Advanced	🔀 Elite					
Special Abilities &	Save Reflex 14; Dmg 1d6 Crush A flying or jumping dra	Save Reflex 16; Dmg 2d6 gon can land on foes as a stand	Save Reflex 20; Dmg 3d6 ard action, using its whole boo	Save Reflex 22; Dmg 4d6 ly to crush them. Crush					
Qualities	Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affe 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 drag chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round they don't escape.								
Standard	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon					
Actions	attack: -4 to hit, reach 0	attack: +5 to hit, reach 5	attack: +6 to hit, reach	attack: +7 to hit, reach					
	ft., one target. Hit 1d4+0 (2) piercing damage.	ft., one target. Hit 2d6+7 (14) piercing damage.	15 ft., one target. Hit 4d8+16 (34) piercing	15 ft., one target. Hit 4d8+21 (39) piercing					
	Claws Melee weapon	Claws Melee weapon	damage.	damage.					
	attack: -4 to hit, reach 0	attack: +5 to hit, reach 5	Claws Melee weapon	Claws Melee weapon					
	ft., one target. Hit 1d3+0	ft., one target. Hit 1d8+5	attack: +6 to hit, reach	attack: +7 to hit, reach					
200	(2) slashing damage.	(10) slashing damage.	15 ft., one target. Hit	15 ft., one target. Hit 4d6+14 (28) slashing					
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Contraction of the second	Wings Melee weapon	4d6+11 (25) slashing damage.	damage.					
and the second		attack: +5 to hit, reach 5 ft., one target. Hit 1d6+2	Wings Melee weapon	Wings Melee weapon					
	State State State	(6) bludgeoning damage.	attack: +6 to hit, reach	attack: +7 to hit, reach					
		Tail Slap Melee weapon	15 ft., one target. Hit	15 ft., one target. Hit					
		attack: +5 to hit, reach	2d6+5 (12) bludgeoning	2d6+7 (14) bludgeoning					
		5 ft., one target. Hit	damage.	damage.					
		1d8+7 (12) bludgeoning	Tail Slap Melee weapon	Tail Slap Melee weapon					
		damage.	attack: +6 to hit, reach	attack: +7 to hit, reach					
			15 ft., one target.	15 ft., one target.					
			Hit 3d6+16 (26) bludgeoning damage.	Hit 3d6+21 (32) bludgeoning damage.					
Special	Save Wisdom 14	Save Wisdom 16	Save Wisdom 20	Save Wisdom 22					
Actions	attack or charge. Opponents of feet. This ability affects only of resist the effects with a succe	presence unsettling to foes. Act within range who witness the ac pponents with fewer Hit Dice of essful Wisdom save. On a failed n the saving throw is immune t	ction may become frightened or or levels than the creature has. save, the opponent is shaken,	or shaken. The range is 40 An affected opponent can or panicked if 4 HD or fewer.					
Special	Save Reflex 14; Dmg 1d6	Save Reflex 16; Dmg 2d6	Save Reflex 20; Dmg 3d6	Save Reflex 23; Dmg 4d6					
Actions	a radius of 30 feet, extending the swept area are affected if	antial size may sweep with its ta from an intersection on the ed they are four or more size cates affected creatures, each of whi	ge of the dragon's space in an gories smaller than the dragon	y direction. Creatures within A tail sweep automatically					
	receive.								
Special Actions	Vulnerability to Fire You take throw is allowed, or if the save	half again as much (+50%) dan e is a success or failure	nage as normal from Fire, rega	dless of whether a saving					
Innate	detect evil and good (at wi	ill); feather fall (at will); fog c	loud (at will)						
Spellcasting	States States		and the state						
Spellcasting	Sorcerer (CL 8th)	Sorcerer (CL 10th) Sorcerer (CL 12th) Sorcerer (CL							
- Foundating	black tentacles; fireball; fla	me arrows; acid arrow; aid; l nd water; detect magic; ligh	burning gaze; color spray; c	. ,					
Possessions									

321

DRAGON (WHITE, ADULT)

DRAC	O N		LLE,	ADUI			*/*		
		🔀 Low	1	🔀 Modera	te	🔀 Ad	vanced		× Elite
• Terrain				Co	ld Moui	ntains			
Q Rarity					Rare				
Role		Controller / I	Elite	Controller / Se	olo	Leade	r / Elite	Le	ader / Solo
Organizat	tion				Solitar	у			
Treasure					Triple	2			
	[≍ Low	\mathbf{X}	Moderate	×	Adva	nced	× Elite	
	19		19		21			22	
Armor Class		al armor)		al armor)		iral armo	or)	(natural	armor)
Hit Points	71		141		25	1		387	
Speed	30 ft	t. Swim 60	ft. Buri	row 30 ft. F	ly 15	0 ft. (/	Averag	e)	
Size, Type, Alignment	Small di	ragon, chaotic evil	Large di	ragon, chaotic evi	Huge evil	dragon, c	haotic	Gargantu chaotic e	an dragon, vil
	STR	15 (+2)	STR	20 (+5)	STR		(+7)	STR	28 (+9)
Ability	DEX		DEX	10 (+0)	DE)		(+1)	DEX	10 (+0)
Scores /	CON		CON		CO		(+5)	CON	24 (+7)
Saves	INT WIS	8 (-1) 11 (+0)	INT WIS	10 (+0) 13 (+1)			(+3) (+4)	INT WIS	17 (+3) 18 (+4)
	CHA		CHA		CH		(+3)	CHA	17 (+3)
Saving Throws	-						()		
Resistances		sical attacks ex		0					
Immunities		Magical uncons	cious, p	aralyzed					
Vulnerabilities		rability to Fire Perception	Passive	Perception	Passiv	ve Percept	tion	Passive P	erception
Senses	+14, Bli Darkvis	indsight 60 ft., ion 120 ft.	+16, Bli Darkvisi	ndsight 60 ft., ion 120 ft.	+20, I Darkv	Blindsight ision 120	60 ft.,		dsight 60 ft.,
Languages Challenge	Comm 9	ion, Draconic, (Gnoll, Gr 13	iomish, Goblin	, Read I 17	ips		21	
		xterity 15;		xterity 19;		exterity 2	1.	Save Dexte	arity 2.4.
Special Abilities &	Damage	6d4	Damage	12d4	Damag	e 18d4		Damage 2	2d6
Qualities	are imm	/eapon 60' Cone of Cold, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You une to your own breath weapon.						J. Standel	
	creates h	A white dragon can heavy snow conditio of movement per sq	ns in a 50-	foot radius for 1 mi	nute, cent	ered on the			
Special	Damage	1d6	Damage	2d4	Damaş	ge 2d6		Damage 2	d8
Abilities & Qualities		ra A white dragon rad ng of the dragon's tu		ura of cold. All creat	ures withi	n 10 feet o	of the drago	on take cold o	damage at the

322

and the second	🗵 Low	⊠ Moderate	➢ Advanced	🔀 Elite				
Special	Save Dexterity 15; Damage 2d6	Save Dexterity 19; Damage 3d6	Save Dexterity 21; Damage 4d6	Save Dexterity 24; Damage 6d6				
Abilities & Qualities	Crush A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.							
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 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 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	Damage 2d4	Damage 2d6	Damage 2d8	Damage 3d8				
Abilities & Qualities	damage to those within its ar	can use this ability three times ea of effect. It also causes a rim e spell. The dragon is immune to th-level spell.	e of slippery ice to form on ar	ny surface the fog touches,				
Standard	Bite Melee weapon attack:	Bite Melee weapon attack:	Bite Melee weapon attack:	Bite Melee weapon attack:				
Actions	+3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (4)	+6 to hit, reach 5 ft., one target. Hit 2d6+10/19-00	+6 to hit, reach 10 ft., one target. Hit 3d8+16/19-00	+8 to hit, reach 15 ft., one target. Hit 4d8+24/19-00				
	piercing damage.	(17) piercing damage.	(30) piercing damage.	(42) piercing damage.				
	Claws Melee weapon attack:	Claws Melee weapon attack:	Claws Melee weapon attack:	Claws Melee weapon attack:				
	+3 to hit, reach 5 ft., one	+6 to hit, reach 5 ft., one	+6 to hit, reach 10 ft., one	+8 to hit, reach 15 ft., one				
	target. Hit 1d4+4 (6) slashing damage.	target. Hit 1d8+7 (12) slashing damage.	target. Hit 3d6+11 (22) slashing damage.	target. Hit 4d6+16 (30) slashing damage.				
	Wings Melee weapon	Wings Melee weapon	Wings Melee weapon	Wings Melee weapon attack:				
	attack: +3 to hit, reach 5 ft.,	attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6)	attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5	+8 to hit, reach 15 ft., one target. Hit 2d6+8 (15)				
	one target. Hit 1d3+4 (6) bludgeoning damage.	bludgeoning damage.	(10) bludgeoning damage.	bludgeoning damage.				
	0 0 0	Tail Slap Melee weapon	Tail Slap Melee weapon	Tail Slap Melee weapon				
		attack: +6 to hit, reach 5 ft.,	attack: +6 to hit, reach 10	attack: +8 to hit, reach 15				
	CASE AND	one target. Hit 1d8+10 (14)	ft., one target. Hit 2d6+16 (23) bludgeoning damage.	ft., one target. Hit 3d6+24				
Createl	Soving Throw Window 15	bludgeoning damage.	Saving Throw Wisdom 21	(34) bludgeoning damage.				
Special	Saving Throw Wisdom 15	Saving Throw Wisdom 19	•	Saving Throw Wisdom 24				
Actions	attack or charge. Opponents feet. This ability affects only c resist the effects with a succe	presence unsettling to foes. Act within range who witness the a opponents with fewer Hit Dice essful Wisdom save. On a failed in the saving throw is immune t	ction may become frightened or levels than the creature has I save, the opponent is shaken	or shaken. The range is 40 . An affected opponent can , or panicked if 4 HD or fewer.				
Special	Save Dexterity 15; Damage 2d4	Save Dexterity 19; Damage 3d4	Save Dexterity 21; Damage 4d4	Save Dexterity 24; Damage 6d4				
Actions	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	fog cloud (at will); gust of	wind (at will); wall of ice (at	will)					
Spellcasting								
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							

				のないの	State State	
-	Dragon	v (Whim	E, ADULT		∽∽	
		🔀 Low	🔀 Moderate	➤ Advanced	🔀 Elite	
	9 Terrain		Cold M	ountains		
	Q Rarity		Ra	are		
Ī	🕘 Role	Controller / Elite	e Controller / Solo	Leader / Elite	Leader / Solo	
ſ	Organization		Soli	itary		
ſ	X Treasure		Tr	iple		
		\mathbf{x}	×	\mathbf{x}	×	
	Level	CREATURE 9	CREATURE 13	CREATURE 17	CREATURE 21	
	Rarity		RARE	RARE	UNCOMMON	
	Alignment		CE	CE	CE	
	Size	SMALL	LARGE	HUGE	GARGANTUAN	
	Other Traits Perception	•	+23, darkvision,	IGON +30, darkvision,	+35, darkvision,	
	reception	low-light vision	low-light vision	low-light vision	low-light vision	
		Snow Vision A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suf any penalties to Perception checks while in snow.				
	Languages	Common, Draconic,	Gnoll, Gnomish, Goblin	, Read Lips		
A CONTRACTOR IN	Skills	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	
CT RIME - WERE	Ability Scores	Str +3 Dex +4 Con +2 Int +0 Wis +1 Cha +0	Str +7 Dex +1 Con +5 Int +1 Wis +2 Cha +1	Str +11 Dex +2 Con +9 Int +4 Wis +5 Cha +4	Str +16 Dex +1 Con +12 Int +5 Wis +6 Cha +5	
			Defense			
	AC	26	27	33	36	
	Fort	+13	+20	+28	+35	
	Ref Will	+15	+16	+21	+24	
		+12	+17	+24	+29	
1	hp	76	150	264	388	
	Immune	Cold, Magical uncon	scious, paralyzed			

Constant and	\mathbf{X}	\times	\times	×							
Resists/ Vulnerable	all physical attacks except mag Vulnerability to Fire You take is allowed, or if the save is a su	half again as much (+50%) dan	nage as normal from Fire, regard	less of whether a saving throw							
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 drag beginning of the dragon's turn.		creatures within 10 feet of the dra	agon take cold damage at the							
	attack or charge. Opponents w ability affects only opponents w with a successful Will save. On	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 3	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	hand, unarmed, reach 5 ft.), Damage 1d6/19-00 piercing	Melee Bite +29 (unarmed, reach 5 ft.), Damage 2d6+10/19-00 piercing	Melee Bite +39 (unarmed, reach 10 ft.), Damage 3d8+16/19-00 piercing	Melee Bite +50 (unarmed, reach 15 ft.), Damage 4d8+24/19-00 piercing							
	Melee Claws +16 (two- hand, unarmed, reach 5 ft.), Damage 1d4+4 slashing	Melee Claws +29 (unarmed, reach 5 ft.), Damage 1d8+7 slashing Melee Wings +29	Melee Claws +39 (unarmed, reach 10 ft.), Damage 3d6+11 slashing Melee Wings +39	Melee Claws +50 (unarmed, reach 15 ft.), Damage 4d6+16 slashing Melee Wings +50							
	Melee Wings +16 (two-hand, reach 5 ft.), Damage 1d3+4	(reach 5 ft.), Damage 1d6+3 bludgeoning Melee Tail Slap +29	(reach 10 ft.), Damage 1d8+5 bludgeoning Melee Tail Slap +39	(reach 15 ft.), Damage 2d6+8 bludgeoning Melee Tail Slap +50							
	bludgeoning	(reach 5 ft.), Damage 1d8+10 bludgeoning	(reach 10 ft.), Damage 2d6+16 bludgeoning	(reach 15 ft.), Damage 3d6+24 bludgeoning							
Breath Weapons	your own breath weapon. Blizzard An ancient w action. This creates heavy snow	vhite dragon can use its breath v	Save Reflex 27; Dmg 20d4 apons allow a Reflex save for half weapon to create a blizzard in the for 1 minute, centered on the dra nits vision as fog does.	e area around it as a standard							
Crush	Save Reflex 16; Dmg 4d4	Save Reflex 21; Dmg 5d4	Save Reflex 27; Dmg 6d4	Save Reflex 30; Dmg 8d4							
	against opponents three or mo dragon's space. Creatures in th damage during the next round	re size categories smaller than t e affected area must succeed on	whole body to crush them. Crush he dragon. A crush attack affects a Reflex save or be pinned, autor m. If the dragon chooses to main round if they don't escape.	as many creatures as fit in the natically taking bludgeoning							
Freezing Fog	Damage 2d4	Damage 2d6	Damage 2d8	Damage 3d8							
	within its area of effect. It also	causes a rime of slippery ice to	is similar to an fog cloud spell bu form on any surface the fog touc e of its icewalking ability. This at	hes, creating the effect of a							
Ice Shape	 A young white dragon can 	shape ice and snow at will. This n's caster level for this effect is	s ability functions as stone shape 25.	, but only targeting ice and							
Tail Sweep	Save Reflex 16; Dmg 2d4	Save Reflex 21; Dmg 3d4	Save Reflex 27; Dmg 4d4	Save Reflex 30; Dmg 6d4							
	of 30 feet, extending from an in are affected if they are four or	ntersection on the edge of the dr more size categories smaller that	s a standard action. The sweep af ragon's space in any direction. Cr an the dragon. A tail sweep auton flex save to halve the damage the	eatures within the swept area natically deals bludgeoning							
		Other Abilitie	es								
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)							
		nissile; obscuring mist; shiel	l); acid arrow; daze monster; d; true strike; dancing lights;	detect magic; mending;							
				275							

DRAGON (WHITE, ANCIENT)

M	×	Š

4			🔀 Low	,	×N	Ioderate	e >	Advanced		× Elite	
	• Terrain					Colo	Mountains				
	Q Rarity				Rare						
	Role		Controller / S	Solo	olo Leader / Elite			Leader / Solo		Leader / Solo	
	Organizat	ion					Solitary				
							Triple				
	The store	🖂 Low			➢ Moderate ➢ Advanced ➢ Elite						
		20		21	widde		22	TUVAIICEU	22		
	Armor Class		al armor)		ral armo	r)		l armor)		armor)	
	Hit Points	111		168	3		263		475		
	Speed	30 ft	. Swim 60	ft. Bui	row 3	O ft. Fl	y 150	ft. (Average	e)		
P III	Size, Type, Alignment	Mediun evil	n dragon, chaotic	Large o	dragon, ch	naotic evil	Huge dr evil	agon, chaotic	Gargantu chaotic e	ian dragon, evil	
		STR	18 (+4)	STR	20	(+5)	STR	24 (+7)	STR	30 (+10)	
	A 1 - II-	DEX	14 (+2)	DEX	12	(+1)	DEX	8 (-1)	DEX	8 (-1)	
	Ability Scores /	CON	15 (+2)	CON		(+3)	CON	20 (+5)	CON	25 (+7)	
	Saves	INT	10 (+0)	INT		(+1)	INT	14 (+2)	INT	18 (+4)	
		WIS	13 (+1)	WIS	1.1	(+2)	WIS	17 (+3)	WIS	20 (+5)	
	Coving	CHA	10 (+0)	CHA	12	(+1)	CHA	14 (+2)	CHA	18 (+4)	
	Saving Throws	-		-			-				
	Resistances	all phy	sical attacks ex	cept m	agic						
	Immunities		Magical uncons	cious, p	baralyzed	d					
	Vulnerabilities		ability to Fire Perception	Passing	e Percepti	ion	Passivo	Perception	Passivo E	Perception	
	Senses	+16, Bli	indsight 60 ft., ion 120 ft.	+18, B	lindsight sion 120	60 ft.,	+20, Bli	ndsight 60 ft., on 120 ft.	+23, Blin	ndsight 60 ft., nn 120 ft.	
	Languages		ion, Draconic, I		Pruidic, C	Gnomish		Halfling			
	Challenge	13		17			21		25		
	Special Abilities &	Save Dex Damage	terity 17; 10d4	Save De Damage	exterity 19 e 18d4	;	Save Dex Damage	terity 22; 24d4	Save Dext Damage 3		
	Qualities		Veapon 70' Cone of une to your own bre			charge 2. B	reath weap	ons allow a Dexteri	y save for h	alf damage. You	
K W		Blizzard creates	A white dragon can neavy snow conditio of movement per sq	use its brond	eath weapo foot radiu	is for 1 min	ute, centere	ed on the dragon. Th			
	Special	Damage		Damag			Damage		Damage 2	2d12	
	Abilities & Qualities		ra A white dragon ra ng of the dragon's tu		aura of colo	d. All creatu	res within T	0 feet of the drago	n take cold	damage at the	
32	6										

- addition	🗵 Low	🗵 Moderate	➢ Advanced	× Elite							
Special	Save Dexterity 17; Damage 3d6	Save Dexterity 19; Damage 4d6	Save Dexterity 22; Damage 6d6	Save Dexterity 25; Damage 8d6							
Abilities & Qualities	Crush A flying or jumping dra attacks are effective only agai as many creatures as fit in the pinned, automatically taking b	gon can land on foes as a stand inst opponents three or more s e dragon's space. Creatures in t	dard action, using its whole bo ize categories smaller than the he affected area must succeed e next round unless the dragon	dy to crush them. Crush dragon. A crush attack affects on a Dexterity save or be moves off them. If the dragon							
Special Abilities &		n shape ice and snow at will. Th gon's caster level for this effect		ape, but only targeting ice and							
Qualities	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.										
	penalties to Perception checl	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.									
	throw is allowed, or if the sav										
Special	Damage 2d6	Damage 2d8	Damage 3d8	Damage 3d12							
Abilities & Qualities	damage to those within its ar creating the effect of a grease	Freezing Fog A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals col damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touch creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. The 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	Saving Throw Wisdom 17	Saving Throw Wisdom 19	Saving Throw Wisdom 22	Saving Throw Wisdom 25							
Actions	attack or charge. Opponents feet. This ability affects only o resist the effects with a succe	presence unsettling to foes. Ac within range who witness the a opponents with fewer Hit Dice essful Wisdom save. On a failed on the saving throw is immune	action may become frightened or levels than the creature has d save, the opponent is shaken	or shaken. The range is 40 An affected opponent can or panicked if 4 HD or fewer.							
Special Actions	Save Dexterity 17; Damage 2d6	Save Dexterity 19; Damage 3d6	Save Dexterity 22; Damage 4d6	Save Dexterity 25; Damage 6d6							
Actions	a radius of 30 feet, extending the swept area are affected if	antial size may sweep with its t from an intersection on the ec they are four or more size cate affected creatures, each of wh	dge of the dragon's space in an gories smaller than the dragon	y direction. Creatures within . A tail sweep automatically							
Innate Spellcasting	control weather (at will); f	og cloud (at will); gust of wi	nd (at will); wall of ice (at w	ill)							
Spellcasting	Sorcerer (CL 12th)	Sorcerer (CL 14th)	Sorcerer (CL 16th)	Sorcerer (CL 20th)							
opencasting	disintegrate; acid arrow; hold mo fog cloud; invisibility; protection		dimension door; dispel magic; blir ı; grease; arcanist's magic aura; shi	ık; fireball; lightning bolt; monster;							

DRAGON (WHITE, YOUNG)

		[🗵 Low	,	×N	/lodera	te	$\mathbf{\times}$	Advance	d I	× Elite
O Terrain					Cold Mountains						
Rarity											
🔁 Role		Con	itroller/Noi	rmal	mal Controller / Elit			e Controller / Elite		e L	eader / Elite
🖸 Organizat	tion			Solitary							
Treasure	Treasure			Triple							
	(× Lo	w	\mathbf{x}	🖂 Moderate		\times	🔀 Advanced		2	× Elite
Armor Class	17 (natur	al armo	or)	17 (natur	al armo	or)	19 (nati	ural a	irmor)	20 (natura	al armor)
Hit Points	13			68			14	0		239	
Speed	30 ft	. Swi	m 60 f	ft. Bur	row 3	O ft. F	ly 1C	O fi	t. (Avera	ge)	
Size,Type, Alignment	Tiny dra	igon, ch	iaotic evil	Mediur evil	n dragon	ı, chaotic	Large evil	drag	on, chaotic	Huge di	ragon, chaotic evil
	STR	5	(-3)	STR		(+3)	STR		20 (+5)	STR	25 (+7)
Ability	DEX			DEX		(+1)	DE		14 (+2)	DEX	12 (+1)
Scores /			(-2)			(+2)			19 (+4)	CON	
Saves	WIS	4	(-3) (-2)	INT WIS	6 9	(-2) (-1)	WI		12 (+1) 15 (+2)	INT WIS	14 (+2) 17 (+3)
	CHA		(-2)	CHA		(-2)	CH		12 (+1)	CHA	
Saving Throws	-					(-)					
Resistances	all phy	sical a	ttacks ex	cept ma	agic						
Immunities			al uncons	cious, p	aralyze	d					
Vulnerabilities			to Fire		1		20				2042-107 2-0
Senses	+8, Blin	Percept Idsight 6 ion 120	60 ft.,	+12, Bl	Percept indsight ion 120	60 ft.,	+16,	Blind	rception sight 60 ft., 120 ft.	+18, Bli	Perception ndsight 60 ft., ion 120 ft.
Languages		ion, Dr	raconic, I		, Giant		22			272	1000
Challenge	3			7			11			15	
Special Abilities & Qualities	Damage Breath V	Veapon 5		Damage Cold, usab	le with Re		Dama	ge 12		Damage	kterity 21; 16d6 half damage. You
Special	Damage			Damage			Dama	ge 2d	4	Damage	2d6
Abilities & Qualities			e dragon rac dragon's tu		ura of col	d. All creat	ures with	in 10	feet of the drag	on take colo	damage at the

