

# Monsters of Aquilae

Volume **I**

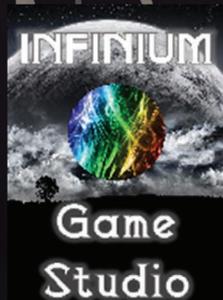
*Abyssal Devourer to Festering Slime*



A Fantasy Roleplaying Supplement  
by J. Evans Payne



**FlexTale**



# Colophon

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

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

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# Dedication

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

## Foreward

What D&D geek hasn't longed to create their own monsters?  
What DM hasn't home-brewed some beasties?

**Monsters of Aquilae** was born of a desire to breathe monstrous life into the titular Realm, the campaign setting in which Infinium Game Studio adventures take place in by default.

What you hold in your hands, or see before you, is the tip of the iceberg, really: *Aquilae* is designed by the gods to be a bit of a breeding ground, a natural melting pot, and a visceral source of creature monstrosities.

As with all IGS products, the desire here is to create adventure content that can be enjoyed across a wide range of PC levels and adventure difficulties.

Here's hoping your gaming table has some fun with these new beasties.

J. Evans Payne  
Malvern, Pennsylvania  
February 2021

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# About Infinium Game Studio

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

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

## Values and Key Differences

### Plays Well With Everyone

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

### Comprehensive and Immersive

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

### Everything You Need

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

### Maps: Where Are We, Again?

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

### Pervasive Maps

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

### Prepared for Anything

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

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

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

### Flexible

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

### Reusable

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

FlexTale and Comprehensive Design enable this flexibility and reusability.

### Production Quality

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

# FlexTale

## What is FlexTale?

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

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



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

### Dynamic Content

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

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

## FlexTables

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

### A Traditional RPG Lookup Table

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

**Table 1: Traditional Lookup Table**

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

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

### The FlexTable Difference

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

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

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

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

## Contexts

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

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

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

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

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

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

**FlexTable 1: Sample Treasure Chest Contents**

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

represent the soured atmosphere.

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

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

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

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

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



# Introduction

## What Is This Book?

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

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

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

## Strengths

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

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

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

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

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

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

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

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

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

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

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

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

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

## When to Use This Book

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

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

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

## What This Book is NOT

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

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

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

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

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

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

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

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

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

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

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

## Weaknesses: When NOT to Use This Book

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

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

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

## How to Use This Book

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

you!

## With FTEG

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

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

## With IGS Adventures

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

## With Other Published Adventure Content

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

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

## With Homebrew Content

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

## Rarity

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

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

## Occurrences

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

## Challenge Rating

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

impossible to create CR-compliant listings for each monster.

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

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

## Common Creature Features

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

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

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

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

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

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

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

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

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

drink, require rest, breathe, and so on.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Notes & Conventions

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

### Player Descriptive Text

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

### GM-Only Notes

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

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

### Designer's Soapbox

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

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

## Quests

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

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

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

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

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

 **Locations:** Bar.

 **Key NPCs:** Bartender.

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

 **Description:**

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

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

## Obstacles

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

### Locked Secret Door (example)

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

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

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

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

## Skill Checks

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

Some PCs may have insight into the Blacksmith's wealth;

make a  DC 12 **Knowledge (Profession)** check.

## Skill Challenges

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

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

### Falling Timbers (example)

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

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

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

## Rewards

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

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

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

### Secret Closet Chest

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

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

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

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

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

## Traps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/or to

disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

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

### ♂ Acid Arrow Chest Trap

Type Magic; Trigger Touch; Reset none

✗ Perception DC 18; Disable Device DC 20

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

✗ Perception DC 20; Disable Device DC 22

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

✗ Perception DC 22; Disable Device DC 24

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

✗ Perception DC 24; Disable Device DC 22

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

## Items

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

### 📖 Adventurer's Chronicle (example)

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

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

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

## NPCs and Monsters

Crunch time!

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

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

## Variable Challenge

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

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

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

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

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

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

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

## Experience Points and Reward Nuggets

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

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

### I Want Candy

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

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or

other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

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

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

## Candy as XP

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

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

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

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

Namely: to have fun!

## Reward Stars: The Formalized Approach

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

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

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

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming**

**obstacles.**

- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

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

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

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

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

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

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

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

## Stay In Character... Or Else

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

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

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

## Converting Reward Stars to XP

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

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

On some occasions, you may instead have granted **Reward**

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

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

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

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

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

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

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

## “Quadded” Stat Blocks

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

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

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

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

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

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

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

## Quadded Challenge Blocks

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

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

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

### Locked Secret Wooden Door

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

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

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

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



# The Campaign World

## Overview

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

Table 4: Combat Targeting Summary

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

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

## Combat Targeting

In many circumstances, you can simply use the Outcome to dictate the current round’s worth of behavior for a given creature. During most combat, a creature’s current target does not change round-to-round.

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

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

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

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

## Simple AI Rules

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

### Advantages & When to Use

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

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

### Limitations

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

### Simple AI Outcome Table

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

*Table 5: Simple AI Outcomes*

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

## Simple AI Targets

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

*Table 6: Simple AI Targeting*

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

## Full AI Rules

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

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

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

### Advantages & When to Use

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

### Limitations

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

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

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

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

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

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

## Additional Factors: Role & Stance

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

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

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

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

## Combat Roles

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

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

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

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

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

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

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

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

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

### Combat Role Summary

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

Table 7: Combat Roles

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

## Combat Role Variations

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

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

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

Table 8: Combat Role Variations

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

## Combat Stances

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

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

## Combat Stance Summary

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

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

Table 9: Combat Stances

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

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

FlexContent

### When to Apply Each Stance

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

## FlexAI & FlexTable Listing

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

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

## Advanced AI Rules

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

### Advantages & When to Use

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

### Limitations

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

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

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

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

## Surges & Lulls

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

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

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

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

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

[www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG](https://www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG)).

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

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

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

## Combat Surges

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

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

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

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

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

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

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

## Types of Surge

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

## Attack Surges

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

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

## Damage

The creature's attacks inflict additional damage.

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

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

## Init

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

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

## Move

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

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

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

## Impact / Impact Dice

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

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

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

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

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

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

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

## DC

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

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

## Range

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

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

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

## AC

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

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

## Combat Surge Summary

Table 10: Combat Surges

Outcome	Minor Surge	Major Surge
 <b>Attack Main</b>	 +1 Attack	 +2 Attack
	 +2 Attack	 +4 Attack
	 +3 Attack	 +5 Attack
	 +4 Attack	 +6 Attack

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

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 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.

## Combat Lull Summary

Table 11: Combat Lulls

Outcome	Minor Lull	Major Lull
 <p><b>Attack Main</b></p>	 -1 Attack  -2 Attack  -3 Attack  -4 Attack	 -2 Attack  -4 Attack  -5 Attack  -6 Attack
 <p><b>Attack Secondary</b></p>	 -1 Attack  -2 Attack  -3 Attack  -4 Attack	 -2 Attack  -4 Attack  -5 Attack  -6 Attack
 <p><b>Maneuver</b></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><b>Use / Defend</b></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><b>Ability</b></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><b>Flee</b></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.



Illustration 1: Abyssal Devourer

# ABYSSAL DEVOURER



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any Underground			
<b>Rarity</b>	Rare			
<b>Role</b>	Lurker / Elite			
<b>Organization</b>	Solitary, Brood (2-6x), or Tribe (7-16x)			
<b>Treasure</b>	Double			

## Overview

### Description

Gaunt, nearly skeletal humanoid forms appear to flicker in and out of reality, phasing through some darker realm to momentarily appear forebodingly in our own.

