

Aquilae:
Bestiary
of the Realm
abridged

2

Ghost to Zombie



A Fantasy Roleplaying Supplement
by J. Evans Payne



Colophon

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. Snavé Enyap

Proofreading

Beattin A. Dedhaurs

Indexing

Adobe InDesign

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- J Levine
- Please do not add my name to the credits
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- Joel Mattson
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Infinium Game Studio is:

CEO

J. Evans Payne

Creative Director

J. Evans Payne

Lead Editor

J. Evans Payne

VP Marketing & Sales

J. Evans Payne

CFO

J. Evans Payne

Artistic Director

J. Evans Payne

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Dedication

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

Foreward

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

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

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

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

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

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

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

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

Plus it was just damned cool.

There was just one problem.

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

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

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

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

But it irked me still.

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

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

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

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

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

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

Here’s hoping it brings your gaming group joy.

J. Evans Payne

Malvern, Pennsylvania

January 2020

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About Infinium Game Studio

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

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

Values and Key Differences

Plays Well With Everyone

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

Comprehensive and Immersive

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

Everything You Need

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

Maps: Where Are We, Again?

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

Pervasive Maps

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

Prepared for Anything

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

Thoroughness: But What If...?

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

Flexible

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

Reusable

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

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

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

FlexTale

What is FlexTale?

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

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



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

Dynamic Content

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

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

FlexTables

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

A Traditional RPG Lookup Table


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

Table 1: Traditional Lookup Table

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

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

The FlexTable Difference

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

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

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

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

Contexts

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

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

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

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

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

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


FlexTable 1: Sample Treasure Chest Contents

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




represent the soured atmosphere.

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

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

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

Indifferent.

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

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



Introduction

What Is This Book?

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

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

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

Strengths

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

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

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

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

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

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

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

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

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

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

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

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

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

When to Use This Book

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

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

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

What This Book is NOT

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

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

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

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

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

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

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

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

“Impossible”: Some monsters are completely, entirely,

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

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

Weaknesses: When NOT to Use This Book

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

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

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

How to Use This Book

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

you!

With FTEG

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

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

With IGS Adventures

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

With Other Published Adventure Content

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

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

With Homebrew Content

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

Rarity

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

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

Occurrences

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

Challenge Rating

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

impossible to create CR-compliant listings for each monster.

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

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

Common Creature Features

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

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

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

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

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

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

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

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

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

drink, require rest, breathe, and so on.

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

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

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

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

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

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

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

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

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

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

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

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


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

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


Notes & Conventions

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

Player Descriptive Text


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

GM-Only Notes

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

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

Designer's Soapbox

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


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


Quests

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

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

Quest: Rats in the Cellar (example)

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


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

 **Locations:** Bar.

 **Key NPCs:** Bartender.

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

 **Description:**

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


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

Obstacles

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

Locked Secret Door (example)

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


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

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

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

Skill Checks

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

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



Skill Challenges



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

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

Falling Timbers (example)


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

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

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


Rewards

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

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


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


Secret Closet Chest

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

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

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

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

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

Traps

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

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

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

♁ Acid Arrow Chest Trap

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

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

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

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

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

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

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

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

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

Items

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

📖 Adventurer's Chronicle (example)

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

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

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

NPCs and Monsters

Crunch time!

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

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

game system you are playing.

Variable Challenge

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

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

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

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

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

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

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

Experience Points and Reward Nuggets

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

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

I Want Candy

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

However, I also gave out candy for good roleplaying,

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

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

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

Candy as XP

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

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

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

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

Namely: to have fun!


Reward Stars: The Formalized Approach

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

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

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

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

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

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

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

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

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

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

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

Stay In Character... Or Else

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

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

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

Converting Reward Stars to XP

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

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

XP reward.

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

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

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

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

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

Table 2: Converting Reward Stars to XP

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

“Quadded” Stat Blocks

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

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

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

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

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

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

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

Quadded Challenge Blocks

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

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

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

Locked Secret Wooden Door

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

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

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

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


The Campaign World

Overview

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



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

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

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

What You Need to Know

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

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

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

High Ability, Low Tech

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

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

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

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

Religion

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

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

Tribute

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

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

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

to the gods themselves.

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

FlexAI

What is FlexAI?

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

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

Summary vs. Full Version

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

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

How to Use FlexAI

Sanity Checks & Rerolls

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


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

Three Tiers of Complexity

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

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

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

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

Behavior Common Concepts

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

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

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

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

Combat Outcomes







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

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

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

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








Table 3: Combat Outcomes


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

Combat Targeting

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

Table 4: Combat Targeting Summary

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

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

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

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

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

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

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

Simple AI Rules

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

Advantages & When to Use

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

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







Limitations

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

Simple AI Outcome Table

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

Table 5: Simple AI Outcomes

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

Simple AI Targets

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

Table 6: Simple AI Targeting

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

Full AI Rules

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

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

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

Advantages & When to Use


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

Limitations

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

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

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

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

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

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

Additional Factors: Role & Stance

To determine which FlexTable is most appropriate for the monster and combat circumstances, Full AI rules require two additional elements: **Roles** and **Stances**.

A creature's **Role** represents its typical combat behavior and approach to battle.

A creature's **Stance** indicates its current combat circumstances.


Together, these two factors help determine the contextual probabilities that should apply to the creature's behavior in combat.

Combat Roles

A tarrasque does not approach combat the same as a giant snake. A cockatrice lies in wait; an orc chieftain is much more likely to charge. Mimics might even be immobile, so are physically incapable of approaching combat in the same manner as other monsters.

And so on; you get the idea: each monster is likely to approach battle differently, based on its own strengths, weaknesses, and abilities. Although it would be possible to create a separate set of FlexTables for each creature, customized exactly to that creature's characteristics, such an endeavor would be exhausting, consume a mammoth amount of pages... and, ultimately, not add a great deal of value on top of the approach that FlexAI takes.

Instead of having 8 or more customized FlexTables for each monster, FlexAI recognizes that, ultimately, there are only so many ways that a creature might go about fighting. An orc lord and a hill giant might well be different in any number of important ways, but the two monsters will probably wade into a fight with much the same gusto.

 Those readers familiar with the **4th Edition** of the world's most popular roleplaying game will recognize some of this terminology and these concepts. Role was a key element of monster descriptions in materials from that rules system.

Reasonable people can disagree as to whether 4E represents the best or worst elements of the tabletop roleplaying concept, and indeed, endless debate has raged around this controversial rules set.

One can even debate as to whether the Combat Role concept was a creative, brilliant shorthand for accelerating GM prep time; or a huge, shackling hindrance to gameplay, immersion, or GM flexibility.

Regardless of these debatable matters, however, FlexAI's “echo” of the Role gameplay element is intentional. For all its controversy, 4E provided a great and accessible terminology starting point for defining creature AI in combat.




No matter your own personal perspective on 4E—or if you are even familiar with it in the first place!—I can assure you that 4E mechanics and concepts have nothing to do with FlexAI's mechanics.

The names and set of Roles is the only concept that is borrowed herein.

Combat Role Summary

The following table summarizes the Combat Roles that FlexAI uses, and their typical characteristics.

Table 7: Combat Roles

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

Combat Role Variations

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

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

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

Table 8: Combat Role Variations

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

FlexContent

Combat Stances

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





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





Combat Stance Summary

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

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

Table 9: Combat Stances

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

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

When to Apply Each Stance

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

FlexAI & FlexTable Listing

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

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

Advanced AI Rules

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


Advantages & When to Use

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

Limitations

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

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

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

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


Surges & Lulls

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

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

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

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

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

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

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

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


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

Combat Surges

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

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

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

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

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

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

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

Types of Surge

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

Attack Surges

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

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

Damage

The creature's attacks inflict additional damage.

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

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

Init

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

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

Move

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

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

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

Impact / Impact Dice

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

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

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

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



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

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

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

DC

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

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

Range

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

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

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

AC

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

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

Combat Surge Summary

Table 10: Combat Surges

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

Combat Lulls

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

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

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

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

Types of Lull

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

Combat Lull Summary

Table 11: Combat Lulls

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

AI FlexTables

Full Edition vs. Bestiary

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

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

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

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

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



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

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

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

Brute / Fresh



Contexts

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

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

FlexTable 2: Brute Role; Fresh Stance: Action

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

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

FlexTable 3: Brute Role; Fresh Stance: Targeting

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

Soldier / Fresh



Contexts

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

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

FlexTable 4: Soldier Role; Fresh Stance: Action

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

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

FlexTable 5: Soldier Role; Fresh Stance: Targeting

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

Artillery / Fresh



Contexts

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

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

FlexTable 6: Artillery Role; Fresh Stance: Action

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

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

FlexTable 7: Artillery Role; Fresh Stance: Targeting

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

Skirmisher / Fresh



Contexts

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

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

FlexTable 8: Skirmisher Role; Fresh Stance: Action

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

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

FlexTable 9: Skirmisher Role; Fresh Stance: Targeting

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

Lurker / Fresh



Contexts

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

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

FlexTable 10: Lurker Role; Fresh Stance: Action

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

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

FlexTable 11: Lurker Role; Fresh Stance: Targeting

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

Controller / Fresh



Contexts

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

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

FlexTable 12: Controller Role; Fresh Stance: Action

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

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

FlexTable 13: Controller Role; Fresh Stance: Targeting

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

Leader / Fresh



Contexts

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

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

FlexTable 14: Leader Role; Fresh Stance: Action

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

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

FlexTable 15: Leader Role; Fresh Stance: Targeting

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

Monster Reference


Crunch and Fluff

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

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

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

Quadded Stat Blocks and Default Language

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

Header

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

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

Quadded Stat Blocks

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


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

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

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

Special Abilities

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

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

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

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

Feats

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

Treasure

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

GHOST



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	38	79	138	194
Speed	30 ft. Fly 30 ft. (Perfect)			

Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil
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Ability Scores / Saves	STR	10 (+0)	STR	10 (+0)	STR	10 (+0)	STR	10 (+0)
	DEX	10 (+0)	DEX	10 (+0)	DEX	15 (+2)	DEX	16 (+3)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	8 (-1)	INT	8 (-1)	INT	12 (+1)	INT	12 (+1)
	WIS	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	17 (+3)	CHA	17 (+3)	CHA	19 (+4)	CHA	19 (+4)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned
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Vulnerabilities	-
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	Common
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Challenge	3	7	11	15
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Special Abilities & Qualities **Channel Resistance** You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Special Abilities & Qualities	Saving Throw	Constitution DC 15	Saving Throw	Constitution DC 16	Saving Throw	Constitution DC 18	Saving Throw	Constitution DC 19
	Damage	4d6	Damage	6d6	Damage	10d6	Damage	14d6

Corrupting Touch All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts psychic damage. This damage is not negative energy-it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Constitution save halves the damage inflicted.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 19

Draining Touch The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack. Ability damage suffered from this effect may be recovered via restoration or more powerful healing magic.

Special Abilities & Qualities

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Frightful Moan The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Wisdom save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Standard Actions

-

Special Actions

Saving Throw
Wisdom DC 15

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 18

Saving Throw
Wisdom DC 19

Malevolence The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Wisdom save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Special Actions

Rejuvenation In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Special Actions

Saving Throw
Dexterity DC 15

Saving Throw
Dexterity DC 16

Saving Throw
Dexterity DC 18

Saving Throw
Dexterity DC 19

Telekinesis The ghost's death involved great physical trauma. The ghost can use telekinesis as a standard action with Recharge 2 (caster level 12th or equal to the ghost's HD, whichever is higher).



Illustration 1: Ghost

GHOUL



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	7	21	46	75
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 13 (+1)	STR 14 (+2)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14

Special Abilities & Qualities

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Disease Ghoul Fever: Bite-injury; save Constitution; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast. Ability damage suffered from this condition may only be restored via a restoration spell or more powerful healing magic.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
Special Abilities & Qualities	Saving Throw Constitution DC 13 Paralysis This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Constitution saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

GHOUL (LACEDON)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary, Gang (2-4x), or Wing (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	13	38	78	116
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14

Special Abilities & Qualities

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Disease Ghoul Fever: Bite-injury; save Constitution; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast. Ability damage suffered from this condition may only be restored via a restoration spell or more powerful healing magic.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Special Abilities & Qualities	Saving Throw Constitution DC 13 Paralysis This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Constitution saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



GHOUL (GHAST)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Gang (2-4x), or Pack (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	18	33	79	114
Speed	30 ft.			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 15 (+2)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 16 (+3)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 16 (+3)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	2	6	10	14

Special Abilities & Qualities

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Disease Ghoul Fever: Bite-injury; save Constitution; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast. Ability damage suffered from this condition may only be restored via a restoration spell or more powerful healing magic.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18
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 1d6+3 (6) slashing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage. Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) slashing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



GIANT (CLOUD)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), Family (2-5x+), or Tribe (6-20x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	61	92	155	277
Speed	50 ft.			
Size, Type, Alignment	Large humanoid, neutral evil	Large humanoid, neutral evil	Huge humanoid, neutral evil	Gargantuan humanoid, neutral evil
Ability Scores / Saves	STR 22 (+6)	STR 22 (+6)	STR 24 (+7)	STR 29 (+9)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12	Passive Perception +16	Passive Perception +17	Passive Perception +19
Languages	Common, Giant			
Challenge	8	12	16	20
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Morningstar Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+15 (29) piercing/bludgeoning damage.</p> <p>Rock Ranged weapon attack: +2 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+15 (29) piercing/bludgeoning damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+15 (20) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing/bludgeoning damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+18 (25) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.</p>	<p>Morningstar Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17 (31) piercing/bludgeoning damage.</p> <p>Rock Ranged weapon attack: +1 to hit, one target. Hit 2d6+25 (32) bludgeoning damage.</p> <p>Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17 (31) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>fog cloud (3/day); levitate (at will)</i>			
Spellcasting	-			
Possessions	Morningstar			

GIANT (FIRE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (20-30x+)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	54	89	145	271
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Large humanoid, lawful evil	Huge humanoid, lawful evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 9 (-1)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +11	Passive Perception +15	Passive Perception +16	Passive Perception +19
Languages	Common, Giant			
Challenge	7	11	15	19
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Heated Rock Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals additional fire damage on a hit.			
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

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

Standard Actions

Greatsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12/19-00 (19) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.

Greatsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12/19-00 (19) slashing damage.

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

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

Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+15/19-00 (26) slashing damage.

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

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning damage.

Greatsword Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14/19-00 (24) slashing damage.

Rock Ranged weapon attack: -1 to hit, one target. Hit 1d8+21 (26) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14 (24) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Greatsword

GIANT (FROST)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Cold Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	19 (natural armor)
Hit Points	44	74	136	253
Speed	40 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 9 (-1)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +11	Passive Perception +11	Passive Perception +16	Passive Perception +19
Languages	Common, Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greataxe Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d12+10/x3 (16) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d12+10/x3 (16) slashing damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/x3 (24) slashing damage.</p> <p>Rock Ranged weapon attack: -3 to hit, one target. Hit 1d8+13 (18) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p>	<p>Greataxe Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14/x3 (24) slashing damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 1d8+21 (26) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14 (24) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greataxe			



GIANT (HILL)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), Band (6-8x), Raiding Party (9-12x+), or Tribe (13-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	56	86	152	187
Speed	30 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 22 (+6)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 10 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9	Passive Perception +9	Passive Perception +16	Passive Perception +17
Languages	Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			
Special Abilities & Qualities	Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greatclub Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+10 (19) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -3 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+10 (19) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -3 to hit, one target. Hit 1d8+10 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> <p>Rock Ranged weapon attack: -1 to hit, one target. Hit 1d8+15 (20) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+15 (20) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greatclub			



GIANT (STONE)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Gang (2-5x), Band (4-8x), Hunting Party (9-12x+), or Tribe (13-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	51	101	150	213
Speed	40 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Large humanoid, unaligned	Large humanoid, unaligned	Huge humanoid, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	8	12	15	18
Special Abilities & Qualities	<p>Improved Rock Catching You gain advantage on your Dexterity save when attempting to catch a thrown rock. You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.</p>			
Special Abilities & Qualities	<p>Rock Throwing You are an accomplished rock thrower and have advantage on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A “rock” is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage plus 1-1/2 your Strength bonus.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greatclub Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+9 (14) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +0 to hit, one target. Hit 1d8+12 (16) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15 (24) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +3 to hit, one target. Hit 1d8+15 (20) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+13 (22) bludgeoning damage.</p> <p>Rock Ranged weapon attack: +2 to hit, one target. Hit 1d8+19 (24) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greatclub			



GIANT (STORM)



	Low	Moderate	Advanced	Elite
Terrain	Any Warm			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary or Family (2-5x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	85	116	181	341
Speed	35 ft. Swim 30 ft.			
Size, Type, Alignment	Large humanoid, chaotic good	Large humanoid, chaotic good	Huge humanoid, chaotic good	Gargantuan humanoid, chaotic good
Ability Scores / Saves	STR 24 (+7)	STR 24 (+7)	STR 26 (+8)	STR 30 (+10)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 23 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 13 (+1)	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +17	Passive Perception +18	Passive Perception +19	Passive Perception +21
Languages	Auran, Common, Draconic, Giant			
Challenge	11	15	19	23
Special Abilities & Qualities	Water Breathing Storm giants can breathe water as well as air.			
Special Abilities & Qualities	Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Dexterity save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+18/17+00 (28) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+18 (24) bludgeoning damage.</p> <p>Composite Longbow Ranged weapon attack: +4 to hit, one target. Hit 3d6+12/x3 (22) piercing damage.</p>	<p>Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+18/17+00 (28) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d10+18 (24) bludgeoning damage.</p> <p>Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 3d6+12/x3 (22) piercing damage.</p>	<p>Composite Longbow Ranged weapon attack: +1 to hit, one target. Hit 3d6+14/x3 (24) piercing damage.</p> <p>Greatsword Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+21/17+00 (35) slashing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+14 (21) bludgeoning damage.</p>	<p>Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 3d6+14/x3 (24) piercing damage.</p> <p>Greatsword Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+18/17+00 (32) slashing damage.</p> <p>Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+18 (32) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>call lightning (1/day); chain lightning (1/day); control weather (3/day); freedom of movement (at will); levitate (3/day)</i>			
Spellcasting	-			
Possessions	Greatsword; composite longbow; arrows (40x)			

GIBBERING MOUTHER



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	45	91	167	255
Speed	10 ft. Swim 20 ft.			

Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
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Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except bludgeoning			
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Immunities	Critical Hits, Precision Damage			
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Vulnerabilities	-			
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Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Aklo			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.			
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Special Abilities & Qualities	Blood Drain On a successful grapple check after grabbing, several of your mouths attach to its target. Each round you maintain your grapple, your mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as you drain your victim's blood. Ability damage suffered from this effect is recovered following a long rest.			
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☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Engulf This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Special Abilities & Qualities

Saving Throw
Wisdom DC 16

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Saving Throw
Wisdom DC 21

Gibbering As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a Wisdom save or be confused for 1 round. This is a mind affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours.

Standard Actions

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

Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.

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

Special Actions

Ground Manipulation At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Special Actions

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 19

Saving Throw
Constitution DC 21

Spittle Each round as a free action, a gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a Constitution save.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

GIRALLON



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Company (5-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	12	61	117	193
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d4	Damage 2d4	Damage 2d6	Damage 2d8
	Render If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

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

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

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

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+4 (6) slashing damage.

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

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

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

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



Illustration 2: Girallon

GNOLL



	Low	Moderate	Advanced	Elite
Terrain	Warm Plains or Desert			
Rarity	Common			
Role	Soldier / Minion			
Organization	Solitary, Pair, Hunting Party (2-5x+), Band (10-100x+), or Tribe (20-200x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (leather armor, shield)	15 (leather armor, shield)	17 (leather armor, shield)	19 (leather armor, shield)
Hit Points	10	38	79	138
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Gnoll			
Challenge	2	6	10	14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Shield Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p> <p>Battleaxe Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) slashing damage.</p> <p>Longspear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p>	<p>Shield Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p> <p>Battleaxe Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.</p> <p>Longspear Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8x3 (1) piercing damage.</p>	<p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Longspear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7/x3 (12) piercing damage.</p> <p>Battleaxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8x3 (1) slashing damage.</p>	<p>Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p> <p>Longspear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13/x3 (20) piercing damage.</p> <p>Battleaxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7/x3 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Leather armor; shield; battleaxe; longspear			

GOBLIN



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Gang (4-9x), Warband (10-16x+), or Tribe (17+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (studded leather armor, shield)	15 (studded leather armor, shield)	18 (studded leather armor, shield)	20 (studded leather armor, shield)
Hit Points	8	46	98	168
Speed	30 ft.			
Size, Type, Alignment	Small humanoid, neutral evil	Small humanoid, neutral evil	Small humanoid, neutral evil	Medium humanoid, neutral evil
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
Languages	Goblin			
Challenge	1	5	9	13

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d2 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p> <p>Short Sword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) slashing damage.</p>	<p>Shield Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d2+1 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p> <p>Short Sword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (210) slashing damage.</p>	<p>Short Sword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (210) slashing damage.</p> <p>Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d2+1 (2) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d4/x3 (4) piercing damage.</p>	<p>Short Sword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9/19-00 (12) slashing damage.</p> <p>Shield Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.</p> <p>Shortbow Ranged weapon attack: +2 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Studded leather armor; shield; short sword; shortbow; arrows (20x)			

GOBLIN DOG



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forest, Swamp, or Underground			
Rarity	Uncommon			
Role	Skirmisher / Minion			
Organization	Solitary or Pack (2-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	11	36	86	152
Speed	50 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Allergic Reaction Your dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by your bite, who deals damage to you with a natural weapon or unarmed attack, or who otherwise comes into contact with you (including attempts to grapple or ride you) must make a Constitution save or break out in an itching rash. A creature affected by this rash suffers disadvantage on Dexterity and Charisma checks and abilities for 1 day. Remove disease or any magical healing removes the rash instantly. This is a disease effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (CLAY)



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

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	81	117	134	160
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 11 (+0)	DEX 7 (-2)	DEX 11 (+0)	DEX 9 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantine and bludgeoning			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	9	13	17	21
Special Abilities & Qualities	Berzerk When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.			
Special Abilities & Qualities	Check DC 14	Check DC 15	Check DC 16	Check DC 17
	Cursed Wound The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a caster level check, or the healing has no effect on the injured creature.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Haste** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.**Standard Actions****Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d8+7 (16) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d10+7 (18) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+9 (27) bludgeoning damage.**Slam** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 6d8+12 (39) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

GOLEM (FLESH)



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

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	47	76	96	122
Speed	30 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 11 (+0)	DEX 7 (-2)	DEX 11 (+0)	DEX 9 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Berzerk When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+5 (14) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+7 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+10 (28) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (ICE)



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

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	42	56	86	129
Speed	30 ft.			

Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
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Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 7 (-2)	DEX 7 (-2)	DEX 11 (+0)	DEX 9 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)

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

Immunities Cold, diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned

Vulnerabilities Vulnerability to Fire

Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages -

Challenge	6	9	13	17
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Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 15	Saving Throw Dexterity DC 16
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 5d6

Breath Weapon 20' Cone of Cold, cold damage, usable with Recharge 2, Dexterity save halves damage. You are immune to your own breath weapon.

Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Cold An ice golem's body generates intense cold, dealing cold damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 13 Damage 2d6 slashing + 1d6 cold	Saving Throw Dexterity DC 14 Damage 3d6 slashing + 2d6 cold	Saving Throw Dexterity DC 15 Damage 4d6 slashing + 3d6 cold	Saving Throw Dexterity DC 16 Damage 5d6 slashing + 4d6 cold
	Icy Destruction When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take slashing damage and cold damage; a Dexterity save halves the damage.			
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (IRON)



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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	79	106	138	166
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 21 (+5)	STR 23 (+6)	STR 28 (+9)
	DEX 11 (+0)	DEX 11 (+0)	DEX 7 (-2)	DEX 9 (-1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	10	14	18	22
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17
	Breath Weapon As a free action with Recharge 1, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Fort 23; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. Ability damage suffered from this effect can be restored via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d8+17/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d8+17/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d10+16/19-00 (27) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+22/19-00 (49) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GOLEM (STONE)



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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	64	93	107	136
Speed	20 ft.			
Size, Type, Alignment	Medium construct, unaligned	Large construct, unaligned	Large construct, unaligned	Huge construct, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 11 (+0)	DEX 7 (-2)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantite			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	10	14	18	22
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 17
	Slow A stone golem can use a slow effect, as the spell, as a free action with Recharge 2. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a Wisdom save to negate.			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d8+10 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d10+9 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+11 (29) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 6d8+13 (40) bludgeoning damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

GOLEM (WOOD)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Gang (2-4x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	35	65	89	128
Speed	30 ft.			
Size, Type, Alignment	Small construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except adamantine			
Immunities	diseased, exhaustion, fatigued, Magic, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 15
	Damage 3d6	Damage 4d6	Damage 6d6	Damage 8d6
Special Abilities & Qualities	Splintering As a free action with Recharge 2, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take slashing damage (Dexterity save halves).			
	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d10+3 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 4d6+8 (22) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GORGON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains, Rocky Hills, or Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Pack (3-4x), or Herd (5-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	53	117	193	276
Speed	30 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	<p>Breath Weapon A gorgon can use its breath weapon with Recharge 2 to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a Constitution save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new Constitution save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Constitution saves to recover naturally.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 15 Damage 1d8 Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.	Saving Throw Dexterity DC 17 Damage 2d8	Saving Throw Dexterity DC 19 Damage 3d8	Saving Throw Dexterity DC 21 Damage 5d8
Standard Actions	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+7 (16) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d8+9 (22) piercing damage. Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+12 (30) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



GRAY OOZE



	Low	Moderate	Advanced	Elite
Terrain	Cold Marshes and Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	12 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	59	112	194	285
Speed	10 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned	Large ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 20 (+5)	CON 20 (+5)	CON 23 (+6)	CON 26 (+8)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6

Acid The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Dexterity saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a Dexterity save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 5d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Transparent Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.			
Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GRAY OOZE (CRYSTAL OOZE)



	Low	Moderate	Advanced	Elite
Terrain	Deep Waters			
Rarity	Rare			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	12 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	48	95	166	257
Speed	Swim 30 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned	Large ooze, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 1 (-5)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 1 (-5)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	4	8	12	16

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Dexterity DC 17	Dexterity DC 18	Dexterity DC 20	Dexterity DC 22
Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6	

Acid The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Dexterity saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a Dexterity save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 5d6
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Transparent Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.</p>			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
Standard Actions	<p>Paralytic Toxin The crystal ooze secretes a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a Constitution saving throw.</p>			
	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



GRAY OOZE (1d OOZE)



Low

Moderate

Advanced

Elite

Terrain	Cold Marshes and Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	12 (natural armor)	13 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	63	105	187	279
Speed	15 ft.			
Size, Type, Alignment	Medium ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned	Large ooze, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 3 (-4)	DEX 1 (-5)	DEX 3 (-4)	DEX 1 (-5)
	CON 22 (+6)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 3 (-4)	WIS 1 (-5)	WIS 3 (-4)	WIS 3 (-4)
	CHA 3 (-4)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, Critical Hits, Fire, Flanking, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +6, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	<p>Acid The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Dexterity saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a Dexterity save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.</p>			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 4d6**Damage** 5d6**Constrict** You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Special Abilities & Qualities****Transparent** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.**Special Abilities & Qualities****Telepathy** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.**Standard Actions****Slam** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.**Slam** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.**Slam** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.**Legendary Actions**

-

Innate Spellcasting*confusion (at will)***Spellcasting**

-

Possessions

-

GRICK



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	24	58	114	186
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aklo, Cannot Speak			
Challenge	5	9	13	17

Standard Actions	Low	Moderate	Advanced	Elite
Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	
Tentacle Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4 (4) bludgeoning damage.	Tentacle Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) bludgeoning damage.	Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	

GRICK (JUNGLE)



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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	46	90	134	210
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 15 (+2)	STR 18 (+4)
	DEX 16 (+3)	DEX 16 (+3)	DEX 16 (+3)	DEX 14 (+2)
	CON 15 (+2)	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)
	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)	WIS 16 (+3)
	CHA 7 (-2)	CHA 7 (-2)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aklo, Cannot Speak			
Challenge	5	9	13	17
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage. Tentacle Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage. Tentacle Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

GRIFFON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Pride (6-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	55	88	148	217
Speed	30 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 14 (+2)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Bite attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			

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



HAG (GREEN)



Low

Moderate

Advanced

Elite

Terrain	Temperate Marshes
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Coven (3 hags of any kind)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	22	47	113	192
Speed	30 ft. Swim 30 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 18 (+4)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 9 ft.	Passive Perception +14, Darkvision 9 ft.	Passive Perception +17, Darkvision 9 ft.	Passive Perception +18, Darkvision 9 ft.
Languages	Aklo, Common, Giant			
Challenge	5	9	13	17

Special Abilities & Qualities

Mimicry A green hag can imitate the sounds of almost any animal found near its lair.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Weakness A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a Constitution save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack-this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a Constitution save or take 2d4 points of Strength damage. Ability damage suffered from this effect may be recovered with restoration or more powerful healing magic.	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>alter self (at will); dancing lights (at will); invisibility (at will); pass without trace (at will); pyrotechnics (at will); tongues (at will); tree shape (at will); water breathing (at will)</i>			
Spellcasting	-			
Possessions	-			

HAG (NIGHT)



Low

Moderate

Advanced

Elite

Terrain	Any Evil-Aligned Plane
Rarity	Rare
Role	Skirmisher / Elite
Organization	Solitary, Mounted (1+), or Coven (3 hags of any type)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	18 (natural armor)	18 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	40	90	160	246
Speed	30 ft.			