and the second se										
🗵 Low	🛛 Moderate	☑ Advanced	🔀 Elite							
Save Dexterity 10; Damage 2d4	Save Dexterity 15; Damage 3d4	Save Dexterity 18; Damage 4d4	Save Dexterity 21 Damage 6d4							
only against opponents three or r dragon's space. Creatures in the a during the next round unless the	more size categories smaller than th affected area must succeed on a De dragon moves off them. If the drag	ne dragon. A crush attack affects a exterity save or be pinned, automa on chooses to maintain the pin, i	as many creatures as fit in the itically taking bludgeoning damag							
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.										
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.										
		normal normalie, regardless of w	nether a saving throw is allowed,							
Bite Melee weapon	Bite Melee weapon	Bite Melee weapon	Bite Melee weapon							
			attack: +8 to hit, reach							
		-	10 ft., one target. Hit							
			4d6+19 (33) piercing damage.							
the second s		A REAL PROPERTY OF A REAL PROPER								
			Claws Melee weapon attack: +8 to hit, reach							
			10 ft., one target. Hit							
(2) slasning damage.			3d6+13 (24) slashing							
			damage.							
		States of the second	Wings Melee weapon							
		attack: +5 to hit, reach	attack: +8 to hit, reach							
		5 ft., one target. Hit	10 ft., one target. Hit							
State States		1d6+4 (8) bludgeoning damage.	1d8+6 (10) bludgeonin damage.							
		Tail Slap Melee weapon	Tail Slap Melee weapon							
			attack: +8 to hit, reach							
			10 ft., one target.							
			Hit 2d6+19 (26)							
			bludgeoning damage.							
-	·	·	Saving Throw Wisdom 21							
Opponents within range who wit opponents with fewer Hit Dice of save. On a failed save, the oppone	ness the action may become fright r levels than the creature has. An af ent is shaken, or panicked if 4 HD o	ened or shaken. The range is 40 f fected opponent can resist the ef or fewer. An opponent that succe	eet. This ability affects only fects with a successful Wisdom							
fog cloud (at will); gust of wind (a	at will)									
A STATE OF A										
Sorcerer (CL 8th)	Sorcerer (CL 10th)	Sorcerer (CL 12th)	Sorcerer (CL 14th)							
cause fear; charm person; color s	spray; detect magic; light									
Contraction of the second	1									
	Damage 2d4 Grush A flying or jumping dragor only against opponents three or dragon's space. Creatures in the during the next round unless the Pinned foes take damage from the Ice Shape A white dragon can sh stone. A white dragon's caster less lewalking This ability works like surfaces without penalty and doer Snow Vision A white dragon learn checks while in snow. Vulnerability to Fire You take half or if the save is a success or failur 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. Saving Throw Wisdom 10 Frightful Presence Your very press Opponents within range who wito opponents within range who wito opponents within range who wito opponents within reace for 244 fog cloud (at will); gust of wind (Save Dexterity 10; Damage 2d4 Save Dexterity 15; Damage 3d4 Grush A flying or jumping dragon can land on foes as a standard actionly against opponents three or more size categories smaller than the dragon's space. Creatures in the affected area must succeed on a Deduring the next round unless the dragon moves off them. If the dragon for the crush each round if they don't eage plinned foes take damage from the crush each round if they don't eage plinned foes take damage from the crush each round if they don't eage plinned foes take damage from the crush each round if they don't eage plinned foes take damage from the crush each round if they don't eage plinned foes take damage from the crush each round if they don't eage for this effect is 25. Ice Shape A white dragon can shape ice and snow at will. This ability stone. A white dragon's caster level for this effect is 25. Ice walking This ability works like the spider climb spell, but the surfist surfaces without penalty and does not need to make ability or skill or show to ochecks while in snow. Snow Vision A white dragon learns to see perfectly well in snowy conchecks while in snow. Wulnerability to Fire You take half again as much (+50%) damage as or if the save is a success or failure. Bite Melee weapon attack: 4 to hit, reach 5 ft, one target. Hit 1d8+6 (2) piercing damage. Claws Melee weapon attack: 44 to hit, reach 5 ft, one target. Hit 1d8+6 (2) slashing damage. Claws Melee weapon attack: 44 to hit, reach 5 ft, one target. Hit 1d8+6 (3) slashing damage. Mings Melee weapon attack: 44 to hit, reach 5 ft, one target. Hit 1d8+6 (3) slashing damage. 	Save Dexterily 16; Damage 2d4Save Dexterily 15; Damage 3d4Save Dexterily 18; Damage 4d4Carls A flying or jumping dragon can land on foes as a standard action, using its whole body to crush only against opponents three or more size categories smaller than the dragon. A crush tatck affect is dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automa during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin. IP Paned foes take damage from the crush each round if they don't escape.Lee Alama A white dragon can shape ice and snow at will. This ability functions as stone shape, but on stone. A white dragon is caster level for this effect is 25.Leewalking This ability works like the spider climb spell, but the surfaces the dragon climbs must be ic surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.Snew Yision A white dragon learns to see perfectly well in snowy conditions. A white dragon does no checks while in snow.Waterability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of w or if the save is a success or faluer.Bite Melee weapon attack: -4 to hit, reach 0 ft, one target. Hit 1d3-e0 (2) piercing damage.Claws Melee weapon attack: -4 to hit, reach 0 ft, one target. Hit 1d3-e0 (2) slashing damage.(2) slashing damage.Claws Melee weapon attack: -4 to hit, reach 0 ft, one target. Hit 1d4-e0 (2) slashing damage.Wings Melee weapon attack: -4 to hit, reach 0 ft, one target. Hit 1d4-e0 (2) bludgeoning damage.Wings Melee weapon attack: -4 to hit, reach 0 ft, one target. Hit 1d4-e1 (3) bludgeoning damage.Nings Melee							

R

Illustration 33: White Dragon

DRA	GC	N	Τι	J RT	TLE					
		×	Low		🔀 Moderat	te 🛛 🔁	< Advanced		× Elite	
O Terrain					Tem	perate Ac	luatic		_	
Rarity										
					Soldier / Elite					
Organization				Solitary						
					Double					
	[× Lov	N	\mathbf{X}	Moderate	\mathbf{X}	Advanced	×	Elite	
Armor Class	18			18 (natural	Street.	19	ll armor)	19 (natural armor)		
Hit Points	66			127	127 2		211		272	
Speed	20 ft	t. Swin	n 30 f	t.						
Size, Type, Alignment	Large d	ragon, una	aligned	Huge dragon, unaligned		Huge dr	Huge dragon, unaligned		Huge dragon, unaligned	
Ability Scores / Saves	STR DEX CON INT WIS CHA	12 13 10 11	(+4) (+1) (+1) (+0) (+0) (+0)	STR DEX CON INT WIS CHA	20 (+5) 8 (-1) 17 (+3) 10 (+0) 11 (+0) 10 (+0)	STR DEX CON INT WIS CHA	22 (+6) 12 (+1) 19 (+4) 14 (+2) 15 (+2) 14 (+2)	STR DEX CON INT WIS CHA	23 (+6) 12 (+1) 19 (+4) 14 (+2) 15 (+2) 14 (+2)	
Saving Throws	-		()						()	
Resistances	-									
Immunities	Fire, N	1agical u	inconsc	ious, para	alyzed, uncons	scious				
Vulnerabilities Senses		Perceptic	on +13,	Passive P	Perception +14,		Perception +17,		erception +18,	
		ion 60 ft.	on Dre	Darkvisio	on 60 ft.	Darkvisi	on 60 ft.	Darkvisio	n 60 ft.	
Languages Challenge	8	, Comm	on, Dra	12		16		20		
Special Abilities & Qualities	Saving Throw Reflex DC 14 Damage 8d6			Saving Throw Reflex DC 17 Damage 12d6		Saving Throw Reflex DC 19 Damage 20d6		Saving Throw Reflex DC 20 Damage 24d6		

Breath Weapon Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, with Recharge 2, damage fire, Dexterity save halves; effective both on the surface and underwater.

and the	🔀 Low	🔀 Moderate	➢ Advanced	× Elite
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage. Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing 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.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10 (20) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+11 (25) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11 (22) slashing damage.
Legendary Actions	•			
Innate Spellcasting Spellcasting				

Possessions

Dri	DE	R							
5		🔀 Low			🔀 Elite				
? Terrain			Any	Any Underground					
Rarity			Rare						
Role				Controller / Normal					
Organiza	tion		Solitary, P	air, or Group (3-8x)					
Treasure				Double					
	[× Low	🗵 Moderate	☑ Advanced	🔀 Elite				
Armor Class	17 (natura	al armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)				
Hit Points	30		82	144	227				
Speed	30 ft	. Climb 20	ft.						
Size, Type, Alignment	Mediun chaotic	n aberration, evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil				
Ability Scores / Saves	STR DEX CON INT WIS CHA	13 (+1) 14 (+2)	STR13 (+1)DEX13 (+1)CON16 (+3)INT13 (+1)WIS14 (+2)CHA14 (+2)	STR 17 (+3) DEX 17 (+3) CON 18 (+4) INT 17 (+3) WIS 17 (+3) CHA 17 (+3)	STR20 (+5)DEX15 (+2)CON20 (+5)INT17 (+3)WIS17 (+3)CHA17 (+3)				
Saving Throws	-		-		-				
Resistances Immunities Vulnerabilities	- uncon -	scious							
Senses	Darkvis	Perception +15, ion 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.				
Languages Challenge	Comm 5	ion, Elvish, Unc	9	13	17				
Special Abilities & Qualities	Poison E	tion DC 15 Bite-injury; save Con	Saving Throw Constitution DC 17 stitution; frequency 1/round fo e is healed in full upon a long re		Saving Throw Constitution DC 21 h damage and is Poisoned; cure				

and the second second										
and they	🗵 Low	🔀 Moderate	🗵 Advanced	🛛 🛛 🔁 Elite						
Standard Actions	Composite Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.	Composite Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.	Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) piercing damage.	Composite Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.						
	Mace, Heavy Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d8 (8) bludgeoning damage. Bite Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d3 (4) piercing damage.	Mace, Heavy Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage. Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d4+1 (4) piercing damage.	Mace, Heavy Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage. Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.	Mace, Heavy Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage. Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) piercing damage.						
Legendary Actions			0	Ū						
Innate Spellcasting		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)								
Spellcasting	-									
Possessions	Heavy mace; composite long	bow; arrows (20x)								

San Change	Dro	W								Q	
				🔀 Lov	v	×	Moderat		Advanced		🗡 Elite
	Q Terrain							Undergro			
	Q Rarity						U	ncommoi	1		
	🔁 Role						Solo	dier / Norr	mal		
	Organizat	Drganization			Pair, Sq	Pair, Squad (3-4x), Patrol (5-8x), or War Party (10-40x)					
	Treasure						I	ncidental			
		[× Lo	ow	\mathbf{X}	Mod	erate	×A	dvanced	×	Elite
	Armor Class	15 (leathe	er arm	lor)	15 (leathe	er arm	or)	16 (leather	armor)	16 (leather	armor)
	Hit Points	10			34			65		92	
	Speed	30 ft	t.								
	Size,Type, Alignment	Mediun chaotic		anoid,	Mediun chaotic		noid,	Medium chaotic e	humanoid, vil	Medium chaotic e	humanoid, vil
	Ability Scores / Saves	STR DEX CON INT WIS CHA	8 8 7	(-1) (-1) (-2)	STR DEX CON INT WIS CHA	13 8 8 7	(+0) (+1) (-1) (-1) (-2) (-1)	STR DEX CON INT WIS CHA	15 (+2) 17 (+3) 12 (+1) 12 (+1) 11 (+0) 12 (+1)	CON INT WIS	16 (+3) 17 (+3) 12 (+1) 12 (+1) 11 (+0) 12 (+1)
	Saving Throws Resistances Immunities Vulnerabilities	- uncon	sciou	s				5203		1997 -	
	Senses Languages Challenge			otion +8 ercommo	Passive n 5	Percep	tion +8	Passive P 9	erception +14	Passive P	erception +15

 \boldsymbol{C}

	Provide States			
ALL THE	🖂 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
Standard Actions	Crossbow, Hand Ranged weapon attack: +2 to hit, one target. Hit 1d4/19- 00 (4) piercing damage. Rapier Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) piercing damage. Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.	Crossbow, Hand Ranged weapon attack: +2 to hit, one target. Hit 1d4/19- OO (4) piercing damage. Rapier Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage. Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Crossbow, Hand Ranged weapon attack: +4 to hit, one target. Hit 1d4/19- 00 (4) piercing damage. Rapier Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage. Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.	Crossbow, Hand Ranged weapon attack: +4 to hit, one target. Hit 1d4/19- 00 (4) piercing damage. Rapier Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) piercing damage. Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.
Legendary Actions	•			
Innate Spellcasting	dancing lights (at will); dan	rkness (3/day); faerie fire (3/	'day)	
Spellcasting Possessions	- Leather armor; shield; rapier;	hand crossbow; crossbow bolt	s (10x)	

DROW NOBLE

	· • • •						ি নি ন				
		🔀 Low	/	➢ Moderat	te 🏼 🔁	Advanced	>	< Elite			
O Terrain				Any	Undergro	ound					
Q Rarity					Rare						
				Lea	der / Nor	mal					
Organizat	tion		Solitary								
		Standard									
and the second	5	× Low	\mathbf{X}	Moderate	\mathbf{X}	➢ Advanced					
	16		16	WIOUCIALC	19	Auvanceu	21	Linte			
Armor Class	(breast	tplate)	(breast	plate)	(breast	plate)	(breastp	late)			
Hit Points	22		44		97		160				
Speed	20 ft										
Size, Type,		n humanoid,		humanoid,		humanoid,	•	anoid, chaotic			
Alignment	chaotic		chaotic		chaotic		evil	19 (. 4)			
	STR DEX	10 (+0) 15 (+2)	STR DEX	11 (+0) 16 (+3)	STR DEX	16 (+3) 18 (+4)	STR DEX	18 (+4) 17 (+3)			
Ability	CON		CON	10 (+9)	CON		CON	17 (+3)			
Scores / Saves	INT	8 (-1)	INT	8 (-1)	INT	12 (+1)	INT	12 (+1)			
Saves	WIS	15 (+2)	WIS	15 (+2)	WIS	18 (+4)	WIS	18 (+4)			
	CHA	10 (+0)	CHA	10 (+0)	CHA	14 (+2)	CHA	14 (+2)			
Saving Throws	-		-				-				
Resistances											
Immunities	uncon	scious									
Vulnerabilities											
Senses		Perception +12, ion 120 ft.		Perception +12, on 120 ft.		Perception +14, on 120 ft.	Passive Pe Darkvisior	erception +14, 120 ft.			
Languages	Elvish,	Undercommo	n								
Challenge	3		7		11		15				
Special Abilities & Qualities	effect pe	T ouch As a melee t rsists for 7 rounds this ability 9 times p	or until stop								
Special Abilities & Qualities		E mbrace You heal d argets undead, you h				neled negative ener	gy. If the cha	nneled negative			

a main in				
1	🖂 Low	🗵 Moderate	🗵 Advanced	🛛 🛛 Elite
Special Abilities & Qualities		ue a target with chaos as a mele ability and skill checks, saves, et		
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- OO (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); de levitate (at will); suggestic	tect magic (at will); dispel m on (1/day)	agic (3/day); divine favor (1	I/day); feather fall (at will);
Spellcasting	Cleric (CL 8th)	Cleric (CL 10th)	Cleric (CL 12th)	Cleric (CL 14th)
	greater; inflict wounds; in:	oison breath; blade barrier; ic sect plague; aura of doom; d e; bless; burning disarm; caus	ivination; bestow curse; co	ntagion; augury; enthrall;
Possessions	Rapier; shield; breastplate; ha	and crossbow; crossbow bolts (10x)	

	28376 1						
DRY	AD						
		🔀 Low	,	⊠ Moderate	e 🗵	Advanced	× Elite
O Terrain				Temp	erate For	rests	
Rarity				Ur	ncommor	1	
🔁 Role				Lurk	er / Norn	nal	
Organizat	tion			Solitary, Pa	ir, or Gro	ove (3-8x)	
Treasure				9	Standard		
	(⊠ Low	\mathbf{X}	Moderate	×A	dvanced	× Elite
Armor Class	16 (natur	al armor)	16 (natura	al armor)	16 (natural	armor)	16 (natural armor)
Hit Points	7		23		44	unnorj	65
Speed	30 ft						
Size, Type, Alignment	Small fe	ey, chaotic good	Medium	n fey, chaotic good	Medium f good	fey, chaotic	Medium fey, chaotic good
Har Car	STR	4 (-3)	STR	8 (-1)	STR	9 (-1)	STR 10 (+0)
A 1 -1	DEX	18 (+4)	DEX	17 (+3)	DEX	17 (+3)	DEX 17 (+3)
Ability Scores /	CON		CON	11 (+0)	CON	11 (+0)	CON 11 (+0)
Saves	INT	12 (+1)	INT	12 (+1)	INT	12 (+1)	INT 12 (+1)
	WIS	13 (+1)	WIS	13 (+1)	WIS	13 (+1)	WIS 13 (+1)
Saving Throws	- CHA	16 (+3)	CHA	16 (+3)		16 (+3)	CHA 16 (+3)
Resistances	all phy	vsical attacks ex	cept col	d iron			
Immunities	-						
Vulnerabilities		Pependent	Dessive	Demonstrian + 14	Dessive		Dessive Demonstrates 116
Senses		Perception +11, ion 60 ft.		Perception +14, ion 60 ft.	Passive Perception +15, Darkvision 60 ft.		Passive Perception +16, Darkvision 60 ft.
Languages		non, Elvish, Sylv		k with Plants			
Challenge	2		6		10		14
Special Abilities & Qualities				e with normal plants eak with Plants, as a c			sk questions of and receive

C

a suit -										
	🗵 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	Tree Meld A dryad can meld v with a tree as long as she wisl	vith any tree, similar to how the	spell meld into stone function	ns. She can remain melded						
Abilities &	with a tree as long as she wish	105.								
Qualities			Chief Martin Denter							
Standard	Dagger Melee weapon attack: -4 to hit, reach	Dagger Melee weapon attack: -1 to hit, reach	Dagger Melee weapon attack: -2 to hit, reach	Dagger Melee weapon attack: -1 to hit, reach						
Actions	5 ft., one target. Hit	5 ft., one target. Hit	5 ft., one target. Hit	5 ft., one target. Hit						
	1d4+0/19-00 (2)	1d4/19-00 (4) piercing	1d4/19-00 (4) piercing	1d4/19-00 (210)						
	piercing damage.	damage.	damage.	piercing damage.						
21.00	Dagger Ranged weapon attack: +7 to hit, one	Dagger Ranged weapon attack: +5 to hit, one	Dagger Ranged weapon attack: +4 to hit, one	Dagger Ranged weapon attack: +3 to hit, one						
	target. Hit 1d4+0/19-00	target. Hit 1d4/19-00 (4)	target. Hit 1d4/19-00	target. Hit 1d4/19-00						
	(2) piercing damage.	piercing damage.	(4) piercing damage.	(210) piercing damage.						
	Composite Longbow	Composite Longbow	Composite Longbow	Composite Longbow						
	Ranged weapon attack: +7 to hit, one target.	Ranged weapon attack: +5 to hit, one target.	Ranged weapon attack: +4 to hit, one target.	Ranged weapon attack: +3 to hit, one target.						
	Hit 1d8/x3 (8) piercing	Hit 1d8/x3 (8) piercing	Hit 1d8/x3 (8) piercing	Hit 1d8/x3 (8) piercing						
	damage.	damage.	damage.	damage.						
Legendary Actions										
Innate Spellcasting	charm person (3/day); slee shape (at will); tree stride (ep (3/day); entangle (at will); (1/day)	speak with plants (at will);	suggestion (1/day); tree						
Spellcasting	-									
Possessions	Dagger; composite longbow;	arrows (20x)								
and the second second										

	3.37				Sec. 6	1000			10000	- Section Cont	1000
DUE		A	K					Ŏ			
			× Low	,	\times N	Ioderat	e 🗵	Adv	vanced		× Elite
O Terrain						Any	Jnderground				
Q Rarity			Uncommon								
🔁 Role						Sold	lier / Norr	nal			
🖸 Organiza	tion		Solitary,	Team (2	-5x), S	quad (6-	12x + oth	iers), c	or Clan (13-80x +	others)
Treasure						I	ncidental				
		⊠ Lo	w	\mathbf{X}	Mod	erate	×A	dvar	nced	×	Elite
Armor Class	15			17			19			20	
Hit Points	(chain 7	mail)		(chainr 58	nail)		(chainm	nail)		(chainn	nail)
				20			114			203	
Speed	20 f			Madi	Madium humanaid lawful Madium hum				Laura		
Size,Type, Alignment	lawful e	n humar evil	1010,	Medium humanoid, lawful evil		Medium humanoid, lawful evil		Large humanoid, lawful evil			
	STR	10	(+0)	STR	11	(+0)	STR	16	(+3)	STR	18 (+4)
A L.: 1:	DEX		(-2)	DEX	8	(-1)	DEX	12	(+1)	DEX	10 (+0)
Ability Scores /	CON			CON	-	(+1)	CON		(+3)	CON	19 (+4)
Saves	INT	8	(-1)	INT	8	(-1)	INT		(+1)	INT	12 (+1)
	WIS CHA	11	(+0)	WIS CHA	11		WIS CHA		(+2)	WIS CHA	15 (+2) 6 (-2)
Saving	CHA			CITA	20 4 -07		CITA		()	CITA	(-2)
Throws	-										
Resistances Immunities	- naraly	sis illu	usion, po	ison							
Vulnerabilities	-	515, 110	ision, po								
Senses	Darkvis	ion 120		Darkvisi	on 120	ion +10, ft.	Passive P Darkvisio				Perception +17, on 120 ft.
Languages	_	non, Dv	warven, L	-	nmon		1.0	and the			
Challenge	1			6			10			14	
Special Abilities & Qualities	Slow an	d Steady I	Duergars' s	peed is nev	er modif	ied by armo	r or encumb	rance.			

Ω

- 24	🖂 Low	🖂 Moderate	🔀 Advanced	🔀 Elite
Standard	Light Crossbow Ranged	Warhammer Melee	Warhammer Melee	Warhammer Melee
Actions	weapon attack: -2 to hit,	weapon attack: +0 to hit,	weapon attack: +4 to hit,	weapon attack: +5 to hit,
	one target. Hit 1d8/19-	reach 5 ft., one target. Hit	reach 5 ft., one target.	reach 10 ft., one target.
	00 (8) piercing damage.	1d8x3 (1) bludgeoning	Hit 1d8+6/x3 (10)	Hit 2d6+10/x3 (17)
	Heavy Steel Shield	damage.	bludgeoning damage.	bludgeoning damage.
	Melee weapon attack:	Heavy Steel Shield Melee	Heavy Steel Shield	Heavy Steel Shield Melee
	+1 to hit, reach 5 ft., one	weapon attack: +0 to hit,	Melee weapon attack:	weapon attack: +5 to
	target. Hit 1d4+1 (4)	reach 5 ft., one target.	+4 to hit, reach 5 ft., one	hit, reach 10 ft., one
	bludgeoning damage.	Hit 1d4 (4) bludgeoning	target. Hit 1d4+2 (4)	target. Hit 1d6+3 (6)
	Warhammer Melee	damage.	bludgeoning damage.	bludgeoning damage.
	weapon attack: +1 to	Light Crossbow Ranged	Light Crossbow Ranged	Light Crossbow Ranged
	hit, reach 5 ft., one	weapon attack: -1 to hit,	weapon attack: +1 to hit,	weapon attack: -1 to hit,
	target. Hit 1d8x3 (1)	one target. Hit 1d8/19-	one target. Hit 1d8/19-	one target. Hit 1d8/19-
	bludgeoning damage.	00 (8) piercing damage.	00 (8) piercing damage.	00 (8) piercing damage.
Legendary				
Actions				
Innate	invisibility (self only) (1/da	ay)		
Spellcasting				
Spollcosting				

Spellcasting

Possessions Chainmail; light crossbow; crossbow bolts (10x); shield; warhammer

	2.57		145		22	-	1000		- Section Toro	all a state
	TA	ΤΤΑ	NT						\bigcirc	
DUL	LA	UFLA							Y	
		×	Low		🔀 м	oderat	e 🗵	Advanced	[× Elite
O Terrain					-		Any			_
Q Rarity							Rare			
Role						Sc	oldier / Eli	te		
🖸 Organiza	tion						Solitary			
							Double			
	[× Lov	V	\mathbf{X}	Mode	rate		dvanced	×	Elite
Armor Class	17	-		17			18		19	a stand of the
Allior Class		late armo	or)	(full pla	te arm	or)		te armor)		te armor)
Hit Points	84			116			170		193	
Speed	20 ft		623	ALC: N	E.	ATT:				
Size, Type, Alignment	Mediun evil	n undead,	lawful	Medium evil	undead,	lawful	Medium evil	undead, lawful	Large und	dead, lawful evil
	STR	17	(+3)	STR	17	(+3)	STR	20 (+5)	STR	22 (+6)
	DEX		(+1)	DEX		(+1)	DEX	17 (+3)	DEX	15 (+2)
Ability Scores /	CON	10	(+0)	CON	10	(+0)	CON	10 (+0)	CON	10 (+0)
Saves	INT		(+1)	INT	12	(+1)	INT	16 (+3)	INT	16 (+3)
	WIS		(+2)	WIS		(+2)	WIS	17 (+3)	WIS	17 (+3)
6.1	CHA	16	(+3)	CHA	16	(+3)	CHA	18 (+4)	CHA	18 (+4)
Saving Throws	-			-			-		•	
Resistances	-17									
Immunities	diseas	ed, exha	ustion,	fatigued,	psych	ic, paral	yzed, pois	soned, uncons	scious, st	unned
Vulnerabilities	- Passive	Perceptic	on	Passive P	erceptio	on	Passive P	Perception	Passive P	erception
Senses	+16, Bl	indsight 6 ion 60 ft.		+17, Blin Darkvisic	dsight 6	50 ft.,		dsight 60 ft.,		dsight 60 ft.,
Languages		non, Sylv	an	Darkvisio			Darkvisic	in 00 n.	Darkvisio	11 00 H.
Challenge	10			13			16		19	
Special							paladins. Yo use of chanr	u gain advantange	on saves ma	de to resist the
Abilities & Qualities	Fast Hea suffocat	aling You re ion, nor do	egain hit po es it allow	oints at 5 per a creature t	er round. to regrow	Fast healing lost body	ng does not i v parts. Unles	restore hit points l s otherwise stated	, it does not	allow lost body
				ealing conti ng end imm			even at negat	ive hit points) unt	il a creature o	dies, at which
								ned heavy horse. T	his horse rer	mains until it is

slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

	🗵 Low	🗵 Moderate	☑ Advanced	🔀 Elite					
Special Abilities & Qualities		Damage 1d6 roficient with all simple and mar	Damage 2d4 rtial weapons. When it wields a	Damage 2d6 a slashing weapon, the blade					
Special Abilities & Qualities	(Constitution save negates). I save. If the victim fails the save is slain), all critical hits agains	Saving Throw Constitution DC 18 as a standard action, a dullahan f the dullahan knows and speak ve, he becomes staggered for 10	Saving Throw Constitution DC 19 may place death's calling on a target within 60 feet as the target's name, the target suffers disadvantage on the d6 rounds. For the next 24 hours (or until the dullahan irm. Finally, the victim automatically fails all Constitution e effect.						
Special Abilities & Qualities	Saving Throw Wisdom DC 17Saving Throw Wisdom DC 18Saving Throw Wisdom DC 19Saving Throw Wisdom DC 20Frightful Presence Attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.								
Standard Actions	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/17-00 (10) slashing damage.	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/17-00 (12) slashing damage. Gauntlet Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.	Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+10/17-00 (14) slashing damage. Gauntlet Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+7 (9) bludgeoning damage.	Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13/17-00 (20) slashing damage. Gauntlet Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d3+9 (11) bludgeoning damage.					
Legendary Actions Innate Spellcasting Spellcasting Possessions	- - Full plate armor; longsword								

	And I am a set of the									
EAG	LE									
	🔀 Low	/ 🔀 Moderat	e 🔀 Advanced	🔀 Elite						
O Terrain	_	Tempe	rate Mountains							
Rarity		Common								
		Skirmisher / Minion								
	tion	So	litary or Pair							
			None							
Treasure				The second second second second						
	⊠ Low		Advanced	🔀 Elite						
Armor Class	15	15	16	17						
Hit Points	(natural armor) 4	(natural armor) 17	(natural armor) 63	(natural armor)						
Speed	State of the second	A DESCRIPTION OF TAXABLE PARTY.								
Size, Type,	10 ft. Fly 80 ft.	(Average)								
Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned						
and the second	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 17 (+3)						
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)						
Ability Scores /	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)						
Saves	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)						
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)						
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)						
Saving Throws	-									
Resistances	- CON 525									
Immunities	-									
Vulnerabilities		ALC: CARLER								
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.						
Languages	Contraction of the second									
Challenge	1	5	9	13						
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage. Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage. Talons Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Talons Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.						