### Lore

**Common Lore (no check required):** Creatures from the void roam the dark depths of mountains, seeking to slay anything living.

**Expanded Lore:** Abyssal Devourers hate life, and can sense the presence of it. Few detected by a Devourer live to tell the tale once they are discovered.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

### Environment

Tend to haunt the darkest, deepest regions of mountains, caverns, and even manmade structures such as dungeons and mines.

## Encounter Behavior

### Combat

The creature will move toward the closest living creature and attack it until it is destroyed. It fights with a mindless hatred of all life and will never be routed unless forced to do so with magic or other effect that physically prevents it from attacking.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Miners have been disappearing from the depths; the PCs are enlisted to seek out the cause.
- Legend tells of a formidable opponent dwelling in the dark places under a nearby mountain; adventuring parties have sought it out, never to return. Are the PCs up to the challenge of seeming certain doom?

## Actions & Special Qualities

**Voided Presence (Aura):** Range 30', DC 14 / 16 / 18 / 20, failure means **Shaken** for duration of encounter; when one suffering makes a successful strike or successfully targets with a spell or effect, may attempt another check to overcome the effect. Those who succeed in a check against the creature's Voided Presence are immune to it for the duration of the encounter.

**Lifesense 120'**

**Void Soul:** Once per encounter per opponent, following a successful melee strike, may attempt to attack the target's soul directly. The victim must make a Constitution save of DC equal to 12, plus 1 per point of damage the target suffered this round from the creature. Success has no further effect; failure means the victim suffers 1 Negative Level.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>93</b>	<b>193</b>	<b>289</b>	<b>385</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Small aberration, chaotic evil	Small aberration, chaotic evil	Medium aberration, chaotic evil	Medium aberration, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 15 (+2)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except adamantite and magic			
<b>Immunities</b>	Fire, psychic			
<b>Vulnerabilities</b>	Vulnerable to Protection from Evil			
<b>Senses</b>	Passive Perception +12, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	Undercommon, Cannot Speak, Telepathy 100 ft.			
<b>Challenge</b>	<b>8</b>	<b>14</b>	<b>20</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 4d8	<b>Damage</b> 6d8	<b>Damage</b> 8d8	<b>Damage</b> 12d8
	<p><b>Body Thief</b> As a full-round action that provokes an attack of opportunity, an Abyssal 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 Abyssal 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 Abyssal Devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the Abyssal 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 Abyssal 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 Abyssal Devourer, and if the host body is slain, the Abyssal Devourer emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			
<b>Standard Actions</b>	Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6 19-00 (4) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Legendary  
Actions** -

**Innate  
Spellcasting** *confusion (single target only) (at will); cure wounds (3/day); monster (at will); globe of invulnerability (3/day); inflict wounds (at will); invisibility (at will); reduce person (self only) (at will)*

**Spellcasting** -

**Possessions** -



Illustration 2: The Accursed

# ACCURSED, THE



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Gang (1+)
Treasure	Standard

## Overview

wander off in a random direction.

## Description

Accursed are humanoids of all flavors who are fallen from their normal race, typically due to an occult procedure or evil ritual gone terribly wrong. They are cursed, doomed, and their flesh has begun to rot, but they are not truly dead, and therefore not truly undead either.

## Lore

**Common Lore (no check required):** There are those who are doomed to walk the earth in a fateful trance, not quite dead, but not quite fully alive either.

**Expanded Lore:** Accursed are humanoids, fallen from the normal features of their race, warped from an evil ritual gone astray. They seek the living to enact their hateful revenge.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Accursed are drawn to wherever there are living creatures. They frequent ruins, urban settings, and rural farmlands in their quest of hate.

## Encounter Behavior

## Combat

Accursed will seek out the nearest living creature and attack it until it is dead, and then repeat the tactic until they are out of living targets or they themselves are destroyed. They will never flee a combat if they sense living creatures, but if such presence is hidden from them, they will lose interest and

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

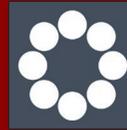
- Rural farms are “going dark” one after the other, with the farmers and their livestock sliced open from weapon or claw attacks. Can the PCs prevent further destruction?
- Dark tales tell of thieves in the night who stalk alleyways. They seem to seek not the purses, but the very lives, of the living and breathing.

## Actions & Special Qualities

- Accursed Aura:** Range 30'. Those affected are aware of a dread, doomed presence in the vicinity of the Accursed, who takes a -4 penalty on Stealth, Bluff, and Sleight of Hand checks due to their notable existence. Those seeking to target the Accursed with an attack or other effect take a -1 penalty to do so if they are within this range, as their natural inclination will be to avoid the creature altogether.
- Lifehate:** The more life a target has, the greater the Accursed's hatred grows. Against opponents with a higher Constitution than they have, Accursed gain a +1 competence bonus on attack and damage rolls, and on skill or ability checks related to that target.
- Vengeful Vitality:** An Accursed's vitality grows after felling a living creature. Each time they drop an opponent to 0 or fewer hit points, they gain 1d8 hit points, and their maximum hit point value increases by this amount as well.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>41</b>	<b>91</b>	<b>164</b>	<b>217</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium humanoid, chaotic neutral	Medium humanoid, chaotic neutral	Large humanoid, chaotic neutral	Large humanoid, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 7 (-2)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 11 (+0)</b>	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	Light Blindness			
<b>Senses</b>	Passive Perception +9	Passive Perception +15	Passive Perception +16	Passive Perception +18
<b>Languages</b>	Dark Folk, Undercommon			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 18
	<b>Death Throes</b> When an Accursed is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A Dexterity save halves this damage. An Accursed's gear and treasure are unaffected by this explosion.			
<b>Special Abilities &amp; Qualities</b>	<b>Light Blindness</b> You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.			
<b>Special Abilities &amp; Qualities</b>	<b>See in Darkness</b> Dark Folk can see perfectly in darkness of any kind, including that created by magical darkness.			
<b>Standard Actions</b>	Shortsword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6 19-00 (4) slashing damage.	Shortsword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6 19-00 (4) slashing damage.	Shortsword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11/17-00 (16) bludgeoning damage.	Shortsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13/17-00 (18) bludgeoning damage.

# ACID ELEMENTAL



Low

Moderate

Advanced

Elite

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

## Overview

### Description

A variably-coalescing haze of mists that hurts the eye to look at, let alone be absorbed by. Fine motes of moisture ambient in the air about the phenomenon appear to sizzle and burst on contact with the gruesome haze.

### Lore

**Common Lore (no check required):** Typically born of alchemical accident, Acid Elementals may be found in laboratories or dungeons..

**Expanded Lore:** Acid Elementals are either created on purpose as guards or warriors, or by accident, via alchemical mistake. In both cases, they are loyal to their creators.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

### Environment

Alchemical laboratories, dungeons, or lairs; Acid Elementals rarely wander (or are told to wander) far from their place of creation.

## Encounter Behavior

### Combat

On their own, Acid Elementals will attack any creature they become aware of who is not their master, fighting to the death. Under the direction of their master, they will attack or not in response to explicit verbal direction.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Rival apothecaries in town have been destroyed, one after the other. Burnt and corroded equipment and buildings are all that remain. Can the PCs investigate?
- Neighbors of a nearby potion laboratory have complained of an acrid smell that burns the nostrils, far beyond what they are typically used to in this proximity.