Size, Type, Alignment	Small fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
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Ability Scores / Saves	STR	15 (+2)	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)
	DEX	17 (+3)	DEX	17 (+3)	DEX	18 (+4)	DEX	18 (+4)
	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	16 (+3)	INT	16 (+3)	INT	18 (+4)	INT	18 (+4)
	WIS	14 (+2)	WIS	14 (+2)	WIS	17 (+3)	WIS	17 (+3)
	CHA	15 (+2)	CHA	15 (+2)	CHA	18 (+4)	CHA	18 (+4)

Saving Throws	-	-	-	-
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Resistances all physical attacks except cold iron and magic

Immunities Charm, Cold, diseased, Fear, Fire, unconscious

Vulnerabilities -

Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages Abyssal, Celestial, Common, Infernal

Challenge	4	8	12	16
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Special Abilities & Qualities

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

Change Shape A night hag can assume the appearance of any humanoid creature.

Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Disease Bite-injury; save Constitution; onset immediate; frequency 1/day; effect 1d6 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect can be restored via restoration or more powerful healing magic.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Dream Haunting A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution damage upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag. Ability damage suffered from this effect may be recovered via restoration or more powerful healing magic.

Special Abilities & Qualities

Heartstone All night hags carry a heartstone, a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity; once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides advantage on all saving throws. A night hag that loses this charm can no longer use etherealness or soul bind until it finds a replacement gemstone.

Standard Actions

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+4 (10) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) slashing damage.

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

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

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

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

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

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

Legendary Actions

-

Innate Spellcasting

sleep (at will); detect evil and good (at will); detect magic (at will); etherealness (at will); invisibility (at will); magic missile (at will); ray of enfeeblement (at will); soul bind (at will)

Spellcasting

-

Possessions

-

HAG (SEA)



Low

Moderate

Advanced

Elite

Terrain	Any Aquatic
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary or Coven (3 hags of any kind)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	41	78	149	216
Speed	30 ft. Swim 40 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throws DC 15	Saving Throws DC 16	Saving Throws DC 18	Saving Throws DC 20
	Evil Eye Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a Wisdom save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a Constitution save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a Constitution save or perish. The evil eye is a mind-affecting fear effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Horrific Appearance The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a Constitution save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Claws Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Claws Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.	Claws Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.	Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.
Special Actions	-	-	-	-
Special Actions	-	-	-	-
Special Actions	-	-	-	-
Special Actions	-	-	-	-
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



HALF-FIEND MINOTAUR



	Low	Moderate	Advanced	Elite
Terrain	Temperate Ruins or Underground			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, or Gang (3-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	28	64	121	208
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)	CON 21 (+5)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except magic			
Immunities	poisoned			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Giant			
Challenge	3	6	10	14
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d8
	Smite Good Once per day, as a swift action, the half-fiend can inflict extra damage on good targets. The smite persists until target is dead or the half-fiend rests.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greataxe Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/x3 (8) slashing damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.</p> <p>Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.</p>	<p>Greataxe Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9/x3 (20) slashing damage.</p> <p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) piercing damage.</p>	<p>Greataxe Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13/x3 (24) slashing damage.</p> <p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.</p> <p>Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.</p>	<p>Greataxe Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11/x3 (22) slashing damage.</p> <p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11 (22) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.</p> <p>Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>contagion (1/day); darkness (3/day); (3/day); poison (3/day)</i>			
Spellcasting	-			
Possessions	Greataxe			

HARPY



	Low	Moderate	Advanced	Elite
Terrain	Temperate Marshes			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Flight (3-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	33	51	100	166
Speed	20 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20
	<p>Captivating Song A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a Wisdom saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.</p>			

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

**Standard
Actions**

Morningstar Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/bludgeoning damage.

Talons Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.

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

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

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

Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.

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

Talons Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.

Spellcasting

-

Possessions

Morningstar



Illustration 3: Harpy

HAWK



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

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

HAWK (CELESTIAL)



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

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

HAWK (FIENDISH)



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

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

HEDGEHOG



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

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

HELL HOUND



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

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

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

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

Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
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Ability Scores / Saves	STR	11 (+0)	STR	12 (+1)	STR	16 (+3)	STR	18 (+4)
	DEX	11 (+0)	DEX	11 (+0)	DEX	15 (+2)	DEX	14 (+2)
	CON	13 (+1)	CON	13 (+1)	CON	17 (+3)	CON	19 (+4)
	INT	4 (-3)	INT	4 (-3)	INT	8 (-1)	INT	8 (-1)
	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)
	CHA	4 (-3)	CHA	4 (-3)	CHA	8 (-1)	CHA	8 (-1)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	Fire
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Vulnerabilities	Vulnerability to Cold
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	Infernal, Cannot Speak
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Challenge	4	8	12	16
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Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			
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Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d10
	Breath Weapon 10-ft. cone, usable with Recharge 2, fire damage, Dexterity save halves damage.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Vulnerability to Cold** You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Bite** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.**Bite** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d6+2 (9) piercing damage.**Bite** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+6 (16) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

HELL HOUND (NESSIAN)



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

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

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

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

HERD ANIMAL (AUROCHS)



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

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	21	57	113	194
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15

Special Abilities & Qualities

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 1d6+4	Saving Throw Dexterity DC 16 Damage 1d6+8	Saving Throw Dexterity DC 18 Damage 2d6+10	Saving Throw Dexterity DC 20 Damage 4d6+14
	Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
Standard Actions	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

HERD ANIMAL (BISON)



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

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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 16 Damage 1d6+8	Saving Throw Dexterity DC 17 Damage 1d6+12	Saving Throw Dexterity DC 19 Damage 3d6+14	Saving Throw Dexterity DC 21 Damage 5d6+16
	Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
Standard Actions	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+19 (33) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



HOBGOBLIN



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (scale mail)	17 (scale mail)	20 (scale mail)	21 (scale mail)
Hit Points	17	70	132	184
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Goblin			
Challenge	1	5	9	13
Special Abilities & Qualities	Sneaky Hobgoblins gain advantage on Stealth checks.			
Special Abilities & Qualities	Bravery You gain a advantage on saves against fear effects.			

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

HOMUNCULUS



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	16	50	69	111
Speed	20 ft. Fly 50 ft. (Good)			
Size, Type, Alignment	Tiny construct, chaotic evil	Tiny construct, chaotic evil	Tiny construct, chaotic evil	Small construct, chaotic evil
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 11 (+0)	STR 16 (+3)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Cannot Speak, Telepathic Link			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12 Poison Bite-injury; save Constitution; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15
Special Abilities & Qualities	Telepathic Link A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.			

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



HORSE



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

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

HORSE (PONY)



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

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	10	34	75	141
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Hoof Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Hoof Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Hoof Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Hoof Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.



HYDRA



Low

Moderate

Advanced

Elite

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

Low

Moderate

Advanced

Elite

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

Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	15 (+2)	STR	16 (+3)	STR	18 (+4)	STR	21 (+5)
	DEX	10 (+0)	DEX	10 (+0)	DEX	14 (+2)	DEX	12 (+1)
	CON	16 (+3)	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	9 (-1)	WIS	9 (-1)	WIS	13 (+1)	WIS	13 (+1)
	CHA	7 (-2)	CHA	7 (-2)	CHA	11 (+0)	CHA	11 (+0)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-
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Challenge	5	9	13	16
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Special Abilities & Qualities **Fast Healing** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

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

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

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

Standard Actions

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

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

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

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

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

HYDRA (CRYOHYDRA)



Low

Moderate

Advanced

Elite

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

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	41	73	135	208
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Fast Healing A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

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

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

Special Abilities & Qualities

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

Special Abilities & Qualities**Saving Throw**

Dexterity DC 16

Damage 1d6**Saving Throw**

Dexterity DC 17

Damage 2d6**Saving Throw**

Dexterity DC 19

Damage 3d6**Saving Throw**

Dexterity DC 21

Damage 5d6

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

Standard Actions

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

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

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

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

Legendary Actions

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Innate

-

Spellcasting

-

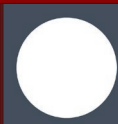
Spellcasting

-

Possessions

-

HYDRA (PYROHYDRA)



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

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	15 (natural armor)	16 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	43	77	141	192
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Fast Healing A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

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

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

Special Abilities & Qualities

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

Special Abilities & Qualities**Saving Throw**

Dexterity DC 16

Damage 1d6**Saving Throw**

Dexterity DC 17

Damage 2d6**Saving Throw**

Dexterity DC 19

Damage 3d6**Saving Throw**

Dexterity DC 21

Damage 5d6

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

Standard Actions

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

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

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

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

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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HYENA



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	9	31	82	143
Speed	50 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+10 (17) piercing damage.

HYENA (DIRE)



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

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



INVISIBLE STALKER



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Air)			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	76	133	215	303
Speed	30 ft. Fly 30 ft. (Perfect)			
Size, Type, Alignment	Medium elemental, unaligned	Medium elemental, unaligned	Medium elemental, unaligned	Large elemental, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Auran, Common			
Challenge	7	11	15	19
Special Abilities & Qualities	Natural Invisibility This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to effects that magically purge invisibility. Against foes that cannot pinpoint it, the invisible stalker gains advantage on Stealth checks when moving or when standing still.			
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+4 (14) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) bludgeoning damage.

IOUN WYRD



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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
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Hit Points	25	60	73	112
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Speed	Fly 30 ft. (Average)			
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Size, Type, Alignment	Medium construct, unaligned	Medium construct, unaligned	Medium construct, unaligned	Large construct, unaligned
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Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.
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Languages	Common (cannot speak)			
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Challenge	1	6	10	14
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Special Abilities & Qualities	Ioun Affinity An ioun wyrd may integrate 8 ioun stones into its body. Because an ioun wyrd sees all ioun stones as equal and gains no benefits from them, the wyrd's ioun stones can be swapped out by any creature the wyrd trusts.			
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Special Abilities & Qualities	Share Iouns A character with an ioun wyrd familiar gains the benefits of its ioun stones as long as he's within 30 feet of the ioun wyrd.			
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Standard Actions	Slam Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d8+0 (4) bludgeoning damage.	Slam Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 2d6+0 (7) bludgeoning damage.	Slam Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 2d6 (7) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 3d6+3 (14) bludgeoning damage.
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IRON COBRA



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	20	44	60	97
Speed	40 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

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

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 15

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.

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

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

Legendary Actions

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Innate

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Spellcasting

-

Spellcasting

-

Possessions

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IRON COBRA (ADAMANTINE)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	18	76	116	178
Speed	40 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

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

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 15

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Adamantine Bite

Adamantine Bite This creature's natural attacks count as adamantine for the purposes of overcoming resistance.

Standard Actions**Bite** Melee weapon

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

Bite Melee weapon

attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.

Bite Melee weapon

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

Bite Melee weapon

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

IRON COBRA (COLD IRON)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	11	33	57	67
Speed	40 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 15

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Cold Iron Bite

Cold Iron Bite This creature's natural attacks count as cold iron for the purposes of overcoming resistance.

Standard Actions

Bite Melee weapon

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

Bite Melee weapon

attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.

Bite Melee weapon

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

Bite Melee weapon

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

IRON COBRA (DARKWOOD)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	17	39	62	109
Speed	40 ft. Swim 30 ft. Climb 20 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

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

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 15

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions**Bite** Melee weapon

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

Bite Melee weapon

attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.

Bite Melee weapon

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

Bite Melee weapon

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

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

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IRON COBRA (MITHRAL)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	13	34	53	83
Speed	70 ft.			
Size, Type, Alignment	Small construct, unaligned	Small construct, unaligned	Small construct, unaligned	Medium construct, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13

Special Abilities & Qualities

Find Target Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

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

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 15

Poison An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.

Mithral Bite

Mithral Bite This creature's natural attacks count as mithral for the purposes of overcoming resistance.

Standard Actions**Bite** Melee weapon

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

Bite Melee weapon

attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.

Bite Melee weapon

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

Bite Melee weapon

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

Legendary Actions

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Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

KOALA



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Group (3-5x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	13 (natural armor)	14 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	4	26	70	131
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 9 (-1)	STR 14 (+2)
	DEX 9 (-1)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Claw Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0 (2) slashing damage.	Claw Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) slashing damage.	Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.

KOBOLD



	Low	Moderate	Advanced	Elite
Terrain	Temperate Underground or Deep Forest			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Gang (2-4x), Nest (5-30x+), or Tribe (31-300x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	4	21	65	127
Speed	30 ft.			

Size, Type, Alignment	Small humanoid, lawful evil	Small humanoid, lawful evil	Small humanoid, lawful evil	Medium humanoid, lawful evil
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Ability Scores / Saves	STR	7 (-2)	STR	8 (-1)	STR	12 (+1)	STR	17 (+3)
	DEX	11 (+0)	DEX	11 (+0)	DEX	16 (+3)	DEX	14 (+2)
	CON	8 (-1)	CON	8 (-1)	CON	12 (+1)	CON	16 (+3)
	INT	8 (-1)	INT	8 (-1)	INT	12 (+1)	INT	12 (+1)
	WIS	7 (-2)	WIS	7 (-2)	WIS	11 (+0)	WIS	11 (+0)
	CHA	6 (-2)	CHA	6 (-2)	CHA	10 (+0)	CHA	10 (+0)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	Dazzled in Bright Light			
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Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
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Languages	Draconic, Dwarven, Gnomish			
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Challenge	1	5	9	13
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Standard Actions	<p>Longspear Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6+0/x3 (4) piercing damage.</p> <p>Sling Ranged weapon attack: +1 to hit, one target. Hit 1d3+0 (2) bludgeoning damage.</p>	<p>Longspear Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Sling Ranged weapon attack: +0 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Longspear Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage.</p> <p>Sling Ranged weapon attack: +4 to hit, one target. Hit 1d3+2 (4) bludgeoning damage.</p>	<p>Longspear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9/x3 (12) piercing damage.</p> <p>Sling Ranged weapon attack: +2 to hit, one target. Hit 1d3+4 (6) bludgeoning damage.</p>
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Spellcasting	-			
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Possessions	Longspear; sling; sling bullets (20x)			
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KRAKEN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Ocean
Rarity	Rare
Role	Brute / Solo
Organization	Solitary
Treasure	Triple

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	128	178	275	447
Speed	10 ft. Swim 40 ft. Jet 280 ft.			
Size, Type, Alignment	Huge monstrosity, neutral evil	Huge monstrosity, neutral evil	Gargantuan monstrosity, neutral evil	Gargantuan monstrosity, neutral evil
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 12 (+1)	DEX 12 (+1)	DEX 8 (-1)	DEX 10 (+0)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold, psychic, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.	Passive Perception +21, Darkvision 120 ft.
Languages	Aquan, Common			
Challenge	12	16	20	24
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

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

Constitution DC 19

Saving Throw

Constitution DC 20

Saving Throw

Constitution DC 22

Saving Throw

Constitution DC 25

Ink Cloud A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. Kraken Ink; Ink cloud-contact; save Constitution; frequency 1/round for 10 rounds; effect 1 Strength damage plus nausea; cure 2 consecutive saves. Ability damage suffered from this effect is recovered following a long rest.

Special Abilities & Qualities

Jet A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Tenacious Grapple A kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

Special Abilities & Qualities

Rend Ship As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes an attack roll opposed by the ship's captain's skill check, but the kraken gets advantage on the check if it is a larger size category than the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Standard Actions**Arm** Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12/19+00 (18) bludgeoning damage.

Bite Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Tentacle Melee weapon

attack: +5 to hit, reach 15 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Arm Melee weapon

attack: +4 to hit, reach 15 ft., one target. Hit 1d10+12/19+00 (18) bludgeoning damage.

Bite Melee weapon

attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Tentacle Melee weapon

attack: +4 to hit, reach 15 ft., one target. Hit 1d6+12 (16) bludgeoning damage.

Arm Melee weapon

attack: +5 to hit, reach 20 ft., one target. Hit 2d6+10/19+00 (17) bludgeoning damage.

Bite Melee weapon

attack: +5 to hit, reach 20 ft., one target. Hit 2d8+10 (19) piercing damage.

Tentacle Melee weapon

attack: +5 to hit, reach 20 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Arm Melee weapon

attack: +7 to hit, reach 30 ft., one target. Hit 4d6+14/19+00 (28) bludgeoning damage.

Bite Melee weapon

attack: +7 to hit, reach 30 ft., one target. Hit 4d8+14 (32) piercing damage.

Tentacle Melee weapon

attack: +7 to hit, reach 30 ft., one target. Hit 3d6+7 (18) bludgeoning damage.

Legendary Actions

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Innate Spellcasting

control weather (3/day); control winds (1/day); dominate animal (1/day); protection from energy (1/day)

Spellcasting

-

Possessions

-

KYTON



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Cabal (1+)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	27	58	122	202
Speed	30 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 9 (-1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and silver			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Infernal			
Challenge	4	8	12	16
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.			
Special Abilities & Qualities	Chain Armor The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Wisdom DC 12

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Dancing Chains A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a Wisdom save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks.

Special Abilities & Qualities

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

Standard Actions

Chains Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 2d4 (5) bludgeoning damage.

Chains Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 2d4+2 (7) bludgeoning damage.

Chains Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d4+5 (10) bludgeoning damage.

Chains Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d4+7 (12) bludgeoning damage.

Special Actions

Saving Throw
Wisdom DC 12

Saving Throw
Wisdom DC 14

Saving Throw
Wisdom DC 17

Saving Throw
Wisdom DC 19

Unnerving Gaze All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Wisdom save. Failure means the target creature is dazed for 1d4 rounds. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect.

Legendary Actions

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Innate Spellcasting

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Spellcasting

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Possessions

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LAMIA



L

	Low	Moderate	Advanced	Elite
Terrain	Temperate Deserts			
Rarity	Rare			
Role	Leader / Elite			
Organization	Solitary, Pair, or Cult (3-12x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	24	62	114	210
Speed	60 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 12 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Wisdom Drain A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. Lamias try to use this power early in an encounter to make foes more susceptible to charm monster and suggestion. Ability damage lost to this effect may be recovered following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d3+2 (4) slashing damage.</p> <p>Touch Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d1+2 (3) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.</p> <p>Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6/19+00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+6/19+00 (8) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.</p> <p>Touch Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/19+00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+8/19+00 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) slashing damage.</p> <p>Touch Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d1 (2) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>charm monster (3/day); sleep (1/day); disguise self (at will); major image (3/day); mirror image (1/day); suggestion (3/day)</i>			
Spellcasting	-			
Possessions	Dagger (4x)			



LAMMASU



Low

Moderate

Advanced

Elite

Terrain	Temperate Deserts
Rarity	Rare
Role	Controller / Elite
Organization	Solitary
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	46	107	172	262
Speed	30 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Medium monstrosity, lawful good	Large monstrosity, lawful good	Large monstrosity, lawful good	Huge monstrosity, lawful good
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Common			
Challenge	5	9	13	17
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage. Wings Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage. Wings Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage. Wings Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+11 (22) slashing damage. Wings Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) bludgeoning damage.



Low



Moderate



Advanced



Elite

Legendary
Actions

-

Innate
Spellcasting

-

Spellcasting

Known Spells (CL 7):

Known Spells (CL 9):

Known Spells (CL 13):

Known Spells (CL 17):

darkness; bane; cause fear; command; calm emotions; doom; detect magic; guidance; light; spark; vigor

Possessions

-



LEECH (GIANT)



Low

Moderate

Advanced

Elite

Terrain

Temperate or Warm Marshes

Rarity

Common

Role

Lurker / Normal

Organization

Cluster, Pair, or Brood (3-6x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **14** (natural armor) **14** (natural armor) **14** (natural armor) **14** (natural armor)

Hit Points 12 35 67 88

Speed 5 ft. Swim 20 ft.

Size, Type, Alignment Medium vermin, unaligned Medium vermin, unaligned Medium vermin, unaligned Medium vermin, unaligned

	Low	Moderate	Advanced	Elite
STR	9 (-1)	10 (+0)	12 (+1)	12 (+1)
DEX	10 (+0)	10 (+0)	10 (+0)	10 (+0)
CON	12 (+1)	12 (+1)	12 (+1)	12 (+1)
INT	10 (+0)	10 (+0)	10 (+0)	10 (+0)
WIS	8 (-1)	8 (-1)	8 (-1)	8 (-1)
CHA	1 (-5)	1 (-5)	1 (-5)	1 (-5)

Saving Throws

-

Resistances

-

Immunities psychic

Vulnerabilities

Susceptible to Salt A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.

Senses

Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.

Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.

Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.

Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.

Languages

-

Challenge

3

6

12

15

Special Abilities & Qualities

Attach When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has advantage to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself-if its prey manages to win a grapple check or ability check against it, the giant leech is removed.

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Blood Drain** A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage. Ability damage lost in this manner may be restored following a long rest.**Standard Actions****Bite** Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.**Bite** Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-

1

LEECH SWARM



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Marshes
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Infestation (3-6x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	35	71	135	210
Speed	5 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 8 (-1)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-			
Resistances	-			
Immunities	Critical Hits, Flanking, psychic, Weapon Damage			
Vulnerabilities	Susceptible to Salt A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.			
Senses	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Blood Drain Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage. Ability damage suffered from this effect is recovered following a long rest.			
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14 Poison Swarm-injury; save Constitution; frequency 1/round for 2 rounds; effect 1d4 Dexterity damage; cure 1 save. Ability damage suffered from this effect is restored following a long rest.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21
Standard Actions	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6+0 (7) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6+0 (10) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 3d6+0 (10) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LICH



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Controller / Elite
Organization	Solitary
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	62	103	166	216
Speed	30 ft.			
Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 16 (+3)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)	INT 20 (+5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	all physical attacks except bludgeoning and magic			
Immunities	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elvish, Giant, Gnoll, Gnomish, Goblin, Halfling, Ignan, Infernal, Orc, Read Lips, Undercommon			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Fear Aura Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Wisdom save or become frightened. Creatures with 5 HD or more must succeed at a Wisdom save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.			

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

Grave Touch As a standard action, you can make a melee touch attack that causes a living creature to become shaken for 9 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 19 Hit Dice. You can use this ability a number of times per day equal to your Hit Dice, minus 2.

Special Abilities & Qualities

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 16

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 19

Paralyzing Touch Any living creature a lich hits with its touch attack must succeed on a Constitution save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Medicine check reveals that the victim is still alive.

Special Abilities & Qualities

Rejuvenation When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Standard Actions

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

Touch Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.

Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.

Touch Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+9 (16) bludgeoning damage.