	🖂 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
Legendary				
Actions				
nnate -				
Spellcasting			Charles Constraints	
Spellcasting -				
Possessions -		C. S. S. S. S. S.		
	the second s			

EACLE (GIANT)

EAG	LE	((GIA	NT	r)			M	×		
			× Low	,	🔀 Moderate	• ×	Advanced		× Elite		
O Terrain			Temperate Mountains								
Q Rarity			Uncommon								
🔁 Role					Skirmi	sher / No	ormal				
🖸 Organizat	tion				Solitary, Pa	ir, or Eyri	e (3-12x)				
						None					
1.1	5	≺ Lo	W	\mathbf{X}	Moderate		dvanced	×	Elite		
Armor Class	15 (natura			15	armor)	17 (natural	armor)	17 (natural			
Hit Points	17			42		95		168			
Speed	10 ft	10 ft. Fly 80 ft. (Average)									
Size,Type, Alignment	Large m neutral §		ity,	Large monstrosity, neutral good		Large monstrosity, neutral good		Huge monstrosity, neutral good			
Ability Scores / Saves	STR DEX CON INT WIS CHA	15 10 8 13	(+3) (+2) (+0) (-1) (+1) (-1)	STR DEX CON INT WIS CHA	17 (+3) 15 (+2) 10 (+0) 8 (-1) 13 (+1) 9 (-1)	STR DEX CON INT WIS CHA	19 (+4) 18 (+4) 14 (+2) 12 (+1) 17 (+3) 13 (+1)	STR DEX CON INT WIS CHA	21 (+5) 17 (+3) 17 (+3) 12 (+1) 17 (+3) 13 (+1)		
Saving Throws	-										
Resistances Immunities											
Vulnerabilities	303										
Senses	Darkvisi	on 60 ft	and the second second	Passive F Darkvisio	Perception +14, on 60 ft.	Passive Perception +17, Darkvision 60 ft.		Passive Perception +18, Darkvision 60 ft.			
Languages Challenge	Auran,	Carifio	t Speak	8		12		16			
Special Abilities & Qualities	Evasion) attack the	at norma	lly deals ha	ge from mar If damage of	ny area-effect attacks n a successful save, ou are helpless, you o	s. If you mak you instead	take no damage. E	cterity saving vasion can o			

and the	🗵 Low	🗵 Moderate	➢ Advanced	🔀 Elite
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage. Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage. Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage. Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) slashing damage.
Legendary Actions	•			
Innate Spellcasting Spellcasting				

Possessions

EEL (ELECTRIC)



10			[× Low		\mathbf{X}	/loderat	e 🔀	Advanced	(× Elite
	• Terrain						Warm	n Fresh W	'ater		
	Q Rarity						(Common			
	🔁 Role						Lurk	er / Norr	nal		
	Organizat	ion						Solitary			
	Treasure							None			
2	Contra la		× Lo		\mathbf{X}	Mod	erate		dvanced	×	Elite
		15			15			16		17	
	Armor Class		al armo	or)	(natura	l armo	or)	(natural	armor)	(natural	armor)
	Hit Points	16			50			115		193	
	Speed	5 ft.	Swim	1 30 ft.		En.	200				
	Size,Type, Alignment	Small b	east, una	aligned	Small be	east, una	aligned	Small bea	ast, unaligned	Medium	beast, unaligned
		STR	11	(+0)	STR	12	(+1)	STR	17 (+3)	STR	19 (+4)
	AL -1-1	DEX	12	(+1)	DEX	12	(+1)	DEX	16 (+3)	DEX	14 (+2)
	Ability Scores /	CON	17	(+3)	CON	17	1 - 1	CON	19 (+4)	CON	21 (+5)
	Saves	INT	1	(-5)	INT	1	(-5)	INT	1 (-5)	INT	1 (-5)
		WIS	8	(-1)	WIS	8	(-1)	WIS	12 (+1)	WIS	12 (+1)
	Saving	CHA	4	(-3)	CHA	4	(-3)	CHA	8 (-1)	CHA	8 (-1)
	Throws	-			-			-			
	Resistances	Electri	city				1.				
	Immunities	-									
	Vulnerabilities	- Passive	Percep	tion +9,	Passive	Percept	ion +9.	Passive P	erception +11,	Passive P	erception +16,
	Senses		ion 60 f		Darkvisi			Darkvisio	•	Darkvisio	
	Languages	-			~			10		7.4	
	Challenge	2	1		6			10	1000 March 1	14	
	Special Abilities &	Saving T Constitu	hrow ition DC	15	Saving The Constitut		16	Saving The Constitution		Saving The Constitution	
	Qualities								its tail, delivering t ve or be stunned fo		a successful touch ls.
08.20	Standard Actions	+1 to hit target. H	ee weapo t, reach 5 Hit 1d6+ damage.	1 (4)	Bite Mele +1 to hit target. H piercing	, reach 5 lit 1d8+2		+4 to hit,	e weapon attack: reach 5 ft., one t 1d8+4 (8) amage.	+5 to hit,	e weapon attack: reach 5 ft., one t 2d6+7 (14) amage.
		+1 to hi one targ	ee weapo t, reach 5 et. Hit 1 ning darr	d6 (6)	to hit, rea	ach 5 ft.,	n attack: +1 one target. udgeoning	+4 to hit, target. Hi	weapon attack: reach 5 ft., one t 1d8+2 (6) ng damage.	+5 to hit, target. Hi	weapon attack: reach 5 ft., one t 2d6+3 (10) ng damage.
39	8	2			120					-	- Start

EEL (GIANT MORAY)

EEL	(GIAN)		ORA	Y /						
	🔀 Low		× Moderate		Advanced		< Elite			
? Terrain	_		Wa	rm Ocea	ns					
Q Rarity			C	Common						
Role			Lurker / Normal							
😳 Organizat	tion		Solitary, Pair, or Nest (3-6x)							
Treasure			None							
	🗵 Low	×N	Ioderate	×A	dvanced	×	Elite			
Armor Class	16	17	ALL ST	18		18				
	(natural armor)	(natural	armor)		armor)	(natural	armor)			
Hit Points	20	58		108		182				
Speed	Swim 30 ft.	Spine			21	200				
Size, Type, Alignment	Medium beast, unaligned	Large beas	st, unaligned	Large bea	ast, unaligned	Huge bea	st, unaligned			
	STR 16 (+3)	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)			
Ability	DEX 16 (+3)	DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)			
Ability Scores /	CON 10 (+0)	CON	14 (+2)	CON	18 (+4)	CON	20 (+5)			
Saves	INT 1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)			
	WIS 10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)			
Saving	CHA 6 (-2)	CHA	6 (-2)	CHA	10 (+0)	CHA	10 (+0)			
Throws	-	-		-		-				
Resistances	· · · · · · · · · · · · · · · · · · ·									
Immunities										
Vulnerabilities	- Passive Perception +10,	Passive Pe	erception +10,	Passive P	Perception +16,	Passive P	erception +17,			
Senses	Darkvision 60 ft.	Darkvisior		Darkvisio		Darkvisio				
Languages Challenge	- 3	7		11		15				
	-	•	a graph of feet it i		natio hito dana		w col poor			
Special Abilities & Qualities	Gnaw If a giant moray begins a second set of jaws in its th normal bite damage) against	roat that aid i	n swallowing - it ca							
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+8 (14) piercing damage.	ft., one tar	e weapon to hit, reach 10 get. Hit 2d6+9 ing damage.	attack: + 1 10 ft., on	ee weapon 5 to hit, reach 1e target. Hit (22) piercing	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.				

Size, Type, Alignment Large elemental, unaligned Moderate		1993 (An									<u>^</u>		~
Image: Solution of Class Solution o	FIFM	IFN		т (F	T D	FR)			8		78
Any (Plane of Air)RarityRarityRarityRaritySoldier / SoloSoldier / SoloSoldier / SoloSolitary, Pair, or Gang (3-8x)TreasureNoneNoneArmor Class191920(natural armor)1920(natural armor)16.820.4SpeedFly 100 ft. (Perfect)10016.820.4SpeedFly 100 ft. (Perfect)Size, Type, AlignmentLarge elemental, unaignedHuge elemental, unaignedHuge elemental, unaignedHuge elemental, unaignedAbility Scores / SavesSTR19(+4)STR21(+5)STR22(+6)Ability Scores / SavesInt8(-1)INT8(-1)INT8(-1)Saving Throws													
Rarity Rare Rarity Rare Role Soldier / Solo Organization Solitary, Pair, or Gang (3-8x) Treasure None Armor Class 19 (natural armor) 19 (natural armor) 19 (natural armor) 20 (natural armor) Hit Points 5.8 100 16.8 20.4 Speed Fly 100 ft. (Perfect) Large elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Size, Type, Alignment STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) DEX 26 (+8) DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) Ability Scores / Saves STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) Muse elemental, Unaligned Unaligned Huge elemental, Unaligned Unaligned Huge elemental, Unaligned Unaligned Size, Type, Ability STR 19 (+4) STR 21 (+5) STR 22 (+6) DEX 26 (+8) DEX<	0 Terrein		Ŀ	🗠 Low		<u>~</u> N				vanced		<u>∽</u> E	lite
Role Soldier / Solo Organization Solitary, Pair, or Gang (3-8x) Treasure None Armor Class 19 19 19 20 (natural armor) 168 204 Armor Class 19 19 19 19 20 (natural armor) 168 204 Speed Fly 100 ft. (Perfect) 100 168 204 204 Speed Fly 100 ft. (Perfect) Large elemental, unaligned Huge elemental, unaligned H							,		,				
Organization Solitary, Pair, or Gang (3-8x) None None Image: Treasure Moderate Advanced × Elite Armor Class 19 (natural armor) 19 (natural armor) 19 (natural armor) 19 (natural armor) 20 (natural armor) Hit Points 58 100 168 204 Speed Fly 100 ft. (Perfect) Huge elemental, unaligned Huge elemental, unalign							So	ldier / Sol	lo				
Image: Treasure None Image: Treasure Low Moderate Advanced × Elite Armor Class 19 (natural armor) 19 (natural armor) 19 (natural armor) 19 (natural armor) 20 (natural armor) Hit Points 58 100 168 204 Speed Fly 100 ft. (Perfect) 168 204 Speed Fly 100 ft. (Perfect) unaligned unaligned unaligned Alignment Large elemental, unaligned Large elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Ability Scores / Saves STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) DEX 26 (+8) DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) DEX 24 (+7) CON 12 (+1) CON 12 (+1) CON 16 (+3) CON 16 (+3) CON 16 (+3) NT 8 (-1) INT 8 (-1) INT 8 (-1) INT 8 (-1) WIS 9 (-1) CHA 9 (-1) Saving Throws Resistances <td< th=""><th></th><th>ion</th><th colspan="5"></th><th>8x)</th><th></th><th></th><th></th></td<>		ion						8x)					
Armor Class 19 (natural armor) 19 (natural armor) 19 (natural armor) 19 (natural armor) 20 (natural armor) Hit Points 5.8 100 16.8 20.4 Speed Fly 100 ft. (Perfect) 16.8 20.4 Size, Type, Alignment Large elemental, unaligned Large elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Ability Scores / Saves STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) DEX 26 (+8) DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) DEX 24 (+7) CON 12 (+1) CON 12 (+1) CON 16 (+3) CON 16 (+3) CON 16 (+3) INT 8 (-1) Saving Throws - - - - - - Resistances Immunities all physical attacks Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned -													
Armor Class 19 (natural armor) 19 (natural armor) 19 (natural armor) 19 (natural armor) 20 (natural armor) Hit Points 5.8 100 16.8 20.4 Speed Fly 100 ft. (Perfect) 16.8 20.4 Size, Type, Alignment Large elemental, unaligned Large elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Ability Scores / Saves STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) DEX 26 (+8) DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) DEX 24 (+7) CON 12 (+1) CON 12 (+1) CON 16 (+3) CON 16 (+3) CON 16 (+3) INT 8 (-1) Saving Throws - - - - - - Resistances Immunities all physical attacks Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned -	100		× Lo	W		Mode	erate	×A	dva	nced	×	Eli	te
Itit Points 5 8 100 16 8 204 Speed Fly 100 ft. (Perfect) Large elemental, unaligned Large elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Ability STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) Ability Scores / Saves STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) Sources / Saves STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) Mittry CON 12 (+1) CON 12 (+1) CON 16 (+3) CON 16 (+3) CON 16 (+3) CON 16 (+3) Saves INT 8 (-1) INT 9 (-1) CHA 9 (-1) </th <th>Armor Class</th> <th></th> <th></th> <th>1</th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th> <th>-</th>	Armor Class			1									-
Speed Fly 1OO ft. (Perfect) Size, Type, Alignment Large elemental, unaligned Large elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Huge elemental, unaligned Ability Scores / Saves STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) Ability Scores / Saves STR 19 (+4) STR 21 (+5) STR 22 (+6) DEX 26 (+8) DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) Scores / Saves NT 8 (-1) INT 8 (-1) INT 8 (-1) INT 8 (-1) WIS 9 (-1) WIS 9 (-1) WIS 9 (-1) WIS 9 (-1) Saving Throws all physical attacks Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned <th></th> <th></th> <th>al armo</th> <th>or)</th> <th></th> <th>armo</th> <th>r)</th> <th></th> <th>armo</th> <th>or)</th> <th></th> <th>armo</th> <th>r)</th>			al armo	or)		armo	r)		armo	or)		armo	r)
Size, Type, AlignmentLarge elemental, unalignedLarge elemental, unalignedHuge elemental, unalignedHuge elemental, unalignedHuge elemental, unalignedAbility Scores / SavesSTR 19 (+4)STR 19 (+4)STR 21 (+5)STR 22 (+6)DEX 26 (+8)DEX 26 (+8)DEX 24 (+7)DEX 24 (+7)NT8 (-1)INT 8 (-1)WIS 9 (-1)WIS 9 (-1)WIS 9 (-1)WIS 9 (-1)WIS 9 (-1)Saving ThrowsResistances Immunitiesall physical attacks Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned		Concerner of						168			204		
Alignment unaligned unaligned unaligned unaligned unaligned Ability STR 19 (+4) STR 19 (+4) STR 21 (+5) STR 22 (+6) DEX 26 (+8) DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) Scores / Saves 12 (+1) CON 12 (+1) CON 16 (+3) CON 16 (+3) Saves 0 12 (+1) CON 12 (+1) INT 8 (-1) WIS 9 (-1) WIS 9 (-1) WIS 9 (-1) WIS 9 (-1) CHA 9 (-1) CHA 9 (-1) CHA 9 (-1) CHA 9		,	_				ALTER	24		-	100	-121	
Ability Scores / Saves STR 19 (+4) STR 21 (+5) STR 22 (+6) Ability Scores / Saves DEX 26 (+8) DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) Ability Scores / Saves CON 12 (+1) CON 12 (+1) CON 16 (+3) CON 16 (+3) NT 8 (-1) INT 8 (-1) INT 8 (-1) INT 8 (-1) WIS 9 (-1) WIS 9 (-1) WIS 9 (-1) WIS 9 (-1) Saving Throws all physical attacks critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned vulnerabilities vulnerabilities vulnerabilities		•		,	•		,	•		,	•		,
Ability Scores / Saves DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) Ability Scores / Saves DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) Ability Scores / Saves DEX 26 (+8) DEX 24 (+7) DEX 24 (+7) NT 12 (+1) CON 12 (+1) CON 16 (+3) CON 16 (+3) NT 8 (-1) INT 8 (-1) INT 8 (-1) INT 8 (-1) WIS 9 (-1) WIS 9 (-1) WIS 9 (-1) WIS 9 (-1) Saving Throws all physical attacks Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned		STR	19	(+4)	STR	19	(+4)	STR	21	(+5)	STR	22	(+6)
Scores / Saves INT 8 (-1) INT 9		DEX			DEX			DEX			DEX	24	(+7)
SavesINI8(-1)INI8(-1)INI8(-1)WIS9(-1)WIS9(-1)WIS9(-1)CHA9(-1)CHA9(-1)CHA9(-1)CHA9(-1)CHA9(-1)CHA9(-1)Saving Throws			12	(+1)			(+1)	CON	16	(+3)	CON		(+3)
CHA 9 (-1) CHA 9 (-1) CHA 9 (-1) CHA 9 (-1) Saving Throws all physical attacks all physical attacks critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned Vulnerabilities -		-	100										
Saving Throws Image: Saving of the second s							• •						
Throws Resistances all physical attacks Immunities Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned Vulnerabilities -	Saving	СПА	9	(-1)	СПА	9	(-1)	СПА	9	(-1)	СПА	9	(-1)
Immunities Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned Vulnerabilities -	Throws	-											
Vulnerabilities -					norolumo	d nai	conod u	nconscio	10.50	a al (Atta		aad	
		-	I mits,	Flariking	, paraiyze	a, por	sonea, u	nconsciol	us, sri	еак Аша	icks, sturn	nea	
SensesPassive Perception +12, Darkvision 60 ft.Passive Perception +13, Darkvision 60 ft.Passive Perception +14, Darkvision 60 ft.Passive Perception +15, Darkvision 60 ft.													
Languages Auran	Languages		01 00 1	L.	Darkvisic	0011		Darkvisio	001		Darkvisio	1001	
Challenge 8 12 16 20					12			16			20		
Special Air Mastery Airborne creatures suffer disadvantage on attack and damage rolls against an air elemental.	Concerns and Concerns of Conce	Air Maste	ery Airbo	rne creatur	es suffer dis	advanta	ge on attacl	k and damage	e rolls a	gainst an a	ir elemental.		10-
Abilities & Qualities													

	🗵 Low	⊠ Moderate	☑ Advanced	🔀 Elite					
Special Abilities & Qualities	Saving ThrowSaving ThrowSaving ThrowDexterity DC 18Dexterity DC 19Whirlwind 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, 								
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									

Ð

ELEMENTAL (AIR, GREATER) 🛟 🕸 🔯

6			🗵 Low	,	\mathbf{X}	Modera	te 🏼 🎽	< Adv	vanced		× Elite
P Terrain						Any	(Plane of	Air)			
Rarity							Rare				
Role						So	oldier / El	ite			
Organiza	tion			Solitary, Pair, or Gang (3-8x)							
Treasure					None						
		× Lo	w	×	Mod	erate	\times	Advar	nced	>	< Elite
Armor Class	18 (natur	al armo	or)	18 (natu	ral armo	or)	18 (natura	l armo	r)	20 (natura	l armor)
Hit Points	30			73			120			226	
Speed	Fly 7	00 ft	t. (Perf	ect)		200					
Size,Type, Alignment	Large e unalign	lementa ed	al,	Huge unalig	elementa ned	ll,	Huge ele unaligne			Gargantı unaligne	uan elemental, d
Ability Scores / Saves	STR DEX CON INT WIS CHA	24 12 6 9	(+3) (+7) (+1) (-2) (-1) (-1)	STR DEX COI INT WIS CH/	 22 16 6 9 	(+4) (+6) (+3) (-2) (-1) (-1)	STR DEX CON INT WIS CHA	22	(+4) (+6) (+3) (-2) (-1) (-1)	STR DEX CON INT WIS CHA	24 (+7) 24 (+7) 20 (+5) 10 (+0) 13 (+1) 13 (+1)
Saving Throws	-								(-)		()
Resistances Immunities Vulnerabilities		vsical a al Hits,		, paraly	zed, po	isoned, ι	inconscic	ous, Sn	eak Atta	cks, stun	ned
Senses	Darkvis	Percep ion 60	tion +9, ft.		e Percep sion 60 f		Passive Darkvisi		ion +14,	Passive I Darkvisio	Perception +17, on 60 ft.
Languages Challenge	Auran 4	253		9			13	-		17	
Special Abilities & Qualities	Air Mast	e ry Airbo	orne creatur	es suffer	disadvanta	age on attac	k and damaş:	ge rolls a	gainst an ai	r elemental	

and the	🗵 Low	Moderate	➢ Advanced	🔀 Elite					
Special Abilities & Qualities	Saving Throw Dexterity DC 14Saving Throw Dexterity DC 17Saving Throw Dexterity DC 18Saving Throw Dexterity DC 21Whirlwind 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 								
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									

Û

	237			and the second	1000 C	and the second		- State Cold	and the second
T TTT			- 1		LI		•••	A	
ELEN	IEN	IA	ΓŲ	AIR	, по	GE)		000	
			× Low	/	🔀 Modera	ate 🛛 🔁	Advanced		× Elite
Q Terrain					An	y (Plane of	f Air)		
Q Rarity						Rare			
Role					So	ldier / Nor	rmal		
🖸 Organiza	tion				Solitary,	Pair, or Ga	ang (3-8x)		
						None			
1		× Lo	W	\mathbf{X}	Moderate	\times	Advanced	×	Elite
Armor Class	18			18	and the second	19		19	
		al armo	or)		l armor)		al armor)	(natural	armor)
Hit Points	28		-	57		130		213	
Speed	Fly 1	00 ft	. (Perf	ect)	La ATT		1000	10100	ATA BARA
Size,Type, Alignment	Large e unalign	lemental ed	l,	Large ele unaligne		Huge ele unaligne	emental, ed	Gargantu unalignec	an elemental, I
, ing interne	STR		(+3)	STR	16 (+3)	STR	20 (+5)	STR	22 (+6)
	DEX		(+7)	DEX	24 (+7)	DEX	24 (+7)	DEX	23 (+6)
Ability Scores /	CON		(+1)	CON	12 (+1)	CON	18 (+4)	CON	20 (+5)
Saves	INT	4	(-3)	INT	4 (-3)	INT	8 (-1)	INT	8 (-1)
	WIS	9	(-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	9	(-1)	CHA	9 (-1)	CHA	13 (+1)	CHA	13 (+1)
Saving Throws	-			-		-			
Resistances		sical at		2233	55122	2000		1. San	
Immunities Vulnerabilities	Critica	l Hits,	Flanking	, paralyze	d, poisoned,	unconscio	ous, Sneak Atta	icks, stuni	ned
	Passive	Percept	tion +9,	Passive F	Perception +9,	Passive	Perception +14,	Passive P	erception +17,
Senses		ion 60 fl	t.	Darkvisio	on 60 ft.	Darkvisi	on 60 ft.	Darkvisio	n 60 ft.
Languages Challenge	Auran 3			6		10		14	
		ery Airbo	rne creatur		advantage on att		ge rolls against an a		2.42
Special Abilities &		ci y Alibo	ine creatur	es suiter dis	advantage on alla	and dania		in cicritental.	
Qualities									

and the second s	🖂 Low	⊠ Moderate	⊠ Advanced	🗵 Elite
Special Abilities & Qualities	speed, you can continue to f base land speed (average ma whirlwind's width at its peak feet and at most 60 feet hig another creature occupies. A or if the whirlwind moves in and you do not threaten the take damage when caught ir An affected creature must su as if it were hit by the your s held suspended in the powe allowed a Dexterity save eac successful. Creatures trappe the whirlwind. Trapped creat level) to cast a spell. Creatur rolls. The whirlwind can have The whirlwind can eject any whirlwind's base touches the has a diameter equal to half	Saving Throw Dexterity DC 14 n yourself into a whirlwind and a fly at that same speed while in w aneuverability) while in whirlwing is always equal to half of its he h. The whirlwind form does not Another creature might be caugh to or through a creature's space area around you. Creatures one the whirlwind (generally damag ucceed on a Dexterity save whe sham attack. It must also succeed erful winds, automatically taking h round to escape the whirlwing d in the whirlwind cannot move tures can otherwise act normally es caught in the whirlwind suffe e only as many creatures trapped carried creatures whenever you e ground, it creates a swirling cl the whirlwind's height. The clou concealment, while those farthe	whirlwind form, otherwise you g d form. The whirlwind is always ight. You control the exact heig provoke attacks of opportunity ht in the whirlwind if it touches e. In whirlwind form you cannot or more size categories smalle ge equal your slam attack) and i n it comes into contact with th d on a second Dexterity save or the indicated damage each rou d. The creature still takes damage except to go where the whirlw y, but must succeed on a Conce er disadvantage on Dexterity-rel d inside at one time as will fit ir wish as a free action, depositir oud of debris. This cloud is cer id obscures all vision, including	ain a fly speed equal to your 5 5 feet wide at its base, A 5, ht, but it must be at least 10 7, even if you enter the space 5 or enters the whirlwind, 7 make your normal attacks, 8 r than the whirlwind might 7 may be lifted into the air. 8 whirlwind or take damage 9 be picked up bodily and 10 d. A creature that can fly is 10 ge but can leave if the save is 10 vind carries them or to escape 10 entration check (DC 15 + spell 10 ated checks and on attack 10 side the whirlwind's volume. 10 them in your space. If the 10 the tered on the creature and
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	-			