## Actions & Special Qualities

- Acidic Mist:** Range 15', Creatures in the aura take 1d6 acid damage per round; DC 14 / 16 / 18 / 20 Constitution save to halve damage.
- Acid Blast:** Treat this as a breath weapon in the shape of a cone, with a range of 30'. A DC 15 / 17 / 19 / 23 Dexterity save halves the 2d8 acid damage.
- Corrode:** Against anything more vulnerable than stone or metal, the Acid Elemental can pour itself onto a surface or item and attempt to dissolve it. This takes 1 round per full 2.5' of substance.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>45</b>	<b>114</b>	<b>206</b>	<b>259</b>
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large elemental, chaotic neutral	Large elemental, chaotic neutral	Huge elemental, chaotic neutral	Huge elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 4 (-3)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Air Mastery</b> Airborne creatures suffer disadvantage on attack and damage rolls against an Acid Elemental.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 12	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19
	<p><b>Whirlwind</b> You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Slam Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d8+1 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+9 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10 (20) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# ACID ELEMENTAL (ELDER)



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

## Overview

### Description

A variably-coalescing haze of mists that hurts the eye to look at, let alone be absorbed by. Fine motes of moisture ambient in the air about the phenomenon appear to sizzle and burst on contact with the gruesome haze.

### Lore

**Common Lore (no check required):** Typically born of alchemical accident, Acid Elementals may be found in laboratories or dungeons..

**Expanded Lore:** Acid Elementals are either created on purpose as guards or warriors, or by accident, via alchemical mistake. In both cases, they are loyal to their creators.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

### Environment

Alchemical laboratories, dungeons, or lairs; Acid Elementals rarely wander (or are told to wander) far from their place of creation.

## Encounter Behavior

### Combat

On their own, Acid Elementals will attack any creature they become aware of who is not their master, fighting to the death. Under the direction of their master, they will attack or not in response to explicit verbal direction.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Rival apothecaries in town have been destroyed, one after the other. Burnt and corroded equipment and buildings are all that remain. Can the PCs investigate?
- Neighbors of a nearby potion laboratory have complained of an acrid smell that burns the nostrils, far beyond what they are typically used to in this proximity.

## Actions & Special Qualities

- Acidic Mist:** Range 15', Creatures in the aura take 1d6 acid damage per round; DC 16 / 18 / 20 / 22 Constitution save to halve damage.
- Acid Blast:** Treat this as a breath weapon in the shape of a cone, with a range of 30'. A DC 18 / 20 / 22 / 24 Dexterity save halves the 2d8 acid damage.
- Corrode:** Against anything more vulnerable than stone or metal, the Acid Elemental can pour itself onto a surface or item and attempt to dissolve it. This takes 1 round per full 2.5' of substance.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>80</b>	<b>159</b>	<b>259</b>	<b>340</b>
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large elemental, chaotic neutral	Huge elemental, chaotic neutral	Huge elemental, chaotic neutral	Huge elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 20 (+5)</b>	<b>DEX 21 (+5)</b>	<b>DEX 23 (+6)</b>	<b>DEX 23 (+6)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>10</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Air Mastery</b> Airborne creatures suffer disadvantage on attack and damage rolls against an acid elemental.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 12	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19
	<p><b>Whirlwind</b> You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base, A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Dexterity save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second Dexterity save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Dexterity save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind suffer disadvantage on Dexterity-related checks and on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.</p>			
<b>Standard Actions</b>	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d8+7 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+10 (24) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+11 (24) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# ALACRITERN



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Cold Coastlines			
<b>Rarity</b>	Uncommon			
<b>Role</b>	Skirmisher / Minion			
<b>Organization</b>	Solitary, Pair, or Flock (3-20x)			
<b>Treasure</b>	None			

## Overview

### Description

A swift-winged, icy bird born of the cold and happiest in arctic climes.

### Lore

**Common Lore (no check required):** Some birds are much swifter than others.

**Expanded Lore:** Long sought after as possible message couriers, Alacriterns are coastal birds capable of very rapid sustained flight.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Alacriterns live on coastlines, though they venture into any terrain inland in search of food.

## Encounter Behavior

### Combat

Alacriterns will typically avoid fighting, escaping using their speed. If forced into combat, they will dive and dip out of harm's way if possible.

They loathe all other forms of avian life, and will attack any flying creature if they are aware of them.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- An alacritern becomes aware of a PC's familiar or animal companion, and attacks it.
- An NPC's familiar or animal companion has been attacked and/or slain by a mysteriously rapid bird; the PCs are asked to investigate or enact revenge.

### Actions & Special Qualities

- Swift Flight:** The Alacritern is capable of very rapid sustained overland flight. If it makes no more than a 15 degree turn each round, and takes no other actions, it may quintuple (5x) its Fly speed for up to 3 hours total time each day.
- Darting Dive:** Once every 3 rounds, an Alacritern may take its full Fly move, attack, and take another full Fly move, without provoking opportunity attacks along this entire movement.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>10</b>	<b>45</b>	<b>103</b>	<b>144</b>
<b>Speed</b>	10 ft. Fly 40 ft. (Clumsy)			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 4 (-3)	<b>STR</b> 8 (-1)	<b>STR</b> 18 (+4)	<b>STR</b> 18 (+4)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 19 (+4)	<b>DEX</b> 20 (+5)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 3 (-4)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Standard Actions</b>	Bite Melee weapon attack: -4 to hit, reach 5 ft., one target. Hit 1d6+0 (4) piercing damage.	Bite Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d8 (8) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# ALCOVE THING



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	Standard

## Overview

### Description

A huddled humanoid, or a shadow thereof—it's difficult to tell what an Alcove Thing truly is. Ever lurking in the depths of shadows, it haunts out of the way man-made places of all manner and background. Typically created as guardians of final resting places or treasure caches through dark preparation, Alcove Things are the embalmed, undead remains of servants or slaves, set on eternal watch duty.

### Lore

**Common Lore (no check required):** Slaves of powerful evil kings are sometimes set to eternal guard duty over the remains of their masters..

**Expanded Lore:** Alcove Things are humanoid guards of treasure caches and coffins, set to this duty through dark ritual by evil leaders and necromantic advisors.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Alcove Things always guard a thing or place, and do not venture from this duty. The target of their guard is typically a coffin, sepluchre, or treasure cache, usually in ruins but potentially in urban settings or even dungeons or caverns or lairs.

## Encounter Behavior

### Combat

Alcove Things will fight to the death any living creature that ventures within their senses. They will pursue such

intruders, but only up to 100' from the center of their guard duty, after which they will return to their normal watch. When not actively fighting, an Alcove Thing will lurk in shadows, waiting and guarding. It is extremely unusual to encounter an Alcove Thing that is not already hidden; nearly everyone encountering them is surprised by their presence.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Legend tells of a long-dead king whose body and treasure are guarded by undead servants. Are the PCs brave enough to seek the loot?

Through bizarre ritual, a group of Alcove Things has been set to guard an ordinary gravesite, on which a house has been built in ignorance of the grisly history of the earth beneath. The current owners were renovating their basement, and inadvertently set the Things free. Only one family member escaped alive, and asks the party's assistance in investigating what happened to his family and house.

### Actions & Special Qualities

**Lurking Shadows:** Range 10', provides partial concealment from all observers. Any creature may attempt to overcome this effect using their Perception against the Alcove Thing's Stealth; this requires a swift action and lasts for the duration of the encounter if successful.

**Lurking Stab:** Alcove Things have Sneak Attack 3d6. They may use this ability at reduced effect (2d6) even when their presence is known, so long as their target has not yet overcome their Lurking Shadows Aura.