Spellcasting

Wizard Spells (CL 7):
control undead; globe of invulnerability; magic missile; dimension door; enervation; fire shield; wall of ice; dispel magic; fireball; suggestion; vampiric touch; darkness; false life; scorching ray; see invisibility; mage hand; mage armor; ray of enfeeblement; shield; detect magic; ray of frost

Wizard Spells (CL 11):
bestow curse; charm monster; stonkskin; control undead; globe of invulnerability; cloudkill; cone of cold; magic missile; dimension door; enervation; fire shield; wall of ice; dispel magic; fireball; suggestion; vampiric touch; darkness; false life; scorching ray; see invisibility; mage hand; mage armor; ray of enfeeblement; shield; detect magic; ray of frost

Wizard Spells (CL 15):
bestow curse; charm monster; incendiary cloud; stonkskin; prismatic wall; fire storm; control undead; delayed blast fireball; finger of death; circle of death; globe of invulnerability; cloudkill; cone of cold; magic missile; dimension door; enervation; fire shield; wall of ice; dispel magic; fireball; suggestion; vampiric touch; darkness; false life; scorching ray; see invisibility; mage hand; mage armor; ray of enfeeblement; shield; detect magic; ray of frost

Wizard Spells (CL 19):
meteor swarm; power word kill; bestow curse; charm monster; incendiary cloud; stonkskin; prismatic wall; fire storm; control undead; delayed blast fireball; finger of death; circle of death; globe of invulnerability; cloudkill; cone of cold; magic missile; dimension door; enervation; fire shield; wall of ice; dispel magic; fireball; suggestion; vampiric touch; darkness; false life; scorching ray; see invisibility; mage hand; mage armor; ray of enfeeblement; shield; detect magic; ray of frost

LINNORM (CRAG)



Low

Moderate

Advanced

Elite

Terrain	Cold Hills
Rarity	Rare
Role	Controller / Solo
Organization	Solitary
Treasure	Triple

Low

Moderate

Advanced

Elite

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	20 (natural armor)	20 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	120	187	301	418
Speed	40 ft. Fly 100 ft. (Average) Swim 60 ft.			
Size, Type, Alignment	Huge dragon, unaligned	Gargantuan dragon, unaligned	Gargantuan dragon, unaligned	Gargantuan dragon, unaligned
Ability Scores / Saves	STR 22 (+6)	STR 24 (+7)	STR 26 (+8)	STR 28 (+9)
	DEX 18 (+4)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Curse Effects, Fire, Magical unconscious, psychic, paralyzed, poisoned, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 120 ft.; True Seeing	Passive Perception +18, Darkvision 120 ft.; True Seeing	Passive Perception +20, Darkvision 120 ft.; True Seeing	Passive Perception +21, Darkvision 120 ft.; True Seeing
Languages	Aklo, Draconic, Sylvan			
Challenge	11	15	19	23

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

Dexterity DC 18

Damage 10d8**Saving Throw**

Dexterity DC 20

Damage 15d8**Saving Throw**

Dexterity DC 22

Damage 20d8**Saving Throw**

Dexterity DC 24

Damage 25d8

Breath Weapon With Recharge 2 as a standard action, a crag linnorm can expel a 120-foot line of magma, dealing fire damage to all creatures struck (Dexterity save halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take one-half this fire damage the second round (Dexterity save negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does half this damage (Dexterity save negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses.

Special Abilities & Qualities**Damage** 2d6**Damage** 4d6**Damage** 6d6**Damage** 8d6

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

Special Abilities & Qualities**Saving Throw**

Wisdom DC 18

Saving Throw

Wisdom DC 20

Saving Throw

Wisdom DC 22

Saving Throw

Wisdom DC 24

Death Curse When a creature slays a crag linnorm, the slayer is affected by the curse of fire. Curse of Fire: save Wisdom negates; effect creature gains vulnerability to fire.

Special Abilities & Qualities**Saving Throw**

Constitution DC 18

Damage 2d6 fire**Saving Throw**

Constitution DC 20

Damage 4d6 fire**Saving Throw**

Constitution DC 22

Damage 6d6 fire**Saving Throw**

Constitution DC 24

Damage 8d6 fire

Poison Bite - Injury; Save Constitution; Frequency 1/round for 10 rounds; Effect fire damage and 1d4 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from this effect must be restored using restoration or more powerful healing magic.

Standard Actions**Bite** Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15/19+00 (22) piercing damage.

Claw Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 1d6+15 (18) slashing damage.

Tail Melee weapon

attack: +6 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.

Bite Melee weapon

attack: +6 to hit, reach 20 ft., one target. Hit 2d8+12/19+00 (21) piercing damage.

Claw Melee weapon

attack: +6 to hit, reach 20 ft., one target. Hit 1d8+12 (16) slashing damage.

Tail Melee weapon

attack: +6 to hit, reach 20 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Bite Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 3d8+14/19+00 (28) piercing damage.

Claw Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 2d6+14 (21) slashing damage.

Tail Melee weapon

attack: +7 to hit, reach 20 ft., one target. Hit 2d6+7 (14) bludgeoning damage.

Bite Melee weapon

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

Claw Melee weapon

attack: +7 to hit, reach 30 ft., one target. Hit 3d6+16 (26) slashing damage.

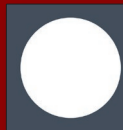
Tail Melee weapon

attack: +7 to hit, reach 30 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

Special Actions

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

LINNORM (ICE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Hills or Mountains			
Rarity	Rare			
Role	Controller / Solo			
Organization	Solitary			
Treasure	Triple			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	21 (natural armor)	22 (natural armor)	22 (natural armor)	22 (natural armor)
Hit Points	138	191	278	404
Speed	40 ft. Climb 40 ft. Fly 100 ft. (Average) Swim 40 ft.			
Size, Type, Alignment	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
Ability Scores / Saves	STR 24 (+7)	STR 24 (+7)	STR 26 (+8)	STR 28 (+9)
	DEX 20 (+5)	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 24 (+7)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 17 (+3)	WIS 17 (+3)	WIS 17 (+3)	WIS 19 (+4)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Cold, Curse Effects, Magical unconscious, psychic, paralyzed, poisoned, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +17, Darkvision 120 ft.; True seeing	Passive Perception +18, Darkvision 120 ft.; True seeing	Passive Perception +19, Darkvision 120 ft.; True seeing	Passive Perception +21, Darkvision 120 ft.; True seeing
Languages	Aklo, Draconic, Sylvan			
Challenge	10	14	18	22

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Save Dexterity DC 19 Damage 10d8	Save Dexterity DC 20 Damage 15d8	Save Dexterity DC 22 Damage 20d8	Save Dexterity DC 24 Damage 25d8
	<p>Breath Weapon With Recharge 2 as a standard action, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing cold damage to all creatures struck (Dexterity save halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a Strength check (same DC). Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 24
Special Abilities & Qualities	Death Curse When a creature slays an ice linnorm, the slayer is affected by the curse of frost. Curse of Frost: save Wisdom ; effect creature gains vulnerability to cold.			
Special Abilities & Qualities	Saving Throw Constitution DC 19	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22	Saving Throw Constitution DC 24
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Standard Actions	Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect cold damage and 1d6 Constitution damage; cure 3 consecutive saves. Ability damage suffered from this effect requires restoration or more potent healing magic to restore.			
Standard Actions	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+18/19+00 (28) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+18/19+00 (28) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d8+14/19+00 (28) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+16/19+00 (37) piercing damage.
Standard Actions	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+18 (24) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+18 (24) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d6+14 (21) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+16 (26) slashing damage.
Standard Actions	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+7 (18) bludgeoning damage.	Tail Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+8 (18) bludgeoning damage.
Special Actions	Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

LINNORM (TARN)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Lakes and Swamps
Rarity	Rare
Role	Controller / Solo
Organization	Solitary
Treasure	Triple

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	22 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	221	296	402	524
Speed	40 ft. Fly 100 ft. (Average) Swim 80 ft.			
Size, Type, Alignment	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
Ability Scores / Saves	STR 26 (+8)	STR 26 (+8)	STR 28 (+9)	STR 30 (+10)
	DEX 22 (+6)	DEX 22 (+6)	DEX 20 (+5)	DEX 22 (+6)
	CON 21 (+5)	CON 21 (+5)	CON 23 (+6)	CON 25 (+7)
	INT 5 (-3)	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)
	WIS 20 (+5)	WIS 20 (+5)	WIS 20 (+5)	WIS 22 (+6)
	CHA 20 (+5)	CHA 20 (+5)	CHA 20 (+5)	CHA 22 (+6)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	Curse Effects, Magical unconscious, psychic, paralyzed, poisoned, unconscious			
Vulnerabilities	-			
Senses	Passive Perception +20, Darkvision 120 ft.; True Seeing	Passive Perception +21, Darkvision 120 ft.; True Seeing	Passive Perception +22, Darkvision 120 ft.; True Seeing	Passive Perception +24, Darkvision 120 ft.; True Seeing
Languages	Aklo, Draconic, Sylvan			
Challenge	14	18	22	26

Special Abilities & Qualities	Saving Throw DC 20	Saving Throw DC 21	Saving Throw DC 23	Saving Throw DC 25
	Damage 10d8	Damage 15d8	Damage 20d8	Damage 25d8
	Breath Weapon With Recharge 2 as a standard action, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing acid damage to all creatures struck (Dexterity save halves). This acid creates toxic fumes when it consumes organic material-on the round after a creature takes acid damage from this attack, it must make a Constitution save or take 2d6 points of Strength damage from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-foot-long cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds. Ability damage suffered from this effect may be recovered following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Wisdom DC 20	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23	Saving Throw Wisdom DC 25
	Death Curse When a creature slays a tarn linnorm, the slayer is affected by the curse of death. Curse of Death: save Wisdom; effect creature can no longer be affected by healing spells and does not heal damage naturally from rest.			
Special Abilities & Qualities	Saving Throw Constitution DC 20	Saving Throw Constitution DC 21	Saving Throw Constitution DC 23	Saving Throw Constitution DC 25
	Damage 2d6	Damage 3d6	Damage 4d6	Damage 6d6
	Poison Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect acid damage and 1d8 Constitution damage; cure 3 consecutive saves. Ability damage suffered from this condition may be restored via restoration or more potent healing magic.			
Standard Actions	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+21/19+00 (32) piercing damage. Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 1d10+21 (26) slashing damage. Tail Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+21 (28) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+21/19+00 (32) piercing damage. Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+21 (26) slashing damage. Tail Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+21 (28) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d8+16/19+00 (30) piercing damage. Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d6+16 (23) slashing damage. Tail Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 3d6+8 (18) bludgeoning damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+18/19+00 (39) piercing damage. Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+18 (28) slashing damage. Tail Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d6+9 (20) bludgeoning damage.
Special Actions	Regeneration You are difficult to kill. You heal damage at 15 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

LION



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Plains
Rarity	Common
Role	Soldier / Normal
Organization	Solitary, Pair, or Pride (3-10x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	26	59	113	187
Speed	40 ft.	40 ft.	45 ft.	45 ft.
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	5	9	13	17
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Bite attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+5 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LION (DIRE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Warm Plains or Hills
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary, Pair, or Pride (3-8x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	33	62	134	222
Speed	40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 25 (+7)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	8	14	20
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Bite attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



LIZARD (GIANT FRILLED)



L

	Low	Moderate	Advanced	Elite
Terrain	Warm Forests, Plains, or Hills			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Blend (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	66 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	27	66	117	188
Speed	30 ft. Climb 30 ft.			

Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	15 (+2)	18 (+4)	20 (+5)	22 (+6)
	DEX	15 (+2)	11 (+0)	15 (+2)	13 (+1)
	CON	13 (+1)	17 (+3)	18 (+4)	20 (+5)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	12 (+1)	12 (+1)	16 (+3)	16 (+3)
	CHA	8 (-1)	8 (-1)	12 (+1)	12 (+1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	4	7	11	15
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Standard Actions	<p>Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d10+4 (10) piercing damage.</p> <p>Tail Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p>Tail Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+10 (24) piercing damage.</p> <p>Tail Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+5 (16) bludgeoning damage.</p>
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LIZARD (GIANT GECKO)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests or Mountains			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	35	79	136
Speed	40 ft. Climb 40 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	2	6	10	14
Special Abilities & Qualities	Expert Climber A gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, geckos are treated as constantly being under a natural version of the spell spider climb.			
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.

LIZARD (MONITOR)



Low

Moderate

Advanced

Elite

Terrain

Warm Forests or Plains

Rarity

Common

Role

Skirmisher / Minion

Organization

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

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class

15

(natural armor)

15

(natural armor)

17

(natural armor)

17

(natural armor)

Hit Points

16

44

93

166

Speed

30 ft. Swim 30 ft.

Size, Type, Alignment

Medium beast, unaligned

Medium beast, unaligned

Medium beast, unaligned

Large beast, unaligned

Ability Scores / Saves

STR 15 (+2)

STR 16 (+3)

STR 18 (+4)

STR 21 (+5)

DEX 13 (+1)

DEX 13 (+1)

DEX 17 (+3)

DEX 15 (+2)

CON 15 (+2)

CON 15 (+2)

CON 18 (+4)

CON 20 (+5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

INT 1 (-5)

WIS 10 (+0)

WIS 10 (+0)

WIS 14 (+2)

WIS 14 (+2)

CHA 4 (-3)

CHA 4 (-3)

CHA 8 (-1)

CHA 8 (-1)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +10, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Languages

-

Challenge

3

7

11

15

Special Abilities & Qualities

Saving Throw

Constitution DC 14

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 18

Saving Throw

Constitution DC 20

Poison Bite-injury; save Constitution; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.

Standard Actions

Bite Melee weapon

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

Bite Melee weapon

attack: +4 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.

Bite Melee weapon

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

Bite Melee weapon

attack: +6 to hit, reach 5 ft., one target. Hit 3d6+13 (24) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

L

LIZARDFOLK



Low

Moderate

Advanced

Elite

Terrain

Temperate Swamps

Rarity

Common

Role

Soldier / Minion

Organization

Solitary, Pair, Band (3-12x), or Tribe (13-60x)

Treasure

Incidental

Low

Moderate

Advanced

Elite

Armor Class **15** (natural armor) **15** (natural armor) **17** (natural armor) **18** (natural armor)

Hit Points **13** **38** **87** **144**

Speed 30 ft. Swim 15 ft.

Size, Type, Alignment Medium humanoid, unaligned Medium humanoid, unaligned Medium humanoid, unaligned Large humanoid, unaligned

Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws - - - -

Resistances -

Immunities -

Vulnerabilities -

Senses Passive Perception +9 Passive Perception +9 Passive Perception +15 Passive Perception +16

Languages Draconic

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

Special Abilities & Qualities **Hold Breath** A lizardfolk can hold its breath for 84 rounds before it risks drowning.

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

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

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

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

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

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

Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+2 (6) bludgeoning damage.

Morningstar Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/bludgeoning damage.

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

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

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

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

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

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

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

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

Morningstar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing/bludgeoning damage.

Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

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

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

Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+7 (10) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

Javelin (4x); heavy wooden shield; morningstar

LYCANTHROPE (WERERAT, HUMAN FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Pack (5-10x), or Guild (11-30x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	17	48	82	117
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 13 (+1)	STR 14 (+2)
	DEX 13 (+1)	DEX 14 (+2)	DEX 15 (+2)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	2	6	10	14
Special Abilities & Qualities	Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16
	Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19+00 (4) slashing damage.

Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19+00 (4) slashing damage.

Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19+00 (4) slashing damage.

Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19+00 (4) bludgeoning damage.

Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19+00 (5) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Light crossbow; crossbow bolts (10x); shortsword



LYCANTHROPE (WERERAT, HYBRID FORM)



L

	Low	Moderate	Advanced	Elite
Terrain	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Pair, Pack (5-10x), or Guild (11-30x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	22	59	111	176
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Medium humanoid, lawful evil	Large humanoid, lawful evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except silver			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	2	6	10	14

Special Abilities & Qualities **Change Shape** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities **Saving Throw** Constitution DC 14 **Saving Throw** Constitution DC 15 **Saving Throw** Constitution DC 17 **Saving Throw** Constitution DC 19

Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

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

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19+00 (4) slashing damage.

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

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Shortsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19+00 (4) slashing damage.

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

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Shortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6/19+00 (4) slashing damage.

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

Light Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Shortsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/19+00 (8) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12/19+00 (16) piercing damage.

Legendary Actions

-

Innate

-

Spellcasting

-

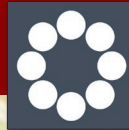
Spellcasting

-

Possessions

Light crossbow; crossbow bolts (10x); shortsword

LYCANTHROPE (WEREWOLF, HUMAN FORM)



L

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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	19	58	93	137
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 16 (+3)	STR 17 (+3)
	DEX 11 (+0)	DEX 11 (+0)	DEX 12 (+1)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)	CON 12 (+1)
	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)	INT 6 (-2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	2	6	10	14

Special Abilities & Qualities **Change Shape** All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Special Abilities & Qualities **Saving Throw** Constitution DC 13 **Saving Throw** Constitution DC 14 **Saving Throw** Constitution DC 15 **Saving Throw** Constitution DC 16

Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

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

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

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

Light Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

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

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

Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19+00 (5) bludgeoning damage.

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

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+7/19+00 (12) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Longsword; light crossbow; crossbow bolts (10x)

LYCANTHROPE (WEREWOLF, HYBRID FORM)



L

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

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	22	65	132	213
Speed	50 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 17 (+3)	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	all physical attacks except silver			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Lycanthropic Empathy			
Challenge	2	6	10	14
Special Abilities & Qualities	Change Shape All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Curse of Lycanthropy A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Constitution save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Lycanthropic Empathy In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain advantage on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Standard Actions

Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8/19+00 (4/10) slashing damage.

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

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8/19+00 (4/10) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.

Light Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9/19+00 (14) bludgeoning damage.

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

Light Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/19+00 (8) piercing damage.

Light Crossbow Ranged weapon attack: +2 to hit, one target. Hit 2d6/19+00 (8) bludgeoning damage.

Longsword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19+00 (20) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Longsword; light crossbow; crossbow bolts (10x)



MAGMIN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land (Plane of Fire)
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary or Gang (2-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	26	60	110	185
Speed	30 ft.			
Size, Type, Alignment	Small elemental, chaotic neutral	Small elemental, chaotic neutral	Small elemental, chaotic neutral	Medium elemental, chaotic neutral
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Ignan			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	<p>Burn You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Damage 1d4 Searing Aura A magmin radiates extremely high temperatures, and any creature that starts its turn within 20 feet of a magmin must succeed at a Constitution save or take fire damage.	Saving Throw Constitution DC 14 Damage 1d6	Saving Throw Constitution DC 17 Damage 2d4	Saving Throw Constitution DC 19 Damage 2d6
Special Abilities & Qualities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Standard Actions	Melee Touch Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d1+2 (3) bludgeoning damage. Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Melee Touch Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1+3 (4) bludgeoning damage. Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Melee Touch Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1+5 (6) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) bludgeoning damage.	Melee Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1+8 (9) bludgeoning damage. Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



MANTICORE



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Terrain	Warm Hills or Marshes
Rarity	Uncommon
Role	Controller / Normal
Organization	Solitary, Pair, or Pride (3-6x)
Treasure	Standard

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	53	91	156	236
Speed	30 ft. Fly 50 ft. (Clumsy)			
Size, Type, Alignment	Large monstrosity, lawful evil	Large monstrosity, lawful evil	Large monstrosity, lawful evil	Huge monstrosity, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Spikes With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Standard
Actions**

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d4+5 (10) slashing damage.

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

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

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

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

Spikes Ranged weapon attack: +3 to hit, one target. Hit 1d8+8 (12) bludgeoning damage.

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

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

Spikes Ranged weapon attack: +2 to hit, one target. Hit 2d6+10 (17) bludgeoning damage.



Illustration 4: Manticore

MANTIS (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests
Rarity	Common
Role	Brute / Minion
Organization	Solitary
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	52	106	180
Speed	30 ft. Climb 30 ft. Fly 40 ft. (Poor)			

Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
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Ability Scores / Saves	STR	14 (+2)	STR	14 (+2)	STR	18 (+4)	STR	20 (+5)
	DEX	11 (+0)	DEX	12 (+1)	DEX	16 (+3)	DEX	14 (+2)
	CON	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)
	WIS	12 (+1)	WIS	12 (+1)	WIS	16 (+3)	WIS	16 (+3)
	CHA	9 (-1)	CHA	9 (-1)	CHA	13 (+1)	CHA	13 (+1)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	psychic
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Vulnerabilities	-
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
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Languages	-
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Challenge	4	8	12	16
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Special Abilities & Qualities **Lunge** A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains advantage on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Special Abilities & Qualities **Mandibles** A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack.

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

Sudden Strike A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Standard Actions

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

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

Claw Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+3 (8) slashing damage.

Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+1 (6) piercing damage.

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+2 (6) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



MEDUSA



Low

Moderate

Advanced

Elite

Terrain	Temperate Marshes or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	Double

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	36	73	138	223
Speed	30 ft.			
Size, Type, Alignment	Small monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
Ability Scores / Saves	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Petrifying Gaze Turn to stone permanently, range 30 feet, one target, Constitution save negates.			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 2 consecutive saves. Ability damage suffered from this effect may be restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0/19+00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+0/19+00 (2) piercing damage.</p> <p>Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8+0/x3 (4) piercing damage.</p> <p>Snake Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d3+0 (2) piercing damage.</p>	<p>Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19+00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Longbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Snake Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19+00 (3) piercing damage.</p> <p>Longbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Snake Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/19+00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/6/19+00 (8) piercing damage.</p> <p>Longbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Snake Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+2 (6) piercing damage.</p>
Special Actions	<p>Saving Throw Constitution DC 15</p> <p>Damage 1d6</p>			
Special Actions	<p>Saving Throw Constitution DC 15</p> <p>Damage 1d6</p>			
Special Actions	<p>Saving Throw Constitution DC 15</p> <p>Damage 1d6</p>			
Special Actions	<p>Saving Throw Constitution DC 15</p> <p>Damage 1d6</p>			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longbow; arrows (20x); dagger			



MEPHIT (AIR)



Low
 Moderate
 Advanced
 Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

Low
 Moderate
 Advanced
 Elite

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	16	46	93	159
Speed	30 ft. Fly 60 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d6	Damage 1d8	Damage 2d6	Damage 4d6
Special Abilities & Qualities	Breath Weapon An air mephit can unleash a 15' cone of sand and grit with Recharge 2 as a standard action that deals slashing damage. A Dexterity save halves the damage.			
Special Abilities & Qualities	Fast Healing This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.
Legendary Actions	-			
Innate Spellcasting	<i>blur (1/hour); gust of wind (1/day)</i>			
Spellcasting	-			
Possessions	-			



MEPHIT (DUST)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	13	38	95	155
Speed	30 ft. Fly 50 ft. (Perfect)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d4	Damage 1d6	Damage 1d8	Damage 2d8

Breath Weapon A dust mephit can unleash a 15' cone of dust with Recharge 1 as a standard action that deals slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Dexterity save halves the damage and negates the sickened effect.

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

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

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

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

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.

Legendary Actions

-

Innate Spellcasting*blur (1/hour); wind wall (3/day)***Spellcasting**

-

Possessions

-



MEPHIT (EARTH)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	20	51	101	162
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Common, Terran			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d6	Damage 1d8	Damage 2d8	Damage 3d8
	Breath Weapon An earth mephit can unleash a 15' cone of rocks with Recharge 1 as a standard action that deals bludgeoning damage. A Dexterity save halves the damage.			
Special Abilities & Qualities	Fast Healing This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.
Special Actions	Change Size Once per day an earth mephit can enlarge one size category, as enlarge person spell, except that it only works on the earth mephit. This power acts as a 2nd level spell.			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



MEPHIT (FIRE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Elemental Planes)

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary, Pair, Gang (3-6x), or Mob (7-12x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class

16

(natural armor)

16

(natural armor)

17

(natural armor)

17

(natural armor)

Hit Points

19

40

93

125

Speed

30 ft. Fly 40 ft. (Average)

Size, Type, Alignment

Small monstrosity, unaligned

Small monstrosity, unaligned

Small monstrosity, unaligned

Small monstrosity, unaligned

Ability Scores / Saves

STR 11 (+0)

STR 12 (+1)

STR 17 (+3)

STR 17 (+3)

DEX 13 (+1)

DEX 13 (+1)

DEX 17 (+3)

DEX 17 (+3)

CON 10 (+0)

CON 10 (+0)

CON 14 (+2)

CON 14 (+2)

INT 4 (-3)

INT 4 (-3)

INT 8 (-1)

INT 8 (-1)

WIS 9 (-1)

WIS 9 (-1)

WIS 13 (+1)

WIS 13 (+1)

CHA 12 (+1)

CHA 12 (+1)

CHA 16 (+3)

CHA 16 (+3)

Saving Throws

-

-

-

-

Resistances

all physical attacks except magic

Immunities

Fire

Vulnerabilities

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

Senses

Passive Perception +9, Darkvision 60 ft.

Passive Perception +9, Darkvision 60 ft.

Passive Perception +15, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Languages

Common, Ignan

Challenge

3

7

11

15

Special Abilities & Qualities

Saving Throw

Dexterity DC 13

Saving Throw

Dexterity DC 14

Saving Throw

Dexterity DC 17

Saving Throw

Dexterity DC 18

Damage 1d6

Damage 1d8

Damage 2d8

Damage 3d8

Breath Weapon A fire mephit can unleash a 15' cone of flames with Recharge 1 as a standard action that deals fire damage. A Dexterity save halves the damage.

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

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

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

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

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

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.

Special Actions

Summon Summon 1 Fire Mephit, 25% (Level 2)

Innate Spellcasting

heat metal (1/day); scorching ray (1/hour)

Spellcasting

-

Possessions

-



MEPHIT (ICE)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	10	39	92	157
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Auran, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d4	Damage 1d6	Damage 2d6	Damage 3d6

Breath Weapon An ice mephit can unleash a 15' cone of ice with Recharge 1 as a standard action that deals cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Dexterity save halves the damage and negates the sickened effect.

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

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

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

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

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.

Special Actions

Summon Summon 1 Fire Mephit, 25% (Level 2)

Innate Spellcasting

chill metal (1/day); magic missile (1/hour)

Spellcasting

-

Possessions

-



MEPHIT (MAGMA)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Elemental Planes)

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary, Pair, Gang (3-6x), or Mob (7-12x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

Hit Points **23** **55** **98** **159**

Speed 30 ft. Fly 40 ft. (Average)

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

	Low	Moderate	Advanced	Elite
STR	11 (+0)	12 (+1)	17 (+3)	19 (+4)
DEX	13 (+1)	13 (+1)	17 (+3)	15 (+2)
CON	10 (+0)	10 (+0)	14 (+2)	17 (+3)
INT	4 (-3)	4 (-3)	8 (-1)	8 (-1)
WIS	9 (-1)	9 (-1)	13 (+1)	13 (+1)
CHA	12 (+1)	12 (+1)	16 (+3)	16 (+3)

Saving Throws

- - - -

Resistances all physical attacks except magic

Immunities Fire

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

Senses Passive Perception +9, Darkvision 60 ft. Passive Perception +9, Darkvision 60 ft. Passive Perception +15, Darkvision 60 ft. Passive Perception +16, Darkvision 60 ft.

Languages Common, Ignan

Challenge **3** **7** **11** **15**

Special Abilities & Qualities **Saving Throw** Dexterity DC 13 **Saving Throw** Dexterity DC 14 **Saving Throw** Dexterity DC 17 **Saving Throw** Dexterity DC 18
Damage 1d4 **Damage** 1d6 **Damage** 2d6 **Damage** 3d6

Breath Weapon A magma mephit can unleash a 15' cone of fire with Recharge 1 as a standard action that deals fire damage. A Dexterity save halves the damage.