Ð

	2.57		100	and the second	22		200	5	2 File	- Galland	all and a second	a period
ELEN			- (AR	$\left[\right]$].
	IEN		ΤŲ	AIR	,		GE/	Č		CAD		
			× Low	/	×N	Ioderat	e 🗵	Ad	vanced		× Elite	9
O Terrain						Any	(Plane of	Air)			_	
Rarity							Rare					
Role						Solo	dier / Nori	mal				
Organizat	ion				So	olitary, P	air, or Ga	ng (3-	8x)			
							None					
	[× Lo	W	\mathbf{X}	Mode	erate		dva	nced	×	Elite	
Armor Class	17 (natura	al armo	or)	17 (natural	armo	r)	18 (natural	armo	or)	19 (natural	armor)	
Hit Points	25			64			95			167		
Speed	Fly 7	00 ft	. (Perf	ect)		200					100	
Size,Type, Alignment	Medium unaligne	n elemer ed	ntal,	Large ele unaligne			Large ele unaligned		,	Huge ele unaligne		
	STR	12	(+1)	STR	16	(+3)	STR	18	(+4)	STR	20 (-	+5)
	DEX		(+6)	DEX		(+5)	DEX		(+6)	DEX	21 (-	+5)
Ability Scores /	CON	10	(+0)	CON	14	(+2)	CON	17	(+3)	CON	19 (-	+4)
Saves	INT	4	(-3)	INT	4	(-3)	INT	8	(-1)	INT		-1)
	WIS	9	(-1)	WIS	9	(-1)	WIS CHA	13		WIS		+1)
Saving Throws	-	9	(-1)	·	3	(-1)			(+ 1)		-) (-	- 1) -
Resistances		sical at										
Immunities	Critica	l Hits,	Flanking	, paralyze	d, pois	soned, u	nconscio	us, Sn	eak Atta	icks, stun	ned	
Vulnerabilities Senses		Percept ion 60 fl		Passive F Darkvisio			Passive P Darkvisio	•		Passive F Darkvisio	Perception on 60 ft.	+17,
Languages	Auran											
Challenge	4			8			10			14		
Special Abilities & Qualities	Air Mast	ery Airbo	rne creatui	res suffer dis	advantag	ge on attac	k and damag	e rolls a	gainst an a	ir elemental.		1

Nav-	🖂 Low	⊠ Moderate	➢ Advanced	× Elite					
Constal			Saving Throw						
Special Abilities &	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 15	Dexterity DC 17	Saving Throw Dexterity DC 19					
Qualities	Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its b whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be a feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter t another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlw or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal a and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or the whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind'. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond Creatures 5 feet away have concealment, wh								
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	The second second								

Ð

	and a series				Contraction and				
		A \ / _			AD M	\checkmark			
	IENTAL (AR, MI	EDIUM)			K			
		w × M	oderate 🛛 🔀	Advanced	× Elite				
• Terrain			Any (Plane of Air)						
Rarity			Rare						
			Soldier / Nor	mal					
Organizat	tion	So	litary, Pair, or Ga	ng (3-8x)					
			None						
Treasure									
	⊠ Low			dvanced	× Elite				
Armor Class	16 (natural armor)	17 (natural armor	18 (natural	armor)	18 (natural armor)				
Hit Points	33	64	97		129				
Speed	Fly 100 ft. (Pe	rfect)							
Size, Type,	Medium elemental,	Medium element	,	elemental,	Medium elemental,				
Alignment	unaligned	unaligned	unaligne		unaligned				
	STR 12 (+1 DEX 18 (+4	and the second sec	(+1) STR (+4) DEX	16 (+3)	STR 17 (+3 DEX 20 (+5	-			
Ability	DEX 18 (+4 CON 12 (+1	and the second se	(+4) DEX (+1) CON	20 (+5) 16 (+3)	DEX 20 (+5 CON 16 (+3	1			
Scores / Saves	INT 2 (-4)		(-4) INT	6 (-2)	INT 6 (-2)				
Javes	WIS 9 (-1)		(-1) WIS	13 (+1)	WIS 13 (+1				
	CHA 9 (-1)	CHA 9	(-1) CHA	13 (+1)	CHA 13 (+1)			
Saving Throws	-	-	-		-				
Resistances	all physical attacks								
Immunities	Critical Hits, Flanki	ng, paralyzed, pois	oned, unconscio	us, Sneak Atta	cks, stunned				
Vulnerabilities						_			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perceptic Darkvision 60 ft.	on +9, Passive F Darkvisio	Perception +14, on 60 ft.	Passive Perception +1 Darkvision 60 ft.	Ϊ,			
Languages	Auran		1952						
Challenge	4	8	10		14				
Special Abilities &	Air Mastery Airborne crea	tures suffer disadvantage	e on attack and damag	e rolls against an a	ir elemental.				
Oualities									

Qualities

and the	🖂 Low	⊠ Moderate	Advanced	× Elite					
Special Abilities & Qualities	Saving Throw Dexterity DC 13Saving Throw Dexterity DC 17Saving Throw Dexterity DC 18Whirlwind 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 								
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									

Û

ELEMENTAL (AIR, SMALL)

		🔀 Low	🔀 Modera	te 🛛 🖂 Advanced	🔀 Elite	
O Terrain	Any (Plane of Air)					
Rarity				Rare		
Role	🕙 Role		Soldier / Minion			
Organization			Solitary, Pair, or Gang (3-8x)			
				None		
		Low	Moderate	⊠ Advanced	× Elite	
		LOW		and the second se		
Armor Class	16 (natural ar	rmor)	16 (natural armor)	18 (natural armor)	18 (natural armor)	
Hit Points	5		37	91	161	
Speed	Fly 100 ft. (Perfect)					
Size, Type, Alignment	Small eleme unaligned	ental,	Small elemental, unaligned	Small elemental, unaligned	Medium elemental, unaligned	
Ability Scores / Saves	DEX CON IINT 2 WIS S	15 (+2) 10 (+0) 2 (-4) 9 (-1)	STR 10 (+0) DEX 15 (+2) CON 10 (+0) INT 2 (-4) WIS 9 (-1) CHA 9 (-1)	STR 14 (+2) DEX 18 (+4) CON 15 (+2) INT 6 (-2) WIS 13 (+1) CHA 13 (+1)	STR 17 (+3) DEX 17 (+3) CON 18 (+4) INT 6 (-2) WIS 13 (+1) CHA 13 (+1)	
Saving Throws	-					
Resistances						
Immunities Vulnerabilities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned					
Senses	Passive Perception +9, Darkvision 60 ft.		Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	
Languages	Auran					
Challenge	2		6	10	14	
Special Abilities & Qualities	Air Mastery A	Airborne creatures	suffer disadvantage on atta	ck and damage rolls against an a	ir elemental.	

Έ

and the second	🛛 Low	🔀 Moderate	🔀 Advanced	🔀 Elite					
Special Abilities & Qualities	Whirlwind You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at le feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwin or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal atta and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind may be lifted into the a An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take dar as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily ar held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to the whirlwind can eigent an otherwise at normally, but must succeed on a Concentration check (DC 15 level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on att rolls. The whirlwind can eigent any creatures sherey you wish as a free action, depositing them in your space. whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature a has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including dar								
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.		Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.					
Legendary Actions Innate Spellcasting Spellcasting									

ELEM	ENTAL (E	arih, Elc	ER)									
	🔀 Lo	w 🛛 🔀 Moderat	te 🔀 Advanced	🔀 Elite								
P Terrain		Any (Plane of Earth)									
Q Rarity			Rare									
Role		Brute / Solo										
Organization	tion	Solitary, F	Pair, or Gang (3-8x)									
			None									
1000	🖂 Low	Moderate	➢ Advanced	× Elite								
	18	18	18	19								
Armor Class	(natural armor)	(natural armor)	(natural armor)	(natural armor)								
Hit Points	69	96	159	294								
Speed	20 ft. Burrow 2	0 ft., Earth Glide										
Size,Type, Alignment	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned								
	STR 22 (+6)		STR 24 (+7)	STR 28 (+9)								
Ability	DEX 10 (+0)		DEX 6 (-2)	DEX 8 (-1)								
Scores /	CON 15 (+2)		CON 18 (+4)	CON 22 (+6)								
Saves	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)								
	WIS 9 (-1) CHA 9 (-1)	WIS 9 (-1)	WIS 9 (-1) CHA 9 (-1)	WIS 13 (+1)								
Saving Throws		·	· · ·	· ·								
Resistances	all physical attacks											
Immunities	Critical Hits, Flankin	g, paralyzed, poisoned, ι	inconscious, Sneak Atta	acks, stunned								
Vulnerabilities				a contra se								
Senses	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.								
Languages	Terran	Contraction of the second										
Challenge	8	12	16	20								
Special Abilities & Qualities	easily as a fish swims throu behind no tunnel or hole, r	orth elemental can pass through s ugh water. If protected against fir nor does it create any ripple or ot th elemental flings the elementa tude save.	e damage, it can even glide thr her sign of its presence. A Mov	ough lava. Its burrowing leaves ve Earth spell cast on an area								
Special Abilities & Qualities		mental gains advantage on attacl irborne or waterborne, the elem pat actions.										

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

24-20	2.57		1		22	-		1		- Caller	ALC: N	Safety.
EIEM	ENI	AL	(EA	RIH	,G	REA	JER			\bigcup		
		[× Low	,	× Mo	derat	• ×	۲. A	vanced		× Elite	
O Terrain		c	Any (Plane of Earth)									
Rarity			Rare									
						Br	rute / Elit	е				
	.				Soli		, air, or Ga		8x)			
	tion					,,	None	0 (*	- /			
Treasure		-				7						
		× Lo	W		Moder	ate		dvar	nced		< Elite	
Armor Class	17 (natur	al armo	(r)	17 (natura	armor)		17 (natural	armo	r)	17 (natural	armor)	
Hit Points	37		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	64	annorj		124	anno	')	182	annorj	
Speed		Bur	row 20	O ft., Ea	rth Cli	ide	1 4 1			102		
Size, Type,		lemental		Large ele		luc	Huge ele	mental		Huge ele	mental.	
Alignment	unalign		.,	•	unaligned			unaligned			unaligned	
	STR	20	(+5)	STR	20 (+5)	STR	22	(+6)	STR	22 (-	+6)
Ability	DEX		(+0)	DEX	10 (DEX	6	(-2)	DEX		-2)
Scores /	CON		(+2)	CON		+2)	CON	18	(+4)	CON		+4)
Saves	INT WIS	6 9	(-2)	INT WIS		-2) -1)	INT WIS	6 9	(-2)	INT WIS		-2) -1)
		9		CHA				State of the local division of the local div				-1)
Saving	Crivit						CIT			CITA		.,
Throws	-	_										
Resistances Immunities		sical at		, paralyze	d noiso	ned ur	nconscio	us Sn	eak Atta	cks stun	ned	
Vulnerabilities	-	111103,	inanking	, purulyze	u, poiso	neu, ui	leonselo	us, sm	cakritta	icks, stan	incu	
Senses	+9, Dar	Percept kvision (sense 60	50 ft.,	+13, Dar	Perception kvision 60 ense 60 ft) ft.,	Passive F +14, Dar Tremorse	kvision	60 ft.,	+14, Dar	Perception kvision 60 ense 60 ft.) ft.,
Languages	Terran										100	
Challenge	5			9			13			17		
Special Abilities & Qualities	easily as behind r containi	a fish sw no tunnel ng a burr	or hole, no	th elemental th water. If p or does it cre n elemental f ude save.	rotected ag ate any ripp	gainst fire ole or oth	e damage, it her sign of it	can ever s preser	n glide thro	ough lava. Its e Earth spel	s burrowing cast on an	g leaves area
Special Abilities & Qualities	Earth M aground.	astery An If an opp	earth elem	ental gains a borne or wa								

Φ

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

ELEMENTAL (EARTH, HUGE)

5		🗵 Low 🛛 🖾 Moderate						× Ad	dvanced		× E	ite	
? Terrain						Any	(Plane o	f Earth))				
Rarity							Rare						
Role						Bi	ute / No	ormal					
Organiza	tion				S	olitary,	Pair, or (Gang (3	8-8x)				
Treasure			None										
		× Lo	w	×	Moderate			🖂 Advanced			🔀 Elite		
Armor Class	16 (natur	al armo	or)	17 (natu	ral armo	or)	17 (natu	ral arm	or)	18 (natural	armo	r)	
Hit Points	17		.,	34		.,	88			193			
Speed	20 f	t. Bur	row 20	O ft., E	arth (Glide							
Size,Type, Alignment	Large e unalign	lementa ed	al,	Large e unaligi	elementa ned	l,	Huge unalig	element ned	al,	•	Gargantuan elemental, unaligned		
Ability	STR DEX	10	(+4) (+0)	STR DEX	10	(+4) (+0)	STR DE>	(6	(+5) (-2)	STR DEX	8	(+7) (-1)	
Scores / Saves	CON INT WIS	1 13 4 9	(+1) (-3)	CON INT WIS	4	(+1) (-3)	CO INT WIS	4	(-3)	CON INT WIS	21 8 13	(+5) (-1)	
	CHA		(-1) (-1)	CHA		(-1)	CH/		(-1) (-1)	CHA		(+1) (+1)	
Saving Throws	-		sts:755			-(-)-			(-)			()	
Resistances		sical a											
Immunities	Critica	l Hits,	Flanking	, paraly	zed, poi	soned,	unconso	ious, S	neak Atta	acks, stun	ned		
Vulnerabilities Senses	+9, Dar	Percep kvision sense 6	60 ft.,	+9, Da	e Percept rkvision rsense 6	60 ft.,	+13,[e Percep Darkvisic prsense (on 60 ft.,	Passive F +16, Dar Tremorse	kvision	60 ft.,	
Languages	Terran												
Challenge	3			6			10			14			
Special Abilities & Qualities	easily as behind i containi	a fish sv no tunne ng a buri	wims throug I or hole, no	gh water. It or does it o h elementa	f protected	d against f ripple or c	re damage ther sign c	, it can ev of its pres	ence. A Mov	sort of earth ough lava. Its ve Earth spell eature for 1 r	burrow cast on	ing leaves an area	
Special Abilities & Qualities	ground.	If an opp		rborne or v						d its foe are t tack and dar			

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

ELEMENTAL (EARTH, LARGE) 😳 父 🤽

		🔀 Low	,	\times	Modera	te	< Adv	anced		× Elite	e	
Q Terrain					Any (Plane of	Earth)					
Rarity						Rare						
Role					Bri	ute / Nor	mal					
🖸 Organiza	tion			S	Solitary, F	Pair, or Ga	ang (3-8	Sx)				
Treasure						None						
		✓ Low	\mathbf{X}	Moderate			☑ Advanced			× Elite		
Armor Class	16		16			17			17			
Hit Points	(natura 3 1	al armor)	(natura 82	li armo	or)	(natura	al armor)	(natural 183	armor)		
Speed		Burrow 20		orth (Clide	127			105			
Size, Type,		elemental,	Large el	_		l arge el	emental,		Large eler	mental.		
Alignment	unaligne		unaligne		-,	unaligne			Large elemental, unaligned			
	STR	17 (+3)	STR		(+4)	STR		(+5)	STR	21 (-	-	
Ability	DEX	10 (+0)	DEX	6	(-2)	DEX		(+0)	DEX	10 (-	-	
Scores /	CON INT		CON	-		CON		(+4)	CON	18 (-		
Saves	WIS	4 (-3) 9 (-1)	INT WIS	4 9	(-3) (-1)	INT WIS		(-1) (+1)	INT WIS		-1) +1)	
	CHA		CHA	9	(-1)	CHA	and the second	(+1)	CHA	13 (-		
Saving Throws	-											
Resistances	all phy	sical attacks										
Immunities	Critica	l Hits, Flanking	, paralyze	ed, poi	isoned, ι	inconscio	ous, Sne	ak Attac	:ks, stunr	ned		
Vulnerabilities				1	-					104		
Senses	+9, Dar	Perception vision 60 ft., sense 60 ft.	Passive +12, Da Tremors	rkvisior	n 60 ft.,	+15, Da	Perceptic rkvision (sense 60	50 ft.,	Passive P +16, Dark Tremorse	vision 60) ft.,	
Languages	Terran		-		100							
Challenge	4		8			10			14			
Special Abilities & Qualities	easily as behind n containin	de A burrowing eart a fish swims throug o tunnel or hole, no ng a burrowing earth s on a DC 15 Fortitu	h water. If p r does it cre elemental	orotected eate any	d against fir ripple or of	re damage, it ther sign of i	t can even ts presend	glide throu ce. A Move	ugh lava. Its Earth spell	burrowing cast on an	g leaves area	
Special Abilities & Qualities	ground.	stery An earth elem f an opponent is air s apply to all comba	borne or wa									

Vie -	🗵 Low	Moderate	⊠ Advanced	× Elite
Marriel Lan			Auvanceu	
Standard	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon	Slam Melee weapon
Actions	attack: +4 to hit,	attack: +5 to hit, reach	attack: +7 to hit, reach	attack: +7 to hit, reach
710110110	reach 5 ft., one target.	10 ft., one target. Hit	10 ft., one target. Hit	10 ft., one target. Hit
	Hit 1d10+7 (12)	2d6+7 (14) bludgeoning	3d6+9 (20) bludgeoning	3d6+9 (20) bludgeoning
	bludgeoning damage.	damage.	damage.	damage.
Legendary	-			
Actions				
Innate				
Spellcasting				
Spellcasting	-			
Possessions				

	and the	2-3-5		2 des			- Frank Provide	20090			
EIEM	ENTA	l (E a	RIH,	Mee	NUM		\bigcirc				
		🔀 Low	×	Moderat	e 🗵	Advanced	×	Elite			
P Terrain				Any (I	Plane of Ea	arth)					
Rarity		Rare									
	-			Bru	ite / Norm	al					
Role	_			Solitary, P	,						
Organiza	tion			Solitary, I		ig (J-0x)					
Treasure					None						
	\mathbf{x}	Low	🖂 Mo	derate	×A	dvanced	×	Elite			
Armor Class	16	CAN.	16	and a	17		17				
	(natural a	rmor)	(natural arr	nor)	(natural	armor)	(natural a	rmor)			
Hit Points	28		63		98		139				
Speed	20 ft. B	Surrow 20) ft., Earth	n Glide				Provide a			
Size, Type,	Medium ele	emental,	Medium eler	nental,		elemental,	Medium ele	emental,			
Alignment	unaligned	17 (. 2)	unaligned	7 (. 2)	unaligned		unaligned				
		17 (+3)		7 (+3)	STR	19 (+4)	and the second second	20 (+5)			
Ability		6 (-2) 15 (+2)	DEX 6 CON 1		DEX CON	10 (+0)		10 (+0) 18 (+4)			
Scores /	Sector Sector	15 (+2) 2 (-4)	INT 2		INT	18 (+4) 6 (-2)		18 (+4) 5 (-2)			
Saves	and the second second	9 (-1)	WIS 9		WIS	13 (+1)		13 (+1)			
			and the second second			13 (+1)					
Saving	CITA .	200(21)28		62(2)A	CITA	12 († 1)	CIA	12 (†1)			
Throws	-				-						
Resistances	all physic		1967	and the second				1000			
Immunities	Critical H	its, Flanking,	paralyzed, p	poisoned, u	nconsciou	ıs, Sneak Atta	cks, stunne	d			
Vulnerabilities	- Passive Per	rcention	Passive Perc	ention	Passive P	erception	Passive Per	cention			
Senses	+9, Darkvis Tremorsens	sion 60 ft.,	+9, Darkvisio Tremorsense	on 60 ft.,	+15, Dark	vision 60 ft.,	+16, Darkvi Tremorsens	sion 60 ft.,			
Languages	Terran	ense 60 ft. Tremorsense 60 ft. Tremorsense 60 ft. Tremorsense 60 ft.									
Challenge	4		8		10		14				
Special Abilities & Qualities	easily as a fis behind no tu containing a	sh swims through unnel or hole, nor	n water. If protec does it create a elemental flings	cted against fire	e damage, it c her sign of its	almost any other s an even glide thro presence. A Mov , stunning the cre	ough lava. Its bu e Earth spell ca	st on an area			
Special Abilities & Qualities	Earth Master ground. If an	ry An earth eleme	ental gains advar oorne or waterbo			rolls if both it and isadvantage on at					

Qualities

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

ELEMENTAL (EARTH, SMALL)

		ا 🗵	_ow		Modera	te	× Ad	vanced		🔀 Elite		
• Terrain					Any	(Plane of	FEarth)					
Rarity						Rare						
Role				Brute / Normal								
🖸 Organiza	tion			Solitary, Pair, or Gang (3-8x)								
Treasure				None								
	(⊠ Low	×	Moderate			🖂 Advanced			🔀 Elite		
Armor Class	16 (natur	al armor)	16 (nati	ural arm	or)	17 (natu	ral armo	or)	18 (natural	18 (natural armor)		
Hit Points	7		31			79			146			
Speed	20 ft	t. Burrow	20 ft.,	Earth	Glide			and the second				
Size,Type, Alignment	Small e unalign	lemental, ed	Smal unali	elementa gned	al,	Small e unaligi	elementa 1ed	Ι,		Medium elemental, unaligned		
	STR	14 (+:			+ (+2)	STR		(+3)	STR	19	(+4)	
Ability	DEX		and the second second		(-2)	DEX			DEX		(+0)	
Scores /	CON							(+3)	CON		(+4)	
Saves	INT WIS	2 (-4 9 (-1			(-4)	INT WIS	6 13	(-2)	INT WIS	6 13	(-2)	
	CHA				(-1)	CHA		(+1) (+1)	CHA	-	(+1) (+1)	
Saving Throws	-				2(2)2			(1)			(11)	
Resistances	all phy	sical attack	s									
Immunities	Critica	al Hits, Flanl	king, paral	yzed, po	isoned,	unconsc	ious, Sr	neak Atta	cks, stun	ned		
Vulnerabilities	- Dessive	Derception	Dacci	ve Percep	tion	Dessiv	Dorconi	tion	Dessive D	orconti	0 P	
Senses	+9, Dar	Perception kvision 60 ft., sense 60 ft.	, +9, D	arkvision orsense 6	60 ft.,	+15, C	e Percept Parkvisior rsense 6	n 60 ft.,	Passive P +16, Darl Tremorse	kvision	60 ft.,	
Languages	Terran	2012/02				1.0						
Challenge	2		6			10			14			
Special Abilities & Qualities	easily as behind r containi	ide A burrowing a fish swims the no tunnel or ho ng a burrowing Is on a DC 15 F	nrough water. le, nor does it earth elemer	If protecte create any tal flings th	ed against f ripple or c	re damage, ther sign o	it can eve f its prese	en glide thro nce. A Mov	ough lava. Its e Earth spell	burrow cast on	ing leaves an area	
Special Abilities & Qualities	ground.	astery An earth If an opponent rs apply to all co	is airborne or	waterborr								