Illustration 3: Alcove Thing

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>43</b>	<b>99</b>	<b>137</b>	<b>176</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil	Large undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except bludgeoning or magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 13	<b>Saving Throw</b> Wisdom DC 14	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18
	<b>Fear Aura</b> 10', frightened for 1d4 rounds, Wisdom save negates. The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 13	<b>Saving Throw</b> Wisdom DC 14	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18
	<b>Teleporting Burst</b> Once per day, an Alcove Thing can teleport all creatures within 50 feet of it to randomly determined locations. The Alcove Thing can only affect creatures of which it is aware and to which it has line of sight. A successful Wisdom save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 x 100 feet) away from the Alcove Thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all.			
<b>Standard Actions</b>	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13 (24) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>dimension door (3/day)</i>			

# ALLIGATOR (VENOMOUS)



Low

Moderate

Advanced

Elite

Terrain

Warm Rivers and Marshes

Rarity

Uncommon

Role

Lurker / Normal

Organization

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

Treasure

None

## Overview

### Description

For all intents and purposes, this appears as a normal alligator. Upon close examination, ribbons of iridescent green can be seen beneath the surface of the head near the jaws.

### Lore

**Common Lore (no check required):** Some swamp-dwelling creatures develop poison as a means of combating their prey.

**Expanded Lore:** The venomous alligator has deep and lethal reservoirs of toxin that affect all who suffer its bite.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Swamps, and sometimes coastlines or ordinary freshwater lakes or rivers.

## Encounter Behavior

### Combat

Venomous alligators like to strike quickly, then slink away, hiding safely until their poison takes effect.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Ingredient harvesters have been disappearing when they venture into a nearby swamp. Will the PCs investigate?
- An apothecary seeks a virulent poison that can be found only in the teeth of a venomous alligator.

## Actions & Special Qualities

- Envenomed Bite:** On a successful bite attack that deals at least 1 point of damage, the victim must make a DC  15 /  17 /  20 /  21 Constitution save or suffer 2d6 poison damage. Victims must save each time they suffer damage; succeeding in one save does not prevent additional damage from successive bites.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>25</b>	<b>82</b>	<b>165</b>	<b>226</b>
<b>Speed</b>	20 ft. Swim 30 ft., Sprint			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Death Roll</b> When grappling a foe of its size or smaller, a Venomous Alligator can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The Venomous Alligator inflicts its bite damage and knocks the creature prone. If successful, the Venomous Alligator maintains its grapple.			
<b>Special Abilities &amp; Qualities</b>	<b>Sprint</b> With Recharge 1, a Venomous Alligator may sprint, increasing its land speed to 40 feet for 1 round.			
<b>Standard Actions</b>	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Tail Slap Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d12+2 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage. Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+4 (14) bludgeoning damage.	Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+13/19-00 (24) piercing damage. Tail Slap Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+6 (20) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+14/19-00 (24) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+7 (21) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# ANACONDA IVY



Low

Moderate

Advanced

Elite

Terrain	Temperate Forests and Urban
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Tangle (3-10x)
Treasure	None

## Overview

### Description

Wrist-thick ropes of branchlike ivy wind around the landscape. Upon close inspection, the leaves and core of the ivy appears to have a repeating pattern, similar to those found on snakeskin.

### Lore

**Common Lore (no check required):** Some climbing plants are animate and semi-sentient, and can choke the life out of you.

**Expanded Lore:** Anaconda Ivy is a semi-aware plant capable of wrapping itself around victims like the snake of its namesake. Once the victim dies, the plant waits until scavengers have torn out large chunks, then subsists on the carrion and decay that fosters afterward.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

### Environment

Anaconda Ivy can be found in any forest or jungle, though warmer climates are more common.

## Encounter Behavior

### Combat

Anaconda Ivy prefers to strike with surprise, and will wait and blend in with their surroundings, sometimes staying still as common ivy for days before a victim appears.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Upon walking in a city, the PCs happen down a seldom-used alley, where an Anaconda Ivy lies in wait to strike.

There have been reports of disappearances in the darker places in the city. Until recently, these victims have been those already down on their luck; just yesterday, however, a noble scion vanished returning from an ill-advised jaunt into the town's underbelly disappeared, and no word from the underworld elements as to his whereabouts.

## Actions & Special Qualities

**Plant Blend:** Anaconda Ivy always has advantage in Stealth or Disguise checks to appear as other, nonvolatile, plant life in the area. It may not benefit from Plant Blend against targets that are aware of its presence as a hostile life form; that is, if it has already been detected or has attacked.

**Constrict:** Against an opponent that has suffered a successful melee attack this round, the Anaconda may follow the attack up by wrapping around the victim. It may then inflict 1d8 bludgeoning damage per round until it is removed from the victim.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>23</b>	<b>61</b>	<b>119</b>	<b>158</b>
<b>Speed</b>	15 ft. Climb 15 ft.			
<b>Size, Type, Alignment</b>	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil	Large plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 3 (-4)</b>	<b>CHA 7 (-2)</b>	<b>CHA 7 (-2)</b>	<b>CHA 7 (-2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d3</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>
	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Standard Actions</b>	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+9 (12) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+20 (24) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+21 (26) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# ANGELWHISPER



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any Urban or Ruins			
<b>Rarity</b>	Rare			
<b>Role</b>	Lurker / Normal			
<b>Organization</b>	Solitary, Pair, or Chorus (3-8x)			
<b>Treasure</b>	Incidental			

## Overview

### Description

A rare form of undead that is itself still holy and good in purpose, an Angelwhisper seeks out those about to befall horrid events, in an attempt to warn them toward avoiding dire circumstances such as those that felled the Angelwhisper themselves in life.

### Lore

**Common Lore (no check required):** Good people who die horribly may remain on earth as a benevolent spectre, whispering warnings to those like them.

**Expanded Lore:** Angelwhispers hover around non-evil people, whispering quietly. Though the whispers themselves are indecipherable, they convey warnings and predict the next few minutes of events enough to warn the unfortunate.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Angelwhispers haunt urban environments, or the area where they perished.

## Encounter Behavior

### Combat

Angelwhispers will avoid fighting altogether if possible. If close to a battle that involves Good creatures, they will approach the fight and lend assistance where they can via their aura and Whispered Warning abilities. They will avoid actual fighting themselves unless forced to do so.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- A slain good elf haunts the nearby caverns. Some say she whispers words of good omen, acting as a boon to those who would venture within.
- An NPC the party knows is slain by a thief or assassin. Tied yet to life, the NPC rises as an Angelwhisper, and helps the PCs.

### Actions & Special Qualities

- Beneficent Prescience:** Non-Evil creatures within 20' gain a +1 insight bonus on skill checks, ability checks, saves. These creatures also gain a +1 insight bonus on attack and damage rolls against Evil creatures (the evil opponents need not be in the aura's radius).
- Detect Good and Evil:** As per the spells, these are constant effects.
- Whispered Warning:** Once per combatant, per encounter, an Angelwhisper may chant a message of specific warning, warding against a proximate event. A Whispered Warning is a full-round action for the Angelwhisper. The next time that combatant would fail a save prompted by an opponent in that battle, the combatant instead succeeds in the save. This effect lasts until the end of the encounter.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>58</b>	<b>123</b>	<b>211</b>	<b>290</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Small undead, neutral good	Small undead, neutral good	Medium undead, neutral good	Medium undead, neutral good
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>	<b>CHA 21 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Aura of Sobs 10'</b> All of the voices that an Angelwhisper steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it, and is at disadvantage on all attack rolls, damage rolls, and Wisdom saving throws. The Angelwhisper can suppress or reactivate its aura as a free action. This is a sonic, mind-affecting effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 20
	<b>Steal Breath</b> A creature bit by an Angelwhisper must make a Wisdom save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the Angelwhisper or by using dispel magic, remove curse, or similar effects.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 20
	<b>Steal Voice</b> Any creature hit by an Angelwhisper's touch must make a Wisdom save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an Angelwhisper has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the Angelwhisper's Bluff check to realize a mimicked voice is inauthentic.			
<b>Standard Actions</b>	Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6 (6) piercing damage. Touch 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 1d6+2 (6) piercing damage. Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Touch Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage. Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.