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

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

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

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

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.

Special Actions

Summon Summon 1 Magma Mephit, 25% (Level 2)

Special Actions

Damage 1d4

Damage 1d6

Damage 2d6

Damage 3d6

Magma Form Once per hour a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes fire damage. A magma mephit may remain in this form for up to 10 minutes.

Innate Spellcasting

pyrotechnics (1/day)

Spellcasting

-

Possessions

-



MEPHIT (STEAM)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Elemental Planes)

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary, Pair, Gang (3-6x), or Mob (7-12x)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

Hit Points 17 32 68 138

Speed 30 ft. Fly 40 ft. (Average)

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

Ability Scores / Saves	STR 11 (+0)	DEX 13 (+1)	CON 10 (+0)	INT 4 (-3)	WIS 9 (-1)	CHA 12 (+1)	STR 11 (+0)	DEX 14 (+2)	CON 10 (+0)	INT 4 (-3)	WIS 9 (-1)	CHA 12 (+1)	STR 16 (+3)	DEX 17 (+3)	CON 14 (+2)	INT 8 (-1)	WIS 13 (+1)	CHA 16 (+3)	STR 18 (+4)	DEX 16 (+3)	CON 17 (+3)	INT 8 (-1)	WIS 13 (+1)	CHA 16 (+3)
STR	11 (+0)	13 (+1)	10 (+0)	4 (-3)	9 (-1)	12 (+1)	11 (+0)	14 (+2)	10 (+0)	4 (-3)	9 (-1)	12 (+1)	16 (+3)	17 (+3)	14 (+2)	8 (-1)	13 (+1)	16 (+3)	18 (+4)	16 (+3)	17 (+3)	8 (-1)	13 (+1)	16 (+3)

Saving Throws

- - - -

Resistances all physical attacks except magic

Immunities Fire

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

Senses Passive Perception +9, Darkvision 60 ft. Passive Perception +9, Darkvision 60 ft. Passive Perception +15, Darkvision 60 ft. Passive Perception +16, Darkvision 60 ft.

Languages Common, Ignan

Challenge **3** **7** **11** **15**

Special Abilities & Qualities **Saving Throw** Dexterity DC 13 **Saving Throw** Dexterity DC 14 **Saving Throw** Dexterity DC 17 **Saving Throw** Dexterity DC 18 **Damage** 1d4 **Damage** 1d6 **Damage** 2d6 **Damage** 3d6

Breath Weapon A steam mephit can unleash a 15' cone of steam with Recharge 1 as a standard action that deals fire damage. The steam also causes living creatures to be sickened for 3 rounds. A Dexterity save halves the damage and negates the sickened effect.

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

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

Standard Actions

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.

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

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.

Special Actions**Damage** 2d6**Damage** 2d8**Damage** 2d12**Damage** 4d8

Boiling Rain Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take fire damage (Constitution save halves; caster level 6th). This ability is the equivalent of a 2nd-level spell.

Special Actions

Summon Summon 1 Steam Mephit, 25% (Level 2)

Innate Spellcasting

blur (1/hour)

Spellcasting

-

Possessions

-



MEPHIT (WATER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any (Elemental Planes)
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, Gang (3-6x), or Mob (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	16	48	98	168
Speed	30 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except magic			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 18
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Breath Weapon A water mephit can unleash a 15' cone of acid with Recharge 1 as a standard action that deals acid damage. A Dexterity save halves the damage.			
Special Abilities & Qualities	Fast Healing This creature regains hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.
Special Actions	Summon Summon 1 Water Mephit, 25% (Level 2)			
Innate Spellcasting	<i>acid arrow (1/hour); stinking cloud (1/day)</i>			
Spellcasting	-			
Possessions	-			



MERFOLK



Low

Moderate

Advanced

Elite

Terrain	Temperate Ocean
Rarity	Common
Role	Artillery / Normal
Organization	Solitary, Company (2-4x), Patrol (3-10x+), or Shoal (11-60x+)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	9	57	92	168
Speed	5 ft. Swim 50 ft.			
Size, Type, Alignment	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Medium humanoid, neutral evil	Large humanoid, neutral evil
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
Languages	Aquan, Common			
Challenge	1	6	9	13

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Crossbow, Heavy Ranged weapon attack: +1 to hit, one target. Hit 1d10/19+00 (10) piercing damage.</p> <p>Trident Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +1 to hit, one target. Hit 1d8+1 (6) piercing/slashing damage.</p>	<p>Trident Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +0 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Crossbow, Heavy Ranged weapon attack: +0 to hit, one target. Hit 1d10/19+00 (10) piercing damage.</p>	<p>Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +4 to hit, one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Crossbow, Heavy Ranged weapon attack: +4 to hit, one target. Hit 1d10/19+00 (10) piercing damage.</p>	<p>Trident Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +2 to hit, one target. Hit 1d8+9 (14) piercing/slashing damage.</p> <p>Crossbow, Heavy Ranged weapon attack: +2 to hit, one target. Hit 1d10/19+00 (10) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Heavy crossbow; crossbow bolts (10x); trident			



MIMIC



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	15	49	97	183
Speed	10 ft.			
Size, Type, Alignment	Small aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 14 (+2)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Acid			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	3	7	11	15

Special Abilities & Qualities	Saving Throw DC 12	Saving Throw DC 15	Saving Throw DC 18	Saving Throw DC 20
	<p>Adhesive A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesivecoated mimic is stuck fast unless the wielder succeeds on a Dexterity save. A successful Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.</p>			

Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 3d8	Damage 5d8
	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p>			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Mimic Object A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a advantage on checks when imitating an object in this manner.

Standard Actions

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

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

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

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



MIND EATER



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Rare

Role

Lurker / Elite

Organization

Solitary, Brood (2-6x), or Tribe (7-16x)

Treasure

Double

Low

Moderate

Advanced

Elite

Armor Class

17
(natural armor)

18
(natural armor)

19
(natural armor)

19
(natural armor)

Hit Points

25

63

116

189

Speed

40 ft.

Size, Type, Alignment

Tiny aberration, unaligned

Small aberration, unaligned

Small aberration, unaligned

Medium aberration, unaligned

Ability Scores / Saves

STR 9 (-1)

STR 13 (+1)

STR 17 (+3)

STR 20 (+5)

DEX 20 (+5)

DEX 18 (+4)

DEX 20 (+5)

DEX 19 (+4)

CON 13 (+1)

CON 17 (+3)

CON 18 (+4)

CON 20 (+5)

INT 17 (+3)

INT 17 (+3)

INT 18 (+4)

INT 18 (+4)

WIS 7 (-2)

WIS 7 (-2)

WIS 11 (+0)

WIS 11 (+0)

CHA 11 (+0)

CHA 11 (+0)

CHA 15 (+2)

CHA 15 (+2)

Saving Throws

-

-

-

-

Resistances

Cold, all physical attacks except adamantine and magic

Immunities

Fire, psychic

Vulnerabilities

-

Senses

Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.

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

Passive Perception +14, Blindsight 60 ft., Darkvision 60 ft.

Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.

Languages

Undercommon, Cannot Speak, Telepathy 100 ft.

Challenge

4

8

12

16

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

Damage 4d8

Damage 6d8

Damage 8d8

Damage 12d8

Body Thief As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts bludgeoning damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via gentle repose). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

Special Abilities & Qualities

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

Standard Actions

Claw Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.

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

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.

Legendary Actions

-

Innate Spellcasting

confusion (single target only) (at will); cure wounds (3/day); globe of invulnerability (3/day); inflict wounds (at will); invisibility (at will); reduce person (self only) (at will)

Spellcasting

-

Possessions

-



MINOTAUR



Low

Moderate

Advanced

Elite

Terrain	Temperate Ruins or Underground
Rarity	Common
Role	Brute/ Elite
Organization	Solitary, Pair, or Gang (3-4x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	36	72	146	221
Speed	30 ft.			
Size, Type, Alignment	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 4d6	Damage 6d6
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Greataxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6/x3 (16) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p>	<p>Greataxe Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+7/x3 (18) slashing damage.</p> <p>Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p>	<p>Greataxe Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11/x3 (22) slashing damage.</p> <p>Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p>	<p>Greataxe Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+16/x3 (26) slashing damage.</p> <p>Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Greataxe			



MITE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Underground

Rarity

Uncommon

Role

Lurker / Minion

Organization

Solitary, Band (2-8x), or Tribe (9-20x+)

Treasure

Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class **14** (natural armor) **14** (natural armor⁵) **16** (natural armor⁶) **18** (natural armor⁷)

Hit Points 5 26 63 111

Speed 20 ft. Climb 20 ft.

Size, Type, Alignment

Small fey, lawful evil

Small fey, lawful evil

Small fey, lawful evil

Medium fey, lawful evil

Ability Scores / Saves

STR	6 (-2)	STR	6 (-2)	STR	10 (+0)	STR	14 (+2)
DEX	11 (+0)	DEX	12 (+1)	DEX	17 (+3)	DEX	16 (+3)
CON	9 (-1)	CON	9 (-1)	CON	13 (+1)	CON	17 (+3)
INT	6 (-2)	INT	6 (-2)	INT	10 (+0)	INT	10 (+0)
WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
CHA	6 (-2)	CHA	6 (-2)	CHA	10 (+0)	CHA	10 (+0)

Saving Throws

- - - -

Resistances all physical attacks except cold iron

Immunities

-

Vulnerabilities

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

Senses

Passive Perception +10, Darkvision 120 ft.

Passive Perception +10, Darkvision 120 ft.

Passive Perception +16, Darkvision 120 ft.

Passive Perception +17, Darkvision 120 ft.

Languages

Undercommon

Challenge

1

6

10

14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3+0/19+00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d3/19+00 (4) piercing damage.</p> <p>Dart Ranged weapon attack: +1 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d3+0/19+00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d3/19+00 (4) piercing damage.</p> <p>Dart Ranged weapon attack: +1 to hit, one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d319+00 (160) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d319+00 (160) piercing damage.</p> <p>Dart Ranged weapon attack: +4 to hit, one target. Hit 1d3+2 (4) bludgeoning damage.</p>	<p>Dagger Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19+00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d319+00 (160) piercing damage.</p> <p>Dart Ranged weapon attack: +3 to hit, one target. Hit 1d3+4 (6) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>prestidigitation (at will)</i>			
Spellcasting	-			
Possessions	Dagger; dart (6x)			



MONKEY



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Warm Forests
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	29	68	128
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

MONKEY (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	6	22	59	112
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.
Special Abilities & Qualities	Attack Bonus +1 Damage Bonus +1	Attack Bonus +6 Damage Bonus +6	Attack Bonus +10 Damage Bonus +10	Attack Bonus +14 Damage Bonus +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			



MORLOCK



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, Band (3-6x), or Tribe (7-18x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	25	48	114	186
Speed	40 ft. Climb 30 ft.			
Size, Type, Alignment	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, poisoned			
Vulnerabilities	Light Blindness			
Senses	Passive Perception +11, Darkvision 120 ft.	Passive Perception +11, Darkvision 120 ft.	Passive Perception +13, Darkvision 120 ft.	Passive Perception +13, Darkvision 120 ft.
Languages	Undercommon			
Challenge	3	7	11	15
Special Abilities & Qualities	Expert Climber A morlock can cling to cave walls and even ceilings as long as the surface has hand and footholds. You are treated as constantly being under a nonmagical version of the spell spider climb, save that you cannot cling to smooth surfaces.			
Special Abilities & Qualities	Light Blindness You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.			



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

Swarming Morlocks dwell and fight in cramped quarters every day of your life, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Standard Actions

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

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

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

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

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

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

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

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

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

Club Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

Club Ranged weapon attack: +4 to hit, one target. Hit 1d6+9 (12) bludgeoning damage.

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

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

Club



MUMMY



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	59	87	155	196
Speed	20 ft.			
Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 19 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Despair Aura All creatures within a 30-foot radius that see you must make a Wisdom save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Mummy Rot Curse and disease. Afflicted creatures must make a Constitution save every day or suffer 1d6 Constitution and Charisma damage. To remove, target must receive a successful remove curse and magical healing for the disease. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 26 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (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+15 (22) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+18 (28) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



NAGA (DARK)



⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

Terrain	Any Underground
Rarity	Rare
Role	Controller / Elite
Organization	Solitary or Nest (2-4x)
Treasure	Standard

⊗ Low
⊗ Moderate
⊗ Advanced
⊗ Elite

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	45	92	151	222
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, lawful evil	Large aberration, lawful evil	Large aberration, lawful evil	Huge aberration, lawful evil
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 16 (+3)	STR 18 (+4)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	poisoned			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common, Giant, Goblin, Halfling, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Guarded Thoughts Dark nagas are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants advantage on all saves against charm effects.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 22	Saving Throw Constitution DC 26
	Poison Sting-injury; save Constitution; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3 (4) piercing damage.</p> <p>Sting Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.</p>	<p>Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d4+2 (4) piercing damage.</p> <p>Sting Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d4+2 (7) piercing damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Sting Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+6 (16) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>detect thoughts (at will)</i>			
Spellcasting	Sorcerer Spells (CL 6)	Sorcerer Spells (CL 10)	Sorcerer Spells (CL 14)	Sorcerer Spells (CL 18)
	<i>blink; lightning bolt; invisibility; scorching ray; expeditious retreat; magic missile; ray of enfeeblement; shield; silent image; detect magic; light; mage hand; ray of frost</i>			
Possessions	-			



NAGA (GUARDIAN)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Plains
Rarity	Rare
Role	Controller / Elite
Organization	Solitary, Pair, or Nest (3-6x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	62	114	185	276
Speed	40 ft.			
Size, Type, Alignment	Medium aberration, lawful good	Large aberration, lawful good	Large aberration, lawful good	Huge aberration, lawful good
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 20 (+5)	DEX 18 (+4)	DEX 20 (+5)	DEX 20 (+5)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 16 (+3)	CHA 16 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Celestial, Common, Dwarven, Elvish, Orc			
Challenge	8	12	16	20
Special Abilities & Qualities	Saving Throw Constitution DC 18	Saving Throw Constitution DC 21	Saving Throw Constitution DC 25	Saving Throw Constitution DC 27
	Poison Bite-injury or spit-contact; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect is restored following a long rest.			
Special Abilities & Qualities	Spit A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.			

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

Standard Actions

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

Spit Ranged weapon attack: +5 to hit, 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.

Spit Ranged weapon attack: +5 to hit, one target. Hit 1d1 (2) bludgeoning damage.

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

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

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.

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

Spellcasting

Sorcerer Spells (CL 8)

invisibility; dispel magic; lightning bolt; detect thoughts; lesser restoration (lesser); scorching ray; see invisibility; cure wounds; divine favor; expeditious retreat; mage armor; magic missile; detect magic; light; mage hand; ray of frost

Sorcerer Spells (CL 12)

Sorcerer Spells (CL 16)

Sorcerer Spells (CL 20)



Illustration 6: Naga



NAGA (SPIRIT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Marshes
Rarity	Rare
Role	Leader / Normal
Organization	Solitary or Nest (2-4x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	58	100	177	266
Speed	40 ft. Swim 20 ft.			
Size, Type, Alignment	Large aberration, chaotic evil	Large aberration, chaotic evil	Large aberration, chaotic evil	Huge aberration, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Abyssal, Common, Giant			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 24	Saving Throw Wisdom DC 28
	Charming Gaze As charm person, range 30 feet, single target, Wisdom save negates.			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 24	Saving Throw Constitution DC 28
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 1 save. Ability damage suffered from this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer Spells (CL 8)	Sorcerer Spells (CL 10)	Sorcerer Spells (CL 14)	Sorcerer Spells (CL 18)
	<i>blink; fireball; invisibility; charm person; cure wounds; divine favor; magic missile; shield of faith; detect magic; mage hand; ray of frost</i>			
Possessions	-			



NEOTHELID



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Rare
Role	Controller / Solo
Organization	Solitary, Pair, or Cult (3-5x+)
Treasure	Standard

Low

Moderate

Advanced

Elite

Armor Class	20 (natural armor)	21 (natural armor)	21 (natural armor)	21 (natural armor)
Hit Points	92	148	235	376
Speed	30 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Huge aberration, chaotic evil	Huge aberration, chaotic evil	Gargantuan aberration, chaotic evil	Gargantuan aberration, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 26 (+8)
	DEX 9 (-1)	DEX 9 (-1)	DEX 5 (-3)	DEX 7 (-2)
	CON 16 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.
Languages	Aklo, Terran, Undercommon			
Challenge	10	15	20	24
Special Abilities & Qualities	Saving Throw Dexterity DC 18	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 20	Saving Throw Dexterity DC 23
	Damage 6d10	Damage 8d10	Damage 12d10	Damage 16d10

Breath Weapon A neothelid can as a standard action unleash a 50-ft. cone of acid with Recharge 2 dealing acid damage. A Dexterity save halves the damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 18 Damage 6d10	Saving Throw Wisdom DC 19 Damage 10d10	Saving Throw Wisdom DC 20 Damage 15d10	Saving Throw Wisdom DC 23 Damage 20d10
	Mind Thrust As a standard action up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting psychic damage. A successful Wisdom save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect.			
Special Abilities & Qualities	Saving Throw Wisdom DC 18 Save Damage 2d6	Saving Throw Wisdom DC 19 Save Damage 4d6	Saving Throw Wisdom DC 20 Save Damage 6d6	Saving Throw Wisdom DC 24 Save Damage 8d6
	Psychic Crush As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a Wisdom save or collapse, becoming unconscious and dying at -1 hit points. If the target succeeds on the save, it takes psychic damage and is sickened for 1 round. This is a mind-affecting effect.			
Special Abilities & Qualities	Saving Throw DC 18 Damage 2d8	Saving Throw DC 19 Damage 3d8	Saving Throw DC 20 Damage 5d8	Saving Throw DC 23 Damage 7d8
	Swallow Whole If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.			
Standard Actions	Tongue Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Tongue Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12/19-00 (19) bludgeoning damage.	Tongue Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+10/19-00 (20) bludgeoning damage.	Tongue Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+14/19-00 (35) bludgeoning damage.
Special Actions	Trace Teleport A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to “seen casually.” This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.			
Innate Spellcasting	<i>charm monster (at will); detect thoughts (at will); poison (at will); suggestion (at will); telekinesis (at will); teleport (at will)</i>			
Spellcasting	-			
Possessions	-			



NIGHTMARE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

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

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	52	83	135	204
Speed	40 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Large fiend, neutral evil	Large fiend, neutral evil	Large fiend, neutral evil	Huge fiend, neutral evil
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Abyssal, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
	Flaming Hooves A nightmare's flaming hooves do additional fire damage on a successful strike.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Smoke In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Constitution save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+4 (6) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) piercing damage. Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>plane shift (self plus rider) (1/day)</i>			
Spellcasting	-			
Possessions	-			



NIGHTMARE (CAUCHEMAR)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	57	92	151	263
Speed	40 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Large fiend, neutral evil	Large fiend, neutral evil	Huge fiend, neutral evil	Gargantuan fiend, neutral evil
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 27 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 22 (+6)
	INT 14 (+2)	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Abyssal, Infernal			
Challenge	6	10	14	18
Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Flaming Hooves A nightmare's flaming hooves do additional fire damage on a successful strike.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw

Constitution DC 15

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 19

Saving Throw

Constitution DC 22

Smoke In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Constitution save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+9 (14) piercing damage.

Hoof Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+9 (14) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) piercing damage.

Hoof Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+12 (18) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.

Hoof Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage.

Hoof Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+7 (21) bludgeoning damage.

Legendary Actions

-

Innate

etherealness (self plus rider) (1/day); plane shift (self plus rider) (1/day)

Spellcasting

Spellcasting

-

Possessions

-



NYPH



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forest			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	18 (natural armor)	18 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	25	61	116	185
Speed	30 ft. Swim 20 ft.			

Size, Type, Alignment	Small fey, chaotic good	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good
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Ability Scores / Saves	STR	4 (-3)	STR	8 (-1)	STR	12 (+1)	STR	16 (+3)
	DEX	18 (+4)	DEX	18 (+4)	DEX	20 (+5)	DEX	19 (+4)
	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	14 (+2)	INT	14 (+2)	INT	17 (+3)	INT	17 (+3)
	WIS	15 (+2)	WIS	15 (+2)	WIS	18 (+4)	WIS	18 (+4)
	CHA	20 (+5)	CHA	20 (+5)	CHA	22 (+6)	CHA	22 (+6)

Saving Throws	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	-	-	-	-
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Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Common, Druidic, Sylvan			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Saving Throw	Constitution DC 17	Saving Throw	Constitution DC 18	Saving Throw	Constitution DC 20	Saving Throw	Constitution DC 21
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Blinding Beauty This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on Constitution save or be blinded permanently. A nymph can suppress or resume this ability as a free action.

Special Abilities & Qualities **Inspirations** A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains advantage on all Wisdom saving throws, and checks to craft or perform. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw
Constitution DC 17

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Saving Throw
Constitution DC 21

Stunning Glance As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a Constitution save or be stunned for 2d4 rounds.

Standard Actions

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

Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.

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

Dagger Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.

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

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

Legendary Actions

-

Innate Spellcasting

dimension door (3/day)

Spellcasting

Druid (CL 6)

Druid (CL 8)

Druid (CL 12)

Druid (CL 16)

call lightning; cure wounds; water breathing; barkskin; flame blade; protection from energy; tree shape; charm animal; entangle; produce flame; detect magic; guidance; light

Possessions

Dagger



Illustration 7: Nymph

OCHRE JELLY



Low

Moderate

Advanced

Elite

Terrain	Temperate Underground or Marshes
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	11 (natural armor)	11 (natural armor)	13 (natural armor)	13 (natural armor)
Hit Points	57	103	123	210
Speed	10 ft. Climb 10 ft.			

Size, Type, Alignment	Large ooze, unaligned	Large ooze, unaligned	Large ooze, unaligned	Huge ooze, unaligned
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Ability Scores / Saves	STR	12 (+1)	STR	12 (+1)	STR	16 (+3)	STR	18 (+4)
	DEX	1 (-5)	DEX	1 (-5)	DEX	3 (-4)	DEX	1 (-5)
	CON	18 (+4)	CON	18 (+4)	CON	20 (+5)	CON	23 (+6)
	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)
	WIS	1 (-5)	WIS	1 (-5)	WIS	3 (-4)	WIS	3 (-4)
	CHA	1 (-5)	CHA	1 (-5)	CHA	3 (-4)	CHA	3 (-4)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, Slashing and Piercing Damage, unconscious, Sneak Attacks, stunned
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Vulnerabilities	-
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Senses	Passive Perception +5, Blindsight 60 ft.	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
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Languages	-
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Challenge	6	10	10	14
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Special Abilities & Qualities	Acid An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe; creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.
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Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d8
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

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

Split Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical jellies, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Standard Actions

Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d4+2 (7) bludgeoning damage.

Slam Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+2 (9) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 10 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.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

OCTOPUS



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

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	14	35	69	131
Speed	20 ft. Swim 30 ft. Jet 200 ft., Jet			

Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
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Ability Scores / Saves	STR	10 (+0)	STR	10 (+0)	STR	15 (+2)	STR	18 (+4)
	DEX	15 (+2)	DEX	16 (+3)	DEX	18 (+4)	DEX	17 (+3)
	CON	12 (+1)	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	1 (-5)	CHA	1 (-5)	CHA	5 (-3)	CHA	5 (-3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
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Languages	-			
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Challenge	2	6	10	14
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Special Abilities & Qualities **Ink Cloud** An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Special Abilities & Qualities **Jet** An octopus can jet backward once per round as a full-round action, at a speed of 200 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13 Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) piercing damage. Tentacle Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage. Tentacle Melee weapon attack: +0 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 1d4+3 (6) piercing damage. Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage. Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



OCTOPUS (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	18 (natural armor)
Hit Points	18	50	103	218
Speed	20 ft. Swim 30 ft. Jet 200 ft., Jet			

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

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-			
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Challenge	4	8	12	16
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Special Abilities & Qualities	Ink Cloud An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.			
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Special Abilities & Qualities	Jet An octopus can jet backward once per round as a full-round action, at a speed of 200 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 20
Special Abilities & Qualities	Damage 1d6 Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).	Damage 2d4	Damage 3d4	Damage 3d6
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Tentacle Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage. Tentacle Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage. Tentacle Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

OGRE



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Hills			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	20 (natural armor)
Hit Points	32	66	127	202
Speed	30 ft.			

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

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	Giant			
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Challenge	4	8	12	16
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Standard Actions	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+7 (16) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: -3 to hit, one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+9 (18) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: -4 to hit, one target. Hit 1d8+6 (10) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+13 (22) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d8+8 (12) bludgeoning damage.</p>	<p>Greatclub Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+18 (32) bludgeoning damage.</p> <p>Javelin Ranged weapon attack: -2 to hit, one target. Hit 2d6+11 (18) bludgeoning damage.</p>
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 **Low**

 **Moderate**

 **Advanced**

 **Elite**

Legendary -
Actions

Innate -

Spellcasting

Spellcasting -

Possessions Greatclub; javelin (6x)



ONI (OGRE MAGE)



	Low	Moderate	Advanced	Elite
Terrain	Cold Hills			
Rarity	Rare			
Role	Controller / Normal			
Organization	Solitary, Pair, or Patrol (1-2x+)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	40	103	174	268
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fiend, lawful evil	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil
Ability Scores / Saves	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 17 (+3)	CON 18 (+4)	CON 20 (+5)	CON 23 (+6)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Giant			
Challenge	4	8	12	16
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Composite Longbow Str Ranged weapon attack: +5 to hit, one target. Hit 2d6x3 (1) piercing damage. Greatsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) slashing damage.	Composite Longbow Str Ranged weapon attack: +2 to hit, one target. Hit 2d6+7/x3 (14) piercing damage. Greatsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+10/19-00 (20) slashing damage.	Composite Longbow Str Ranged weapon attack: +5 to hit, one target. Hit 2d6+7/x3 (14) piercing damage. Greatsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13/19-00 (24) slashing damage.	Greatsword Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) slashing damage. Composite Longbow Ranged weapon attack: +3 to hit, one target. Hit 3d6+9/x3 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>charm monster (1/day); cone of cold (1/day); darkness (at will); sleep (1/day); fly (at will); gaseous form (3/day); invisibility (at will)</i>			
Spellcasting	-			
Possessions	Composite longbow; arrows (40x); greatsword			



ORC



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Hills, Mountains, or Underground			
Rarity	Common			
Role	Brute / Minion			
Organization	Solitary, Gang (2-4x), Squad (11-20x+), or Band (30-100x+)			
Treasure	Incidental			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	6	48	93	162
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 6 (-2)	WIS 6 (-2)	WIS 10 (+0)	WIS 10 (+0)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	Light Sensitivity			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.
Languages	Common, Orc			
Challenge	1	6	10	14

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

Standard Actions	Low	Moderate	Advanced	Elite
Falchion Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4/18-00 (4/19) slashing damage.	Falchion Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+6/18-00 (11) slashing damage.	Falchion Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+10/18-00 (15) slashing damage.	Falchion Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d4+16/18-00 (21) slashing damage.	
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+4 (8) bludgeoning damage.	Javelin Ranged weapon attack: +1 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.	Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+9 (12) bludgeoning damage.	