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

	2372					and the second	- And And And	
ELEM	ENTA	L (F	IRE,	ELD	ER)		\bigcirc	8
2		🔀 Low		➢ Moderat	e 🗵	Advanced	>	< Elite
O Terrain					(Plane of F			
Rarity					Rare			
Role				So	oldier / Sol	0		
Organizat	tion			Solitary, P	air, or Gar	ng (3-8x)		
Treasure					None			
	\mathbf{X}	Low		Noderate	×A	dvanced	×	Elite
Armor Class	18 (natural arr	CASE.	18 (natural	Sec. Sec.	19 (natural		20 (natural	
Hit Points	49		76		137		256	
Speed	60 ft.	S. A.	1					
Size,Type, Alignment	Large elemei unaligned	ntal,	Large elemental, unaligned		Huge elemental, unaligned		Gargantuan elemental, unaligned	
Ability Scores / Saves	DEX 2 CON 1 INT 8 WIS 9	(-1)	STR DEX CON INT WIS CHA	18(+4)21(+5)12(+1)8(-1)9(-1)9(-1)	STR DEX CON INT WIS CHA	20 (+5) 22 (+6) 16 (+3) 8 (-1) 9 (-1) 9 (-1)	STR DEX CON INT WIS CHA	24 (+7) 23 (+6) 20 (+5) 12 (+1) 13 (+1) 13 (+1)
Saving Throws Resistances	- all physica							
Immunities Vulnerabilities		ts, Fire, Flan	king, para	alyzed, poison	ed, uncon	iscious, Sneak	Attacks, s	stunned
Senses	Passive Perc Darkvision 6		Passive P Darkvisio	erception +13, n 60 ft.	Passive P Darkvisio	erception +14, n 60 ft.	Passive Pe Darkvision	erception +17, n 60 ft.
Languages Challenge	lgnan 8		12		16		20	
Special Abilities & Qualities	Saving Throw Dexterity DC Damage 2d8 Burn You deal		Saving Thr Dexterity I Damage 20 addition to 0	DC 15	Saving Thr Dexterity I Damage 2 successful hi	DC 18 d12	Saving Thro Dexterity D Damage 3 o affected by th	OC 21 110

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.

and they	🖂 Low	🖂 Moderate	🖂 Advanced	🔀 Elite
Special Abilities & Qualities	Vulnerability to Cold You take throw is allowed, or if the sav	e half again as much (+50%) da e is a success or failure	mage as normal from Cold, reg	ardless of whether a saving
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d8+8 (17) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d8+12 (30) bludgeoning damage.
Legendary Actions				
Innate Spellcasting				
Spellcasting	-			
Possessions				

	1970 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 - 1990 -		Constant Party Sectors					
ELEM	ENIAL (FI	RE, GREAI	FR)					
	🔀 Low	Moderat	e 🔀 Advanced	🔀 Elite				
O Terrain	_		(Plane of Fire)					
Q Rarity			Rare					
🔁 Role		So	ldier / Elite					
Organizat	tion	Solitary, P	air, or Gang (3-8x)					
Treasure			None					
	🖂 Low	🖂 Moderate	🖂 Advanced	× Elite				
Armor Class	18	18	19	19				
	(natural armor)	(natural armor)	(natural armor)	(natural armor)				
Hit Points	77	145	221	305				
Speed	60 ft.	A STATE AND						
Size,Type, Alignment	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned				
	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 24 (+7)				
	DEX 22 (+6)	DEX 20 (+5)	DEX 23 (+6)	DEX 22 (+6)				
Ability Scores /	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)				
Saves	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)				
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)				
Saving	CHA 9 (-1)	CHA 9 (-1)	CHA 15 (+1)					
Throws	-	•	•	•				
Resistances Immunities	all physical attacks	king peraluzed poison	ad unconscious Snool	Attacks stunned				
Vulnerabilities	Vulnerability to Cold	ıking, paralyzed, poison	ea, unconscious, sneak	Attacks, stunned				
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.				
Languages	Ignan							
Challenge	8	13	17	21				
Special	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 22				
Abilities & Qualities	Damage 2d6	Damage 2d8	Damage 2d10	Damage 2d12				
Yudines	Burn You deal fire damage in	fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ab						

	A CONTRACT OF A			
and the	🖂 Low	🗵 Moderate	🖂 Advanced	🛛 Elite
Special Abilities & Qualities	Vulnerability to Cold You take throw is allowed, or if the sav	e half again as much (+50%) da e is a success or failure	mage as normal from Cold, reg	ardless of whether a saving
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+9 (22) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+11 (29) bludgeoning damage.
Legendary Actions				
Innate Spellcasting				
Spellcasting	-			
Possessions		and the second s		

ELEMENTAL (FIRE, HUGE) 🕃 인 🛈 🖈

		•	•						
	2	× Low	🔀 Moderate	e 🛛 🔀 Advanced	🔀 Elite				
O Terrain			Any (Plane of Fire)					
Q Rarity		Rare							
🖸 Role		Soldier / Normal							
🖸 Organizat	tion	Solitary, Pair, or Gang (3-8x)							
Treasure				None					
	🖂 Lo	w	Moderate	☑ Advanced	🔀 Elite				
Armor Class	17 (natural armo	17 r) (nat	ural armor)	19 (natural armor)	19 (natural armor)				
Hit Points	30	67	,	122	203				
Speed	60 ft.								
Size,Type, Alignment	Large elemental unaligned		e elemental, igned	Huge elemental, unaligned	Gargantuan elemental, unaligned				
Ability Scores / Saves	DEX 22	(+1) ST (+6) DE (+0) CC (-3) IN (-1) WI (-1) CH	X 20 (+5) N 14 (+2) T 4 (-3) S 9 (-1)	STR 18 (+4) DEX 22 (+6) CON 17 (+3) INT 8 (-1) WIS 13 (+1) CHA 13 (+1)	STR 20 (+5) DEX 21 (+5) CON 19 (+4) INT 8 (-1) WIS 13 (+1) CHA 13 (+1)				
Saving Throws	-	-		-	-				
Resistances	all physical at	tacks							
Immunities	Critical Hits,	Fire, Flanking,	paralyzed, poisone	ed, unconscious, Sneak	Attacks, stunned				
Vulnerabilities	Vulnerability		Contraction and	8 - C - C - S - S - S - S - S - S - S - S					
Senses	Passive Percept Darkvision 60 ft		ive Perception +13, vision 60 ft.	Passive Perception +16,Passive Perception +17,Darkvision 60 ft.Darkvision 60 ft.					
Languages	Ignan								
Challenge	6	10		14	18				
Special Abilities &	Saving Throw Dexterity DC 13		ng Throw erity DC 16	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20				
Qualities	Damage 2d4	Dam	age 2d6	Damage 2d8	Damage 2d10				
A CONTRACTOR OF	Burn You deal fire	urn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn abi							

	Part of the second s			
and the	🗵 Low	🔀 Moderate	🛛 Advanced	🔀 Elite
Special Abilities & Qualities	Vulnerability to Cold You take throw is allowed, or if the sav	e half again as much (+50%) da e is a success or failure	mage as normal from Cold, reg	ardless of whether a saving
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d10+3 (8) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+8 (22) bludgeoning damage.
Legendary Actions				
Innate Spellcasting				
Spellcasting	-			
Possessions				

ELEMENTAL (FIRE, LARGE) 🕃 👤 💭 🖈

				-9 -			Y			
		🔀 Low		✓ Moderate	e 🔀 /	Advanced	>	< Elite		
O Terrain		Any (Plane of Fire)								
Q Rarity					Rare					
🔁 Role		Soldier / Normal								
😳 Organizat	tion	Solitary, Pair, or Gang (3-8x)								
					None					
	\mathbf{X}	Low	×M	loderate	🖂 Adv	vanced	×	Elite		
Armor Class	16	er al al	16		18	134 - 20	18			
	(natural a	rmor)	(natural a	armor)	(natural ar	mor)	(natural a	armor)		
Hit Points	26		53		102		165			
Speed	50 ft.		A STATE	A Ares						
Size, Type, Alignment	Large eleme unaligned	ental,	Large elemental, unaligned		Large elemental, unaligned		Huge elemental, unaligned			
Ability Scores / Saves	DEX CON INT WIS	12 (+1) 18 (+4) 12 (+1) 4 (-3) 9 (-1) 9 (-1)	STR DEX CON INT WIS CHA	12 (+1) 18 (+4) 12 (+1) 4 (-3) 9 (-1) 9 (-1)	DEX 2 CON 1 INT 8 WIS 1	6 (+3) 0 (+5) 6 (+3) 6 (-1) 3 (+1) 3 (+1)	STR DEX CON INT WIS CHA	18 (+4) 19 (+4) 18 (+4) 8 (-1) 13 (+1) 13 (+1)		
Saving Throws										
Resistances	all physica	al attacks								
Immunities			king, paral	lyzed, poisone	ed, unconsc	ious, Sneak	Attacks, s	tunned		
Vulnerabilities	Vulnerabi	lity to Cold								
Senses	Passive Per Darkvision	ception +9, 60 ft.	Passive Pe Darkvision	rception +12, 60 ft.	Passive Perception +15,Passive PerceptionDarkvision 60 ft.Darkvision 60 ft.					
Languages	Ignan									
Challenge	4		8		12		16			
Special Abilities &	Saving Throw Dexterity DC		Saving Thro Dexterity D		Saving Throw Dexterity DC		Saving Thro Dexterity D			
Qualities &	Damage 1d6	5	Damage 2d	4	Damage 2d6		Damage 2d	8		
	Burn You dea	deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability								

	🗵 Low	🗵 Moderate	☑ Advanced	🔀 Elite
Special Abilities & Qualities	Vulnerability to Cold You tak throw is allowed, or if the say	e half again as much (+50%) dai /e is a success or failure	mage as normal from Cold, reg	ardless of whether a saving
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.
Legendary Actions				
Innate Spellcasting				
Spellcasting	-			
Possessions				

Û

	STE 2-15			Contract of the					
T	/ T								
JEIDEM	IENIAL (I	FIRE, MED							
	🔀 Lo	w 🔀 Modera	te 🔀 Advanced	× Elite					
O Terrain	_		(Plane of Fire)						
Q Rarity		Rare							
Role		Sol	dier / Normal						
Organizat	tion	Solitary, F	Pair, or Gang (3-8x)						
			None						
The second	🗵 Low	🗵 Moderate	☑ Advanced	× Elite					
The second	16	16	17	18					
Armor Class	(natural armor)	(natural armor)	(natural armor)	(natural armor)					
Hit Points	23	54	107	186					
Speed	50 ft.								
Size, Type,	Medium elemental,	Medium elemental,	Medium elemental,	Large elemental,					
Alignment	unaligned STR 10 (+0)	unaligned STR 10 (+0)	unaligned STR 14 (+2)	unaligned STR 17 (+3)					
	DEX 15 (+2)		DEX 18 (+4)	DEX 18 (+4)					
Ability	CON 12 (+1)		CON 16 (+3)	CON 18 (+4)					
Scores / Saves	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)					
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)					
C. in	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)					
Saving Throws	-								
Resistances	all physical attacks								
Immunities		lanking, paralyzed, poisor	ned, unconscious, Sneal	Attacks, stunned					
Vulnerabilities	Vulnerability to Col Passive Perception +9,		Passive Perception +15,	Passive Perception +16,					
Senses	Darkvision 60 ft.								
Languages Challenge	lgnan 4	8	12	16					
Special	Saving Throw	Saving Throw	Saving Throw	Saving Throw					
Abilities &	Dexterity DC 13	Dexterity DC 14	Dexterity DC 17	Dexterity DC 19					
Qualities	Damage 1d4	Damage 1d6 in addition to damage dealt on a	Damage 2d4	Damage 2d6					

	🖂 Low	🗵 Moderate	🗵 Advanced	🔀 Elite
Special Abilities & Qualities	Vulnerability to Cold You take throw is allowed, or if the save	half again as much (+50%) da e is a success or failure	mage as normal from Cold, re	gardless of whether a saving
Standard Actions	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.
Legendary Actions				
Innate Spellcasting				
Spellcasting	-			
Possessions				

ELEMENTAL (FIRE, SMALL) 🔀 🔮 🔯

		🗵 Low 🛛 🗵 Moderat				te		d	× Elite		
O Terrain					Any (Plane of Fire)				-		
Q Rarity							Rare				
Role						Sol	dier / Miı	nion			
Organizati	ion		Solitary, Pair, or Gang (3-8x)								
		None									
100	×	< Lo	W	\mathbf{X}	Mod	erate	\mathbf{X}	🖂 Advanced 🛛 🔀 Elit			
Armor Class	15			16	25		17		18		
	(natural	armo	or)	(natura	al armo	or)		al armor)		l armor)	
Hit Points	16			38			89		143		
Speed	50 ft.		a suger h		L'an	200			1000		
Size,Type, Alignment	Small ele unaligned		,		Small elemental, unaligned		Small el unaligne	emental, ed		Medium elemental, unaligned	
-	STR	8	(-1)	STR	8	(-1)	STR	12 (+1)	STR	16 (+3)	
	DEX	11	(+0)	DEX	12	(+1)	DEX	17 (+3)	DEX	16 (+3)	
Ability Scores /	CON	8	(-1)	CON	8	(-1)	CON	12 (+1)	CON	16 (+3)	
Saves	INT	2	(-4)	INT	2	(-4)	INT	6 (-2)	INT	6 (-2)	
	WIS	9	(-1)	WIS	9	(-1)	WIS	13 (+1)	WIS	13 (+1)	
	CHA	9	(-1)	CHA	9	(-1)	CHA	13 (+1)	CHA	13 (+1)	
Saving Throws	-			-			-		-		
Resistances	all phys	ical at	tacks								
Immunities				iking, pa	ralyze	d, poisor	ned, unco	nscious, Snea	k Attacks	, stunned	
Vulnerabilities	Vulnera										
Senses	Passive F Darkvisic	•		Passive Darkvisi	•			Perception +15, on 60 ft.		Perception +16, on 60 ft.	
Languages	Ignan										
Challenge	2			6			10		14		
Special	Saving The Dexterity			Saving T Dexterity				Saving Throw Dexterity DC 15		DC 18	
Abilities & Qualities	Damage 1			Damage			Damage		Damage		
Qualities								hit in melee. Thos for an additional			

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.

(I)

	🗵 Low	🗵 Moderate	☑ Advanced	≚ Elite							
Special Abilities & Qualities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure										
Standard Actions	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Slam Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.							
Legendary Actions											
Innate Spellcasting											
Spellcasting	-										
Possessions											

EIFM	EN	AL	. (W	ATE	r, I	ED	ER)			$\underline{\bigcirc}$	Ŷ	
			🔀 Low	/	×N	loderat	e 🗵	Adv	vanced		× El	ite
O Terrain					Any (Plane of Water)							
Q Rarity							Rare					
🔁 Role					Brute / Solo							
Crganizat	tion				S	olitary, F	air, or Ga	ng (3-	8x)			
							None					
1.1	[× Lo	w	\mathbf{X}	Mode	erate		dvar	nced	×	< Elit	te
Armor Class	18 (natura			18 (natura		100	18 (natural			19 (natural		1
Hit Points	54			86	86					299		
Speed	20 ft	. Swi	im 90	ft.	E.	200						
Size,Type, Alignment	Large e unalign		al,	Large elemental, unaligned			Huge elemental, unaligned			Gargantu unaligne		nental,
Ability Scores / Saves	STR DEX CON INT WIS	20 20 13 8 9	(-1) (-1)	STR DEX CON INT WIS	20 20 13 8 9	(-1) (-1)	STR DEX CON INT WIS CHA	22 18 17 8 9	(-1) (-1)	STR DEX CON INT WIS	26 19 21 12 13	(+8) (+4) (+5) (+1) (+1) (+1)
Saving Throws	-					4-170						()
Resistances Immunities Vulnerabilities	all phy Critica -			, paralyze	d, poi	soned, u	nconscio	us, Sne	eak Atta	cks, stun	ned	
Senses	Passive Darkvis		tion +12, ft.	Passive F Darkvisio				Passive Perception +14, Darkvision 60 ft.			Percepti on 60 ft.	on +17,
Languages	Aquan			10			10			0.0		
Challenge	8		1-	12			16			20		
Special Abilities & Qualities				ch puts out r ster level 20		cal flames	of Large size	or small	ler. The cre	eature can di	ispel maş	gical fire it

and the second	🖂 Low	⊠ Moderate	🖂 Advanced	× Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Vortex While underwater, a w 5 feet wide at its base. A vor exact height, but it must be opportunity, even if it enters it touches or enters the vorte cannot make its normal attact than the vortex might take d affected creature must succe were hit by the elemental's s suspended in the vortex, aut move except to go where th but must succeed on a Conce disadvantage on Dexterity re at one time as will fit inside a action, depositing them in th debris. This cloud is centered vision, including darkvision, concealment. Those caught	Saving Throw Dexterity DC 15 water elemental can create a wl tex's width at its peak is always at least 10 feet and at most 6C the space another creature oc ex, or if the vortex moves into cks, and does not threaten the amage when caught in the vort eed on a Dexterity save when it islam attack. It must also succees omatically taking the indicated e vortex carries them or to esc centration check (DC 15 + spel elated checks and on attack roll the vortex's volume. The vortes the elemental's space. If the vorted d on the creature and has a dia beyond 5 feet. Creatures 5 feet	Saving Throw Dexterity DC 18 hirlpool as a standard action, at s equal to half of its height. The feet high. The vortex form doe cupies. Another creature might or through a creature's space. In area around it. Creatures one or tex (generally damage equal the comes into contact with the v ed on a second Dexterity save o damage each round. Creatures ape the vortex. Trapped creature I level) to cast a spell. Creatures s. The vortex can have only as m can eject any carried creatures tex's base touches the ground,	Saving Throw Dexterity DC 21 will. The vortex is always elemental controls the es not provoke attacks of be caught in the vortex if n vortex form the elemental more size categories smaller elementals slam attack). An ortex or take damage as if it r be picked up bodily and held trapped in the vortex cannot es can otherwise act normally, a caught in the vortex suffer nany creatures trapped inside swhenever you wish as a free it creates a swirling cloud of sheight. The cloud obscures all those farther away have total
Special Abilities & Qualities			and damage rolls if both it and und, the elemental suffers disac	l its opponent are touching dvantage on attack and damage
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				
Innate Spellcasting Spellcasting Possessions				
L 022C2210112				

ELEMENIAL (WATER, GREATER)

				-								
		🔀 Low										
9 Terrain				Any (P	lane of Wat	ter)						
Q Rarity					Rare							
🔁 Role				Bri	ute / Elite							
🖸 Organizat	tion			Solitary, Pa	air, or Gang	(3-8x)						
Treasure			None									
1. C.	[⊠ Low	S Low Moderate ➤ Advanced ➤ Elite									
Armor Class	18	States.	18		18		19					
	(natura	al armor)	(natural a	armor)	(natural ar	rmor)	(natural armor)					
Hit Points	43		75		132		254					
Speed	20 ft	Swim 90	ft.	2200								
Size, Type, Alignment	Large el unalign	lemental, ed	Large elen unaligned	nental,	Huge eleme unaligned	ental,	Gargantuan elemental, unaligned					
Ability Scores / Saves	STR DEX CON INT WIS CHA	1 13 (+1) 6 (-2) 9 (-1)	STR DEX CON INT WIS CHA	19(+4)19(+4)13(+1)6(-2)9(-1)9(-1)	DEX 1 CON 1 INT 6	21 (+5) 17 (+3) 17 (+3) 5 (-2) 9 (-1) 9 (-1)	STR26 (+8)DEX18 (+4)CON21 (+5)INT10 (+0)WIS13 (+1)CHA13 (+1)					
Saving Throws					-							
Resistances	all phy	sical attacks										
Immunities	Critica	l Hits, Flanking	, paralyzed	l, poisoned, ur	nconscious,	, Sneak Attao	cks, stunned					
Vulnerabilities	-											
Senses		Perception +9, ion 60 ft.	Passive Pe Darkvisior	erception +13, 160 ft.	Passive Pero Darkvision 6	ception +14, 60 ft.	Passive Perception +17, Darkvision 60 ft.					
Languages	Aquan											
Challenge	6		9		13		17					
Special Abilities & Qualities		The elemental's touc as Dispel Magic (ca:		-	f Large size or	smaller. The crea	ature can dispel magical fire it					

Sale -	🗵 Low	⊠ Moderate	☑ Advanced	× Elite
Special	Saving Throw	Saving Throw	Saving Throw	Saving Throw
Special Abilities &	Dexterity DC 14	Dexterity DC 15	Dexterity DC 18	Dexterity DC 21
Qualities	5 feet wide at its base. A vor exact height, but it must be opportunity, even if it enters it touches or enters the vort cannot make its normal attact than the vortex might take d affected creature must succe were hit by the elemental's of suspended in the vortex, aut move except to go where th but must succeed on a Conce disadvantage on Dexterity re at one time as will fit inside action, depositing them in the debris. This cloud is centered vision, including darkvision, concealment. Those caught	tex's width at its peak is always at least 10 feet and at most 60 is the space another creature oc ex, or if the vortex moves into cks, and does not threaten the lamage when caught in the vort eed on a Dexterity save when it slam attack. It must also succeed comatically taking the indicated re vortex carries them or to esc centration check (DC 15 + spel elated checks and on attack roll the vortex's volume. The vortex he elemental's space. If the vortex d on the creature and has a diar beyond 5 feet. Creatures 5 feet	hirlpool as a standard action, at we sequal to half of its height. The of tes height. The of tes high. The vortex form does cupies. Another creature might or through a creature's space. In area around it. Creatures one or tex (generally damage equal the comes into contact with the vord on a second Dexterity save or damage each round. Creatures to a spethe vortex. Trapped creatures is. The vortex can have only as maked an eject any carried creatures tex's base touches the ground, i meter equal to half the Vortex's can a concealment, while tered on a Concentration check.	elemental controls the s not provoke attacks of be caught in the vortex if vortex form the elemental more size categories smaller elementals slam attack). An ortex or take damage as if it be picked up bodily and held trapped in the vortex cannot es can otherwise act normally, caught in the vortex suffer any creatures trapped inside whenever you wish as a free t creates a swirling cloud of height. The cloud obscures all those farther away have total
Special Abilities & Qualities			and damage rolls if both it and und, the elemental suffers disad	
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	-		, in the second s	
Innate Spellcasting				
Spellcasting	-			
Possessions	445 BAR			

Œ

ELEMENTAL (WATER, HUGE)

		E	× Low		×N	Ioderat			vanced		× Elite	
9 Terrain						Any (F	Plane of	Water)				
Q Rarity							Rare					
🔁 Role						Bru	ite / No	rmal				
Crganizat	tion				So	olitary, P	air, or C	ang (3	-8x)			
							None					
1	[× Lo	w	\mathbf{X}	Mode	erate	×	Adva	nced	×	Elite	
Armor Class	17 (natura	al armo	r)	17 (natura	l armoi	r)	18 (natur	al armo	or)	18 (natural	armor)	
Hit Points	43			91			170)		244		
Speed	20 ft	. Swii	m 90 f	t.	La.							
Size, Type, Alignment	Large e unalign	emental ed	,	Huge elemental, unaligned			Huge elemental, unaligned			Gargantuan elemental, unaligned		
Ability Scores / Saves	STR DEX CON INT WIS CHA	18 13 4 9	(+3) (+4) (+1) (-3) (-1) (-1)	STR DEX CON INT WIS CHA		(+4) (+3) (+3) (-3) (-1) (-1)	STR DEX CON INT WIS CHA	18 19 8 13	(-1)	STR DEX CON INT WIS CHA	24 (+7) 17 (+3) 21 (+5) 8 (-1) 13 (+1) 13 (+1)	
Saving Throws	-			-								
Resistances Immunities Vulnerabilities		sical at l Hits, I		paralyze	ed, pois	soned, u	inconsci	ous, Sr	ieak Atta	cks, stun	ned	
Senses		Percept ion 60 ft		Passive I Darkvisio				Passive Perception +16, Darkvision 60 ft.		Passive F Darkvisic	Perception +17, on 60 ft.	
Languages Challenge	Aquan 6	25%		10			14	14				
Special Abilities & Qualities				h puts out i ster level 20		cal flames	of Large si	ze or sma	ller. The cre	ature can di	ispel magical fire it	

a sure	🖂 Low	🖂 Moderate	➢ Advanced	× Elite
Special Abilities &	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
Qualities	5 feet wide at its base. A vor exact height, but it must be opportunity, even if it enters it touches or enters the vorte cannot make its normal attact than the vortex might take d affected creature must succe were hit by the elemental's s suspended in the vortex, aut move except to go where the but must succeed on a Conce disadvantage on Dexterity re at one time as will fit inside the action, depositing them in the debris. This cloud is centered vision, including darkvision,	water elemental can create a whi tex's width at its peak is always at least 10 feet and at most 60 f the space another creature occ ex, or if the vortex moves into o cks, and does not threaten the at amage when caught in the vorte eed on a Dexterity save when it sham attack. It must also succeed omatically taking the indicated of e vortex carries them or to esca centration check (DC 15 + spell shated checks and on attack rolls, the vortex's volume. The vortex ne elemental's space. If the vortex d on the creature and has a diarr beyond 5 feet. Creatures 5 feet in the cloud of debris must succe	equal to half of its height. The of feet high. The vortex form does upies. Another creature might ir through a creature's space. In rea around it. Creatures one or ex (generally damage equal the comes into contact with the vor domage each round. Creatures to pe the vortex. Trapped creatures level) to cast a spell. Creatures . The vortex can have only as m can eject any carried creatures ex's base touches the ground, in heter equal to half the Vortex's away have concealment, while	elemental controls the s not provoke attacks of be caught in the vortex if vortex form the elemental more size categories smaller elementals slam attack). An ortex or take damage as if it be picked up bodily and held trapped in the vortex cannot es can otherwise act normally, caught in the vortex suffer any creatures trapped inside whenever you wish as a free t creates a swirling cloud of height. The cloud obscures all those farther away have total
Special Abilities & Qualities	Water Mastery A water elem	ental gains advantage on attack e elemental is touching the grou		
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	-	0		
Innate Spellcasting				
Spellcasting				
Possessions				