Illustration 4: Angelwhisper

# ARBOR ELEMENTAL



Low

Moderate

Advanced

Elite

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

## Overview

### Description

An incarnation of the very essence of the forest, an Arbor Elemental is a living, breathing embodiment of nature and trees. They appear as groups of trees, though in a particular moment, they may shift shape to appear as a single tree or several. They may also change shape in the nature of the trees they emulate, usually to blend in with the ordinary trees they are next to.

### Lore

**Common Lore (no check required):** The very essence of the forest can become enraged and seek vengeance against intruders.

**Expanded Lore:** Arbor elementals are powerful, treant-like creatures who defend forests and jungles. Natural magics can grow in power in their presence.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Arbor elementals may appear in forests or jungles, though always amidst thick growths of trees.

## Encounter Behavior

### Combat

Arbor elementals will usually remain still, blending in with its non-sentient neighbors until threatened or until it can strike intruders. It will consider any creatures who destroy plant life in any manner to be intruders, and will try to kill them or run them off. Arbor elementals will fight to the death any threats that remain among the trees, but will relent if its opponents flee outside of the forest or jungle in which they operate.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- A nearby forest has been killing farmers, ingredient harvesters, and adventurers. The exact source of the killings is unknown, however; the local village has asked the party's assistance in investigating.
- The party is venturing in a forest or jungle, and is forced to destroy a plant-based enemy. A nearby Arbor Elemental takes notice, and attacks.

## Actions & Special Qualities

**Arboreal Potency:** Within 40' of an Arbor Elemental, all spells and effects with the Earth descriptor manifest with extra potency. Such magic benefits from +1 to their DC, and those that inflict damage gain +1 point of damage per die (so for example, a spell which normally inflicts 2d6+3 damage would instead inflict 2d6+5 damage within this aura). In addition, when a spell is cast that involves, targets, or affects plants or trees (e.g., tree stride, liveoak; the determination is left to the GM as to what qualifies), there is a 20% chance that the spell will not be "lost" or otherwise consumed, and that the caster may attempt to cast it again. This spell-retention benefit has no effect for innate spell-like abilities that have no daily or otherwise periodic limit, but does apply to spell-like abilities with such a limit: for example, a creature able to cast plant growth 3x/day, who casts it within this aura, and succeeds at the 20% chance to retain it, can still cast plant growth 3 more times that day.

**Tree Blend:** This creature has advantage in or Disguise checks to appear as a normal tree or group thereof in the area. It may not benefit from Tree Blend against targets that are aware of its presence as a hostile life form; that is, if it has already been detected or has attacked.

**Rootstrike:** As a full-round action, the Arbor Elemental may make one attack against each enemy within a 20' radius, sending spiked roots shooting up from the ground underneath its foes. Creatures in flight, or hovering at least 10' off of the ground, are immune to these attacks. These count as melee strikes despite the fact that they are at range.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>74</b>	<b>146</b>	<b>240</b>	<b>296</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 19 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 27 (+8)</b>	<b>STR 28 (+9)</b>
	<b>DEX 3 (-4)</b>	<b>DEX 8 (-1)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 4 (-3)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +21, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Arbor Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Arbor Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An Arbor Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10/19-00 (20) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15/19-00 (29) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16/19-00 (30) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# ARBOR ELEMENTAL (ELDER)



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

## Overview

## Description

An incarnation of the very essence of the forest, an Arbor Elemental is a living, breathing embodiment of nature and trees. They appear as groups of trees, though in a particular moment, they may shift shape to appear as a single tree or several. They may also change shape in the nature of the trees they emulate, usually to blend in with the ordinary trees they are next to.

## Lore

**Common Lore (no check required):** The very essence of the forest can become enraged and seek vengeance against intruders.

**Expanded Lore:** Arbor elementals are powerful, treat-like creatures who defend forests and jungles. Natural magics can grow in power in their presence.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Arbor elementals may appear in forests or jungles, though always amidst thick growths of trees.

## Encounter Behavior

## Combat

Arbor elementals will usually remain still, blending in with its non-sentient neighbors until threatened or until it can strike intruders. It will consider any creatures who destroy plant life in any manner to be intruders, and will try to kill them or run them off. Arbor elementals will fight to the death any threats that remain among the trees, but will relent if its opponents flee outside of the forest or jungle in which they operate.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- A nearby forest has been killing farmers, ingredient harvesters, and adventurers. The exact source of the killings is unknown, however; the local village has asked the party's assistance in investigating.
- The party is venturing in a forest or jungle, and is forced to destroy a plant-based enemy. A nearby Arbor Elemental takes notice, and attacks.

## Actions & Special Qualities

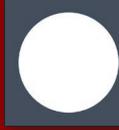
**Arboreal Potency:** Within 40' of an Arbor Elemental, all spells and effects with the Earth descriptor manifest with extra potency. Such magic benefits from +2 to their DC, and those that inflict damage gain +2 point of damage per die (so for example, a spell which normally inflicts 2d6+3 damage would instead inflict 2d6+7 damage within this aura). In addition, when a spell is cast that involves, targets, or affects plants or trees (e.g., tree stride, liveoak; the determination is left to the GM as to what qualifies), there is a 20% chance that the spell will not be "lost" or otherwise consumed, and that the caster may attempt to cast it again. This spell-retention benefit has no effect for innate spell-like abilities that have no daily or otherwise periodic limit, but does apply to spell-like abilities with such a limit: for example, a creature able to cast plant growth 3x/day, who casts it within this aura, and succeeds at the 20% chance to retain it, can still cast plant growth 3 more times that day.

**Tree Blend:** This creature gains advantage in Stealth or Disguise checks to appear as a normal tree or group thereof in the area. It may not benefit from Tree Blend against targets that are aware of its presence as a hostile life form; that is, if it has already been detected or has attacked.

**Rootstrike:** As a full-round action, the Arbor Elemental may make one attack against each enemy within a 20' radius, sending spiked roots shooting up from the ground underneath its foes. Creatures in flight, or hovering at least 10' off of the ground, are immune to these attacks. These count as melee strikes despite the fact that they are at range.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>148</b>	<b>241</b>	<b>348</b>	<b>484</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, unaligned	Huge elemental, unaligned	Huge elemental, unaligned	Gargantuan elemental, unaligned
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 33 (+10)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>	<b>WIS 22 (+6)</b>	<b>WIS 22 (+6)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +23, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +24, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>11</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Arbor Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Arbor Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An Arbor Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16/19-00 (25) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d10+13/19-00 (24) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+16/19-00 (34) bludgeoning damage.	Slam Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 6d8+21/19-00 (48) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# ARBOR OOZE



Low

Moderate

Advanced

Elite

Terrain

Temperate Forests, Marshes, or Urban

Rarity

Uncommon

Role

Lurker / Normal

Organization

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

Treasure

None

## Overview

### Description

Appearing as a thick sludge of flowers, moss, or iridescent grass, this ooze flows and threshes amongst the vegetation of the forest floor, and is often indistinguishable from it.

### Lore

**Common Lore (no check required):** Beware some patches of moss in the forest floor, as they may be creatures ready to strike!

**Expanded Lore:** Arbor oozes lie in wait on the forest floor, appearing as moss or grass but ready to dissolve organic life that steps upon it unaware.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Arbor oozes are common on forest floors, but may also appear in jungles, swamps, or even grassland plains.