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Legendary

-

Actions

Innate

-

Spellcasting

Spellcasting

-

Possessions

Falchion; javelin (6x)



Illustration 8: Orc

OTYUGH



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Cluster (3-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	34	69	139	209
Speed	20 ft.			
Size, Type, Alignment	Large aberration, unaligned	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d4	Damage 2d6	Damage 2d10
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Special Abilities & Qualities	Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from his condition must be recovered via restoration or more potent healing magic.			

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



OWL



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	31	87	146
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 4 (-3)	STR 4 (-3)	STR 8 (-1)	STR 13 (+1)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3 (4) slashing damage.	Talons Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

OWL (CELESTIAL)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	22	56	110
Speed	10 ft. Fly 60 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 4 (-3)	STR 5 (-3)	STR 10 (+0)	STR 15 (+2)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage +1	Damage +6	Damage +10	Damage +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Talons Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Talons Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Talons Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.

OWL (FIENDISH)



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

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	3	25	60	118
Speed	10 ft. Fly 60 ft. (Average)			

Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Small beast, neutral evil
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Ability Scores / Saves	STR	4 (-3)	5 (-3)	10 (+0)	15 (+2)
	DEX	15 (+2)	15 (+2)	18 (+4)	17 (+3)
	CON	9 (-1)	9 (-1)	13 (+1)	17 (+3)
	INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
	WIS	13 (+1)	13 (+1)	17 (+3)	17 (+3)
	CHA	4 (-3)	4 (-3)	8 (-1)	8 (-1)

Saving Throws	-	-	-	-
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Resistances	Acid, all physical attacks except good			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	1	6	10	14
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Special Abilities & Qualities	Attack Bonus	+1	+6	+10	+14
	Damage	+1	+6	+10	+14
	Smite Good	1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.			

Standard Actions	Talons	Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.	Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) slashing damage.	Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 1d3+1 (3) slashing damage.	Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.
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OWL (GIANT)



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

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
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Hit Points	18	45	96	175
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Speed	10 ft. Fly 60 ft. (Average)			
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Size, Type, Alignment	Large monstrosity, lawful neutral	Huge monstrosity, lawful neutral	Huge monstrosity, lawful neutral	Gargantuan monstrosity, lawful neutral
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Ability Scores / Saves	STR	14 (+2)	STR	17 (+3)	STR	20 (+5)	STR	22 (+6)
	DEX	17 (+3)	DEX	13 (+1)	DEX	17 (+3)	DEX	16 (+3)
	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT	16 (+3)
	WIS	15 (+2)	WIS	15 (+2)	WIS	18 (+4)	WIS	18 (+4)
	CHA	7 (-2)	CHA	7 (-2)	CHA	11 (+0)	CHA	11 (+0)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Sylvan (cannot speak)			
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Challenge	4	6	10	14
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Special Abilities & Qualities	Piercing Stare Up to three times per day as a swift action, a giant owl can gain the effects of true seeing (as the spell) for 1 round.			
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Special Abilities & Qualities	Animal Telepathy A giant owl can telepathically communicate with other animals as if under the effects of speak with animals.			
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Standard Actions	Claw Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d10+4 (10) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+5 (12) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+7 (18) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+9 (23) slashing damage.
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OWLBEAR



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	42	92	160	251
Speed	30 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17

Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.</p>
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Illustration 9: Owlbear

PEGASUS



	Low	Moderate	Advanced	Elite
Terrain	Temperate and Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Herd (6-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	38	74	138	178
Speed	60 ft. Fly 120 ft. (Average)			
Size, Type, Alignment	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Large monstrosity, chaotic good
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16
Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d3+4 (6) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+4 (6) piercing damage. Hoof Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+7 (10) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4+7 (10) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.

P



Low



Moderate



Advanced



Elite

Legendary
Actions -

Innate *detect evil and good (at will)*

Spellcasting

Spellcasting -

Possessions -

PEGASUS (HEROIC)



	Low	Moderate	Advanced	Elite
Terrain	Temperate and Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Herd (6-10x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	53	107	172	249
Speed	60 ft. Fly 120 ft. (Average)			
Size, Type, Alignment	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Huge monstrosity, chaotic good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)	STR 24 (+7)
	DEX 17 (+3)	DEX 17 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 15 (+2)	WIS 15 (+2)	WIS 18 (+4)	WIS 18 (+4)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Petrification			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d3+6 (8) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+6 (8) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+9 (12) piercing damage. Hoof Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11 (14) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.

P



Low



Moderate



Advanced



Elite

Legendary
Actions

-

Innate

detect evil and good (at will)

Spellcasting

Spellcasting

-

Possessions

-

PHASE SPIDER



Low

Moderate

Advanced

Elite

Terrain	Warm Hills
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Cluster (3-6x)
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	43	80	142	220
Speed	40 ft. Climb 20 ft.			

Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
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Ability Scores / Saves	STR	17 (+3)	17 (+3)	20 (+5)	22 (+6)
	DEX	15 (+2)	16 (+3)	18 (+4)	17 (+3)
	CON	14 (+2)	14 (+2)	17 (+3)	19 (+4)
	INT	5 (-3)	5 (-3)	9 (-1)	9 (-1)
	WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
	CHA	8 (-1)	8 (-1)	12 (+1)	12 (+1)

Saving Throws	-	-	-	-
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Resistances	-
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Immunities	-
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Vulnerabilities	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Aklo
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Challenge	6	10	14	18
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Special Abilities & Qualities **Ethereal Ambush** A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Special Abilities & Qualities **Ethereal Jaunt** A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 15 Poison Bite-injury; save Constitution; frequency 1/round for 8 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect is recovered following a long rest.	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15/19-00 (22) piercing damage.
Legendary Actions	-			
Innate Spellcasting	<i>etherealness (at will)</i>			
Spellcasting	-			
Possessions	-			

PHOENIX



	Low	Moderate	Advanced	Elite
Terrain	Warm Desert and Hills			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	20 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	103	135	216	356
Speed	30 ft. Fly 90 ft. (Good)			
Size, Type, Alignment	Huge monstrosity, neutral good	Huge monstrosity, neutral good	Gargantuan monstrosity, neutral good	Gargantuan monstrosity, neutral good
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 20 (+5)	DEX 22 (+6)	DEX 20 (+5)	DEX 20 (+5)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 21 (+5)
	INT 18 (+4)	INT 18 (+4)	INT 18 (+4)	INT 20 (+5)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 18 (+4)	CHA 18 (+4)	CHA 18 (+4)	CHA 20 (+5)
Saving Throws	-	-	-	-
Resistances	all physical attacks except evil			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Auran, Celestial, Common, Ignan			
Challenge	12	16	20	24

Special Abilities & Qualities

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

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

Self-Resurrection A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via resurrection. The phoenix loses 1d8 points from its maximum hit point total each time this occurs, although most use restoration to remove this condition as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a desecrate spell cannot self-resurrect until the desecrate effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never suffers this maximum hit point decline as a result of that effect.

Special Abilities & Qualities**Saving Throw**

Dexterity DC 18

Saving Throw

Dexterity DC 19

Saving Throw

Dexterity DC 20

Saving Throw

Dexterity DC 22

Damage 1d6**Damage** 2d6**Damage** 4d6**Damage** 6d6

Shroud of Flame A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts n additional fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a Dexterity save each round to avoid taking 4x this amount of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes fire damage (no save) with each successful hit.

Special Abilities & Qualities

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

Standard Actions

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

Talons Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.

Talons Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+9/19-00 (14) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 2d8+8 (17) piercing damage.

Talons Melee weapon attack: +4 to hit, reach 20 ft., one target. Hit 2d6+8/19-00 (15) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+13 (31) piercing damage.

Talons Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+13/19-00 (27) slashing damage.

Legendary Actions

-

Innate Spellcasting

continual flame (at will); cure wounds (at will); detect magic (at will); detect poison and disease (at will); (fire storm (3/day); heal (3/day); remove curse (at will); lesser restoration (3/day); see invisibility (at will); wall of fire (at will)

Spellcasting

-

Possessions

-

PIXIE



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Artillery / Normal			
Organization	Solitary, Gang (2-4x), Band (6-11x), or Tribe (20-80x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	23	41	91	155
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Small fey, neutral good	Small fey, neutral good	Small fey, neutral good	Medium fey, neutral good
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 10 (+0)	STR 15 (+2)
	DEX 18 (+4)	DEX 18 (+4)	DEX 20 (+5)	DEX 19 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 14 (+2)	INT 14 (+2)	INT 17 (+3)	INT 17 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 14 (+2)	CHA 14 (+2)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Invisibility A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.			

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

Special Arrows When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can use this dust 20 times each day. The dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits; it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow, Charm, Memory Loss or Sleep.

Special Abilities & Qualities

Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
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Special Charm Arrow Charm; The target must succeed on a Wisdom save or be affected as though by a Charm Monster spell for 10 minutes.

Special Abilities & Qualities

Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
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Special Memory Loss Arrow Memory Loss; The target must succeed on a Wisdom save or be affected by a modify memory spell. This effect can only eliminate the previous 5 minutes of memory - a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees.

Standard Actions

Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.	Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d6+0/x3 (4) piercing damage.	Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d6/x3 (6) piercing damage.	Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.
Short sword Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) slashing damage.	Short sword Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) slashing damage.	Short sword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.	Short sword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) slashing damage.

Special Actions

Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 18
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Special Sleep Arrow Sleep; The target must succeed on a Wisdom save or fall asleep for 5 minutes.

Legendary Actions

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Innate Spellcasting

confusion (1/day); dancing lights (3/day); detect evil and good (at will); detect thoughts (1/day); dispel magic (3/day); entangle (1/day); permanent image (1/day); shield (1/day)

Spellcasting

-

Possessions

Longbow; arrows (20x); short sword

PSEUDODRAGON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, or Clutch (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	4	45	93	185
Speed	15 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Tiny dragon, neutral good	Tiny dragon, neutral good	Tiny dragon, neutral good	Small dragon, neutral good
Ability Scores / Saves	STR 5 (-3)	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)
	INT 8 (-1)	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Draconic, Telepathy 60 ft.			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 19
	Poison Sting-injury; save Constitution; frequency 1/minute for 10 minutes; effect sleep for 1 minute; cure 1 save.			
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.			

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

PURPLE WORM



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
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Hit Points	94	128	201	334
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Speed	20 ft. Burrow 20 ft. Swim 10 ft.			
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Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	20 (+5)	STR	20 (+5)	STR	24 (+7)	STR	29 (+9)
	DEX	8 (-1)	DEX	8 (-1)	DEX	4 (-3)	DEX	6 (-2)
	CON	18 (+4)	CON	18 (+4)	CON	20 (+5)	CON	24 (+7)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	6 (-2)	WIS	6 (-2)	WIS	6 (-2)	WIS	10 (+0)
	CHA	6 (-2)	CHA	6 (-2)	CHA	6 (-2)	CHA	10 (+0)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +8, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.
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Languages	-			
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Challenge	8	12	16	20
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Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
	Poison Sting - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves. Ability damage suffered from this effect is restored following a long rest.			

Special Abilities & Qualities	Saving Throw DC 17 Damage 2d6	Saving Throw DC 18 Damage 4d6	Saving Throw DC 20 Damage 6d6	Saving Throw DC 23 Damage 8d6
	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.			

P



Low



Moderate



Advanced



Elite

Standard Actions

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage.

Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6+12/19-00 (26) piercing damage.

Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+12 (19) piercing damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d8+12/19-00 (30) piercing damage.

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

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 12d6+17/19-00 (59) piercing damage.

Sting Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+17 (35) piercing damage.



Illustration 10: Purple Worm

RABBIT



	Low	Moderate	Advanced	Elite
Terrain	Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Down (3-16x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	3	13	54	113
Speed	50 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 2 (-4)	STR 7 (-2)	STR 12 (+1)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 7 (-2)	CON 7 (-2)	CON 11 (+0)	CON 15 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8+0 (4) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.

RACCOON



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Lurker/ Minion			
Organization	Solitary or Gaze (2-4x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	4	13	34	57
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny beast, unaligned			
Ability Scores / Saves	STR 6 (-2)	STR 7 (-2)	STR 8 (-1)	STR 8 (-1)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 14 (+2)
	CON 9 (-1)	CON 9 (-1)	CON 9 (-1)	CON 9 (-1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)	CHA 3 (-4)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	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 1d6 (6) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.



RAKSHASA



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Leader / Normal			
Organization	Solitary, Pair, or Cult (3-12x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	20 (natural armor)	20 (natural armor)
Hit Points	57	117	185	271
Speed	40 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 19 (+4)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)	INT 15 (+2)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 15 (+2)	CHA 15 (+2)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except good and piercing			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Infernal, Undercommon			
Challenge	6	10	14	18
Special Abilities & Qualities	Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Kukri Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/18-00 (3) bludgeoning damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.</p>	<p>Kukri Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d415+00 (208) bludgeoning damage.</p> <p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Kukri Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6/15+00 (8) bludgeoning damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p>	<p>Kukri Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/15+00 (8) bludgeoning damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	Sorcerer (CL 6):	Sorcerer (CL 10):	Sorcerer (CL 14):	Sorcerer (CL 18):
	<i>lightning bolt; suggestion; acid arrow; invisibility; minor image; charm person; mage armor; magic missile; shield; silent image; dancing lights; detect magic; mage hand; mending; message; prestidigitation</i>			
Possessions	Kukri (2x)			

RAST



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary, Pair, Cluster (3-6x), or Pack (7-15x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	45	92	180	265
Speed	5 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)	INT 5 (-3)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Ignan, Cannot Speak			
Challenge	6	10	14	18
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered from this effect is recovered following a long rest.			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Special Abilities & Qualities	Paralyzing Gaze Range 60'; effect paralyzed for 1d6 rounds, 30 feet, Constitution save negates.			
Special Abilities & Qualities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

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: +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.

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

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



RAT (DIRE)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	9	34	84	141
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Small beast, unaligned	Small beast, unaligned	Small beast, unaligned	Medium beast, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from his condition must be recovered via restoration or more potent healing magic.			
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.

RAT (DONKEY)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Coast or Forest			
Rarity	Common			
Role	Skirmisher / Minion			
Organization	Solitary, Pair, or Nest (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	2	17	67	105
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Small beast, unaligned			
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 13 (+1)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 18 (+4)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.



RAT SWARM



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pack (2-5x), or Infestation (6-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	15 (natural armor)	15 (natural armor)
Hit Points	17	45	71	113
Speed	15 ft. Climb 15 ft. Swim 15 ft.	20 ft. Climb 15 ft. Swim 15 ft.		
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)
	DEX 13 (+1)	DEX 15 (+2)	DEX 16 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 11 (+0)	CON 12 (+1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)	WIS 11 (+0)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Critical Hits, Flanking, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	3	8	13	18
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17
	Disease Filth Fever-Bite injury; Save Constitution; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves. Ability damage suffered from this condition must be restored via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 12 Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.	Saving Throw Constitution DC 13	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17
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	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

RAVEN



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	3	25	51	100
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 10 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 5 (-3)	CHA 5 (-3)	CHA 9 (-1)	CHA 9 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.

RAVEN (CELESTIAL)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	4	16	53	108
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Small beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 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	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Attack Bonus +1	Attack Bonus +6	Attack Bonus +10	Attack Bonus +14
	Damage Bonus +1	Damage Bonus +6	Damage Bonus +10	Damage Bonus +14
	Smite Evil 1x/day, you may activate this ability as a free action. Add a bonus to attack rolls and damage bonus against evil foes; smite persists until target is dead or the celestial creature rests.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.



REMORHAZ



	Low	Moderate	Advanced	Elite
Terrain	Cold Deserts or Plains			
Rarity	Rare			
Role	Brute / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
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Hit Points	46	101	174	258
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Speed	30 ft. Burrow 20 ft.			
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Size, Type, Alignment	Large monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned
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Ability Scores / Saves	STR	16 (+3)	STR	18 (+4)	STR	20 (+5)	STR	22 (+6)
	DEX	15 (+2)	DEX	11 (+0)	DEX	15 (+2)	DEX	14 (+2)
	CON	15 (+2)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	3 (-4)	INT	3 (-4)	INT	7 (-2)	INT	7 (-2)
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)
	CHA	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	12 (+1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	Cold, Fire			
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Vulnerabilities	-			
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Senses	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.
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Languages	Giant			
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Challenge	5	9	13	17
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Special Abilities & Qualities	Saving Throw	Constitution DC 15	Saving Throw	Constitution DC 18	Saving Throw	Constitution DC 20	Saving Throw	Constitution DC 22
	Damage	3d6	Damage	6d6	Damage	8d6	Damage	12d6

Heat An enraged remorhaz generates heat so intense that anything touching its body takes fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a Constitution save to avoid taking damage.



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Saving Throw DC 15
Damage 3d8

Saving Throw DC 18
Damage 5d8

Saving Throw DC 20
Damage 6d8

Saving Throw DC 22
Damage 8d8

Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than itself. 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, and continues to take damage each round. 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: +5 to hit, reach 15 ft., one target. Hit 2d6+8 (15) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+12 (26) piercing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 6d6+15 (36) piercing damage.



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Illustration 12: Remorhaz

RETRIEVER



	Low	Moderate	Advanced	Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	83	110	155	198
Speed	50 ft.			
Size, Type, Alignment	Large construct, chaotic evil	Large construct, chaotic evil	Huge construct, chaotic evil	Gargantuan construct, chaotic evil
Ability Scores / Saves	STR 16 (+3)	STR 16 (+3)	STR 18 (+4)	STR 22 (+6)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Abyssal, Cannot Speak			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw DC 13 Damage 6d6	Saving Throw DC 14 Damage 8d6	Saving Throw DC 15 Damage 12d6	Saving Throw DC 16 Damage 15d6
	Eye Rays A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable with Recharge 2. A retriever can fire an eye ray in the same round that it makes physical attacks; firing an eye ray does not provoke attacks of opportunity. The eye ray effects are as follows; Fire, dealing fire damage (Dexterity save halves); Cold, dealing cold damage (Dexterity save halves); Electricity, dealing electricity damage (Dexterity save halves); Petrification, turning the target permanently to stone (Constitution save negates).			

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

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

Special Abilities & Qualities

Relentless A retriever is constantly under the effects of spider climb and water walk; these abilities cannot be dispelled.

Standard Actions

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d6+6 (10) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+6 (12) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d6+6 (10) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+6/19-00 (12) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+6 (10) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10/19-00 (24) slashing damage.

Legendary Actions

-

Innate Spellcasting**Spellcasting**

-

Possessions

-

RHINOCEROS



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	47	93	160	235
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 23 (+6)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 3 (-4)	CHA 3 (-4)	CHA 7 (-2)	CHA 7 (-2)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			
Standard Actions	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Gore 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+12 (22) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+16 (30) piercing damage.

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

RHINOCEROS (WOOLLY)



	Low	Moderate	Advanced	Elite
Terrain	Cold Plains			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	31	78	156	253
Speed	30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 21 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)	CON 22 (+6)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 5 (-3)	CHA 5 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 2d6	Damage 2d8	Damage 3d8	Damage 4d6
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 14 Damage 2d10	Saving Throw Dexterity DC 17 Damage 3d10	Saving Throw Dexterity DC 19 Damage 4d10	Saving Throw Dexterity DC 21 Damage 6d10
	Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
Standard Actions	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+13 (22) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d8+16 (30) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+19 (37) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

Roc



	Low	Moderate	Advanced	Elite
Terrain	Warm Mountains			
Rarity	Rare			
Role	Skirmisher / Elite	Skirmisher / Elite	Skirmisher/Normal	Skirmisher/Normal
Organization	Solitary or Mated Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	48	79	134	237
Speed	20 ft. Fly 80 ft. (Average)			
Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 19 (+4)	STR 21 (+5)	STR 26 (+8)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 15 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Standard Actions	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Talons Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+9 (14) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Talons Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+9 (18) piercing damage.</p> <p>Talons Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d8+13 (31) piercing damage.</p> <p>Talons Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 4d6+13/19-00 (27) slashing damage.</p>

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

ROPER



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

	Low	Moderate	Advanced	Elite
Armor Class	19 (natural armor)	19 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	49	91	169	292
Speed	10 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 13 (+1)
	CON 20 (+5)	CON 20 (+5)	CON 22 (+6)	CON 26 (+8)
	INT 11 (+0)	INT 11 (+0)	INT 11 (+0)	INT 15 (+2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)
	CHA 10 (+0)	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	Electricity			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo, Undercommon			
Challenge	4	8	12	16
Special Abilities & Qualities	Pull You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 17 Strands A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet as ranged touch attacks. A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a Constitution save or take 1d6 points of Strength damage. Ability damage suffered to this effect is recovered following a long rest.	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 23
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 4d6+16 (30) piercing damage. Strand Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 4d6+20 (34) piercing damage. Strand Ranged weapon attack: +2 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d8+18/19-00 (36) piercing damage. Strand Ranged weapon attack: -1 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 12d6+24/19-00 (66) piercing damage. Strand Ranged weapon attack: +0 to hit, one target. Hit 1d1 (2) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

RUST MONSTER



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	26	48	96	163
Speed	40 ft. Climb 10 ft.			
Size, Type, Alignment	Medium aberration, unaligned	Medium aberration, unaligned	Medium aberration, unaligned	Large aberration, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Dexterity DC 13	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 20
	Metal Damage 2d6	Metal Damage 4d6	Metal Damage 6d6	Metal Damage 8d6

Rust A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal bludgeoning damage. An attended object, any magic object, or a metal creature can attempt a Dexterity save to negate this effect.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Scent Metal This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Standard Actions

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

Antennae Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

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

Antennae Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

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

Antennae Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.

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

Antennae Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1 (2) bludgeoning damage.



R

Illustration 13: Rust Monster

SAHUAGIN



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Ocean			
Rarity	Rare			
Role	Soldier / Normal			
Organization	Solitary, Pair, Team (5-8x), Patrol (11-20x+), or Tribe (70-160x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	17	49	90	146
Speed	30 ft. Swim 60 ft.			

Size, Type, Alignment	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
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Ability Scores / Saves	STR	12 (+1)	STR	13 (+1)	STR	17 (+3)	STR	20 (+5)
	DEX	11 (+0)	DEX	11 (+0)	DEX	15 (+2)	DEX	13 (+1)
	CON	12 (+1)	CON	12 (+1)	CON	16 (+3)	CON	18 (+4)
	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT	16 (+3)
	WIS	11 (+0)	WIS	11 (+0)	WIS	15 (+2)	WIS	15 (+2)
	CHA	7 (-2)	CHA	7 (-2)	CHA	11 (+0)	CHA	11 (+0)

Saving Throws	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	Light Blindness			
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Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
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Languages	Aquan, Common, Speak with Sharks			
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Challenge	2	6	10	14
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Special Abilities & Qualities **Blood Frenzy** Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

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

Special Abilities & Qualities **Speak with Sharks** A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as “come here”, “defend me”, or “attack this target”.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Standard Actions

Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Trident Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.

Trident Ranged weapon attack: +1 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.

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

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

Heavy Crossbow Ranged weapon attack: +0 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Trident Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.

Trident Ranged weapon attack: +0 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.

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

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

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

Trident Ranged weapon attack: +3 to hit, one target. Hit 1d8+6 (10) piercing/slashing damage.

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

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

Heavy Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

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

Trident Ranged weapon attack: +1 to hit, one target. Hit 2d6+10 (17) piercing/slashing damage.

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

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

Heavy Crossbow Ranged weapon attack: +1 to hit, one target. Hit 1d10/19-00 (10) piercing damage.

Legendary Actions -

Innate -

Spellcasting -

Spellcasting -

Possessions Heavy crossbow; crossbow bolts (20x); trident



Illustration 14: Sahuagin



SALAMANDER



	Low	Moderate	Advanced	Elite
Terrain	Elemental Plane of Fire			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Cluster (3-5x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	24	72	136	218
Speed	20 ft.			
Size, Type, Alignment	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 10 (+0)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 15 (+2)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)
Saving Throws	-			
Resistances	all physical attacks except magic			
Immunities	Fire			
Vulnerabilities	Vulnerability to Cold			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Ignan			
Challenge	4	8	12	16
Special Abilities & Qualities	Damage 1d6	Damage 1d8	Damage 2d6	Damage 2d8
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Heat A salamander generates so much heat that its mere touch deals additional fire damage. A salamander's metallic weapons also conduct this heat.			



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

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

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

Tail Slap Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d10+0 (6) bludgeoning damage.

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

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

Tail Slap Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+1 (8) bludgeoning damage.

Spear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8/x3 (12) piercing damage.

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

Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+3 (14) bludgeoning damage.

Spear Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+15/x3 (22) piercing damage.

Spear Ranged weapon attack: +0 to hit, one target. Hit 2d6+11/x3 (18) piercing damage.