ELEM	FNT		(W)				CF)	6			
			× Low			Ioderat			vanced		× Elite
O Terrain		Ċ			Any (Plane of Water)						
Q Rarity					Rare						
🖄 Role						Bru	te / Norn	nal			
🖸 Organizat	tion				S	olitary, P	air, or Ga	ng (3-	8x)		
Treasure							None				
	(× Lo	W	\mathbf{X}	Mod	erate	×A	dva	nced	×	Elite
Armor Class	16 (natur	al armo	or)	16 (natura	armo	r)	17 (natural	armo	r)	18 (natural	armor)
Hit Points	33			69			138	138		206	
Speed	20 ft	: Swi	m 90	ft.	Pa.	200				100	
Size,Type, Alignment	Mediun unalign	n elemei ed	ntal,	•	Large elemental, unaligned			Large elemental, unaligned			mental, d
Ability Scores / Saves	STR DEX CON INT WIS CHA	16 111 4 9	(+2) (+3) (+0) (-3) (-1) (-1)	STR DEX CON INT WIS CHA	12 15 4 9	(-3) (-1)	STR DEX CON INT WIS CHA	16 18 8 13	(+4) (+3) (+4) (-1) (+1) (+1)	STR DEX CON INT WIS CHA	22 (+6) 14 (+2) 20 (+5) 8 (-1) 13 (+1) 13 (+1)
Saving Throws Resistances Immunities Vulnerabilities	- all phy	sical at	ttacks	5965			nconscio				
Senses	Darkvis	Percept ion 60 f		Passive F Darkvisio			Passive Perception +15, Darkvision 60 ft.			Passive Perception +16, Darkvision 60 ft.	
Languages Challenge	Aquan 4			8			12			16	
Special Abilities & Qualities				ch puts out r ster level 20		ical flames	of Large size	or smal	ller. The cre	eature can di	spel magical fire

a second to	🗵 Low	Moderate	➢ Advanced	🔀 Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 12 Vortex While underwater, a v 5 feet wide at its base. A vor exact height, but it must be a opportunity, even if it enters it touches or enters the vorte cannot make its normal attact than the vortex might take d affected creature must succe were hit by the elemental's s suspended in the vortex, aut move except to go where the but must succeed on a Conce disadvantage on Dexterity re at one time as will fit inside t action, depositing them in the debris. This cloud is centered vision, including darkvision, I concealment. Those caught is spell.	Saving Throw Dexterity DC 15 vater elemental can create a wh tex's width at its peak is always at least 10 feet and at most 60 the space another creature occ ex, or if the vortex moves into o cks, and does not threaten the a amage when caught in the vorte eed on a Dexterity save when it lam attack. It must also succeed omatically taking the indicated of e vortex carries them or to esca entration check (DC 15 + spell lated checks and on attack rolls the vortex's volume. The vortex be elemental's space. If the vortex d on the creature and has a diam beyond 5 feet. Creatures 5 feet n the cloud of debris must succe	Saving Throw Dexterity DC 18 infpool as a standard action, at vequal to half of its height. The vertex form does upies. Another creature might r through a creature's space. In rea around it. Creatures one or ex (generally damage equal the comes into contact with the void on a second Dexterity save or damage each round. Creatures pe the vortex. Trapped creatures level) to cast a spell. Creatures . The vortex can have only as m can eject any carried creatures ex's base touches the ground, i heter equal to half the Vortex's away have concealment, while ceed on a Concentration check	Saving Throw Dexterity DC 20 will. The vortex is always elemental controls the s not provoke attacks of be caught in the vortex if ovortex form the elemental more size categories smaller elementals slam attack). An ortex or take damage as if it be picked up bodily and held trapped in the vortex cannot es can otherwise act normally, caught in the vortex suffer nany creatures trapped inside whenever you wish as a free t creates a swirling cloud of height. The cloud obscures all those farther away have total (DC 15 + spell level) to cast a
Special Abilities & Qualities		ental gains advantage on attack elemental is touching the grou		
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting Spellcasting Possessions				

ELEMENIAL (WAIER, MEDIUM) 🛟 잋 👯

			•							
		Þ	× Low	,	🔀 Modera	te 😕	Advanced	×E	lite	
O Terrain					Any (Plane of \	Water)			
Q Rarity						Rare				
🔁 Role					Brı	ite / Nor	mal			
😳 Organizat	tion				Solitary, F	Pair, or Ga	ang (3-8x)			
						None				
	(× Lo	W	\mathbf{X}	Moderate	➢ Advanced				
Armor Class	16			16		17		17		
		al armo	r)		armor)		ll armor)	(natural armo	or)	
Hit Points	31			63		125		201		
Speed	20 ft	. Swir	n 90 f	t.	La Arro					
Size, Type, Alignment	Mediun unalign	n elemen ed	tal,	Medium elemental, unaligned		Medium unaligne	i elemental, ed	Large elemental, unaligned		
	STR	14	(+2)	STR	14 (+2)	STR	18 (+4)	STR 20	(+5)	
A L 11:4.	DEX		(+0)	DEX	10 (+0)	DEX	14 (+2)		(+1)	
Ability Scores /	CON		(+1)	CON	14 (+2)	CON			(+4)	
Saves	INT	2	(-4)	INT	2 (-4)	INT	6 (-2)	INT 6	(-2)	
	WIS	9	(-1)	WIS	9 (-1)	WIS	13 (+1)	WIS 13	(+1)	
Continue	CHA	9	(-1)	CHA	9 (-1)	CHA	13 (+1)	CHA 13	(+1)	
Saving Throws	-			-		-		-		
Resistances	- 1									
Immunities	Critica	l Hits, F	-lanking,	, paralyze	d, poisoned, ι	inconscio	ous, Sneak Atta	cks, stunned		
Vulnerabilities	-									
Senses		Percepti ion 60 ft		Passive I Darkvisio	Perception +9, on 60 ft.		Perception +15, on 60 ft.	Passive Percept Darkvision 60 f		
Languages	Aquan									
Challenge	4			8		12		16		
Special Abilities & Qualities				h puts out 1 ster level 20		of Large size	e or smaller. The cre	ature can dispel ma	agical fire it	

and the second	🖂 Low	Moderate	☑ Advanced	🔀 Elite
Special Abilities & Qualities		Saving Throw Dexterity DC 15 rater elemental can create a whi ex's width at its peak is always		
	opportunity, even if it enters it it touches or enters the vorte cannot make its normal attack than the vortex might take da affected creature must succee were hit by the elemental's sk suspended in the vortex, auto move except to go where the but must succeed on a Conce disadvantage on Dexterity rela at one time as will fit inside th action, depositing them in the debris. This cloud is centered vision, including darkvision, b	t least 10 feet and at most 60 f the space another creature occurs, or if the vortex moves into o ks, and does not threaten the ar image when caught in the vorte ed on a Dexterity save when it of am attack. It must also succeed ornatically taking the indicated of vortex carries them or to escal entration check (DC 15 + spell ated checks and on attack rolls. the vortex's volume. The vortex e elemental's space. If the vortex on the creature and has a diam beyond 5 feet. Creatures 5 feet an the cloud of debris must succe	upies. Another creature might r through a creature's space. In rea around it. Creatures one or rx (generally damage equal the comes into contact with the vo on a second Dexterity save or damage each round. Creatures the vortex. Trapped creatures evel) to cast a spell. Creatures The vortex can have only as m can eject any carried creatures ex's base touches the ground, i reter equal to half the Vortex's away have concealment, while	be caught in the vortex if vortex form the elemental more size categories smaller elementals slam attack). An ortex or take damage as if it be picked up bodily and held trapped in the vortex cannot es can otherwise act normally, caught in the vortex suffer any creatures trapped inside whenever you wish as a free t creates a swirling cloud of height. The cloud obscures all those farther away have total
Special Abilities & Qualities		ntal gains advantage on attack a elemental is touching the grou		
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	-			
Innate Spellcasting				
Spellcasting Possessions	0.000		S) 1965	

	257				22	-		3		Sec. 74	and the second	2
EIEM			(X A 7									٨
	EN	AL		ALE	K 9 K					\mathbf{Y}		~
			🔀 Low 🛛 🔀 Moderat					Ad	vanced	(× Elite	
Q Terrain						Any (F	Plane of W	/ater)				
Q Rarity							Rare					
🔁 Role						Bru	te / Mini	on				
Organizat	tion				S	olitary, P	air, or Gar	ng (3-	8x)			
							None					
	ſ	× Lo	0.14		Aod	erate		dva	nced	×	Elite	
	16			16	nou	crate	17	ava		17	Lince	9
Armor Class	(natura	al arm	or)	(natural	armo	r)	(natural	armo	or)	(natural	armor)	
Hit Points	15			44	44		107		161			
Speed	20 ft	. Sw	im 90	ft.		200						
Size, Type,	Small el unaligne		al,	Small elemental,			Small elemental, unaligned			Medium elemental, unaligned		
Alignment	STR	12	2 (+1)	unaligned STR 12 (+1)			STR 17 (+3)		STR	19 (+4)		
	DEX	8	(-1)	DEX	8	(-1)	DEX		(+1)	DEX	10 (+0)	
Ability	CON		(+0)	CON	12	(+1)	CON	16		CON	18 (+4)	
Scores / Saves	INT	2	(-4)	INT	2	(-4)	INT	6	(-2)	INT	6 (-2)	
	WIS	9	(-1)	WIS	9	(-1)	WIS	13	(+1)	WIS	13 (+1)	
10000	CHA	9	(-1)	CHA	9	(-1)	CHA	13	(+1)	CHA	13 (+1)	
Saving Throws	-											
Resistances												
Immunities	Critica	l Hits,	, Flanking	, paralyze	d, poi	soned, u	nconscio	us, Sn	eak Atta	cks, stun	ned	
Vulnerabilities	- Passive	Percer	otion +9,	Passive P	ercept	ion +9.	Passive P	ercept	ion +15.	Passive P	erception +16	
Senses	Darkvis	ion 60		Darkvisic			Darkvisio			Darkvisio	•	,
Languages Challenge	Aquan 2			6			10			14		
		The eler	nental's tour	6	onmag	ical flamos		oreme	ller The er		spel magical fire	, i+
Special Abilities &				ster level 20		ical names (or Large size	or sma	ner. The cre	ature cari di	sper magical fire	: 10
Qualities												

a series of	🖂 Low	⊠ Moderate	⋈ Advanced	🔀 Elite						
Special Abilities &	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19						
Qualities	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 canght 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 eleme	ntal gains advantage on attack a elemental is touching the grou								
Standard Actions	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) bludgeoning damage.						
Legendary Actions										
Innate Spellcasting										
Spellcasting Possessions										

Ð

ELEPHANT



disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

	🖂 Low	🖂 Moderate	🔀 Advanced	🔀 Elite
Standard Actions	Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d8+10 (19) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+12 (26) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+15 (33) piercing damage.
	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) bludgeoning damage.
Legendary Actions				

- Actions Innate Spellcasting Spellcasting
- Possessions

ELEPHANT (MASTODON)

		🔀 Low		🔀 Moderat	te >	Advanced	🔀 Elite		
• Terrain				Cold or Temp		ests and Plains			
Q Rarity					Common	I			
Role				В	rute / Elit	te			
🖸 Organizati	ion		Solitary or Herd (6-30x)						
			None						
	(⊠ Low	\mathbf{X}	Moderate	\mathbf{X}	Advanced	× Elite		
Armor Class Hit Points	17 (natur 75	al armor)	17 (natur) 129	al armor)	18 (natura 198	l armor)	18 (natural armor) 284		
Speed	40 ft								
Size,Type, Alignment	Large b	east, unaligned	Huge b	east, unaligned	Huge be	east, unaligned	Gargantuan beast, unaligned		
Ability Scores / Saves	STR DEX CON INT WIS CHA	1 15 (+2) 1 (-5) 11 (+0)	STR DEX CON INT WIS CHA	18 (+4) 1 (-5) 11 (+0)	STR DEX CON INT WIS CHA	26 (+8) 14 (+2) 20 (+5) 1 (-5) 15 (+2) 9 (-1)	STR29(+9)DEX12(+1)CON22(+6)INT1(-5)WIS15(+2)CHA9(-1)		
Saving Throws Resistances Immunities Vulnerabilities	1763 933		5736 5703		520 575				
Senses		Perception +14, ion 60 ft.		Perception +15, ion 60 ft.		Perception +18, on 60 ft.	Passive Perception +19, Darkvision 60 ft.		
Languages Challenge	10		14		19		23		
	Damage Trample yourself. disadvar Dexterit	y DC 16 4d6 As a full-round actio Targets of a trample itage. If targets forgo	Dexterit Damage n, you can e take bluc an attack mage. You	ng Throw terity DC 19Saving Throw Dexterity DC nage 5d6nage 5d6Damage 6d6can attempt to overrun any creature tha bludgeoning damage. Targets of a tramp tack of opportunity, they can attempt to . You can only deal trampling damage to over a target creature.		DC 21 6d6 that is at least one ample can make an t to avoid the tramp	tack of opportunity, but at ng creature and receive a		

	🖂 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
Standard Actions	Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+12 (21) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+14 (28) piercing damage.	Gore Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 4d8+17 (35) piercing damage.
	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14 (24) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 4d6+17 (31) bludgeoning damage.
Legendary Actions	-			

Legendary Actions Innate Spellcasting Spellcasting Possessions

	1072 2	100			Sec. 1	- 19 FER	Sector and	200			
Етт	ERCA	Р									
		🔀 Low	×	Moderat	e 🗵	Advanced	×	Elite			
O Terrain				Temp	perate Fore	ests					
Q Rarity				U	Jncommon						
Role				Lur	ker / Norm	nal					
🖸 Organizat	tion	Solitary, Pair, or Nest (3-6x plus others)									
Treasure					Standard	ndard					
	🖂 La	w	×M	oderate		dvanced	×E	ite			
Armor Class	15 (natural armo		15 (natural a	rmor)	17 (natural	armor)	17 (natural arm	or)			
Hit Points	29		52		114		206				
Speed	30 ft. Clir	0 ft. Climb 30 ft.									
Size, Type, Alignment	Medium aberra neutral evil		Medium ab neutral evil		Medium aberration, neutral evil		Large aberration, neutral evil				
Ability Scores / Saves	DEX 15	(+2) ((+2) ((-3) ((+1))	DEX CON INT WIS	13 (+1) 15 (+2) 15 (+2) 4 (-3) 13 (+1) 6 (-2)	STR DEX CON INT WIS CHA	17 (+3) 18 (+4) 18 (+4) 8 (-1) 17 (+3) 10 (+0)	DEX 17 CON 20 INT 8 WIS 17	<pre>9 (+4) 7 (+3) 9 (+5) (-1) 7 (+3) 9 (+0)</pre>			
Saving Throws Resistances Immunities Vulnerabilities	- 										
Senses	Passive Percep Darkvision 60	ft. [Darkvision	rception +14, 60 ft.	Passive Pe Darkvisior	erception +17, n 60 ft.	Passive Percep Darkvision 60				
Languages Challenge	Common, Sp 4		tny 8		12		16				
Special Abilities & Qualities Special Abilities &	cure 2 consecut Spider Empathy spiders. Spiders	14 of ury; save Const ive saves. Abili This ability fund are mindless, b	ity score dar ctions as the but this emp	DC 15 uency 1/round fo mage is healed in e druid's wild em pathic communic	full via restor pathy, save th ation imparts		verful healing mag only use this abil	s Poisoned; gic. lity on			
Qualities	allowing ettercap	os to train giant	t spiders and	d use them as gu	ardians.						

Qualities

	A CONTRACTOR OF THE OWNER					
Constant	🗵 Low	🗵 Moderate	🔀 Advanced	🔀 Elite		
Special Abilities & Qualities	a web up to eight times per of increment of 10 feet, and is e escape with a successful Ath caught in it are made at disad They usually position these sl creatures must succeed on a as though by a successful we creature has something to wa	Saving Throws DC 15 pport yourself and up to one ad lay. This is similar to an attack we effective against targets up to o letics check or burst the web we wantage. Web spinners can creat heets to snare flying creatures b Perception check to notice a we b attack. Attempts to escape or alk on or grab while pulling free.	with a net but has a maximum ne size category larger than you with a Strength check. Attemp ate sheets of sticky webbing u but can also try to trap prey or reb; otherwise they stumble in burst the webbing are made . A creature can move across	range of 50 feet, with a range ou. An entangled creature can ts to burst a web by those up to three times their size. In the ground. Approaching to it and become trapped at advantage if the trapped		
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

 (\mathbf{D})

ETTIN



6		🔀 Low	,	🔀 Moderat	e 🗵	Advanced	🔀 Elite		
O Terrain					Cold Hills	i -			
Rarity				U	ncommo	n			
🔁 Role			Brute / Elite						
🖸 Organizat	tion	Solitary	Pair, Gang (3-6x), Troupe (1-2x+), Band (3-6x+), or Colony (3-6x+)						
Treasure				Standard					
	(⊠ Low	\mathbf{X}	Moderate	×	dvanced	🗵 Elite		
Armor Class	16 (half-r	late armor)	18 (half-p	late armor)	19 (half-pl	ate armor)	21 (half-plate armor)		
Hit Points	63		93		147		207		
Speed	40 ft		123						
Size,Type, Alignment	Large h evil	umanoid, chaotic	Large h evil	umanoid, chaotic	Large hu evil	manoid, chaotic	Huge humanoid, chaotic evil		
	STR	18 (+4)	STR	19 (+4)	STR	22 (+6)	STR 24 (+7)		
Ability	DEX		DEX		DEX	10 (+0)	DEX 8 (-1)		
Scores /	CON		CON		CON	17 (+3)	CON 18 (+4)		
Saves	INT	4 (-3)	INT	4 (-3)	INT	8 (-1)	INT 8 (-1)		
	WIS CHA	8 (-1) 9 (-1)	WIS CHA	8 (-1) 9 (-1)	WIS CHA	12 (+1)	WIS 12 (+1) CHA 13 (+1)		
Saving	СПА	9 (-1)	СПА	9 (-1)	СПА	13 (+1)	CHA 13 (+1)		
Throws	-		-		-		•		
Resistances									
Immunities	-								
Vulnerabilities Senses		Perception +13, ion 60 ft.		Perception +14, ion 60 ft.	Passive F Darkvisio	Perception +16, on 60 ft.	Passive Perception +17, Darkvision 60 ft.		
Languages	Goblin	n, Orc, Pidgin of	Giant						
Challenge	4		8		12		16		
Standard Actions	attack: 10 ft., o 2d6+6 damage		attack: 10 ft., c 2d6+7 damage		attack: + 10 ft., or Hit 2d6+ bludgeor	ning damage.	Flail Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage.		
Possessions	attack: target. bludged	Ranged weapon -3 to hit, one Hit 1d8+6 (10) oning damage. elin (4x); half-plate a	attack: target. bludged	Ranged weapon -3 to hit, one Hit 1d8+7 (12) oning damage.	attack: - target. +	anged weapon I to hit, one Iit 1d8+9 (14) ning damage.	Javelin Ranged weapon attack: -1 to hit, one target. Hit 2d6+11 (18) bludgeoning damage.		

404

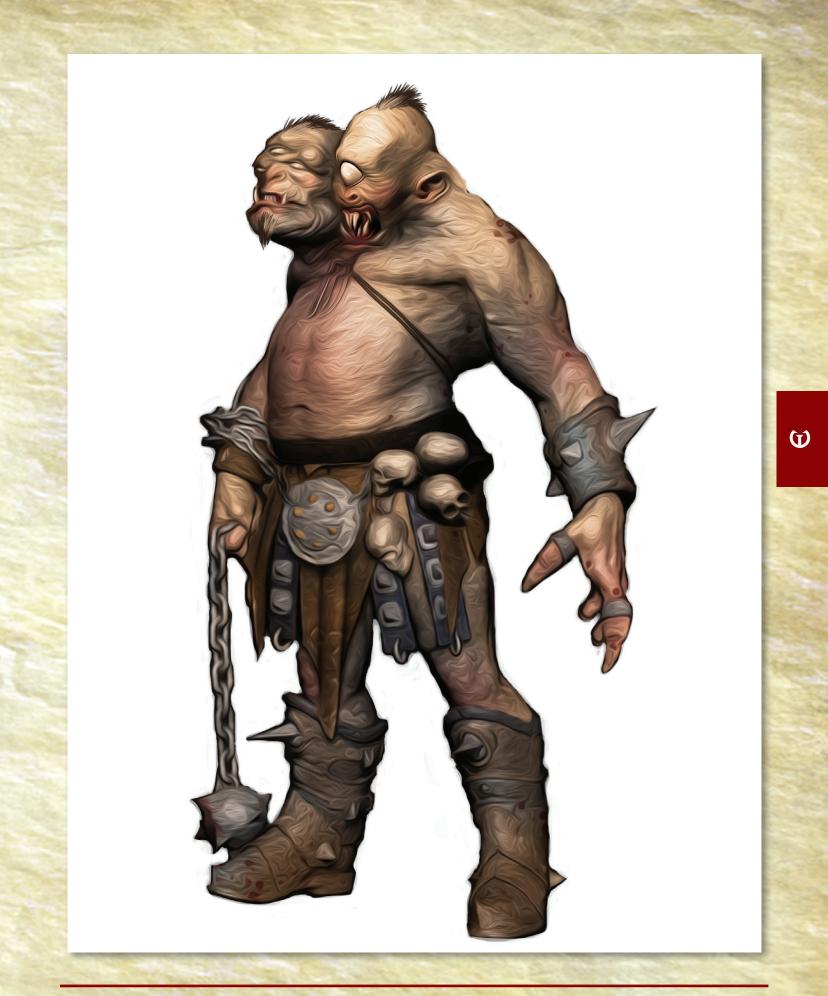


Illustration 35: Ettin

FLYTRAP (GIANT)

		× Ý								
		🔀 Low	,	Moderat	te 🏼 🎽	Advanced	🔀 Elite			
O Terrain				Temp	perate Sw	amps				
Q Rarity				L	Incommo	on				
🖸 Role				L	urker / Eli	te				
🖸 Organiza	tion		Solitary, Pair, or Grove (3-6x)							
					Incidenta	cidental				
	[⊠ Low		Moderate	\mathbf{X}	➢ Advanced ➤ Elite				
Armor Class	17 (natura	al armor)	18	l armor)	19 (natura	ll armor)	19 (natural armor)			
Hit Points	76		144	1	228	/	328			
Speed	10 ft	- Sec 8								
Size, Type, Alignment	Large p	lant, unaligned	Huge pla	ant, unaligned	Huge pl	ant, unaligned	Gargantuan plant, unaligned			
	STR	18 (+4)	STR	22 (+6)	STR	24 (+7)				
A L : 1:	DEX		DEX	DEX 18 (+4)		17 (+3)				
Ability Scores /	CON		CON 22 (+6) INT 1 (-5)		CON		Acid			
Saves	INT	1 (-5)			INT	1 (-5)				
	WIS CHA	10 (+0) 4 (-3)	WIS CHA	14 (+2) 8 (-1)	WIS CHA	14 (+2) 8 (-1)				
Saving	-	т (-2)				8 (-1)				
Throws Resistances	Acid									
Immunities		c, paralyzed, po	oisoned, l	Polymorph, un	consciou	s, stunned				
Vulnerabilities	-			S. 36						
Senses	+10, Da	Perception arkvision 60 ft., sense 60 ft.	+10, Da	Perception rkvision 60 ft., ense 60 ft.	+18, Da	Perception rkvision 60 ft., ense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.			
Languages	-				2666					
Challenge	9		13		17		21			
Special Abilities &	Damage 1d6 acid	2d6 bludgeoning + I	Damage 2d4 acid	3d6 bludgeoning +	Damage 2d6 acid	4d6 bludgeoning +	Damage 5d6 bludgeoning + 3d6 acid			
Qualities	its mout prey and so an en same wa flytrap's	hs, it can close its ja inflicts bludgeoning gulfed creature risks y as he can from be	ws complet g and acid d s suffocation ing pinned, rgeted by ef	tely around the foe amage as the cavity n. Engulf is a specia but since an engulf fects or attacks tha	by making a floods with form of pir ed creature t require line	new grapple check digestive enzymes ning, and an engulf is contained wholly e of sight or line of	r than itself grappled in one of . If it succeeds, it engulfs the . The seal formed is airtight, The seal formed is airtight, ed creature can escape in the inside the plant's jaws, the effect. A giant flytrap that is indered.			

And the second	🔀 Low	🗵 Moderate	➢ Advanced	× Elite
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+12 (22) piercing damage.
Legendary Actions				
Innate Spellcasting				
Spellcasting	-			
Possessions				

Fox								\bigcirc	*	
		🔀 Low		×	Moderat		Advanced		× Elite	
Q Terrain				Any						
Rarity				Common						
Role				Skirmisher / Minion						
Crganizat			S	iolitary, Pa	ir, or Sku	lk (3-12x)				
Treasure		None								
	[⊠ Low	×	Мос	lerate		dvanced	×	Elite	
Armor Class	15 (natura	al armor)	15 (natu	ral arm	or)	15 (natural	armor)	15 (natural	armor)	
Hit Points	2		11			35		45		
Speed	40 ft		45	īt.	200					
Size, Type, Alignment	Tiny be	ast, unaligned	Tiny beast, unaligned		Tiny beast, unaligned		Tiny beast, unaligned			
Ability Scores / Saves	STR DEX CON INT WIS CHA		STR DEX COI INT WIS CH/	(14 N 6 1 1(STR DEX CON INT WIS CHA	1 (-5) 15 (+2) 6 (-2) 1 (-5) 10 (+0) 1 (-5)	STR DEX CON INT WIS CHA	1 (-5) 16 (+3) 6 (-2) 1 (-5) 10 (+0) 1 (-5)	
Saving Throws Resistances Immunities Vulnerabilities	- 		558							
Senses Languages	Darkvis -	ive Perception +10, vision 60 ft.		Passive Perception +10, Darkvision 60 ft.		Darkvisio	Passive Perception +14, Darkvision 60 ft.		Passive Perception +15, Darkvision 60 ft.	
Challenge Standard Actions	attack: ft., one	lee weapon 5 to hit, reach 0 target. Hit 1d3+0 cing damage.	Bite M attack ft., on	Bite Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.		10 Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.		Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.		