## Encounter Behavior

### Combat

Arbor oozes will lie in wait, and their preferred method of attack is for a creature to simply step upon them. A creature that steps upon an Arbor Ooze immediately suffers a melee strike that hits automatically.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Ingredient harvesters have been returning from a nearby forest, claiming to have seen animals dissolve painfully into moss or grass that otherwise appears normal.
- The PCs are wandering the woods, when one of them steps onto a hidden Arbor Ooze.

### Actions & Special Qualities

- Arbor Haze:** Within 20', creatures suffer a -2 circumstance penalty to Perception checks.
- Forest Floor Trap:** Any creature which steps upon an Arbor Ooze unaware automatically suffers a successful critical strike from the ooze.
- Virulent Slime:** An Arbor Ooze inflicts an additional 2d4 acid damage on a successful critical strike.
- Plant Blend:** This creature gains advantage in Stealth or Disguise checks to appear as normal forest-floor foliage in the area. It may not benefit from Plant Blend against targets that are aware of its presence as a hostile life form; that is, if it has already been detected or has attacked.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>29</b>	<b>94</b>	<b>164</b>	<b>215</b>
<b>Speed</b>	20 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Small ooze, unaligned	Small ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Acid, Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 1d8</b>	<b>Damage 2d6</b>
	<b>Acid</b> Each successful melee strike from the creature's slam attack inflicts additional acid damage. An Arbor Ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.			
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> An Arbor Ooze is difficult to spot when it is at rest among plant growth of any type. All Perception checks to notice An Arbor Ooze as a separate entity and not a diseased portion of the plant it rests upon suffer disadvantage in this state. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19
	<b>Stink</b> Once every 24 hours, An Arbor Ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Constitution save negates). This is a poison effect.			
<b>Standard Actions</b>	Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) bludgeoning damage.
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# ASHENLASS



	<span>⊗</span> <b>Low</b> <span>⊗</span> <b>Moderate</b> <span>⊗</span> <b>Advanced</b> <span>⊗</span> <b>Elite</b>
Terrain	Any Swamps or Woodlands (Forest)
Rarity	Rare
Role	Artillery / Solo
Organization	Solitary or Coven (3x+)
Treasure	Standard

## Overview

### Description

An Ashenlass appears as a floating, haunted, gaunt, and ashen woman of indeterminate age and ancestry. Her hair and clothing are mutable in appearance, and can often oscillate as an observer watches.

### Lore

**Common Lore (no check required):** Ash-colored, floating, undead women are capable of dread powers.

**Expanded Lore:** An Ashenlass is a powerful undead capable of reducing formidable warriors to piles of ash.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

An Ashenlass typically haunts a battlefield, mass gravesite, or other area of significant devastation, death, or decay. They venture far and wide, however, so can be encountered virtually anywhere, though they return to their place of haunting after a while.

## Encounter Behavior

### Combat

An Ashenlass hates all living creatures, and will attack them to the death once perceived.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Dozens have made pilgrimage to a site of a holy war, only to discover dread undead forces defending it. The PCs are asked to investigate the cause.
- The PCs (perhaps led by a cleric or paladin associated with the site) make their own pilgrimage to a site of a large battle, either as part of a holy visit, or in the hopes of discovering loot. An Ashenlass attacks them.

## Actions & Special Qualities

- Dread Aura:** Within 30', creatures suffer a -2 profane penalty on saves and attack rolls. Against fear effects, this penalty is instead -4. Any creature may spend a standard action to attempt to overcome the effect; this requires a DC 17 Wisdom save and lasts the remainder of the encounter if successful.
- Ashen Touch:** A successful full-round melee touch attack at +6 will prompt a living victim to make a DC 19 / 21 / 22 / 25 Constitution save, or suffer 1d2 Cha damage. A creature reduced to 0 Cha or less via this effect dies immediately, and turns into a pile of whitish-grey ash. Only a true resurrection, wish, or miracle spell, or similarly powerful magic, can recover the soul and body of a creature destroyed in this manner.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>127</b>	<b>225</b>	<b>311</b>	<b>414</b>
<b>Speed</b>	Fly 50 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 21 (+5)</b>	<b>DEX 21 (+5)</b>	<b>DEX 22 (+6)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 23 (+6)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Auran, Common, Giant			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Incorporeal</b> 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.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Sound Mimicry</b> The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Perception check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it suffers disadvantage on its Perception check. The creature has advantage on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.</p>			



Low



Moderate



Advanced



Elite

**Special Abilities & Qualities****Saving Throw**

Wisdom DC 18

**Saving Throw**

Wisdom DC 19

**Saving Throw**

Wisdom DC 21

**Saving Throw**

Wisdom DC 22

**Witchflame** Any creature damaged by the incorporeal touch or ranged bolt attacks of an Ashenlass must succeed on a Wisdom save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a break enchantment, miracle, remove curse, or wish spell - the effective caster level of the witchflame is 18. Any creature entering the same square as an Ashenlass or striking it with a melee attack must succeed on a Wisdom save or begin burning with witchflame, even if the attack would not otherwise harm the Ashenlass because of its incorporeal nature.

**Standard Actions**

**Incorporeal Touch**  
Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d6 (10) bludgeoning damage.

**Witchflame Bolt Ranged**  
weapon attack: +5 to hit, one target. Hit 8d6 (10) bludgeoning damage.

**Incorporeal Touch Melee**  
weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d8 (12) bludgeoning damage.

**Witchflame Bolt Ranged**  
weapon attack: +6 to hit, one target. Hit 8d8 (12) bludgeoning damage.

**Incorporeal Touch Melee**  
weapon attack: +0 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.

**Witchflame Bolt Ranged**  
weapon attack: +5 to hit, one target. Hit 16d6 (14) bludgeoning damage.

**Incorporeal Touch Melee**  
weapon attack: +2 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.

**Witchflame Bolt Ranged**  
weapon attack: +7 to hit, one target. Hit 16d6 (14) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

*dancing lights (at will); disguise self (at will); invisibility (at will); pyrotechnics (at will); ray of enfeeblement (at will); summon lesser demon (2 will-o'; -wisps 50%) (1/day)*

**Spellcasting**

-

**Possessions**

-

# AURA OOZE



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Uncommon

Role

Lurker / Normal

Organization

Solitary

Treasure

None

## Overview

Miners request the aid of the PCs to remove a hostile underground threat.

## Description

A glowing, amorphous mass of pure energy, an Aura Ooze seems to both attract and repulse onlookers. More than anything, it represents a compelling \*presence\* which demands attention. It uses the fascination and confusion it creates to keep threats subdued and uncertain until it can attack.

## Lore

Common Lore (no check required): <>.

Expanded Lore: <>

Requires Intelligence (Nature) check DC  14 /   
18 /  22 /  26.

## Environment

Any underground.

## Encounter Behavior

## Combat

Aura oozes will attack any living creatures and will persist until their own demise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Spelunkers encounter a new form of semi-sentient ooze that they report on.

## Actions & Special Qualities

**Varied Aura:** An Aura Ooze can change which of the auras it presents at the start of its turn. This selection lasts until the start of its next turn. Changing its Aura selection does not extinguish the effects of its other Auras which have been applied in this encounter. A creature who succeeds in a check to overcome the effects of a particular Aura is immune to that Aura for 24 hours.

**Compelling Aura:** Within 60', each creature observing the Aura Ooze must succeed in a DC 16 Wisdom save or be forced to spend their next turn moving toward the Ooze at their normal speed. Creatures who have not yet succeeded in their Will check against this Aura may re-attempt this check at the start of each of their turns. A creature under the influence of the Compelling Aura who is already next to the Aura Ooze must remain standing there, and their actions for that round are forfeit until they can overcome the effect.