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

Legendary Actions

-

Innate

-

Spellcasting

Spellcasting

-

Possessions

Spear (2x)

SATYR



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Band (3-6x), or Orgy (7-11x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	18	48	93	154
Speed	40 ft.			
Size, Type, Alignment	Small fey, chaotic neutral	Medium fey, chaotic neutral	Medium fey, chaotic neutral	Large fey, chaotic neutral
Ability Scores / Saves	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)	STR 18 (+4)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 14 (+2)	INT 14 (+2)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 19 (+4)
Saving Throws	-	-	-	-
Resistances	all physical attacks except cold iron			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 19
	Pipes A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a Wisdom save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Horns Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Horns Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.</p>	<p>Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Horns Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8/19-00 (8) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4+8/19-00 (10) piercing damage.</p> <p>Horns Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+3 (10) piercing damage.</p> <p>Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	<i>charm person (at will); dancing lights (at will); fear (1/day); sleep (at will); suggestion (at will)</i>			
Spellcasting	-			
Possessions	Shortbow; arrows (20x); dagger (20x)			

SCORPION (DEADFALL)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary or Nest (2-5x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	40	95	158	248
Speed	50 ft.			
Size, Type, Alignment	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 20 (+5)	STR 23 (+6)	STR 26 (+8)
	DEX 17 (+3)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
Special Abilities & Qualities	Poison Sting-injury; save Fort DC 27; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+8 (12) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13 (24) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+13 (24) piercing damage.</p>
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



SCORPION (BLACK)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Uncommon			
Role	Brute / Solo			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	85	163	281	378
Speed	50 ft.			
Size, Type, Alignment	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 31 (+10)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 10 (+0)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	8	15	22	26
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 3d8	Damage 4d8
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22	Saving Throw Constitution DC 24
Special Abilities & Qualities	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) piercing damage.</p>	<p>Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+16 (25) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 2d8+16 (25) piercing damage.</p>	<p>Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+19 (32) slashing damage.</p> <p>Sting Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+19 (32) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCORPION (CAVE)



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	24	45	89	150
Speed	40 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
Special Abilities & Qualities	Poison Sting-injury; save Fort DC 27; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			

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



SCORPION (GHOST)



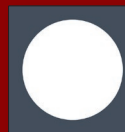
	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Nest (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	15 (natural armor)	16 (natural armor)
Hit Points	14	41	88	152
Speed	30 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 9 (-1)	DEX 9 (-1)	DEX 13 (+1)	DEX 11 (+0)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

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



SCORPION (GIANT EMPEROR)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	96	129	175	293
Speed	50 ft.			
Size, Type, Alignment	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 19 (+4)	STR 22 (+6)	STR 24 (+7)	STR 29 (+9)
	DEX 10 (+0)	DEX 10 (+0)	DEX 6 (-2)	DEX 8 (-1)
	CON 17 (+3)	CON 17 (+3)	CON 19 (+4)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	10	14	16	20
Special Abilities & Qualities	Damage 2d6	Damage 3d6	Damage 5d6	Damage 7d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19	Saving Throw Constitution DC 22
Special Abilities & Qualities	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) piercing damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d10+15 (20) piercing damage.</p>	<p>Claw Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12 (19) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+12 (19) piercing damage.</p>	<p>Claw Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17 (31) slashing damage.</p> <p>Sting Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+17 (31) piercing damage.</p>
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			



SCORPION (GREENSTING)



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	7	19	51	77
Speed	20 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)
	DEX 14 (+2)	DEX 15 (+2)	DEX 16 (+3)	DEX 16 (+3)
	CON 8 (-1)	CON 8 (-1)	CON 8 (-1)	CON 9 (-1)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)
Saving Throws	-			
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	1	4	10	15
Special Abilities & Qualities	Damage 1d4	Damage 2d4	Damage 3d4	Damage 4d4
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 11	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect must be recovered via restoration or more potent healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.</p> <p>Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Claw Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.</p> <p>Sting Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Claw Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.</p> <p>Sting Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>	<p>Claw Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage.</p> <p>Sting Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SEA SERPENT



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	18 (natural armor)	19 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	53	114	195	321
Speed	20 ft. Swim 60 ft.			
Size, Type, Alignment	Huge monstrosity, unaligned	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)	STR 28 (+9)
	DEX 16 (+3)	DEX 16 (+3)	DEX 12 (+1)	DEX 14 (+2)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 24 (+7)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Cold			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
Languages	-			
Challenge	5	10	15	19
Special Abilities & Qualities	Damage 1d8	Damage 2d8	Damage 4d8	Damage 6d8
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Elusive As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a nondetection spell. Both of these spell effects are at caster level 20th and cannot be dispelled.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 17 Damage 2d8 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.	Saving Throw DC 18 Damage 3d8	Saving Throw DC 20 Damage 5d8	Saving Throw DC 23 Damage 7d8
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10 (24) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+12/19-00 (30) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+6 (16) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 12d6+16/19-00 (58) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 30 ft., one target. Hit 6d6+8 (29) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SHADOW



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	23	44	98	131
Speed	Fly 40 ft. (Good)			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 12 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
Special Abilities & Qualities	Create Spawn A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.			



Low



Moderate



Advanced



Elite

Special Abilities & Qualities

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Special Abilities & Qualities

Strength Damage A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions

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

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

Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



SHADOW (GREATER)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	30	58	109	142
Speed	Fly 40 ft. (Good)			

Size, Type, Alignment	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
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Ability Scores / Saves	STR	10 (+0)	10 (+0)	10 (+0)	10 (+0)
	DEX	19 (+4)	17 (+3)	20 (+5)	19 (+4)
	CON	10 (+0)	10 (+0)	10 (+0)	10 (+0)
	INT	4 (-3)	4 (-3)	8 (-1)	8 (-1)
	WIS	10 (+0)	10 (+0)	14 (+2)	14 (+2)
	CHA	13 (+1)	13 (+1)	17 (+3)	17 (+3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-			
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Challenge	5	9	13	17
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Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
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Special Abilities & Qualities	Create Spawn A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.			
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☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Special Abilities & Qualities

Strength Damage A shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score. Ability damage suffered from this effect is recovered following a long rest.

Standard Actions

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

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6 (7) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 3d6 (8) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SHADOW DEMON



	Low	Moderate	Advanced	Elite
Terrain	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Haunt (3-8x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	63	82	148	228
Speed	Fly 40 ft. (Perfect), Sprint			
Size, Type, Alignment	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)	STR 10 (+0)
	DEX 16 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 12 (+1)	INT 12 (+1)	INT 16 (+3)	INT 16 (+3)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks except cold iron or good			
Immunities	Cold, Electricity, poisoned			
Vulnerabilities	Sunlight Powerlessness A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a Sunbeam or Sunburst spell while possessing a creature, the shadow demon is driven out of its host automatically.			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft.			
Challenge	7	11	15	19

Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Cold A Shadow Demon's bite and claw attacks deal additional cold damage on a successful hit.			
Special Abilities & Qualities	Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.			
Special Abilities & Qualities	Shadow Blend During any conditions other than bright light, a shadow demon can disappear into the shadows as a move equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.			
Standard Actions	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 2d6 (7) piercing damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) slashing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 2d6 (7) piercing damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8 (8) slashing damage.	Bite Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 3d6 (8) piercing damage. Claw Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 2d6 (7) slashing damage.
Special Actions	Sprint Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.			
Special Actions	Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
Legendary Actions	-			
Innate Spellcasting	<i>fear (at will); magic jar (1/day); shadow of moil (3/day); summon lesser demon (1 shadow demon 50%) (1/day); telekinesis (at will)</i>			
Spellcasting	-			
Possessions	-			



SHADOW MASTIFF



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

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	42	74	135	221
Speed	50 ft.			

Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
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Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)	CHA 15 (+2)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Common (cannot speak)			
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Challenge	6	10	14	18
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Special Abilities & Qualities	Aligned Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.			
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Special Abilities & Qualities	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 16	Saving Throw Wisdom DC 19	Saving Throw Wisdom DC 21
	Bay When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a Wisdom save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect.			

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

Shadow Blend In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Standard Actions

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+5 (12) piercing damage.

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

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

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

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

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

SHAMBLING MOUND



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forest or Marshes			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	30	69	139	216
Speed	20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium plant, unaligned	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 12 (+1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	5	9	13	17
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
Special Abilities & Qualities	<p>Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p>Electric Fortitude Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+4 (10) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+10 (24) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SHARK (BLUE)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	23	65	116	189
Speed	Swim 60 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.

SHARK (BULL)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	7	28	102	175
Speed	Swim 60 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 2d6+4 (11) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 3d6+5 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+16/19-00 (30) piercing damage.



SHARK (DIRE)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Uncommon			
Role	Brute / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	18 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	52	66	117	202
Speed	Swim 60 ft.			
Size, Type, Alignment	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 17 (+3)	DEX 17 (+3)	DEX 13 (+1)	DEX 11 (+0)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	7	11	15	19

Special Abilities & Qualities **Keen Scent** A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw DC 13 Damage 1d6 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.	Saving Throw DC 14 Damage 2d6	Saving Throw DC 17 Damage 3d6	Saving Throw DC 20 Damage 4d6
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+12 (30) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8+16/19-00 (34) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d10+15/19-00 (37) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 30 ft., one target. Hit 12d8+18/19-00 (72) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SHARK (GREAT WHITE)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	38	72	114	150
Speed	Swim 60 ft.			
Size, Type, Alignment	Huge beast, unaligned			
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 20 (+5)	STR 21 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)	DEX 12 (+1)
	CON 18 (+4)	CON 18 (+4)	CON 18 (+4)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12 (22) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+12/19-00 (22) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+13/19-00 (24) piercing damage.

SHARK (HAMMERHEAD)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	26	57	99	167
Speed	Swim 60 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)
	DEX 14 (+2)	DEX 14 (+2)	DEX 14 (+2)	DEX 12 (+1)
	CON 15 (+2)	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Keen Scent A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			

Standard Actions	Low	Moderate	Advanced	Elite
Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.

SHOCKER LIZARD



	Low	Moderate	Advanced	Elite
Terrain	Warm Marshes			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, Clutch (3-6x), or Colony (7-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	27	53	104	176
Speed	40 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Small monstrosity, unaligned	Small monstrosity, unaligned	Small monstrosity, unaligned	Medium monstrosity, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 12 (+1)	STR 17 (+3)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Electricity			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Dexterity DC 12	Saving Throw Dexterity DC 14	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19
	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	<p>Shock Shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals electricity damage to living opponents (Dexterity save halves). Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take twice this amount of electricity damage for each lizard contributing to the shock. A Dexterity save (DC equal to the normal Shock DC for one lizard, plus one for each other lizard contributing) halves the damage.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.
Special Abilities & Qualities	Electricity Sense Shocker lizards automatically detect any electrical discharges within 100 feet.			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			

SHOGGOTH



	Low	Moderate	Advanced	Elite
Terrain	Cold Aquatic or Underground			
Rarity	Rare			
Role	Lurker / Solo			
Organization	Solitary or Tide (2-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	21 (natural armor)	21 (natural armor)	21 (natural armor)	22 (natural armor)
Hit Points	129	221	327	529
Speed	50 ft. Climb 30 ft. Swim 50 ft.			
Size, Type, Alignment	Large ooze, chaotic neutral	Large ooze, chaotic neutral	Huge ooze, chaotic neutral	Gargantuan ooze, chaotic neutral
Ability Scores / Saves	STR 20 (+5)	STR 25 (+7)	STR 27 (+8)	STR 30 (+10)
	DEX 19 (+4)	DEX 21 (+5)	DEX 19 (+4)	DEX 20 (+5)
	CON 19 (+4)	CON 20 (+5)	CON 22 (+6)	CON 27 (+8)
	INT 3 (-4)	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)
	WIS 18 (+4)	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)
	CHA 11 (+0)	CHA 11 (+0)	CHA 11 (+0)	CHA 15 (+2)
Saving Throws	-	-	-	-
Resistances	Acid, all physical attacks			
Immunities	Blindness, Charm, Cold, Critical Hits, Deafness, Flanking, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, Sonic, stunned			
Vulnerabilities	-			
Senses	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.
Languages	Aklo			
Challenge	12	18	23	27
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Dexterity DC 18 Damage 2d6	Saving Throw Dexterity DC 21 Damage 4d6	Saving Throw Dexterity DC 23 Damage 6d6	Saving Throw Dexterity DC 26 Damage 8d6
	<p>Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Dexterity save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.</p>			
Special Abilities & Qualities	<p>Fast Healing You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.</p>			
Special Abilities & Qualities	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 23	Saving Throw Wisdom DC 26
	<p>Maddening Cacophony As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a Wisdom save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. Ability damage suffered from this effect must be recovered via a restoration spell or more potent healing magic.</p>			
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+19/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 6d6+19/19-00 (40) bludgeoning damage.
Special Actions	Saving Throw Dexterity DC 18 Damage 2d8	Saving Throw Dexterity DC 21 Damage 4d8	Saving Throw Dexterity DC 23 Damage 6d8	Saving Throw Dexterity DC 26 Damage 8d8
	<p>Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.</p>			
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SKELETAL CHAMPION



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Common			
Role	Soldier / Normal	Soldier / Normal	Soldier / Elite	Soldier / Elite
Organization	Solitary, Pair, or Platoon (3-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	19 (natural armor)	21 (natural armor)
Hit Points	19	44	95	129
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 11 (+0)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 10 (+0)	CHA 10 (+0)	CHA 14 (+2)	CHA 14 (+2)
Saving Throws	-	-	-	-
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
Languages	-			
Challenge	2	4	10	14
Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Shield Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.</p>	<p>Longsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage.</p> <p>Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p>	<p>Longsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7/19-00 (12) slashing damage.</p> <p>Shield Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.</p>	<p>Longsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11/19-00 (16) slashing damage.</p> <p>Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Longsword; shield			

SKELETON



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Brute / Minion			
Organization	Any			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	7	27	42	61
Speed	30 ft.			
Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-			
Resistances	all physical attacks except bludgeoning			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Standard Actions	Scimitar Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/18-00 (6) slashing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Scimitar Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/18-00 (4) slashing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Scimitar Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6/18-00 (10) slashing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	Scimitar Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11/18-00 (14) slashing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Low

Moderate

Advanced

Elite

Legendary
Actions

-

Possessions Scimitar



S

Illustration 15: Skeleton

SKUM



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Cold Aquatic or Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Brood (2-5x), Pack (6-12x), or Cabal (13-95x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	16	58	126	196
Speed	20 ft. Swim 40 ft.			
Size, Type, Alignment	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Medium monstrosity, lawful evil	Large monstrosity, lawful evil
Ability Scores / Saves	STR 13 (+1)	STR 13 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 14 (+2)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	Cold			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Aboleth, Undercommon			
Challenge	2	6	10	14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Trident Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +1 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.</p>	<p>Trident Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +0 to hit, one target. Hit 1d8+2 (6) piercing/slashing damage.</p> <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d8+2 (6) piercing damage.</p> <p>Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) slashing damage.</p>	<p>Trident Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +3 to hit, one target. Hit 1d8+5 (10) piercing/slashing damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p>	<p>Trident Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing/slashing damage.</p> <p>Trident Ranged weapon attack: +2 to hit, one target. Hit 1d8+7 (12) piercing/slashing damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Trident			

SLUG (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Marshes or Swampland			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	25	49	99	193
Speed	20 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 18 (+4)	STR 20 (+5)	STR 25 (+7)
	DEX 4 (-3)	DEX 4 (-3)	DEX 1 (-5)	DEX 2 (-4)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 20 (+5)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 3 (-4)
Saving Throws	-			
Resistances	all physical attacks except slashing or piercing			
Immunities	Acid, psychic			
Vulnerabilities	Susceptible to Salt A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.			
Senses	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 60 ft., Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Malleable A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).			
Special Abilities & Qualities	Spit Acid A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes acid damage (no save).			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Spit Acid Ranged weapon attack: -5 to hit, one target. Hit 10d4 (9) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8+9 (18) bludgeoning damage.</p>	<p>Spit Acid Ranged weapon attack: -5 to hit, one target. Hit 10d4 (9) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+12 (21) bludgeoning damage.</p>	<p>Spit Acid Ranged weapon attack: -6 to hit, one target. Hit 10d6 (11) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12 (23) bludgeoning damage.</p>	<p>Spit Acid Ranged weapon attack: -5 to hit, one target. Hit 20d6 (16) bludgeoning damage.</p> <p>Tongue Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d8+19 (46) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SNAKE (ANACONDA)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Forests, Swamps, or Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary or Nest (2-6x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	35	62	118	163
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Speed	20 ft. Climb 20 ft. Swim 20 ft.			
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Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	18 (+4)	STR	20 (+5)	STR	20 (+5)	STR	20 (+5)
	DEX	14 (+2)	DEX	17 (+3)	DEX	17 (+3)	DEX	17 (+3)
	CON	14 (+2)	CON	17 (+3)	CON	17 (+3)	CON	17 (+3)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)	WIS	14 (+2)
	CHA	1 (-5)	CHA	4 (-3)	CHA	4 (-3)	CHA	4 (-3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
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Languages	-			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
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Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) piercing damage.
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SNAKE (CONSTRUCTOR)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Forests, Swamps, or Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary or Nest (2-6x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	abcd (natural armor)	17 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	35	62	118	163
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 20 (+5)	STR 20 (+5)
	DEX 14 (+2)	DEX 17 (+3)	DEX 17 (+3)	DEX 17 (+3)
	CON 14 (+2)	CON 17 (+3)	CON 17 (+3)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) piercing damage.

SNAKE (KING COBRA)



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

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	22	46	98	128
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 14 (+2)	STR 16 (+3)	STR 16 (+3)
	DEX 9 (-1)	DEX 13 (+1)	DEX 13 (+1)	DEX 14 (+2)
	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 19
	Poison Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. Ability damage suffered to this effect is recovered following a long rest.			
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.

SNAKE (VENOMOUS)



	Low	Moderate	Advanced	Elite
Terrain	Any Temperate or Warm			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	10	35	82	156
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 6 (-2)	STR 6 (-2)	STR 10 (+0)	STR 14 (+2)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 12 (+1)	CON 12 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			
Standard Actions	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.



SPHINX (GYNOSPHINX)



	Low	Moderate	Advanced	Elite
Terrain	Warm Deserts or Hills			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary, Pair, or Cult (3-6x)			
Treasure	Double			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	35	92	153	241
Speed	40 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Medium monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 16 (+3)	INT 16 (+3)	INT 18 (+4)	INT 18 (+4)
	WIS 17 (+3)	WIS 17 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 17 (+3)	CHA 17 (+3)	CHA 18 (+4)	CHA 18 (+4)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Common, Draconic, Sphinx			
Challenge	6	12	16	20
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			
Standard Actions	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+6 (12) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6/19-00 (13) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+8/19-00 (18) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+10/19-00 (24) slashing damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Legendary
Actions** -

**Innate
Spellcasting** *comprehend languages (at will); detect magic (at will); dispel magic (3/day); legend lore (1/day); locate object (3/day); (at will); remove curse (1/day); see invisibility (at will)*

Spellcasting -

Possessions -

SPIDER (BLACK WIDOW)



	Low	Moderate	Advanced	Elite
Terrain	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	36	69	127	199
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	5	9	13	17
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 15****Check DC 16****Check DC 18****Check DC 20**

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

Standard Actions

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

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.

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

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

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

SPIDER (GIANT CRAB)



	Low	Moderate	Advanced	Elite
Terrain	Warm or Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Colony (3-10x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	14 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	5	26	67	123
Speed	30 ft. Climb 20 ft.			
Size, Type, Alignment	Small vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned
Ability Scores / Saves	STR 8 (-1)	STR 8 (-1)	STR 13 (+1)	STR 17 (+3)
	DEX 13 (+1)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			
Standard Actions	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.



Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

SPIDER (GIANT TARANTULA)



	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Uncommon			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	57	116	185	275
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Huge vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 24 (+7)	STR 26 (+8)	STR 29 (+9)
	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 16****Check DC 18****Check DC 20****Check DC 22**

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

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+18 (27) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+21 (34) piercing damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+25 (43) piercing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-

SPIDER (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	19	40	96	152
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Medium vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 9 (-1)	STR 14 (+2)	STR 17 (+3)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Saving Throw Constitution DC 12	Saving Throw Constitution DC 13	Saving Throw Constitution DC 26	Saving Throw Constitution DC 28
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Check DC 12 Web You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Attempts to burst a web by those caught in it are made at disadvantage. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing are made at advantage if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.	Check DC 13	Check DC 26	Check DC 28
Standard Actions	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 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.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-

SPIDER (GOLIATH)



	Low	Moderate	Advanced	Elite
Terrain	Any Forests or Swamps			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Colony (3-6x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	17 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	70	116	191	280
Speed	30 ft. Climb 30 ft.			
Size, Type, Alignment	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 22 (+6)	STR 28 (+9)	STR 30 (+10)
	DEX 15 (+2)	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)
	CON 19 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Constitution DC 17	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20	Saving Throw Constitution DC 22
	Poison Bite-injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered to this effect is recovered following a long rest.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Check DC 17****Check DC 18****Check DC 20****Check DC 22**

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

Standard Actions

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+17 (27) piercing damage.

Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+20 (30) piercing damage.

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+24 (38) piercing damage.

Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+27 (45) piercing damage.

Legendary Actions

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Innate Spellcasting

-

Spellcasting

-

Possessions

-

SPIDER SWARM



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, Tangle (3-6x), or Colony (11-20x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	11	29	69	121
Speed	20 ft. Climb 20 ft.			
Size, Type, Alignment	Tiny vermin, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 8 (-1)	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)
	CHA 1 (-5)	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)
Saving Throws	-			
Resistances	-			
Immunities	Critical Hits, Flanking, psychic, Weapon Damage			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
Special Abilities & Qualities	Saving Throw Constitution DC 11	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Poison Swarm-injury; save Constitution; frequency 1/round for 2 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage lost to this effect is restored following a long rest.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Swarm Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d6 (6) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d8 (8) bludgeoning damage.	Swarm Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.
Legendary Actions	-			
Innate	-			
Spellcasting	-			
Spellcasting	-			
Possessions	-			

SQUID



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Ocean
Rarity	Common
Role	Skirmisher / Minion
Organization	Solitary, Pair, or School (3-12x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	14 (natural armor)	14 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	18	39	77	142
Speed	Swim 60 ft. Jet 240 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 13 (+1)	STR 14 (+2)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 9 (-1)	CON 9 (-1)	CON 13 (+1)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	3	7	11	15
Special Abilities & Qualities	Ink Cloud A squid can emit a 5 foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.			
Special Abilities & Qualities	Jet A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+2 (4) piercing damage.</p> <p>Tentacles Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.</p> <p>Tentacles Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) piercing damage.</p> <p>Tentacles Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage.</p> <p>Tentacles Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



SQUID (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	ANY OCEAN			
Rarity	COMMON			
Role	BRUTE / ELITE			
Organization	SOLITARY			
Treasure	NONE			

	Low	Moderate	Advanced	Elite
Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	59	114	201	285
Speed	Swim 60 ft. Jet 260 ft.			
Size, Type, Alignment	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)	STR 24 (+7)
	DEX 18 (+4)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)	CON 21 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	8	12	16	20
Special Abilities & Qualities	Damage 2d6	Damage 4d6	Damage 6d6	Damage 8d6
Special Abilities & Qualities	Constrict You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). Ink Cloud A squid can emit a 20 foot-radius cloud of ink once per minute while underwater. This cloud provides total concealment. The ink persists for 1 minute.			

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

Jet A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Standard Actions

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

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

Tentacles Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d4+7 (17) bludgeoning damage.

Arms Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+7 (10) bludgeoning damage.

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

Tentacles Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d6/19-00 (1240) bludgeoning damage.

Arms Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

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

Tentacles Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 4d8/19-00 (1640) bludgeoning damage.

Arms Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+11 (18) bludgeoning damage.

Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 4d6+11 (25) piercing damage.

Tentacles Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 8d6/19-00 (2480) bludgeoning damage.

Legendary Actions

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Innate

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Spellcasting

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Spellcasting

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Possessions

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STIRGE



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Swamps			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Colony (2-4x), Flock (5-8x), Storm (9-14x), or Swarm (15-40x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	10	28	64	109
Speed	10 ft. Fly 40 ft. (Average)			
Size, Type, Alignment	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Tiny monstrosity, unaligned	Small monstrosity, unaligned
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 6 (-2)	STR 11 (+0)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 18 (+4)
	CON 8 (-1)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	1	5	9	13
Special Abilities & Qualities	Check DC 11 Attach When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has advantage to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself. If its prey manages to win a grapple check or escape check against it, the stirge is removed.	Check DC 112	Check DC 15	Check DC 18
Special Abilities & Qualities	Blood Drain The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1 Constitution damage. Ability damage suffered in this manner can be restored via restoration or more powerful healing magic.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Saving Throw
Constitution DC 11

Saving Throw
Constitution DC 12

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 18

Disease Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Standard Actions

Touch Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d0 (1) bludgeoning damage.

Touch Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d0 (1) bludgeoning damage.

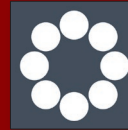
Touch Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d0 (1) bludgeoning damage.

Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d0 (1) bludgeoning damage.



Illustration 16: Stirge

SVIRFNEBLIN



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion	Lurker / Minion	Lurker / Normal	Lurker / Normal
Organization	Solitary, Company (2-4x), Squad (5-20x+), or Band (30-50x+)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	19 (natural armor)	20 (natural armor)
Hit Points	16	67	134	209
Speed	20 ft.			
Size, Type, Alignment	Small humanoid, unaligned	Small humanoid, unaligned	Small humanoid, unaligned	Medium humanoid, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 12 (+1)	STR 17 (+3)	STR 19 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 8 (-1)	WIS 8 (-1)	WIS 12 (+1)	WIS 12 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 120 ft.	Passive Perception +12, Darkvision 120 ft.	Passive Perception +15, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.
Languages	Gnomish, Undercommon			
Challenge	1	6	10	14
Special Abilities & Qualities	Stonecutting Svirkneblin have advantage on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.			
Special Abilities & Qualities	Fortunate Svirkneblin have advantage on all saving throws.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Hatred** Svirfneblin have advantage on attack rolls against dwarves and reptilian humanoids.**Special Abilities & Qualities****Skilled** Svirfneblin have advantage on Stealth, Alchemy, and Perception checks.**Standard Actions****Heavy Pick** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4x4 (1) bludgeoning damage.**Light Crossbow** Ranged weapon attack: +1 to hit, one target. Hit 1d8/19-00 (5) piercing damage.**Light Crossbow** Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (5) piercing damage.**Light Crossbow** Ranged weapon attack: +3 to hit, one target. Hit 1d10/19-00 (6) piercing damage.**Light Crossbow** Ranged weapon attack: +2 to hit, one target. Hit 1d6/19-00 (4) piercing damage.**Heavy Pick** Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4x4 (3) piercing damage.**Heavy Pick** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6/x4 (8) piercing damage.**Heavy Pick** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+11/x4 (14) piercing damage.**Special Actions****Evasion** You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.**Legendary Actions**

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Innate Spellcasting*blindness/deafness (1/day); blur (1/day); disguise self (1/day); nondetection (at will)***Spellcasting**

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Possessions

Heavy pick; light crossbow; crossbow bolts (10x)

TARRASQUE



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

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

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	23 (natural armor)	23 (natural armor)	23 (natural armor)	23 (natural armor)
Hit Points	234	309	525	684
Speed	40 ft., Rush			
Size, Type, Alignment	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
Ability Scores / Saves	STR 21 (+5)	STR 26 (+8)	STR 28 (+9)	STR 30 (+10)
	DEX 17 (+3)	DEX 17 (+3)	DEX 14 (+2)	DEX 17 (+3)
	CON 22 (+6)	CON 22 (+6)	CON 24 (+7)	CON 26 (+8)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 5 (-3)
	WIS 13 (+1)	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	all physical attacks			
Immunities	Acid, Bleed, diseased, Fire, psychic, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
Vulnerabilities	-			
Senses	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
Languages	Aklo, Cannot Speak			
Challenge	15	20	30	35

Special Abilities & Qualities **Carapace** The tarrasque's scales deflect cones, lines, rays, and magic missile spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Special Abilities & Qualities	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 21	Saving Throw Wisdom DC 22	Saving Throw Wisdom DC 126	Saving Throw Wisdom DC 27
Special Abilities & Qualities	Fightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

Regeneration No form of attack can suppress the tarrasque's regeneration-it regenerates even if disintegrated or slain by a death effect. If the tarrasque fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it has yet to be discovered. You are difficult to kill. You heal damage at 40 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Special Abilities & Qualities

Rush Once per minute for 1 round, the tarrasque can move at a speed of 150 feet. This also grants the creature advantage on Acrobatics checks for 1 round.