Fox (FLYING)

Speed

Ability



Saves	WIS 12 (+1) CHA 3 (-4)	WIS 12 (+1) CHA 3 (-4)	WIS 16 (+3) CHA 7 (-2)	WIS 16 (+3) CHA 7 (-2)
Saving Throws	-			
Resistances Immunities				
Vulnerabilities	A Low Call			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages				
Languages Challenge	1	6	10	14
	-] Disease Resistant Flying foxe	6 s are resistant to disease. They		-

FROG (GIANT)





		🔀 Low 🔀 Modera					te 🔀 Advanced 🛛 🔀 Elite					
Q Terrain				-	Temper	ate or W	arm Mars	shes and	l Aquati	с		
Rarity							Commor	I				
🔁 Role				Skirmisher / Minion								
Organizat	tion			Solitary, Pair, or Army (3-8x)								
Treasure	Treasure					None						
1.1	[× Lo	W	\mathbf{X}	Mod	erate	\mathbf{X}	☑ Advanced				
Armor Class	14 (natur	al armo	or)	14 (natur	al armo	or)	16 (natura	l armor)		16 (natural	armo	r)
Hit Points	18			56			111			174		
Speed	30 ft	. Swi	m 30 f	ft.		200						
Size,Type, Alignment	Mediun	1 beast,	unaligned	Mediur	n beast,	unaligned	Medium	ı beast, ur	naligned	Large bea	ast, una	ligned
Ability Scores / Saves	STR DEX CON INT WIS CHA	11 14 6	(+1) (+0) (+2) (-5) (-2) (-3)	STR DEX CON INT WIS CHA	11 14 1 6	(+2) (+0) (+2) (-5) (-2) (-3)	STR DEX CON INT WIS CHA	16 17 1 10	(+3) (+3) (+3) (-5) (+0) (-1)	STR DEX CON INT WIS CHA		(+5) (+2) (+4) (-5) (+0) (-1)
Saving Throws Resistances Immunities Vulnerabilities												
Senses		Percept ion 60 f			e Percept sion 60 f			Perceptic on 60 ft.	on +10,	Passive P Darkvisio		
Languages Challenge	- 2	6					10 14			a de la composition de la comp		
Special Abilities & Qualities	closer. T	his ability	y only work	s on creat	ures of a s	size equal to	ccessful atta o or smaller nove them in	than you. (Creatures p	oulled in thi		

and the	🖂 Low	🗵 Moderate	🔀 Advanced	× Elite		
Special Abilities & Qualities	you succeed, you swallow you smaller than you. Being swallo keeps the grappled condition, piercing weapon (the amount just try to escape the grapple. cuts its way out, you cannot u	Damage 1d8 our turn with an opponent grap or prey, and the opponent takes owed causes a creature to take l while you do not. A swallowed of cutting damage required to The Armor Class of your interior se swallow whole again until the in your mouth, where it may be	bite damage. The opponent ca bludgeoning damage each roun creature can try to cut its way get free is equal to 1/10 of yo or is normally 5 + 1/2 of your <i>i</i> the damage is healed. If the swa	n be up to one size category nd. A swallowed creature free with any light slashing or ur total hit points), or it can AC. If a swallowed creature		
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)





1		🔀 Low	,	🔀 Modera	te 🗵	Advanced	× Elite				
O Terrain				Warm I	Marshes o	r Water					
Rarity				ι	Incommo	n					
🔁 Role				Br	ute / Norr	nal					
Organization	tion		S	Solitary, Pair, or Army (3-6x) / Companion							
Treasure			None								
	(🗵 Low	\mathbf{X}	Moderate		Advanced	× Elite				
Armor Class Hit Points		al armor)		al armor)		l armor)	16 (natural armor)				
	11		57		109		188				
Speed Size, Type,	30 ft Mediur unalign	n companion,	Medium	n beast, unaligned	Medium	beast, unaligned	Large beast, unaligned				
Alignment Ability Scores / Saves	STR DEX CON INT WIS CHA	13 (+1) 11 (+0) 14 (+2) 1 (-5) 7 (-2)	STR DEX CON INT WIS CHA	14 (+2) 1 (-5) 7 (-2)	STR DEX CON INT WIS CHA	18(+4)15(+2)17(+3)1(-5)11(+0)8(-1)	STR20(+5)DEX13(+1)CON19(+4)INT1(-5)WIS11(+0)CHA8(-1)				
Saving Throws Resistances Immunities Vulnerabilities Senses		Perception +8, sion 60 ft.		Perception +10, ion 60 ft.	- Passive F Darkvisio	Perception +12,	- Passive Perception +12, Darkvision 60 ft.				
Languages											
Challenge	2		7		11		15				
Special Abilities & Qualities	closer. T		s on creatu	res of a size equal t	o or smaller t	han you. Creatures	is check pulls a creature pulled in this way do not creature.				
Standard Actions	attack: ft., one	elee weapon +2 to hit, reach 5 target. Hit 1d6+4 rcing damage.	attack: ft., one	elee weapon +3 to hit, reach 5 target. Hit 1d8+5 ercing damage.	attack: + 5 ft., one	ee weapon 7 to hit, reach e target. Hit 14) piercing	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage.				

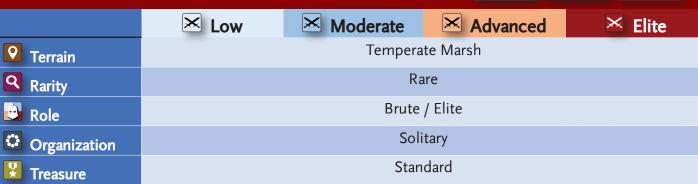
FROG (POISON)





3		🔀 Low		\mathbf{X}	Aoderat	e 🗵	Advanced		× Elite	
O Terrain				١	Warm Ma	rshes and	d Aquatic			
Rarity					U	ncommo	n			
🔁 Role					Lur	ker / Min	ion			
Organizat	tion			Solitary, Pair, or Army (3-12x)						
				None						
12 2 3		⊠ Low	\mathbf{X}	⊠ Moderate			Advanced	×	Elite	
1.000	14		14	WICU	ciate	16	a vanceu	17		
Armor Class		al armor)		ral armo	or)		l armor)	(natural	armor)	
Hit Points	2		25			64		122		
Speed	10 ft	t. Swim 20 f	t.							
Size, Type, Alignment	Tiny be	ast, unaligned	Tiny be	east, unal	igned	Tiny beas	st, unaligned	Small beast, unaligned		
	STR	1 (-5)	STR	1	(-5)	STR	4 (-3)	STR	8 (-1)	
	DEX	10 (+0)	DEX	10	(+0)	DEX	15 (+2)	DEX	14 (+2)	
Ability Scores /	CON	9 (-1)	100	1 10	(+0)	CON	14 (+2)	CON	17 (+3)	
Saves	INT	1 (-5)	INT	1	(-5)	INT	1 (-5)	INT	1 (-5)	
	WIS	7 (-2)	WIS	7	(-2)	WIS	11 (+0)	WIS	11 (+0)	
	CHA	8 (-1)	CHA	8	(-1)	CHA	12 (+1)	CHA	12 (+1)	
Saving Throws	-									
Resistances	-									
	-									
Vulnerabilities Senses		Perception +8, ion 60 ft.		e Percept sion 60 f		Passive F Darkvisio	Perception +14,	Passive F Darkvisio	Perception $+15$,	
Languages	-		Darkvi	31011 001		Darkvisic		Darkvisio		
Challenge	1		5			9		13		
Special Abilities &		ition DC 11		ution DC			ion DC 16	Saving The Constituti	on DC 18	
Qualities		njury; Save Constitut from this effect may						damage; Cu	ire 1 save. Ability	
Standard Actions	attack: ft., one	elee weapon -5 to hit, reach 0 target. Hit 1d1+0 rcing damage.	attack: ft., one	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d1+0 (1) piercing damage.			ee weapon 4 to hit, reach target. Hit 1) piercing	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d1 (2) piercing damage.		
						damage.				

FROGHEMOTH



e ter

	🗵 Low	🗵 Moderate	🗵 Advanced	🔀 Elite		
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)		
Hit Points	72	109	173	295		
Speed	20 ft. Swim 30 f	t.				
Size, Type, Alignment	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned	Gargantuan aberration, unaligned		
Ability Scores / Saves	STR20 (+5)DEX15 (+2)CON17 (+3)INT1 (-5)WIS11 (+0)CHA9 (-1)	STR20 (+5)DEX15 (+2)CON17 (+3)INT1 (-5)WIS11 (+0)CHA9 (-1)	STR22 (+6)DEX11 (+0)CON19 (+4)INT1 (-5)WIS11 (+0)CHA9 (-1)	STR26 (+8)DEX14 (+2)CON23 (+6)INT1 (-5)WIS15 (+2)CHA13 (+1)		
Saving Throws						
Resistances	Fire					
Immunities	Electricity (partial)			Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.		
Vulnerabilities	Slowed by Electricity					
Senses	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.			
Languages		1 (1) (1) (1) (2)				
Challenge	8	12	16	20		
Special Abilities & Qualities Special Abilities & Qualities	addition to any other effects	caused by a successful check, i h a froghemoth is immune to o	Damage 2d6 damage, when you make a succ including additional damage). damage from electricity, whene			
Quantics						

	🖂 Low	🗵 Moderate	🔀 Advanced	🔀 Elite		
Special Abilities & Qualities	you succeed, you swallow yo smaller than you. Being swall keeps the grappled condition piercing weapon (the amoun just try to escape the grapple cuts its way out, you cannot	ur prey, and the opponent take owed causes a creature to take n, while you do not. A swallowe t of cutting damage required to e. The Armor Class of your inter	Damage 3d6 ppled in your mouth, you can at s bite damage. The opponent ca bludgeoning damage each roun d creature can try to cut its way o get free is equal to 1/10 of yo ior is normally 5 + 1/2 of your / he damage is healed. If the swal e bitten or swallowed again	an be up to one size category nd. A swallowed creature free with any light slashing or ur total hit points), or it can AC. If a swallowed creature		
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						

Actions Innate Spellcasting Spellcasting Possessions

	1.174 2 CA			AND COMPANY						
E TTNT										
FUN	GAL CR	AWLER								
	🔀 Lov	v 🛛 🔀 Moderat	te 🔀 Advanced	🔀 Elite						
? Terrain		Any								
Rarity		U	Uncommon							
Role		Lur	ker / Normal							
Organiza	tion	Solitary, Pa	ir, or Swarm (3-12x)							
🗜 Treasure			None							
	🗵 Low	🗵 Moderate	🗵 Advanced	× Elite						
Armor Class	15	15	15	15						
Hit Points	(natural armor) 29	(natural armor) 58	(natural armor) 86	(natural armor) 125						
Speed	20 ft. Climb 40	A DESCRIPTION OF A	80	123						
Size, Type,	Small aberration,	Small aberration,	Small aberration,	Small aberration,						
Alignment	unaligned	unaligned	unaligned	unaligned						
	STR 12 (+1)	STR 13 (+1)	STR 14 (+2)	STR 15 (+2)						
Ability	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)						
Scores /	CON 13 (+1) INT 1 (-5)	CON 13 (+1)	CON 13 (+1) INT 1 (-5)	CON 13 (+1)						
Saves	INT 1 (-5) WIS 11 (+0)	INT 1 (-5) WIS 11 (+0)	INT 1 (-5) WIS 11 (+0)	INT 1 (-5) WIS 11 (+0)						
		CHA 5 (-3)								
Saving	-									
Throws Resistances										
Immunities	psychic, paralyzed, p	oisoned, Polymorph, un	conscious, stunned							
Vulnerabilities										
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.						
Languages	22.29 C	COL SAME	State Class	Sector Sector						
Challenge	4	8	12	16						
Special Abilities &	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17						
Qualities		nstitution; frequency 1/round for y damage suffered from this effort								

	🔀 Low	🗵 Moderate	🔀 Advanced	× Elite
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 1d8+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+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: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.
Legendary Actions				
Innate Spellcasting				

Spellcasting -Possessions -

L

GAR	DE	N O	OZ]	E		Cre	M.			
		🔀 Low	/	🔀 Modera	te 😕	Advanced	×	Elite		
O Terrain				Temperate For	ests, Mars	hes, and Urba	n			
Rarity				ι						
🔁 Role				Lurker / Normal						
Organizat	tion			Solitary, F	air, or Pat	tch (3-5x)				
Treasure					None					
	[⊠ Low	\mathbf{X}	Moderate		Advanced	×	Elite		
Armor Class	15	al armor)	15	al armor)	16	l armor)	16 (natural arr			
Hit Points	16		45	ur urmor)	99	runnorj	160			
Speed		. Climb 20								
Size, Type, Alignment	Small o	oze, unaligned	Small o	oze, unaligned	Small oo	ze, unaligned	Medium ooz	e, unaligned		
	STR	9 (-1)	STR	10 (+0)	STR	15 (+2)	STR 1	8 (+4)		
AL -1	DEX	14 (+2)	DEX	14 (+2)	DEX	17 (+3)		6 (+3)		
Ability Scores /	CON		CON		CON	17 (+3)		8 (+4)		
Saves	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)		0 (+0)		
	WIS CHA	1 (-5)	WIS CHA	1 (-5)	WIS	3 (-4)	WIS 3			
Saving Throws	-	(-)		1 1 1 1 1 1 1 1 1 1	·	т (-) Т		(-)		
Resistances	-									
Immunities		Critical Hits, Fla s, stunned	anking, p	osychic, paralyz	ed, poisor	ned, Polymorp	h, unconscio	ous, Sneak		
Vulnerabilities			4.5	19. S. L.			1000	Service of		
Senses		Perception +5, ght 60 ft.		Perception +5, ght 60 ft.	Passive I Blindsigl	Perception +6, nt 60 ft.	Passive Perce Blindsight 60			
Languages Challenge	- 3		7		11		15			
) Damage	146	Damage	244	11 Damage	148	15 Damage 2d6			
Special Abilities & Qualities	Acid Eac	h successful melee digestive acid that	strike from	the creature's slam re flesh. Creatures m	attack inflict	s additional acid d	amage. A garder			
Special Abilities & Qualities	notice a	Garden Ooze as a s	eparate en	to spot when it is at tity and not a disease a slam against any c	ed portion of	the plant it rests u	pon suffer disad	vantage in this		

	🔀 Low	🗵 Moderate	🔀 Advanced	× Elite
Special Abilities & Qualities	The ooze usually does so after	Saving Throw Constitution DC 14 garden ooze can release foul-sr er it is first injured. The stench o swithin it to become sickened	of these vapors is overpowering	g during the first round it
Standard Actions	Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.
Legendary Actions				
Innate Spellcasting				
Spellcasting Possessions				

GAR	GO	Y	LE						\bigcirc			
			🗵 Lov	/	×N	/lodera	te 🗵 🔀	Advanced		× Elite		
? Terrain							Any					
Rarity							Rare					
🖸 Role						Skirm	nisher / No	ormal				
Organizat	tion				So	olitary, P	air, or Win	g (3-12x)				
Treasure												
	[× Lo	ow	\mathbf{X}	Moderate			dvanced	×	🔀 Elite		
Armor Class Hit Points	15 (natura 42	15 (natural armor)			l armo	r)	17 (natural 140	armor)	17 (natural armor)			
	1000	Elv	co ft	75			140		232			
Speed Size,Type, Alignment	Mediun	O ft. Fly 60 ft. (<i>i</i> edium monstrosity, naotic evil			Medium monstrosity, chaotic evil			Medium monstrosity, chaotic evil		onstrosity, vil		
Ability Scores / Saves	STR DEX CON INT WIS CHA	12 14 4 9	(+1) (+1) (+2) (-3) (-1) (-3)	STR DEX CON INT WIS CHA	12 14 4 9	(+2) (+1) (+2) (-3) (-1) (-3)	STR DEX CON INT WIS CHA	17 (+3) 16 (+3) 18 (+4) 8 (-1) 13 (+1) 9 (-1)	STR DEX CON INT WIS CHA	19 (+4) 14 (+2) 20 (+5) 8 (-1) 13 (+1) 9 (-1)		
Saving Throws Resistances Immunities Vulnerabilities	-			cept ma								
Senses	Passive Darkvis Comm	ion 60		Passive Darkvisi			Passive P Darkvisio	erception +16, on 60 ft.	Passive F Darkvisic	Perception +17, on 60 ft.		
Languages Challenge	5	on, 10	cridii	9			13		17			
Special Abilities & Qualities			le can hold sight as a sto		it appea	rs to be a s	tatue. A gargo	oyle that uses free	ze gains adv	antage on checks		

	🗵 Low	🖂 Moderate	🖂 Advanced	🔀 Elite
Standard Actions	 Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage. Gore Melee weapon attack: +2 to hit, reach 5 ft. extended bit, reach 5 	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage. Gore Melee weapon attack: +3 to hit, reach 5	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.
Legendary Actions	ft., one target. Hit 1d4+2 (4) piercing damage. -	ft., one target. Hit 1d4+3 (6) piercing damage.	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.

Actions Innate Spellcasting Spellcasting Possessions

G

GARGOYLE (KAPOACINTH) × Low × Advanced × Elite × Moderate Aquatic (Any), Ocean/Sea, or Coastline **?** Terrain Rare **Q** Rarity 🕘 Role Skirmisher / Normal School (3-12x) Organization Standard Treasure ➢ Advanced ⊠ Moderate × Elite ⊠ Low 15 15 17 17 **Armor Class** (natural armor) (natural armor) (natural armor) (natural armor) 83 226 41 144 **Hit Points** 40 ft. Swim 60 ft. Speed Size, Type, Medium monstrosity, Medium monstrosity, Medium monstrosity, Large monstrosity, chaotic evil chaotic evil chaotic evil chaotic evil Alignment 13 (+1) STR STR 14 (+2) STR 18 (+4) STR 20 (+5) 12 (+1) 16 (+3)14 (+2) 12(+1)DEX DEX DEX DEX

5

	Ability	CON	14	(+2)	CON	14	(+2)	CON	17	(+3)	CON	19	(+4)	
ę	Scores / Saves	INT	4	(-3)	INT	4	(-3)	INT	8	(-1)	INT	8	(-1)	
	Sures	WIS	9	(-1)	WIS	9	(-1)	WIS	13		WIS	13	(+1)	
110		CHA	5	(-3)	CHA	5	(-3)	CHA	9	(-1)	CHA	9	(-1)	
	Saving Throws	-												
	Resistances	all physi	cal at	tacks ex	cept mag	ic								
	Immunities	-												
	Vulnerabilities	-												
	Senses	Passive P Darkvisio			Passive Perception +9, Darkvision 60 ft.		Passive Perception +16, Darkvision 60 ft.		Passive Perception +17, Darkvision 60 ft.					
	Languages	Commo	n, Ter	rran										
	Challenge	5			9			13			17			
	Special Abilities & Qualities	-		e can hold i ght as a sto		t appea	rs to be a s	tatue. A gargo	oyle tha	t uses free:	ze gains adva	intage o	on checks	

	🖂 Low	🗵 Moderate	🖂 Advanced	🔀 Elite
Standard Actions	 Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage. Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage. 	 Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage. Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) 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 1d8+5 (10) slashing damage. Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+5 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage. Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) piercing damage.
Legendary Actions	·		0	0

Legendary Actions Innate Spellcasting Spellcasting Possessions

Gelatinous Cube

										• •••		
			× Low	,	×N	Ioderat	e >	Adv	vanced		× Elit	e
O Terrain					Any Underground							
Q Rarity					Rare							
🔁 Role					Lurker / Normal							
Crganization				Solitary								
					Incidental							
	[× Lo	🛛 Low 🛛 🖂 Moderate				☑ Advanced			🔀 Elite		
Armor Class	11			11	250	Sec.	13		1376	13		
		al armo	r)	(natura	l armo	r)	(natura	l armo	r)		armor)	
Hit Points	55			105			174			263		
Speed	15 ft		(age)	123	La.	200				-	-	
Size, Type, Alignment	Large o	oze, una	ligned	Large oo	ze, unal	igned	Large oc	oze, unal	igned	Huge oo	ze, unalig	ned
Ability Scores / Saves	STR DEX CON INT WIS CHA	20 10 1	(-1) (-5) (+5) (+0) (-5) (-5)	STR DEX CON INT WIS CHA	9 1 20 10 1	(-1) (-5) (+5) (+0) (-5) (-5)	STR DEX CON INT WIS CHA	3 22	(+2) (-4) (+6) (+0) (-4) (-4)	STR DEX CON INT WIS CHA	24 (10 (3 (-5) +7)
Saving Throws	-											-
Resistances Immunities			Electrici s, stunne	*	ng, psy	chic, pa	ralyzed, p	ooisone	ed, Polyr	norph, u	nconsci	ous,
Vulnerabilities	-											
Senses				Passive I Blindsigl			Passive Perception +6, Blindsight 60 ft.		Passive Perception +6, Blindsight 60 ft.		ı +6,	
Languages Challenge	-			8			10			16		
	4	7.14					12			16		
Special Abilities & Qualities				Damage ack inflicts a		l acid dam	Damage : age when it		amage. A	Damage 2 gelatinous c		does

A REAL	🖂 Low	⊠ Moderate	➢ Advanced	× Elite				
Special Abilities & Qualities	Saving Throw Dexterity DC 17 Engulf Although it moves slow than itself in its path as a stan cube merely has to move ove opportunity against the cube, attacks of opportunity can att (opponent's choice) as the cu	Saving Throw Dexterity DC 18 wly, a gelatinous cube can simp dard action. It cannot make a s r the opponents, affecting as m but if they do so they are not e empt a Dexterity save to avoid	Saving Throw Dexterity DC 20 Ily engulf any creatures at least lam attack during a round in w nany as it can cover. Opponent entitled to a saving throw. Those being engulfed-on a success, the eatures are subject to the cub	which it engulfs. The gelatinous nts can make attacks of ose who do not attempt s, they are pushed back or aside ıbe's paralysis and acid, gain the				
Special Abilities & Qualities		Saving Throw Constitution DC 18 ecretes an anesthetizing slime.						
Special Abilities & Qualities	on a Constitution save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. Transparent Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.							
Standard Actions	Slam Melee weapon attack: -2 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: -3 to hit, reach 10 ft., one target. Hit 1d6 (6) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+5 (10) bludgeoning damage.				
Legendary Actions Innate Spellcasting								
Spellcasting Possessions								

GENIE (DJINNI NOBLE) O Q 🛈 🖈

			🔀 Low	🔀 Modera	te 🔀 Advanced	🔀 Elite			
	O Terrain			Any (Plane of Air)					
	Q Rarity			Rare					
	🔁 Role			Soldier / Elite					
	Organizat	tion		Solitary					
	Treasure			Standard					
	and the			Madarata					
•			≚ Low			🛛 Elite			
	Armor Class	16 (natur	al armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)			
	Hit Points	39		65	139	211			
	Speed	20 ft	t. Fly 60 ft. (
	Size, Type,	0	elestial, chaotic	Large celestial, chaotic	Large celestial, chaotic	Huge celestial, chaotic			
	Alignment	good	10 (1)	good	good	good			
		STR	18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)			
	Ability	DEX		DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)			
	Scores /	CON		CON 12 (+1) INT 12 (+1)	CON 16 (+3) INT 16 (+3)	CON 18 (+4) INT 16 (+3)			
	Saves	WIS	12 (+1) 13 (+1)	INT 12 (+1) WIS 13 (+1)	INT 16 (+3) WIS 17 (+3)	INT 16 (+3) WIS 17 (+3)			
14		CHA		CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)			
	Saving	CITA							
	Throws	-				·			
	Resistances	-							
	Immunities Vulnerabilities	Acid							
	Senses	Passive	Perception +14,	Passive Perception +15,	Passive Perception +18,	Passive Perception +19,			
			sion 60 ft.	Darkvision 60 ft.	Darkvision 60 ft.	Darkvision 60 ft.			
	Languages Challenge		, Auran, Commo	on, Ignan, Terran, Telep		10			
		7		11	15	19			
	Special Abilities &			and the second se	ck and damage rolls against an a ing (nongenies only) who captu				
	Qualities	mee w	in the reduce djinit ca	Brant three money to any be					
	Special				reature within 100 feet that has				
	Abilities &				maintaining a telepathic conver king and listening to multiple p				
	Qualities								

and the	🖂 Low	🗵 Moderate	🖂 Advanced	🔀 Elite
Standard Actions	Scimitar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Scimitar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8/18-00 (12) slashing damage. Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.	Scimitar Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+11/18-00 (16) slashing damage. Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) bludgeoning damage.
Legendary Actions	•			
Innate Spellcasting		day); gaseous form (3/day); i to elemental planes, astral p		
Spellcasting Possessions	- Scimitar			

GENIE (DJINNI)



	🖂 Low	🖂 Moderate	🗵 Advanced	🔀 Elite
Standard Actions	Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage. Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage. Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6/18-00 (10) slashing damage. Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	Scimitar Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+8/18-00 (12) slashing damage. Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.
Legendary Actions				
Innate Spellcasting	create food and water (3/day); gaseous form (3/day); invisibility (self only) (at will); (3/day); maj day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (at will); (1/day)			
Spellcasting Possessions	- Scimitar			

GENIE (EFREETI)

	\bigcup	
🔀 Advanced	×	Elite
a of Eiro)		

Image: Pressing of the state of
Role Soldier / Elite Organization Solitary, Pair, Company (3-6x), or Band (7-12x) Treasure Standard Image: Standard Image: Solitary Class 17
Image: Solitary Company (3-6x), or Band (7-12x) Image: Solitary Company (3-6x), or Band (7-12x
Image: Standard Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Image: Standard Ima
Image: Notes I
Armor Class 17 17 19 19
Armor Class
(natural armor) (natural armor) (natural armor) (natural armor)
Hit Points 55 103 163 252
Speed 20 ft. Fly 40 ft. (Perfect)
Alignment Medium fiend, lawful evil Large fiend, lawful evil Large fiend, lawful evil Huge fiend, lawful evil
STR 17 (+3) STR 18 (+4) STR 20 (+5) STR 23 (+6)
Ability CON 12 (+1) CON 16 (+2) DEX 18 (+4) DEX 17 (+3)
Scores / INIT 10 ((10) INIT 10 ((10) INIT 14 ((12) INIT 14 ((12)
Saves WIS 12 (+1) WIS 12 (+1) WIS 16 (+3) WIS 16 (+3)
CHA 13 (+1) CHA 13 (+1) CHA 17 (+3) CHA 17 (+3)
Saving Throws
Resistances -
Immunities Fire
Vulnerabilities Vulnerability to Cold
SensesPassive Perception +14, Darkvision 60 ft.Passive Perception +15, Darkvision 60 ft.Passive Perception +18, Darkvision 60 ft.Passive Perception +19,
Languages Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft.
Challenge 6 10 14 18
Special Abilities &Saving Throw Constitution DC 14Saving Throw Constitution DC 17Saving Throw Constitution DC 19Saving Throw Constitution DC 21
Qualities Change Size Twice per day, an efrecti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efrecti chooses when using the ability), except that the ability can work on the efrecti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Constitution save to negate the effect.
Special Damage 1d4 Damage 1d6 Damage 2d4 Damage 2d6
Abilities & Qualities Heat An efreeti's body deals additional fire damage whenever it hits in melee, or in each round it grapples.