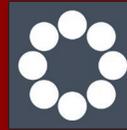
**Repulsive Aura:** Within 20', each creature observing the Aura Ooze must succeed in a DC  14 /  16 /  18 /  20 Wisdom save or be forced to spend their next turn moving away from the Ooze at their normal speed. Creatures who have not yet succeeded in their Will check against this Aura may re-attempt this check at the start of each of their turns.

**Fascinating Aura:** Within 30', each creature observing the Aura Ooze must succeed in a DC  14 /  16 /  18 /  20 Wisdom save or be Fascinated by the Ooze. Creatures who have not yet succeeded in their Will check against this Aura may re-attempt this check at the start of each of their turns.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>11</b> (natural armor)	<b>12</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)
<b>Hit Points</b>	<b>120</b>	<b>203</b>	<b>307</b>	<b>378</b>
<b>Speed</b>	20 ft. Climb 20 ft., Suction			
<b>Size, Type, Alignment</b>	Huge ooze, unaligned	Huge ooze, unaligned	Gargantuan ooze, unaligned	Gargantuan ooze, unaligned
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 1 (-5)</b>	<b>DEX 3 (-4)</b>	<b>DEX 3 (-4)</b>	<b>DEX 3 (-4)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 22 (+6)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 22
	<b>Acid Damage</b> 1d6	<b>Acid Damage</b> 2d6	<b>Acid Damage</b> 3d6	<b>Acid Damage</b> 4d6
	<b>Acid</b> an aura Ooze secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from an aura Ooze's acid, its clothing and armor take the same amount of damage from the acid. A Dexterity save prevents damage to clothing and armor. A metal or wooden weapon that strikes an aura Ooze takes acid damage unless the weapon's wielder succeeds on a Dexterity save. If an aura Ooze remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Split</b> Slashing and piercing weapons deal no damage to an aura Ooze. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.			
	<b>Suction</b> The Aura Ooze can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. an aura Ooze can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, all attempts to shift an aura Ooze from its position are made at disadvantage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Slam Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+9 (16) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+16 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+18 (28) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# AVALANCHE ELEMENTAL



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

## Overview

## Description

These earthen creatures appear as groups of ragged boulders, and typically have moss, snow, or other environmental effects that make them easily misunderstood as simple rock formations. They move quickly once roused, however, thundering toward threats in the manner of their namesake.

## Lore

**Common Lore (no check required):** Some rock formations can roll toward you and attack, almost as though they were alive!

**Expanded Lore:** Avalanche Elementals are a type of Avalanche Elemental that inhabits mountainous regions and move swiftly to crush intruders.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Avalanche Elementals generally only exist where a natural avalanche might occur—mountains or underground caverns, typically. In rare occasion, they may appear atop hills as well.

## Encounter Behavior

## Combat

Avalanche elementals will wait until they are aware of all possible threats before attacking from a position of surprise. They are aware that creatures often travel in groups, and so if they see one creature, they will wait to see if there is a line

of other creatures behind them before attacking.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The party is exploring a mountainous region when an Avalanche Elemental attacks.
- Hikers or travelers have reported attacks from living rock formations in the nearby mountains.

## Actions & Special Qualities

- Boulder Blend:** This creature has advantage in Stealth or Disguise checks to appear as normal rock formations in the area. It may not benefit from Boulder Blend against targets that are aware of its presence as a hostile life form; that is, if it has already been detected or has attacked.
- Rolling Strike:** When striking from a position of surprise, an Avalanche Elemental causes additional damage via its inertia and quick speed. This takes the form of a Sneak Attack for 3d6 bludgeoning damage, and can be executed from up to twice its Speed distance away.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>31</b>	<b>90</b>	<b>157</b>	<b>230</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, chaotic neutral	Large elemental, chaotic neutral	Huge elemental, chaotic neutral	Huge elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Avalanche Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Avalanche Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An Avalanche Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Rock Ranged weapon attack: +2 to hit, one target. Hit 2d6+5 (12) bludgeoning damage. Slam Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Rock Ranged weapon attack: +4 to hit, one target. Hit 2d6+8 (15) bludgeoning damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+8 (18) bludgeoning damage.	Rock Ranged weapon attack: +3 to hit, one target. Hit 2d6+13 (20) bludgeoning damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+13 (27) bludgeoning damage.	Rock Ranged weapon attack: +4 to hit, one target. Hit 2d6+14 (21) bludgeoning damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			

# AVALANCHE ELEMENTAL (ELDER)



Low

Moderate

Advanced

Elite

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

## Overview

of other creatures behind them before attacking.

## Description

These earthen creatures appear as groups of ragged boulders, and typically have moss, snow, or other environmental effects that make them easily misunderstood as simple rock formations. They move quickly once roused, however, thundering toward threats in the manner of their namesake.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The party is exploring a mountainous region when an Avalanche Elemental attacks.
- Hikers or travelers have reported attacks from living rock formations in the nearby mountains.

## Lore

**Common Lore (no check required):** Some rock formations can roll toward you and attack, almost as though they were alive!

**Expanded Lore:** Avalanche Elementals are a type of Avalanche Elemental that inhabits mountainous regions and move swiftly to crush intruders.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Actions & Special Qualities

- Boulder Blend:** This creature has advantage in Stealth or Disguise checks to appear as normal rock formations in the area. It may not benefit from Boulder Blend against targets that are aware of its presence as a hostile life form; that is, if it has already been detected or has attacked.
- Rolling Strike:** When striking from a position of surprise, an Avalanche Elemental causes additional damage via its inertia and quick speed. This takes the form of a Sneak Attack for 6d6 bludgeoning damage, and can be executed from up to twice its Speed distance away.

## Environment

Avalanche Elementals generally only exist where a natural avalanche might occur—mountains or underground caverns, typically. In rare occasion, they may appear atop hills as well.

## Encounter Behavior

## Combat

Avalanche elementals will wait until they are aware of all possible threats before attacking from a position of surprise. They are aware that creatures often travel in groups, and so if they see one creature, they will wait to see if there is a line

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>108</b>	<b>183</b>	<b>268</b>	<b>376</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, chaotic neutral	Huge elemental, chaotic neutral	Huge elemental, chaotic neutral	Gargantuan elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 24 (+7)</b>	<b>STR 27 (+8)</b>	<b>STR 32 (+10)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 19 (+4)</b>	<b>INT 19 (+4)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +21, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +22, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>11</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Avalanche Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Avalanche Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An Avalanche Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Rock Ranged weapon attack: +4 to hit, one target. Hit 3d6+10 (20) bludgeoning damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) bludgeoning damage.	Rock Ranged weapon attack: +1 to hit, one target. Hit 3d6+12 (22) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d10+12/19-00 (23) bludgeoning damage.	Rock Ranged weapon attack: +4 to hit, one target. Hit 3d6+15 (26) bludgeoning damage. Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+15/19-00 (33) bludgeoning damage.	Rock Ranged weapon attack: +5 to hit, one target. Hit 3d6+20 (30) bludgeoning damage. Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 6d8+20/19-00 (47) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			

# BANDITRITE



B

Low

Moderate

Advanced

Elite

Terrain	Temperate Forests or Plains
Rarity	Uncommon
Role	Skirmisher / Normal
Organization	Solitary, Gang (2-5x), or Band (7-12x)
Treasure	Standard

## Overview

## Description

A small, lithe fey, these thieving miscreants often take advantage of those who get lost in wooded areas.

## Lore

**Common Lore (no check required):** Small humanoid creatures can ambush you in the woods if you're not careful.

**Expanded Lore:** Banditrites mislead travelers away from pathways and civilization so they can take advantage of them and loot their bodies.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Environment

Banditrites prefer woodlands and jungles, but may appear in plains, roads, hills, and mountains that are near forests.