Standard Actions

Bite Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+13/15-00/x3 (27) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+19/15-00/x3 (33) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+15/15-00/x3 (33) piercing damage.	Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d6+17/15-00/x3 (45) piercing damage.
Claw Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d10+13 (18) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d10+19 (24) slashing damage.	Claw Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 1d12+15 (22) slashing damage.	Claw Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d6+17 (28) slashing damage.
Gore Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 1d8+13 (18) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d8+19 (24) piercing damage.	Gore Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 1d10+15 (20) piercing damage.	Gore Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 2d8+17 (26) piercing damage.
Spine Ranged weapon attack: +3 to hit, one target. Hit 2d8+9/x3 (18) bludgeoning damage.	Spine Ranged weapon attack: +3 to hit, one target. Hit 2d8+13/x3 (22) bludgeoning damage.	Spine Ranged weapon attack: +5 to hit, one target. Hit 2d10+15/x3 (26) bludgeoning damage.	Spine Ranged weapon attack: +6 to hit, one target. Hit 4d8+17/x3 (35) bludgeoning damage.
Tail Slap Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 3d6+13 (24) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+19 (30) bludgeoning damage.	Tail Slap Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 3d8+7 (20) bludgeoning damage.	Tail Slap Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 6d6+8 (29) bludgeoning damage.

Special Actions

Spines The tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine-all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.

Special Actions

Saving Throw DC 21 Damage 3d6	Saving Throw DC 22 Damage 5d6	Saving Throw DC 26 Damage 7d6	Saving Throw DC 27 Damage 8d6
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Swallow Whole The creature makes one Attack against a target at least one size category smaller than itself. 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, and it takes cold damage at the start of each of the creature's turns. 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.



TENGU



	Low	Moderate	Advanced	Elite
Terrain	Temperate Mountains or Urban			
Rarity	Uncommon			
Role	Skirmisher / Minion	Skirmisher / Minion	Skirmisher / Normal	Skirmisher / Normal
Organization	Solitary, Pair, or Conspiracy (3-12x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	10	35	83	144
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, unaligned	Medium humanoid, unaligned	Medium humanoid, unaligned	Large humanoid, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 15 (+2)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Draconic, Gnomish, Tengu			
Challenge	1	6	10	14
Special Abilities & Qualities	Sneaky Tengu gain advantage on Perception and Stealth checks.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Dagger Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p> <p>Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) piercing damage.</p>	<p>Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) bludgeoning damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage.</p> <p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7/19-00 (10) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+7/19-00 (10) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) piercing damage.</p> <p>Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10/19-00 (14) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d6+10/19-00 (14) bludgeoning damage.</p> <p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+9 (12) piercing damage.</p> <p>Shortbow Ranged weapon attack: +3 to hit, one target. Hit 1d8x3 (1) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	Dagger (4x); shortbow; arrows (20x)			



TIGER



	Low	Moderate	Advanced	Elite
Terrain	Any Forests			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Pair			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	46	79	135	185
Speed	40 ft.	40 ft.	45 ft.	45 ft.
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 21 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 17 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+6 (13) slashing damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



TIGER (DIRE)



Low

Moderate

Advanced

Elite

Terrain	Any Forests, Plains, or Swamps
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary or Pair
Treasure	None

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	55	85	123	248
Speed	40 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 20 (+5)	STR 20 (+5)	STR 20 (+5)	STR 24 (+7)
	DEX 13 (+1)	DEX 13 (+1)	DEX 13 (+1)	DEX 15 (+2)
	CON 15 (+2)	CON 15 (+2)	CON 15 (+2)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	6	10	14	18
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			



Low



Moderate



Advanced



Elite

**Standard
Actions**

Bite Melee weapon
attack: +6 to hit, reach
10 ft., one target. Hit
2d6+8 (15) piercing
damage.

Claw Melee weapon
attack: +6 to hit, reach
10 ft., one target. Hit
2d4+8 (13) slashing
damage.

Bite Melee weapon
attack: +5 to hit, reach 10
ft., one target. Hit 2d6+8
(15) piercing damage.

Claw Melee weapon
attack: +5 to hit, reach 10
ft., one target. Hit 2d4+8
(13) slashing damage.

Bite Melee weapon
attack: +5 to hit, reach
10 ft., one target. Hit
2d6+8/19-00 (15)
piercing damage.

Claw Melee weapon
attack: +5 to hit, reach
10 ft., one target. Hit
2d4+8 (13) slashing
damage.

Bite Melee weapon
attack: +6 to hit, reach
10 ft., one target. Hit
4d6+12/19-00 (26)
piercing damage.

Claw Melee weapon
attack: +6 to hit, reach
10 ft., one target. Hit
3d6+12 (22) slashing
damage.

**Legendary
Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



TOAD



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	6	17	54	118
Speed	5 ft.			
Size, Type, Alignment	Tiny beast, unaligned			
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)	STR 8 (-1)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 4 (-3)	CON 5 (-3)	CON 10 (+0)	CON 14 (+2)
	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 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	1	5	9	13
Special Abilities & Qualities	Amphibious The creature has the Aquatic subtype, but can survive indefinitely on land.			

TOAD (CELESTIAL)



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	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	1	28	51	101
Speed	5 ft.			
Size, Type, Alignment	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good	Tiny beast, neutral good
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 4 (-3)	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-			
Resistances	Acid, all physical attacks except evil			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Amphibious The creature has the Aquatic subtype, but can survive indefinitely on land.			

TOAD (FIENDISH)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
Organization	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	16	41	94
Speed	5 ft.	5 ft.	5 ft.	10 ft.
Size, Type, Alignment	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil	Tiny beast, neutral evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 5 (-3)	STR 10 (+0)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 4 (-3)	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 13 (+1)	WIS 13 (+1)	WIS 17 (+3)	WIS 17 (+3)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-	-	-	-
Resistances	Cold, all physical attacks except good			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Amphibious The creature has the Aquatic subtype, but can survive indefinitely on land.			

TOAD (GIANT)



	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests, Plains, or Swamps			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary, Pair, or Knot (3-12x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
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Hit Points	14	46	96	166
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Speed	30 ft. Swim 15 ft.			
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Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	17 (+3)	STR	17 (+3)	STR	20 (+5)	STR	22 (+6)
	DEX	11 (+0)	DEX	11 (+0)	DEX	16 (+3)	DEX	14 (+2)
	CON	14 (+2)	CON	14 (+2)	CON	17 (+3)	CON	19 (+4)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	6 (-2)	WIS	6 (-2)	WIS	10 (+0)	WIS	10 (+0)
	CHA	4 (-3)	CHA	4 (-3)	CHA	8 (-1)	CHA	8 (-1)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	-			
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Vulnerabilities	-			
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Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.
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Languages	-			
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Challenge	3	7	11	15
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Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Poison Skin A creature that strikes a giant toad with an unarmed strike or a natural weapon exposes itself to the toad's poisonous skin. Skin - contact; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Wisdom damage; cure 1 save. Ability damage suffered from this effect is recovered automatically following a long rest.			

Special Abilities & Qualities	Save DC 14; Damage 1d6	Save DC 15; Damage 2d6	Save DC 17; Damage 3d6	Save DC 19; Damage 4d6
	Swallow Whole The creature makes one bite Attack against a target at least one size category smaller than you. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone.			

Standard Actions	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) piercing damage.
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TREANT



Low

Moderate

Advanced

Elite

Terrain	Any Forest			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary or Grove (2-7x)			
Treasure	Standard			

Low

Moderate

Advanced

Elite

Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	59	123	204	293
Speed	30 ft.			

Size, Type, Alignment	Large plant, neutral good	Huge plant, neutral good	Huge plant, neutral good	Gargantuan plant, neutral good
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Ability Scores / Saves	STR	19 (+4)	STR	22 (+6)	STR	24 (+7)	STR	26 (+8)
	DEX	10 (+0)	DEX	6 (-2)	DEX	10 (+0)	DEX	8 (-1)
	CON	15 (+2)	CON	18 (+4)	CON	20 (+5)	CON	22 (+6)
	INT	10 (+0)	INT	10 (+0)	INT	14 (+2)	INT	14 (+2)
	WIS	14 (+2)	WIS	14 (+2)	WIS	17 (+3)	WIS	17 (+3)
	CHA	11 (+0)	CHA	11 (+0)	CHA	15 (+2)	CHA	15 (+2)

Saving Throws	-	-	-	-
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Resistances	all physical attacks except slashing			
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Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
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Vulnerabilities	Vulnerability to Fire			
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Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Common, Sylvan, Treant			
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Challenge	8	12	16	20
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Special Abilities & Qualities	Saving Throw	Dexterity DC 15	Saving Throw	Dexterity DC 18	Saving Throw	Dexterity DC 20	Saving Throw	Dexterity DC 22
	Damage	2d6	Damage	3d6	Damage	4d6	Damage	6d6

Trample As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 1d6+6 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Special Abilities & Qualities

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

Standard Actions

Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+10 (17) bludgeoning damage.

Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d10+10 (16) bludgeoning damage.

Rock Ranged weapon attack: -4 to hit, one target. Hit 2d6+13 (20) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9/19-00 (16) bludgeoning damage.

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

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11/19-00 (22) bludgeoning damage.

Rock Ranged weapon attack: -1 to hit, one target. Hit 2d6+21 (28) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d6+14/19-00 (28) bludgeoning damage.



Illustration 17: Treant

TROGLODYTE



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary, Pair, Clutch (3-6x), Squad (7-12x+), or Band (20-80x+)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	8	28	80	157
Speed	30 ft.			
Size, Type, Alignment	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 7 (-2)	DEX 7 (-2)	DEX 12 (+1)	DEX 10 (+0)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 9 ft.	Passive Perception +9, Darkvision 9 ft.	Passive Perception +11, Darkvision 9 ft.	Passive Perception +11, Darkvision 9 ft.
Languages	Draconic			
Challenge	2	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Stench You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Constitution save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.			

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

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

Club Ranged weapon attack: -3 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

Javelin Ranged weapon attack: -3 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

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.

Club Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.

Club Ranged weapon attack: -3 to hit, one target. Hit 1d6+1 (4) bludgeoning damage.

Javelin Ranged weapon attack: -3 to hit, one target. Hit 1d6+1 (4) bludgeoning 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.

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

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

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

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

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

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

Club Ranged weapon attack: -1 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.

Javelin Ranged weapon attack: -1 to hit, one target. Hit 1d6+6 (10) bludgeoning damage.

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

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

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

Club; javelin (4x)



TROLL



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Gang (2-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	70	114	205	293
Speed	30 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 18 (+4)	CON 18 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	14	18

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

Special Abilities & Qualities **Damage** 1d6 **Damage** 2d6 **Damage** 4d6 **Damage** 6d6
Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.

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

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.



Illustration 18: Troll

TROLL (SCRAG)



	Low	Moderate	Advanced	Elite
Terrain	Cold Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary or Gang (2-4x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	66	119	192	276
Speed	20 ft. Swim 40 ft.			
Size, Type, Alignment	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil	Huge humanoid, chaotic evil
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 20 (+5)	STR 22 (+6)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 18 (+4)	CON 19 (+4)	CON 21 (+5)	CON 23 (+6)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 7 (-2)	WIS 7 (-2)	WIS 11 (+0)	WIS 11 (+0)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +8, Darkvision 60 ft.	Passive Perception +8, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Giant			
Challenge	6	10	14	18

Special Abilities & Qualities **Amphibious** The creature can breathe air and/or water.

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Special Abilities & Qualities

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

Special Abilities & Qualities

Damage 1d6

Damage 2d6

Damage 3d6

Damage 4d6

Rend If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Standard Actions

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.

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

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

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+10 (17) slashing damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

-



UNICORN



U

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
Organization	Solitary, Mated Pair, or Blessing (3-6x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	38	81	145	218
Speed	60 ft.	60 ft.	65 ft.	65 ft.
Size, Type, Alignment	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Large monstrosity, chaotic good	Huge monstrosity, chaotic good
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 18 (+4)	WIS 18 (+4)	WIS 20 (+5)	WIS 20 (+5)
	CHA 19 (+4)	CHA 19 (+4)	CHA 21 (+5)	CHA 21 (+5)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Charm, Compulsion, poisoned			
Vulnerabilities	-			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
Languages	Common, Sylvan			
Challenge	4	8	12	16
Special Abilities & Qualities	Magical Strike A unicorn's gore attack is treated as a magic good weapon for the purposes of resistances and immunities.			
Special Abilities & Qualities	Magic Circle Against Evil This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Damage 1d6	Damage 2d6	Damage 3d6	Damage 4d6
	Powerful Charge When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			
Special Abilities & Qualities	Wild Empathy This works like the druid's wild empathy class feature, except the unicorn has advantage on the check.			
Standard Actions	Gore Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage. Hoof Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d3+2 (4) bludgeoning damage.	Gore Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage. Hoof Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage. Hoof Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	<i>cure wounds (3/day); detect evil and good (at will); light (at will); restoration (1/day)</i>			
Spellcasting	-			
Possessions	-			

VAMPIRE



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain	Any
Rarity	Rare
Role	Leader / Normal
Organization	Solitary or Family (1x+)
Treasure	Incidental

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Armor Class	18 (natural armor)	18 (natural armor)	19 (natural armor)	19 (natural armor)
Hit Points	56	109	193	250
Speed	30 ft., Spider Climb			

Sz/Typ/Align	Medium undead, CE	Medium undead, CE	Medium undead, CE	Medium undead, CE
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Ability Scores / Saves	STR	14 (+2)	STR	14 (+2)	STR	18 (+4)	STR	18 (+4)
	DEX	16 (+3)	DEX	16 (+3)	DEX	18 (+4)	DEX	18 (+4)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT	16 (+3)
	WIS	14 (+2)	WIS	14 (+2)	WIS	17 (+3)	WIS	17 (+3)
	CHA	20 (+5)	CHA	20 (+5)	CHA	22 (+6)	CHA	22 (+6)

Saving Throws	-	-	-	-
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Resistances	Cold, all physical attacks except magic and nonlethal damage and silver			
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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Vampire Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a Wisdom save. Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	Abyssal, Common, Draconic			
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Challenge	4	8	12	16
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Special Abilities & Qualities **Blood Drain** A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. Ability damage suffered in this manner must be recovered via restoration or more potent healing magic.

Special Abilities & Qualities **Change Shape** A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape II.

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

Special Abilities & Qualities **Shadowless** A vampire casts no shadows and shows no reflection in a mirror.

Special Abilities & Qualities

Children of the Night Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Special Abilities & Qualities

Create Spawn A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Standard Actions

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.
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Special Actions

Save Wisdom DC 17	Save Wisdom DC 18	Save Wisdom DC 20	Save Wisdom DC 21
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Dominare A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Wisdom save or fall instantly under the vampire's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Special Actions

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

Special Actions

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

Special Actions

Gaseous Form As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Special Actions

Save Dexterity DC 17 Damage 8d6	Save Dexterity DC 18 Damage 12d6	Save Dexterity DC 20 Damage 16d6	Save Dexterity DC 21 Damage 20d6
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Grasp of the Dead You can cause a swarm of skeletal arms to burst from the ground to rip and tear your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes slashing damage. Those caught in the area receive a Dexterity save for half damage. Those who fail the save are unable to move for 1 round. The skeletal arms are spectral and disappear after 1 round. The arms must burst up from a solid surface. You can use this ability once per day. This power has a range of 60 feet.

Special Actions

Grave Touch You can make a melee touch attack as a standard action that causes a living creature to become shaken for 8 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your sorcerer level. You can use this ability 13 times per day.

Special Actions

Incorporeal Form You can become incorporeal for 16 rounds. While in this form, you gain the incorporeal subtype. You only take half damage from corporeal sources as long as they are magic (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.

Spellcasting

Sorcerer (CL 6): <i>fog cloud; black spot; cloudkill; arcane eye; black tentacles; invisibility; animate dead; accursed glare; animate dead, lesser; dispel magic; fireball; vampiric touch; acid arrow; alter self; invisibility; scorching ray; web; false life; burning hands; disguise self; expeditious retreat; mage armor; magic missile; chill touch; acid splash; detect magic; disrupt undead; light; mage hand; mending; message</i>	Sorcerer (CL 8): <i>fog cloud; black spot; cloudkill; arcane eye; lightning bolt; black tentacles; invisibility; animate dead; accursed glare; animate dead, lesser; dispel magic; fireball; vampiric touch; acid arrow; alter self; invisibility; scorching ray; web; false life; burning hands; disguise self; expeditious retreat; mage armor; magic missile; chill touch; acid splash; detect magic; disrupt undead; light; mage hand; mending; message</i>	Sorcerer (CL 12): <i>fog cloud; contagion; black spot; cloudkill; arcane eye; lightning bolt; black tentacles; invisibility; animate dead; accursed glare; animate dead, lesser; dispel magic; fireball; vampiric touch; acid arrow; alter self; invisibility; scorching ray; web; false life; burning hands; disguise self; expeditious retreat; mage armor; magic missile; chill touch; acid splash; detect magic; disrupt undead; light; mage hand; mending; message</i>	Sorcerer (CL 16): <i>otto's irresistible dance; fire storm; forcecage; finger of death; fog cloud; contagion; black spot; cloudkill; arcane eye; lightning bolt; black tentacles; invisibility; animate dead; accursed glare; animate dead, lesser; dispel magic; fireball; vampiric touch; acid arrow; alter self; invisibility; scorching ray; web; false life; burning hands; disguise self; expeditious retreat; mage armor; magic missile; chill touch; acid splash; detect magic; disrupt undead; light; mage hand; mending; message</i>
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VAMPIRE SPAWN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	23	46	94	120
Speed	30 ft., Spider Climb			
Size, Type, Alignment	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	Cold, all physical attacks except silver			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Resurrection Vulnerability A raise dead or similar spell cast on a vampire spawn destroys it (Wisdom negates). Using the spell in this way does not require a material component.			
	Vampire Weaknesses Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a Wisdom save. Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.

**Low****Moderate****Advanced****Elite****Languages**

Common

Challenge**4****8****12****16****Special Abilities & Qualities**

Blood Drain A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. Ability damage suffered in this manner must be recovered via restoration or more potent healing magic.

Special Abilities & Qualities

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

Special Abilities & Qualities**Save** Wisdom DC 13**Save** Wisdom DC 14**Save** Wisdom DC 17**Save** Wisdom DC 18

Dominate A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Wisdom save or fall instantly under the vampire's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Special Abilities & Qualities

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

Standard Actions

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

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

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+12 (16) bludgeoning damage.

Special Actions

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 Actions

Gaseous Form As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Special Actions

Shadowless A vampire casts no shadows and shows no reflection in a mirror.

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



VARGOUILLE



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Normal
Organization	Pair, Cluster (3-6x), or Mob (7-12x)
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	12 5 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	27	57	113	190
Speed	Fly 30 ft. (Good)			
Size, Type, Alignment	Small fiend, neutral evil	Small fiend, neutral evil	Small fiend, neutral evil	Medium fiend, neutral evil
Ability Scores / Saves	STR 8 (-1)	STR 9 (-1)	STR 14 (+2)	STR 18 (+4)
	DEX 11 (+0)	DEX 11 (+0)	DEX 15 (+2)	DEX 13 (+1)
	CON 11 (+0)	CON 11 (+0)	CON 15 (+2)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Infernal			
Challenge	3	7	11	15

Special Abilities & Qualities **Aligned** Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

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

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 19

Kiss A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a Constitution save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires remove disease or a similar effect. The transformation is a disease effect. Ability damage suffered via this condition can only be recovered via restoration or more potent healing magic.

Special Abilities & Qualities**Saving Throw**

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 19

Poison Bite-injury; save Constitution; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save.

Special Abilities & Qualities**Saving Throw**

Constitution DC 12

Saving Throw

Constitution DC 13

Saving Throw

Constitution DC 16

Saving Throw

Constitution DC 19

Shriek Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a Constitution save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours.

Standard Actions**Bite** Melee weapon

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

Bite Melee weapon

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

Bite Melee weapon

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

Bite Melee weapon

attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.



Illustration 19: Vargouille

VEGEPYGMY



	Low	Moderate	Advanced	Elite
Terrain	Any Underground			
Rarity	Rare			
Role	Lurker / Minion			
Organization	Solitary, Gang (2-6x), or Tribe (7-30x+)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	6	32	74	147
Speed	30 ft.			
Size, Type, Alignment	Small plant, unaligned	Small plant, unaligned	Small plant, unaligned	Medium plant, unaligned
Ability Scores / Saves	STR 9 (-1)	STR 10 (+0)	STR 15 (+2)	STR 18 (+4)
	DEX 12 (+1)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-			
Resistances	all physical attacks except bludgeoning or slashing			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
Languages	Undercommon, Vegepygmy, Cannot Speak			
Challenge	1	6	10	14

Standard Actions	Longspear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/x3 (6) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d3 (4) slashing damage.	Longspear Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Longspear Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6x3 (1) piercing damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Longspear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/x3 (14) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.
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Low



Moderate



Advanced



Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions Longspear

VIOLET FUNGUS



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair or Grove (3-12x)
Treasure	Incidental

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	26	55	122	196
Speed	10 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 6 (-2)	DEX 6 (-2)	DEX 10 (+0)	DEX 8 (-1)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 14	Saving Throw Constitution DC 15	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Rot A creature struck by a violet fungus's tentacle must succeed on a Constitution save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. Ability damage suffered to this effect may be recovered following a long rest.			

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

VIPER



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Terrain	Any Temperate or Warm
Rarity	Common
Role	Lurker / Minion
Organization	Solitary / Companion
Treasure	None

☒ Low
☒ Moderate
☒ Advanced
☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	3	24	58	117
Speed	20 ft. Climb 20 ft. Swim 20 ft.			
Size, Type, Alignment	Tiny beast, unaligned	Tiny beast, unaligned	Tiny beast, unaligned	Small beast, unaligned
Ability Scores / Saves	STR 2 (-4)	STR 3 (-4)	STR 8 (-1)	STR 13 (+1)
	DEX 15 (+2)	DEX 15 (+2)	DEX 18 (+4)	DEX 17 (+3)
	CON 6 (-2)	CON 6 (-2)	CON 10 (+0)	CON 14 (+2)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 1 (-5)	CHA 1 (-5)	CHA 4 (-3)	CHA 4 (-3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	1	6	10	14
Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 11	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17
	Poison Injury; Save Constitution; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save. Ability damage suffered from this effect is restored following a long rest.			
Standard Actions	Bite Melee weapon attack: -5 to hit, reach 0 ft., one target. Hit 1d3+0 (2) piercing damage.	Bite Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 1d4+0 (2) piercing damage.	Bite Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.

D

Low

Moderate

Advanced

Elite

Legendary -

Actions

Innate -

Spellcasting

Spellcasting -

Possessions -

VULTURE



Low

Moderate

Advanced

Elite

Terrain

Warm Plains or Hills

Rarity

Common

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Flock (3-24x)

Treasure

None

Low

Moderate

Advanced

Elite

Armor Class **14** (natural armor) **14** (natural armor) **16** (natural armor) **16** (natural armor)

Hit Points **7** **37** **89** **158**

Speed 10 ft. Fly 50 ft. (Average)

Size, Type, Alignment

Small beast, unaligned

Small beast, unaligned

Small beast, unaligned

Medium beast, unaligned

Ability Scores / Saves

	Low	Moderate	Advanced	Elite
STR	10 (+0)	11 (+0)	16 (+3)	18 (+4)
DEX	11 (+0)	11 (+0)	15 (+2)	13 (+1)
CON	12 (+1)	12 (+1)	16 (+3)	18 (+4)
INT	1 (-5)	1 (-5)	1 (-5)	1 (-5)
WIS	11 (+0)	11 (+0)	15 (+2)	15 (+2)
CHA	5 (-3)	5 (-3)	9 (-1)	9 (-1)

Saving Throws

-

-

-

-

Resistances

-

Immunities

-

Vulnerabilities

-

Senses

Passive Perception +10, Darkvision 60 ft.

Passive Perception +10, Darkvision 60 ft.

Passive Perception +16, Darkvision 60 ft.

Passive Perception +17, Darkvision 60 ft.

Languages

-

Challenge

1

6

10

14

Standard Actions

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.

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

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

Legendary Actions

-

Innate Spellcasting

-

VULTURE (GIANT)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Warm Plains or Hills			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Flock (3-8x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	51	80	137	206
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Speed	10 ft. Fly 50 ft. (Average)			
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Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	18 (+4)	STR	18 (+4)	STR	21 (+5)	STR	24 (+7)
	DEX	13 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX	15 (+2)
	CON	16 (+3)	CON	16 (+3)	CON	18 (+4)	CON	20 (+5)
	INT	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	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	-	-	-	-
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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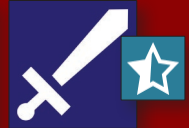
Languages	-	-	-	-
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Challenge	5	9	13	17
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Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Diseased Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease-much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain advantage on all saving throws against such ailments.			

Standard Actions	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+6 (16) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+11/19-00 (25) piercing damage.
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WASP (GIANT)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Group (3-6x), or Nest (7-19x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	34	68	121	200
Speed	20 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Large vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 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	-			
Immunities	psychic			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-			
Challenge	4	8	12	16
Special Abilities & Qualities	Saving Throw Constitution DC 15	Saving Throw Constitution DC 16	Saving Throw Constitution DC 18	Saving Throw Constitution DC 20
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			
Standard Actions	Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) piercing damage.	Sting Melee weapon attack: +3 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 1d8+10 (14) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.

U

WASP SWARM



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, Fury (3-6x), or Maelstrom (7-12x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	15 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
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Hit Points	9	32	73	139
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Speed	5 ft. Fly 40 ft. (Good)			
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Size, Type, Alignment	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned	Tiny vermin, unaligned
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Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 3 (-4)	STR 8 (-1)
	DEX 15 (+2)	DEX 11 (+0)	DEX 16 (+3)	DEX 14 (+2)
	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	Critical Hits, Flanking, psychic, Weapon Damage			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-			
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Challenge	4	7	11	15
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Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			

Special Abilities & Qualities	Saving Throw Constitution DC 10	Saving Throw Constitution DC 12	Saving Throw Constitution DC 15	Saving Throw Constitution DC 18
	Poison Swarm-injury; save Constitution; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. Ability damage suffered to this effect is restored following a long rest.			