	🗵 Low	🗵 Moderate	🖂 Advanced	🔀 Elite					
Special Abilities & Qualities	address multiple creatures at	ommunicate with any other cre once telepathically, although m fficult as simultaneously speaki	naintaining a telepathic convers	sation with more than one					
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		🔀 Mod	Moderate 🛛 🔀 Advance		Advanced	Elite	
Q	Terrain			Any (Plane of Fire)						
٩	Rarity			Rare						
Ð	Role					Soldie	er / Sol	0		
Organization						So	litary			
Treasure						Sta	ndard			
		[⊠ Low	\mathbf{X}	Moderat	e	×A	dvanced	× Elite	
Arm	nor Class	17	STREE.	17	12142.5		9	1221	19	
	IOI Class		al armor)		ral armor)			armor)	(natural	armor)
Hit	Points	84		144	1	2	10		297	
Spe	ed	20 ft	t. Fly 40 ft. (Perfe	ect)	8.5			100	
	e,Type, ;nment	Mediun	n fiend, lawful evil	Large f	fiend, lawful ev	il La	arge fien	d, lawful evil	Huge fier	nd, lawful evil
		STR	17 (+3)	STR	18 (+4	4) S	TR	20 (+5)	STR	23 (+6)
		DEX	18 (+4)	DEX	15 (+2	2) C	DEX	18 (+4)	DEX	17 (+3)
Abil Sco	lity ores /	CON	1 12 (+1)	CON	V 16 (+3	3) C	ON	18 (+4)	CON	20 (+5)
Save	and the second se	INT	10 (+0)	INT	10 (+0	-	NT	14 (+2)	INT	14 (+2)
		WIS	12 (+1)	WIS	COLUMN TRACTOR	-	VIS	16 (+3)	WIS	16 (+3)
Starte Starte		CHA	13 (+1)	CHA	13 (+	I) C	HA	17 (+3)	CHA	17 (+3)
Savi Thre	U	-							-	
	istances	-								
	nunities nerabilities	Fire	rability to Cold							
Sen		Passive	Perception +15, ion 60 ft.		e Perception + sion 60 ft.		assive Po arkvisio	erception +19, n 60 ft	Passive P Darkvisio	erception +20, n 60 ft
Lan	guages		, Auran, Commo						Durkvisio	
Cha	llenge	9		13		1	7		21	
	Special Saving Abilities & Constitu		hrow tion DC 15	Saving Constit	Throw ution DC 18		onstitutio	on DC 20	Saving The Constitution	
	alities	reduce p	Size Twice per day, an person spell (the efree valent of a 2nd-level	eti choos	es when using the	ne ability),	except t	hat the ability can	work on the	e efreeti. This is
	cial lities & alities	Damage Heat An	2d4 efreeti's body deals a	Damag additiona			amage 20 hits in m		Damage 2d12	
Que	antico									

	🖂 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	permanent image (1/day);	ball (3/day); gaseous form (3 plane shift (willing targets t will); pyrotechnics (at will);	o elemental planes, astral pl	ane, or material plane only)							
Spellcasting	-										
Possessions	Falchion										

ປ

GENIE (JANNI)

Gen	IE	(JAN	NI))							
		🔀 Low		🔀 Moderat	e 🗵	Advanced	× Elite				
Q Terrain		Warm Deserts									
Q Rarity		Rare									
🔁 Role		Artillery / Normal									
Crganizat	tion	Solitary, Pair, Company (3-6x), or Band (7-12x)									
Treasure					Standard						
		⊠ Low	\mathbf{X}	Moderate	×A	dvanced	× Elite				
Armor Class	17	al armor)	17 (natura	l armor)	17 (natural	armor)	18 (natural armor)				
Hit Points	20		49	r armor)	102	annorj	189				
Speed		. Fly 15 ft. (t)							
Size,Type, Alignment		n monstrosity,		monstrosity,	Medium n unaligned	nonstrosity,	Large monstrosity, unaligned				
Ability Scores / Saves Saving Throws Resistances Immunities	STR DEX CON INT WIS CHA - Fire -	10 (+0) 12 (+1) 13 (+1)	STR DEX CON INT WIS CHA	14 (+2) 14 (+2) 10 (+0) 12 (+1) 13 (+1) 11 (+0)	STR DEX CON INT WIS CHA	17 (+3) 17 (+3) 15 (+2) 16 (+3) 17 (+3) 15 (+2)	STR 19 (+4) DEX 16 (+3) CON 18 (+4) INT 16 (+3) WIS 17 (+3) CHA 15 (+2)				
Vulnerabilities	-										
Senses		Perception +14, ion 60 ft.	Passive I Darkvisio	Perception +15, on 60 ft.	Passive Pe Darkvisior	erception +18, 1 60 ft.	Passive Perception +19, Darkvision 60 ft.				
Languages Challenge	Comm 6	ion, Infernal, Te	rran, Tele 9	epathy 100 ft.	14		18				
Special Abilities & Qualities Special	Change S reduce p equivaler	tion DC 13 Size Twice per day, a person spell (the jann nt of a 2nd-level spe	n janni can i chooses v I. Unwilling	ion DC 14 magically change a when using the abilit g targets may attem	ty), except that pt a Constitut	n DC 17 e. This works just at the ability can w ion save to negate	Saving Throw Constitution DC 20 like an enlarge person or vork on the janni. This is the e the effect. 8 hours at a time. Failure to				
Abilities & Qualities	return to		efore that t	ime expires causes	a janni to tak		ge per additional hour spent				

	🖂 Low	🖂 Moderate	🖂 Advanced	🔀 Elite						
Special Abilities & Qualities	address multiple creatures at	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	Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage. Scimitar Melee weapon	Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage. Scimitar Melee weapon	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.	attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.	attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.	attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/18-00 (10) slashing damage.						
Legendary Actions										
Innate create food and water (3/day); etherealness (3/day); invisibility (self only) (3/day); plane shift (willi 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)

6		🔀 Low		Moderat	e 🗵	Advanced		🔀 Elite		
O Terrain				Wa	ırm Deser	ts				
Q Rarity					Rare					
🖸 Role			Artillery / Elite							
🖸 Organiza	tion		Solitary							
Treasure			Standard							
	(⊠ Low	⊠ Mo	oderate	×A	dvanced	🗵 Elite			
Armor Class	17 (natur	al armor)	17 (natural ar	mor)	17 (natural	armor)	18 (natural	armor)		
Hit Points	41		69		132		196	,		
Speed	20 ft	t. Fly 15 ft. (Perfect)							
Size, Type, Alignment	Small n unalign	nonstrosity, ed	Medium mo unaligned	nstrosity,	osity, Medium monstrosity, unaligned			Large monstrosity, unaligned		
	STR	13 (+1)	STR 1	7 (+3)	STR	19 (+4)	STR	21 (+5)		
Ability	DEX		and the second se	3 (+1)	DEX	17 (+3)	DEX	16 (+3)		
Scores /	CON			0 (+0)	CON	14 (+2)	CON	17 (+3)		
Saves	INT WIS	16 (+3) 13 (+1)		6 (+3) 3 (+1)	INT WIS	18 (+4) 17 (+3)	INT WIS	18 (+4) 17 (+3)		
142	CHA			1 (+0)	CHA	15 (+2)	CHA	15 (+2)		
Saving Throws	-					(/				
Resistances	Fire									
Immunities	-									
Vulnerabilities Senses		Perception +14, ion 60 ft.	Passive Perc Darkvision 6	ception +15,	Passive P Darkvisio	erception +18,	Passive P Darkvisio	erception +19,		
Languages		al, Aquan, Comr			Darkvisio	11 00 11.	Darkvisio	10011.		
Challenge	6		10		14		18			
Special	Saving T	hrow Ition DC 13	Saving Throw Constitution		Saving The Constituti		Saving Three Constitution			
Abilities & Qualities	Change reduce p	Size Twice per day, a person spell (the janr nt of a 2nd-level spe	n janni can mag i chooses wher	ically change a on using the abilit	creature's siz	ze. This works just at the ability can v	like an enlarg vork on the ja	ge person or		
Special Abilities & Qualities	Element return to	al Endurance Jann ca o the Material Plane t lemental plane, until	n remain on the pefore that time	Planes of Air, E expires causes	arth, Fire, or a janni to tal	Water for up to 48	3 hours at a t			

and the state	🗵 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.	Composite Longbow Ranged weapon attack: +2 to hit, one target. Hit 1d8x3 (1) piercing damage.	Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) piercing damage.	Composite Longbow Ranged weapon attack: +3 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.	Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage.	Scimitar Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/18-00 (10) slashing damage.	Scimitar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9/18-00 (12) slashing damage.						
Legendary Actions	•									
Innate Spellcasting	augury (3/day); create food and water (3/day); detect magic (3/day); divination (3/day); etherealness (3/day); invisibility (self only) (3/day); plane shift (willing targets to elemental planes, astral plane, or material plane only) (3/day); speak with animals (3/day)									
Spellcasting Possessions	- Composite longbow; arrows	(20x); scimitar								

G

Gen	IE	(1	M A	RII))					$\underbrace{\bigcirc}$	Ţ	〕 ★	
			× Low	/	×N	Ioderat	e 🗡	Adv	vanced		× Eli	ite	
• Terrain						Any (F	Plane of Water)						
Q Rarity			Rare										
Role			Soldier / Elite										
Organizat	tion			Solita	ry, Pair	, or Corr	npany (3-6	5x), or	Band (7	′-12x)			
							Standard						
1	j	× Lo	W		Mode	erate	e 🖂 Advanced			× Elite			
Armor Class	18	100		18	259		19			20			
Annor Class		al armo	or)	(natura 98	l armo	r)	(natural	armo	r)	(natural	armor)	
Hit Points	47	47			174			256					
Speed	20 ft	. Swi	m 60	ft., Wat	er W	alk							
Size, Type,	Medium chaotic	n monst	rosity,	Large monstrosity, chaotic neutral			•	Large monstrosity, chaotic neutral			onstrosit Ieutral	су,	
Alignment	STR		(+3)	STR 18 (+4)		STR 20 (+5)			STR		(+6)		
	DEX		(+3)	DEX		(+3)	DEX		(+-7)	DEX		(+4)	
Ability	CON		(+1)	CON		(+3)	CON		(+4)	CON		(+5)	
Scores / Saves	INT		(+1)	INT		(+1)	INT		(+3)	INT		(+3)	
Sures	WIS		(+1)	WIS		(+1)	WIS		(+3)	WIS	17	(+3)	
	CHA	14	(+2)	CHA	14	(+2)	CHA	17	(+3)	CHA	17	(+3)	
Saving Throws	-			-			-			-			
Resistances						Come in							
Immunities	-												
Vulnerabilities	- Passive	e Perception +14, Passive Perception +15, Passive Perception +18, Passive Per									Percenti	-n ±19	
Senses		ion 60 f		Darkvisio			Darkvisio			Passive Perception +19, Darkvision 60 ft.			
Languages		, Auran	, Comm		, Terra	n, Telep	athy 100	ft.					
Challenge	8			12			16			20			
Special Abilities &	Humano	id, or Gia	ant.		-		rance to that			1.2			

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.

Qualities

Se Ser	🗵 Low	Moderate	☑ Advanced	🔀 Elite					
Special	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21					
Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 5d6	Damage 7d6					
	at that same speed while in we maneuverability) while in while is always equal to half of its he The whirlwind form does not Another creature might be can or through a creature's space around you. Creatures one or whirlwind (generally damage on a Dexterity save when it co attack. It must also succeed of winds, automatically taking the round to escape the whirlwing in the whirlwind cannot move creatures can otherwise act n Creatures caught in the whirly can have only as many creature eject any carried creatures wh touches the ground, it creates to half the whirlwind's height have concealment, while those	nto a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly me speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average rability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its pea equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet hig wind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into h a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the are ou. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the l (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed terity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful tomatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base he ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter eque whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away cealment, while those farther away have total concealment. This ability can on							
Special	underwater; a marid cannot le Saving Throw	eave a body of water while in vo Saving Throw	rtex form. Saving Throw	Saving Throw					
Abilities &	Dexterity DC 15	Dexterity DC 17	Dexterity DC 19	Dexterity DC 21					
Qualities	Damage 1d6 Water's Fury As a standard ac	Damage 2d6 tion, a marid can release a jet o	Damage 3d6 f water in a 60-foot line that de	Damage 4d6 eals bludgeoning damage and					
Special Abilities & Qualities	Water Mastery A marid gains	I6 rounds. A Dexterity save red advantage on attack and damag touching the ground, the eleme	e rolls if both it and its oppone	ent are touching water. If the					
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									
Innate Spellcasting	gaseous form (3/day); invi elemental planes, astral pla	te food and water (at will); c sibility (at will); (3/day); maj ane, or material plane only) (a ter breathing (5/day); water	or image (1/day); plane shif at will); purify food and drin	t (willing targets to					
Spellcasting	-								
Possessions	Trident								

Possessions Trident

439

ປ

GENIE (MARID NOBLE) 🔀 Low × Moderate × Advanced 🔀 Elite Any (Plane of Water) 9 Terrain Rare Q Rarity Soldier / Elite Ú. Role Solitary, Pair, or Company (3-6x), or Band (7-12x) Organization Standard Treasure ➢ Moderate 🗵 Elite 🗵 Low Advanced 18 19 18 20 **Armor Class** (natural armor) (natural armor) (natural armor) (natural armor) 86 262 57 147 **Hit Points** 20 ft. Swim 60 ft., Water Walk Speed Size, Type, Large monstrosity, Medium monstrosity, Large monstrosity, Huge monstrosity, chaotic neutral chaotic neutral Alignment chaotic neutral chaotic neutral 22 (+6) STR 17 (+3) STR 17 (+3) STR 18 (+4) STR DEX 18 (+4) DEX 18 (+4) DEX 17 (+3) DEX 18 (+4) Ability 12 (+1) 12 (+1) 16 (+3) CON CON CON CON 20 (+5) Scores / 12(+1)12(+1)12 (+1) INT INT INT INT 16 (+3) Saves WIS WIS WIS WIS 13 (+1)13 (+1) 13 (+1)17 (+3) 14 (+2) CHA 14 (+2) CHA 14 (+2) CHA CHA 17 (+3) Saving Throws Resistances Immunities **Vulnerabilities** Passive Perception +14, Passive Perception +15, Passive Perception +16, Passive Perception +19, Senses Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft.

Languages Aquan, Auran, Common, Ignan, Terran, Telepathy 100 ft. Challenge 12 8 16

20

Change Shape Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant. **Abilities &**

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

Qualities

ALL THE	🖂 Low	Moderate	➢ Advanced	🔀 Elite	
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 2d8 Vortex A marid can transform yourself into a whirlwind and at that same speed while in wind is always equal to half of its he The whirlwind form does not Another creature might be can or through a creature's space, around you. Creatures one or whirlwind (generally damage of on a Dexterity save when it co attack. It must also succeed of winds, automatically taking the round to escape the whirlwing in the whirlwind cannot move creatures can otherwise act in Creatures caught in the whirly can have only as many creature eject any carried creatures whe touches the ground, it creates	Saving Throw Dexterity DC 17 Damage 3d8 into a vortex of swirling, churr remain in that form for up to 1 hirlwind form, otherwise you g rlwind form. The whirlwind is al eight. You control the exact hei provoke attacks of opportunity ught in the whirlwind if it touch In whirlwind form you cannot more size categories smaller the equal your slam attack) and may omes into contact with the whi n a second Dexterity save or base indicated damage each round d. The creature still takes damage except to go where the whirlw ormally, but must succeed on a wind suffer disadvantage on De res trapped inside at one time a tenever you wish as a free actio is a swirling cloud of debris. This.	Saving Throw Dexterity DC 19 Damage 5d8 ning water once every 10 mintu O rounds. If you have a fly speed ain a fly speed equal to your ba ways 5 feet wide at its base, A ight, but it must be at least 10 o, even if you enter the space an nes or enters the whirlwind, or make your normal attacks, and nan the whirlwind might take d y be lifted into the air. An affect rlwind or take damage as if it w e picked up bodily and held sus d. A creature that can fly is allow ge but can leave if the save is sv vind carries them or to escape a Concentration check (DC 15 xterity-related checks and on a as will fit inside the whirlwind's n, depositing them in your spa s cloud is centered on the crea	Saving Throw Dexterity DC 21 Damage 7d10 ues. You can transform ed, you can continue to fly use land speed (average whirlwind's width at its peak feet and at most 60 feet high. nother creature occupies. if the whirlwind moves into you do not threaten the area amage when caught in the ted creature must succeed vere hit by the your slam spended in the powerful wed a Dexterity save each successful. Creatures trapped the whirlwind. Trapped + spell level) to cast a spell. tttack rolls. The whirlwind s volume. The whirlwind can ice. If the whirlwind's base ture and has a diameter equal	
Special Abilities & Qualities	underwater; a marid cannot le Saving Throw Dexterity DC 15 Damage 2d6	e farther away have total conce ave a body of water while in vo Saving Throw Dexterity DC 17 Damage 3d6 tion, a marid can release a jet o	Artex form. Saving Throw Dexterity DC 19 Damage 4d6	Saving Throw Dexterity DC 21 Damage 6d6	
Special Abilities & Qualities	Water Mastery A marid gains	l6 rounds. A Dexterity save red advantage on attack and damag touching the ground, the elem	e rolls if both it and its oppon	ent are touching water. If the	
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	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	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:	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:	
	target. Hit 1d8+6 (10) bludgeoning damage.	target. Hit 1d8+6 (10) bludgeoning damage.	+4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.	+6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) bludgeoning damage.	
Innate Spellcasting	detect magic (at will); gase day); plane shift (willing ta	rol water (3/day); create foo cous form (3/day); ice storm rgets to elemental planes, as will); see invisibility (3/day)	n (3/day); invisibility (at will) stral plane, or material plane	; (3/day); major image (1/ only) (at will); purify food	
Spellcasting Possessions	- Trident				

ປ

GENIE (SHAITAN)



		🔀 Low		ate 🔀 Advanc	ed 🛛 🔀 Elite					
O Terrain			Any	/ (Plane of Earth)						
Rarity				Rare						
ڬ Role			Controller / Normal							
Organizati	ion		Solitary, Pair, or Company (3-6x), or Band (7-12x)							
Treasure			Standard							
	(≍ Low	🗵 Moderate	🖂 Advance	d 🛛 🖂 Elite					
Armor Class	17 (natura	al armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)					
Hit Points	37		77	136	242					
Speed	20 ft	. Burrow 60	ft. Climb 20 ft.							
Size,Type, Alignment	Mediun Iawful n	n monstrosity, ieutral	Large monstrosity, lawf neutral	ul Large monstrosity, lav neutral	wful Huge monstrosity, lawful neutral					
Ability Scores / Saves	STR DEX CON INT WIS CHA	1 13 (+1) 12 (+1) 12 (+1)	STR 17 (+3) DEX 11 (+0) CON 17 (+3) INT 12 (+1) WIS 12 (+1) CHA 13 (+1)	DEX 15 (+2 CON 18 (+4 INT 16 (+3 WIS 16 (+3	2) DEX 13 (+1) 4) CON 21 (+5) 3) INT 16 (+3) 3) WIS 16 (+3)					
Saving Throws	-									
Resistances										
Immunities Vulnerabilities	Electri	city								
Senses	+11, Da	Perception arkvision 60 ft., sense 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.					
		, Auran, Comm	on, Ignan, Terran	10	17					
Challenge	5	9 13 17 astery An shaitan gains advantage on attack and damage rolls if both it and its foe are touching the ground. If								
Special Abilities & Qualities Special	an oppo apply to	nent is airborne or w all combat actions.	aterborne, the elemental su	ffers disadvantage on attack a	nd damage rolls. These modifiers re than 10 pounds and transform it					
Abilities & Qualities		other metal for 1 da								

	🗵 Low	🗵 Moderate	🖂 Advanced	🛛 Elite					
Special Abilities & Qualities	make a Dexterity save or be f	Saving Throw DC 17 a combat check by 5 or more a forced into the barrier as if the t as a full-round action to exit the	arget had cast meld into stone						
Special Abilities & Qualities	Stone Glide This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, o crystal, or metal.								
Standard Actions	Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage. Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning	Scimitar Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage. Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning	Scimitar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7/18-00 (12) slashing damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning	Scimitar Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+9/18-00 (14) slashing damage. Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning					
Legendary Actions	damage.	damage.	damage.	damage.					
Innate Spellcasting		nto stone (at will); plane shif ll); (3/day); stone shape (at v							
Spellcasting Possessions	- Scimitar								

GENIE (SHAITAN NOBLE)

				🔀 Lov	v	×	Mode	rate	×	Adv	vanced		× Eli	te
Ś	Q Terrain						An	y (Pla	ne of E	arth)				
	Q Rarity							I	Rare					
	🔁 Role					Controller / Elite								
	Organizat	tion			Solit	Solitary, Pair, or Company (3-6x), or Band (7-12x)								
	Treasure					Standard								
		(× Lo	ow	\mathbf{x}	Мо	derate	e 🖂 Advanced			×	🔀 Elite		
	Armor Class	17 (natural armor)				17 natural armor) (natural armor)				19 (natural	armor)		
	Hit Points	83			118				190			316		
	Speed	20 ft	. Bu	rrow 6	0 ft. C	limt	20 ft					100		
N HIGH S	Size, Type, Alignment	Medium monstrosity, lawful neutral			neutra		rosity, lawi	r	Large monstrosity, lawful neutral			Huge monstrosity, lawful neutral		y, lawful
THE REAL PROPERTY AND A RE	Ability Scores / Saves Saves Saving Throws Resistances Immunities Vulnerabilities Senses Languages	Tremor	15 113 12 12 12 13 icity Percep arkvisio sense (on 60 ft.,	Tremo	e Percoarkvis	ion 60 ft., e 60 ft.) [) ()]) () .	STR DEX CON NT WIS CHA	11 17 12 12 13	60 ft.,	STR DEX CON INT WIS CHA - - - - - - -	13 20 16 16 16 17	50 ft.,
	Challenge	10			14			-	18			22		
ALTERY JUL	Special Abilities & Qualities Special Abilities & Qualities	IOIAISZZEarth 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.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	make a Dexterity save or be f		Saving Throw DC 19 and pushes its target into a stor target had cast meld into stone te stone.							
Special Abilities & Qualities	Stone Glide This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dir crystal, or metal.									
Standard Actions	Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Scimitar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/18-00 (4) slashing damage. Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Scimitar Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/18-00 (4) slashing damage. Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning 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: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.						
Legendary Actions Innate Spellcasting Spellcasting	planes, astral plane, or ma day) -	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);stoneskin (3/day); wall of stone								
Possessions	Scimitar									

Open Gaming License (OGL)

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages) potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney- MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.