Standard Actions	Swarm Melee weapon attack: -7 to hit, reach 0 ft., one target. Hit 1d10 (10) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 3d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
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WIGHT



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	27	50	105	146
Speed	30 ft.			
Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	-			
Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
Vulnerabilities	Resurrection Vulnerability			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16
Special Abilities & Qualities	<p>Create Spawn Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer disadvantage on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.</p>			
Special Abilities & Qualities	<p>Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.</p>			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Resurrection Vulnerability** A raise dead or similar spell cast on a wight destroys it (Wisdom save negates). Using the spell in this way does not require a material component.**Standard Actions****Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.**Slam** Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) bludgeoning damage.**Slam** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.**Slam** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.**Legendary Actions**

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

-



WIGHT (BRUTE)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	37	61	97	124
Speed	30 ft.			

Size, Type, Alignment	Large undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil
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Ability Scores / Saves	STR	19 (+4)	STR	20 (+5)	STR	20 (+5)	STR	20 (+5)
	DEX	12 (+1)	DEX	12 (+1)	DEX	12 (+1)	DEX	12 (+1)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	13 (+1)	INT	13 (+1)	INT	13 (+1)	INT	13 (+1)
	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)
	CHA	17 (+3)	CHA	17 (+3)	CHA	17 (+3)	CHA	17 (+3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	Resurrection Vulnerability			
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Common			
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Challenge	4	8	12	16
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Special Abilities & Qualities	<p>Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.</p>			
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Special Abilities & Qualities	<p>Resurrection Vulnerability A raise dead or similar spell cast on a wight destroys it (Wisdom save negates). Using the spell in this way does not require a material component.</p>			
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+10 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+12 (16) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



WIGHT (CAIRN)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	16 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	32	71	122	153
Speed	30 ft.			

Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
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Ability Scores / Saves	STR	14 (+2)	STR	15 (+2)	STR	16 (+3)	STR	18 (+4)
	DEX	14 (+2)	DEX	14 (+2)	DEX	14 (+2)	DEX	12 (+1)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	13 (+1)	INT	13 (+1)	INT	13 (+1)	INT	13 (+1)
	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)	WIS	15 (+2)
	CHA	17 (+3)	CHA	17 (+3)	CHA	17 (+3)	CHA	17 (+3)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	Resurrection Vulnerability			
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Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Common			
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Challenge	4	8	12	16
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Special Abilities & Qualities	<p>Create Spawn Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer disadvantage on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.</p>			
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Special Abilities & Qualities	<p>Energy Drain You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.</p>			
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**Low****Moderate****Advanced****Elite****Special Abilities & Qualities**

Resurrection Vulnerability A raise dead or similar spell cast on a wight destroys it (Wisdom save negates). Using the spell in this way does not require a material component.

Standard Actions

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.

Longsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

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

Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d819-00 (410) slashing damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

Longsword Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Legendary Actions

-

Innate Spellcasting

-

Spellcasting

-

Possessions

Longsword



WIGHT (FROST)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	28	60	119	159
Speed	30 ft.			
Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
Ability Scores / Saves	STR 10 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 9 (-1)	INT 9 (-1)	INT 13 (+1)	INT 13 (+1)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 13 (+1)	CHA 13 (+1)	CHA 17 (+3)	CHA 17 (+3)
Saving Throws	-			
Resistances	-			
Immunities	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned Resurrection Vulnerability			
Vulnerabilities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	Common			
Challenge	4	8	12	16

Special Abilities & Qualities **Create Spawn** Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer disadvantage on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

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

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

Special Abilities & Qualities

Resurrection Vulnerability A raise dead or similar spell cast on a wight destroys it (Wisdom save negates). Using the spell in this way does not require a material component.

Standard Actions

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

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

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Legendary Actions

-

Innate

-

Spellcasting**Spellcasting**

-

Possessions

Longsword



WILL-O'-WISP



	Low	Moderate	Advanced	Elite
Terrain	Any Swamp			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or String (3-4x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	19 (natural armor)	20 (natural armor)	21 (natural armor)
Hit Points	6	30	73	129
Speed	Fly 50 ft. (Perfect)			
Size, Type, Alignment	Tiny aberration, chaotic evil	Small aberration, chaotic evil	Small aberration, chaotic evil	Medium aberration, chaotic evil
Ability Scores / Saves	STR 1 (-5)	STR 1 (-5)	STR 4 (-3)	STR 8 (-1)
	DEX 24 (+7)	DEX 22 (+6)	DEX 24 (+7)	DEX 23 (+6)
	CON 4 (-3)	CON 8 (-1)	CON 12 (+1)	CON 16 (+3)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Magic			
Vulnerabilities	-			
Senses	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	Aklo, Common			
Challenge	5	9	13	17
Special Abilities & Qualities	Feed on Fear Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.			
Special Abilities & Qualities	Natural Invisibility Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Standard Actions	Shock Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Shock Melee weapon attack: -6 to hit, reach 5 ft., one target. Hit 2d8 (9) bludgeoning damage.	Shock Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 3d8 (10) bludgeoning damage.	Shock Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 4d8 (10) bludgeoning damage.
Legendary Actions	-	-	-	-
Innate Spellcasting	-	-	-	-
Spellcasting	-	-	-	-
Possessions	-	-	-	-



WOLF



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold or Temperate Forests			
Rarity	Common			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Pack (3-12x)			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	8	43	95	160
Speed	50 ft.	50 ft.	55 ft.	55 ft.
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 11 (+0)	STR 11 (+0)	STR 16 (+3)	STR 18 (+4)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 13 (+1)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	-	-	-	-
Vulnerabilities	-	-	-	-
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
Languages	-	-	-	-
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) piercing damage.	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8+1 (6) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.

W

WOLF (CINDER)



	Low	Moderate	Advanced	Elite
Terrain	Temperate or Warm Deserts			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Pack (5-24x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	20	47	111	186
Speed	50 ft.			
Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 22 (+6)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 3 (-4)	INT 3 (-4)	INT 7 (-2)	INT 7 (-2)
	WIS 14 (+2)	WIS 14 (+2)	WIS 17 (+3)	WIS 17 (+3)
	CHA 12 (+1)	CHA 12 (+1)	CHA 16 (+3)	CHA 16 (+3)
Saving Throws	-	-	-	-
Resistances	Fire			
Immunities	-			
Vulnerabilities	Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			
Senses	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Special Abilities & Qualities	Fast Healing You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+9 (16) piercing damage.



WOLF (DIRE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold or Temperate Forests
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Pack (3-8x)
Treasure	None

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	40	77	136	208
Speed	50 ft.			
Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 15 (+2)	CON 16 (+3)	CON 18 (+4)	CON 20 (+5)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 4 (-3)	CHA 4 (-3)	CHA 8 (-1)	CHA 8 (-1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	-			
Challenge	5	9	13	17
Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+6 (13) piercing damage.	Bite Melee weapon attack: +6 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 3d6+13/19-00 (24) piercing damage.

WOLF (TIMBER)



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests or Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Pack (3-20x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	20	70	134	222
Speed	30 ft.			
Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
Ability Scores / Saves	STR 18 (+4)	STR 18 (+4)	STR 21 (+5)	STR 21 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 19 (+4)
	CON 18 (+4)	CON 18 (+4)	CON 20 (+5)	CON 20 (+5)
	INT 2 (-4)	INT 2 (-4)	INT 6 (-2)	INT 6 (-2)
	WIS 16 (+3)	WIS 16 (+3)	WIS 18 (+4)	WIS 18 (+4)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+9 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+13 (18) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16/19-00 (23) piercing damage.



WOLLIPED



	Low	Moderate	Advanced	Elite
Terrain	Temperate Hills			
Rarity	Rare			
Role	Brute / Minion			
Organization	Solitary, Pair, or Herd (3-12x) / Companion			
Treasure	None			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	16	45	98	170
Speed	50 ft.			
Size, Type, Alignment	Medium companion, unaligned	Medium companion, unaligned	Medium companion, unaligned	Large companion, unaligned
Ability Scores / Saves	STR 12 (+1)	STR 13 (+1)	STR 17 (+3)	STR 20 (+5)
	DEX 14 (+2)	DEX 14 (+2)	DEX 17 (+3)	DEX 16 (+3)
	CON 10 (+0)	CON 10 (+0)	CON 14 (+2)	CON 17 (+3)
	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)	INT 1 (-5)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 2 (-4)	CHA 2 (-4)	CHA 6 (-2)	CHA 6 (-2)
Saving Throws	-			
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
Languages	-			
Challenge	2	6	10	14
Standard Actions	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Gore Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+4 (8) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9/19-00 (14) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+13/19-00 (20) piercing damage.



WOLVERINE



	Low	Moderate	Advanced	Elite
Terrain	Cold Forests			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	18	45	103	178
Speed	30 ft. Burrow 10 ft. Climb 10 ft.			

Size, Type, Alignment	Medium beast, unaligned	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned
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Ability Scores / Saves	STR	13 (+1)	STR	14 (+2)	STR	17 (+3)	STR	19 (+4)
	DEX	13 (+1)	DEX	13 (+1)	DEX	17 (+3)	DEX	16 (+3)
	CON	13 (+1)	CON	13 (+1)	CON	17 (+3)	CON	19 (+4)
	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)	INT	1 (-5)
	WIS	10 (+0)	WIS	10 (+0)	WIS	14 (+2)	WIS	14 (+2)
	CHA	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	12 (+1)

Saving Throws	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	-	-	-	-
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	-	-	-	-
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Challenge	3	7	11	15
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Special Abilities & Qualities	Rage A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.			
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Standard Actions	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+2 (6) piercing damage.	Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage.
	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.



WOLVERINE (DIRE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Forests			
Rarity	Common			
Role	Brute / Normal			
Organization	Solitary			
Treasure	None			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Armor Class	15 (natural armor)	15 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	38	80	140	233
Speed	30 ft. Burrow 10 ft. Climb 10 ft.			

Size, Type, Alignment	Large beast, unaligned	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned
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Ability Scores / Saves	STR	17 (+3)	STR	17 (+3)	STR	19 (+4)	STR	21 (+5)
	DEX	15 (+2)	DEX	15 (+2)	DEX	18 (+4)	DEX	17 (+3)
	CON	15 (+2)	CON	15 (+2)	CON	18 (+4)	CON	20 (+5)
	INT	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	-	-	-	-
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Resistances	-	-	-	-
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Immunities	-	-	-	-
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Vulnerabilities	-	-	-	-
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Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
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Languages	-	-	-	-
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Challenge	5	9	13	17
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Special Abilities & Qualities **Rage** A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Standard Actions	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9/19-00 (20) piercing damage.
	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.





	Low	Moderate	Advanced	Elite
Terrain	Temperate Forests or Plains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
Organization	Solitary, Pair, or Pack (3-11x)			
Treasure	Incidental			

	Low	Moderate	Advanced	Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	26	60	132	201
Speed	50 ft.			
Size, Type, Alignment	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 16 (+3)
	CON 11 (+0)	CON 11 (+0)	CON 16 (+3)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Goblin			
Challenge	4	8	12	16
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.



WORG (WINTER WOLF)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Forests or Plains
Rarity	Rare
Role	Skirmisher / Elite
Organization	Solitary, Pair, or Pack (6-11x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	18 (natural armor)
Hit Points	54	92	150	259
Speed	50 ft.			
Size, Type, Alignment	Large monstrosity, neutral evil	Large monstrosity, neutral evil	Large monstrosity, neutral evil	Huge monstrosity, neutral evil
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 21 (+5)
	DEX 11 (+0)	DEX 12 (+1)	DEX 16 (+3)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 21 (+5)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-	-	-	-
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Goblin			
Challenge	6	10	14	18
Special Abilities & Qualities	Saving Throw Dexterity DC 16	Saving Throw Dexterity DC 17	Saving Throw Dexterity DC 19	Saving Throw Dexterity DC 21
	Damage 3d6	Damage 4d6	Damage 6d6	Damage 8d6
	Breath Weapon 15' Cone of Cold: Cold damage, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.			
Special Abilities & Qualities	Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard
Actions**

Bite Melee weapon attack: +5 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+7 (14) piercing damage.

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

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



W

WRAITH



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Terrain	Any			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	None			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
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Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	48	90	145	195
Speed	Fly 60 ft. (Good)			

Size, Type, Alignment	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil
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Ability Scores / Saves	STR	10 (+0)	STR	10 (+0)	STR	10 (+0)	STR	10 (+0)
	DEX	14 (+2)	DEX	14 (+2)	DEX	17 (+3)	DEX	18 (+4)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	12 (+1)	INT	12 (+1)	INT	16 (+3)	INT	16 (+3)
	WIS	12 (+1)	WIS	12 (+1)	WIS	16 (+3)	WIS	16 (+3)
	CHA	18 (+4)	CHA	18 (+4)	CHA	20 (+5)	CHA	20 (+5)

Saving Throws	-	-	-	-
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Resistances	-			
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Immunities	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	Sunlight Powerlessness A wraith caught in sunlight cannot attack and is staggered.			
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Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
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Languages	Common, Infernal			
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Challenge	5	9	13	17
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Special Abilities & Qualities	Channel Resistance You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.			
	Lifesense A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.			

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Constitution DC 17	Constitution DC 18	Constitution DC 20	Constitution DC 21
Constitution Drain Creatures hit by a wraith's touch attack must succeed on a Constitution save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. Ability damage suffered to this effect can only be recovered via restoration or more potent healing magic.				

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

Create Spawn A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a disadvantage on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Special Abilities & Qualities

Incorporeal You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Standard Actions

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

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8 (8) bludgeoning damage.

Special Actions

Unnatural Aura Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Legendary Actions

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-



WYVERN



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Hills			
Rarity	Rare			
Role	Skirmisher / Elite			
Organization	Solitary, Pair, or Flight (3-65x)			
Treasure	Standard			

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	18 (natural armor)	18 (natural armor)
Hit Points	70	115	196	306
Speed	20 ft. Fly 60 ft. (Poor)			
Size, Type, Alignment	Large dragon, unaligned	Large dragon, unaligned	Large dragon, unaligned	Huge dragon, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 19 (+4)	STR 19 (+4)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 14 (+2)
	CON 16 (+3)	CON 16 (+3)	CON 18 (+4)	CON 18 (+4)
	INT 5 (-3)	INT 5 (-3)	INT 9 (-1)	INT 9 (-1)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 7 (-2)	CHA 7 (-2)	CHA 11 (+0)	CHA 11 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Magical unconscious, paralyzed			
Vulnerabilities	-			
Senses	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Draconic			
Challenge	7	11	15	19
Special Abilities & Qualities	Saving Throw Constitution DC 16	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19	Saving Throw Constitution DC 21
	Poison Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
Special Abilities & Qualities	Rake Against a grappled opponent, you may make two additional Claw attacks. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Standard Actions	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.</p> <p>Crush Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Wing Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+2 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.</p> <p>Crush Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+5 (16) bludgeoning damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) piercing damage.</p> <p>Wing Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.</p> <p>Crush Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Wing Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Crush Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+9 (23) bludgeoning damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.</p> <p>Wing Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p>
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



XILL



Low

Moderate

Advanced

Elite

Terrain	Any (Ethereal Plane)
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Gang (3-6x)
Treasure	Standard

Low

Moderate

Advanced

Elite

	Low	Moderate	Advanced	Elite
Armor Class	16 (natural armor, shield)	16 (natural armor, shield)	18 (natural armor, shield)	19 (natural armor, shield)
Hit Points	47	79	129	198
Speed	40 ft., Planewalk			
Size, Type, Alignment	Medium fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
Ability Scores / Saves	STR 15 (+2)	STR 15 (+2)	STR 18 (+4)	STR 20 (+5)
	DEX 16 (+3)	DEX 16 (+3)	DEX 18 (+4)	DEX 17 (+3)
	CON 12 (+1)	CON 12 (+1)	CON 16 (+3)	CON 18 (+4)
	INT 13 (+1)	INT 13 (+1)	INT 17 (+3)	INT 17 (+3)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 9 (-1)	CHA 9 (-1)	CHA 13 (+1)	CHA 13 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Common, Infernal			
Challenge	5	9	13	17

Special Abilities & Qualities **Aligned** Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.



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

Implant As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Constitution damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Special Abilities & Qualities

Multiweapon Mastery A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Special Abilities & Qualities

Saving Throw
Constitution DC 14

Saving Throw
Constitution DC 15

Saving Throw
Constitution DC 18

Saving Throw
Constitution DC 20

Paralysis You can render your victims immobile for 1d4 hours with a successful Bite attack; the victim may resist with a Constitution save.

Standard Actions

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

Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.

Shortsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.

Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

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

Shortsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) slashing damage.

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

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

Swortsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) slashing damage.

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

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

Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8/x3 (8) piercing damage.

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

Swortsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) slashing damage.

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.

Longbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/x3 (8) piercing damage.

Special Actions

Planewalk A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

Innate Spellcasting

-

Spellcasting

-

Possessions

Longbow; arrows (20x); shortsword; shield



XORN



	Low	Moderate	Advanced	Elite
Terrain	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
Organization	Solitary, Pair, or Cluster (3-6x)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
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Armor Class	17 (natural armor)	17 (natural armor)	18 (natural armor)	19 (natural armor)
Hit Points	66	109	186	269
Speed	20 ft. Burrow 20 ft., Earth Glide			

Size, Type, Alignment	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Medium monstrosity, unaligned	Large monstrosity, unaligned
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Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 20 (+5)
	DEX 8 (-1)	DEX 8 (-1)	DEX 12 (+1)	DEX 10 (+0)
	CON 15 (+2)	CON 15 (+2)	CON 18 (+4)	CON 20 (+5)
	INT 8 (-1)	INT 8 (-1)	INT 12 (+1)	INT 12 (+1)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws	-	-	-	-
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Resistances	Electricity, all physical attacks except bludgeoning			
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Immunities	Cold, Fire, Flanking			
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Vulnerabilities	-			
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Senses	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
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Languages	Common, Terran			
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Challenge	7	11	15	19
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Special Abilities & Qualities	All-Around Vision You can see in all directions at once. You cannot be flanked.			
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Special Abilities & Qualities	Earth Glide A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A move earth spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.			
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☒ Low**☒ Moderate****☒ Advanced****☒ Elite****Standard
Actions**

Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 4d6+3 (17) 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 4d8+4 (22) piercing damage.

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 4d8+6 (24) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.

Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 8d6+8 (36) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.



Illustration 21: Xorn

YELLOW MUSK CREEPER



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Temperate or Warm Forests or Underground
Rarity	Uncommon
Role	Lurker / Normal
Organization	Patch (1x+)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	16 (natural armor)
Hit Points	22	62	109	173
Speed	5 ft.			
Size, Type, Alignment	Medium plant, unaligned	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 14 (+2)	CON 14 (+2)	CON 17 (+3)	CON 19 (+4)
	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)	INT 10 (+0)
	WIS 9 (-1)	WIS 9 (-1)	WIS 13 (+1)	WIS 13 (+1)
	CHA 6 (-2)	CHA 6 (-2)	CHA 10 (+0)	CHA 10 (+0)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
Vulnerabilities	-			
Senses	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +9, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +11, Darkvision 60 ft., Tremorsense 30 ft.
Languages	-			
Challenge	3	7	11	15

Special Abilities & Qualities **Yellow Musk Creeper Zombie** As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie. Ability damage suffered in this manner is restored following a long rest.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Wisdom DC 14 Pollen Spray As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a ranged touch attack to strike the target (use the Tendril attack bonus), who must then succeed on a Wisdom save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain.	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 17	Saving Throw Wisdom DC 19
Standard Actions	Tendril Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.	Tendril Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Tendril Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.	Tendril Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



YETH HOUND



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any
Rarity	Rare
Role	Brute / Normal
Organization	Solitary, Pair, or Pack (6-11x)
Treasure	Incidental

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	15 (natural armor)	15 (natural armor)	16 (natural armor)	17 (natural armor)
Hit Points	31	63	105	175
Speed	40 ft. Fly 60 ft. (Good)			
Size, Type, Alignment	Medium fiend, neutral evil	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil
Ability Scores / Saves	STR 15 (+2)	STR 16 (+3)	STR 18 (+4)	STR 21 (+5)
	DEX 13 (+1)	DEX 13 (+1)	DEX 17 (+3)	DEX 15 (+2)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 18 (+4)
	INT 4 (-3)	INT 4 (-3)	INT 8 (-1)	INT 8 (-1)
	WIS 12 (+1)	WIS 12 (+1)	WIS 16 (+3)	WIS 16 (+3)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	all physical attacks except silver			
Immunities	-			
Vulnerabilities	-			
Senses	Passive Perception +11, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Abyssal, Cannot Speak			
Challenge	4	8	12	16

Special Abilities & Qualities **Aligned** Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.

Special Abilities & Qualities	Saving Throw	Saving Throw	Saving Throw	Saving Throw
	Wisdom DC 13	Wisdom DC 14	Wisdom DC 17	Wisdom DC 19
Bay	When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a Wisdom save or become panicked for 2d4 rounds. This is a sonic mindaffecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Abilities & Qualities	Saving Throw Constitution DC 13	Saving Throw Constitution DC 14	Saving Throw Constitution DC 17	Saving Throw Constitution DC 19
	Sinister Bite A yeth hound's bite is treated as evil-aligned for the purpose of overcoming resistances. In addition, a good-aligned creature bitten by a yeth hound must make a Wisdom save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect.			
Standard Actions	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+13 (20) piercing damage.
Legendary Actions	-			
Innate Spellcasting	-			
Spellcasting	-			
Possessions	-			



YETI



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Cold Mountains
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary, Pair, or Tribe (3-8x)
Treasure	Standard

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Armor Class	16 (natural armor)	16 (natural armor)	17 (natural armor)	17 (natural armor)
Hit Points	49	82	151	246
Speed	40 ft. Climb 30 ft.			
Size, Type, Alignment	Large monstrosity, unaligned	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned
Ability Scores / Saves	STR 17 (+3)	STR 17 (+3)	STR 20 (+5)	STR 22 (+6)
	DEX 10 (+0)	DEX 10 (+0)	DEX 14 (+2)	DEX 12 (+1)
	CON 13 (+1)	CON 13 (+1)	CON 17 (+3)	CON 19 (+4)
	INT 7 (-2)	INT 7 (-2)	INT 11 (+0)	INT 11 (+0)
	WIS 10 (+0)	WIS 10 (+0)	WIS 14 (+2)	WIS 14 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)
Saving Throws	-	-	-	-
Resistances	-			
Immunities	Cold			
Vulnerabilities	Vulnerability to Fire			
Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
Languages	Aklo			
Challenge	6	10	14	18
Special Abilities & Qualities	Damage 1d4	Damage 1d6	Damage 2d4	Damage 2d6
Special Abilities & Qualities	Cold A yeti's body generates intense cold, dealing cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.			
Special Abilities & Qualities	Saving Throw Wisdom DC 14	Saving Throw Wisdom DC 15	Saving Throw Wisdom DC 18	Saving Throw Wisdom DC 20
Special Abilities & Qualities	Frightful Gaze Creatures within 30 feet that meet a yeti's gaze must succeed on a Wisdom save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 3d6**Damage** 4d6**Rend** If you hit with two or more natural attacks in 1 round, you can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.**Special Abilities & Qualities****Vulnerability to Fire** You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure**Standard Actions****Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage.**Claw** Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+5 (10) slashing damage.**Claw** Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7 (12) slashing damage.**Claw** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+9 (16) slashing damage.**Legendary Actions**

-

Innate

-

Spellcasting

-

Spellcasting

-

Possessions

-

ZOMBIE



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Uncommon
Role	Brute / Minion
Organization	Any
Treasure	None

Low

Moderate

Advanced

Elite

Armor Class	14 (natural armor)	14 (natural armor ⁴)	16 (natural armor ⁵)	18 (natural armor ⁶)
Hit Points	14	35	75	106
Speed	30 ft.			

Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
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Ability Scores / Saves	STR	15 (+2)	STR	16 (+3)	STR	18 (+4)	STR	21 (+5)
	DEX	8 (-1)	DEX	8 (-1)	DEX	12 (+1)	DEX	10 (+0)
	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)	CON	10 (+0)
	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)	INT	10 (+0)
	WIS	8 (-1)	WIS	8 (-1)	WIS	12 (+1)	WIS	12 (+1)
	CHA	8 (-1)	CHA	8 (-1)	CHA	12 (+1)	CHA	12 (+1)

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

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

Vulnerabilities -

Senses	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
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Languages -

Challenge	2	6	10	14
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Special Abilities & Qualities **Staggered** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Standard Actions	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+12 (16) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+17 (22) bludgeoning damage.
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ZOMBIE (JUJU)



	Low	Moderate	Advanced	Elite
Terrain	Any			
Rarity	Uncommon			
Role	Brute / Minion			
Organization	Any			
Treasure	None			

	Low	Moderate	Advanced	Elite
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Armor Class	16 (natural armor)	14 (natural armor ₆)	16 (natural armor ₈)	18 (natural armor ₈)
Hit Points	19	54	102	129
Speed	30 ft.			

Size, Type, Alignment	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil
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Ability Scores / Saves	STR 16 (+3)	STR 17 (+3)	STR 19 (+4)	STR 20 (+5)
	DEX 17 (+3)	DEX 17 (+3)	DEX 19 (+4)	DEX 19 (+4)
	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)	CON 10 (+0)
	INT 6 (-2)	INT 6 (-2)	INT 10 (+0)	INT 10 (+0)
	WIS 11 (+0)	WIS 11 (+0)	WIS 15 (+2)	WIS 15 (+2)
	CHA 8 (-1)	CHA 8 (-1)	CHA 12 (+1)	CHA 12 (+1)

Saving Throws	-			
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Resistances	Fire, all physical attacks except magic and slashing			
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Immunities	Cold, diseased, Electricity, exhaustion, fatigued, Magic Missile, psychic, paralyzed, poisoned, unconscious, stunned			
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Vulnerabilities	-			
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Senses	Passive Perception +10, Darkvision 60 ft.	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
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Languages	Common			
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Challenge	2	6	10	14
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Special Abilities & Qualities	Evasion You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.			
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Standard Actions	Swortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+19-00 (310) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8 (10) bludgeoning damage.	Swortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+19-00 (310) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.	Swortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+13 (16) bludgeoning damage.	Swortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+9/19-00 (12) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+13 (16) bludgeoning damage.
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