## Encounter Behavior

## Combat

Banditrites will hide and use their misleading powers to ensure their victims are isolated, then they will strike with surprise.

## Story Hooks

The following quest snippets or introductory story elements

can be used to insert this creature into any existing plot or campaign setting.

PCs seemingly abandon the group one by one, and are set upon by Banditrites.

Travelers have been disappearing along the roads near a wood; the PCs are asked to investigate.

## Actions & Special Qualities

**Sneak Attack:** Banditrites may execute Sneak Attacks as the Rogue class ability of the same name:  1d6 /  2d6 /  4d6 /  6d6.

**Mislead (Sp):** One target creature becomes passively confused, and walks perpendicular to their comrades' path (or former direction, if traveling alone already). The victim thinks that no difference has occurred; they are simply unaware of the change in direction and do not perceive the absence of any group they had been traveling with. Intended victims may make a passive DC 13 Wisdom check to overcome the effect; if they do, make a passive Perception check immediately to determine if they see the Banditrite who was trying to mislead them. This ability is usable up to 60' away, and does not give away the position of the Banditrite who uses it (unless the victim overcomes the effect and then detects the Banditrite per the above).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>12</b>	<b>42</b>	<b>71</b>	<b>99</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Tiny fey, chaotic evil	Tiny fey, chaotic evil	Small fey, chaotic evil	Small fey, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 19 (+4)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except cold iron			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Gnomish, Sylvan			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Standard Actions</b>	Heavy Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d6/19-00 (6) piercing damage. Shortsword Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d3/19-00 (4) slashing damage.	Shortsword Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d3/19-00 (2) slashing damage.	Heavy Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d8/19-00 (5) bludgeoning damage. Shortsword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) slashing damage.	Heavy Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (5) bludgeoning damage. Shortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+7/19-00 (10) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>confusion (lesser) (1/day); dancing lights (at will); dimension door (self only) (3/day); mending (at will); mirror image (/day); prestidigitation (at will); (1/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BARROW MIST



B

Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Bank (3-10x)
Treasure	None

## Overview

### Description

A macabre fog of dense horrors, a Barrow Mist is a clutch of viscous graveyard air filled with necrotic particles. Observers have claimed to see writhing, pleading humanoid forms and faces in the reflective silt.

### Lore

**Common Lore (no check required):** Fog that hangs over graveyards may instead be a living, evil mist.

**Expanded Lore:** Barrow Mist is formed of the necrotic particles of the deceased, retaining magic they once employed in life, but not quite undead in nature.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any graveyard, church, battlefield, or place where many are buried.

## Encounter Behavior

### Combat

Barrow Mist will hang in place until attacked or until intruders walk through it. It will then attack to the death any who have touched it, but will not pursue any who escape its reach for more than one round.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The PCs venture through a battlefield, and encounter a Barrow Mist.
- A church service in town is held for a parishoner who dabbled in necromancy. Interring her tilts the scales of necrotic particle density in the tomb, and a Barrow Mist is born, slaying those who venture into the crypts or work in the undercroft.

## Actions & Special Qualities

- Blight Living:** Each creature within 5' of the Barrow Mist suffers a single attack at normal attack bonus. This ability may only be used once every 4 rounds.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>58</b>	<b>124</b>	<b>216</b>	<b>280</b>
<b>Speed</b>	Fly 15 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Huge ooze, chaotic evil	Huge ooze, chaotic evil	Gargantuan ooze, chaotic evil	Gargantuan ooze, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 12 (+1)</b>	<b>STR 19 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	Acid, Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, Sonic, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Amorphous</b> Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.</p> <p><b>Compression</b> The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Disease</b> Tumor Infestation: Injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d2 Constitution damage and 1d2 Charisma damage; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a Barrow Mist 1d4 hours later.			
<b>Special Abilities &amp; Qualities</b>	<b>Monstrous Growth</b> A Barrow Mist gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the Barrow Mist or 1 minute if it is larger. Each time a Barrow Mist reaches 5 growth points, it gains +2 Strength, +2 Constitution, and +2 to its attack and damage rolls. These effects stack with themselves each time the Barrow Mist gains another 5 growth points. When it stops gaining growth points, a Barrow Mist loses a single application of this effect for each hour that passes.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Touch Melee weapon attack: -3 to hit, reach 15 ft., one target. Hit 6d6 (9) bludgeoning damage.	Touch Melee weapon attack: +1 to hit, reach 15 ft., one target. Hit 6d8+2 (29) bludgeoning damage.	Touch Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 12d6+7 (49) bludgeoning damage.	Touch Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 12d6+7 (49) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BARROW MOLD



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Infestation (2-5x)
Treasure	None

B

## Overview

### Description

This greyish-brown mold clings to tombstones, rocks, skulls, and other graveyard surfaces. Lichenlike, it seems to burrow its roots into these surfaces rather than simply hold onto them, as though drawing power from the death nearby.

### Lore

**Common Lore (no check required):** Some mold that grows on graves can turn evil and living, and attack intruders.

**Expanded Lore:** Barrow Mold is a rare form of fungi which is infused with necrotic power, and has gained a sort of undead life.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

### Environment

Predominantly graveyards or other locales of death. Barrow Molds cannot exist without proximity to corpses and the dead, and suffer 1d4 points of damage per hour they are removed from such exposure.

## Encounter Behavior

### Combat

Barrow Mold has no true sentience or tactics; it will attack any living creature it becomes aware of, but will not pursue enemies beyond 20' of the corpses and related paraphrenalia they grow upon.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The PCs come across patches of Barrow Mold as they explore a crypt or graveyard.
- A local church has had complaints of a fungus that has infested the churchyard or undercroft, and has asked the PCs to investigate.

## Actions & Special Qualities

**Deathguilt:** Living creatures within 20' find themselves reflecting upon those they have lost, and are ambiently distracted from other thoughts. This takes the form of a -3 competence penalty to Perception checks, and a -1 penalty to all other skill checks while in range of a Barrow Mold.

**Necrotic Spores:** If destroyed by any source lacking the Fire descriptor, the Barrow Mold explodes in a cloud of necrotic spores 10' in radius. Living creatures in this range suffer 2d4 necrotic damage (Constitution save DC  16 /  19 /  21 /  22 halves this amount).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>51</b>	<b>123</b>	<b>223</b>	<b>292</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Large ooze, chaotic evil	Large ooze, chaotic evil	Huge ooze, chaotic evil	Huge ooze, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>	<b>CON 23 (+6)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire			
<b>Immunities</b>	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Disease</b> Fungal rot: Slam - contact; save Constitution; onset 1 day; frequency 1/day; effect 1d2 Strength damage and 1 Constitution damage and fatigue; cure 1 save. Any creature that touches a Barrow Mold with an unarmed strike or a natural attack is also exposed to this foul disease. Ability damage suffered to this effect can only be recovered via restoration or more potent healing magic applied once the disease itself has been removed.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Engulf</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Freeze</b> The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on all Stealth checks to hide in plain sight as this kind of inanimate object.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Slam Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13/19-00 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15/19-00 (22) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BARROWDAMSEL



B

Low

Moderate

Advanced

Elite

Terrain	Any Swamps or Forest
Rarity	Rare
Role	Artillery / Solo
Organization	Solitary or Coven (3x+)
Treasure	Standard

## Overview

### Description

A decomposing female corpse in ragged, rotten clothing exudes a palpable aura of greyish-white light that somehow seems a deeper darkness at its corona. As she turns toward you, her eyes are like pools of white fire that blaze with a reckless hate.

### Lore

**Common Lore (no check required):** Truly formidable ghosts have eyes like dead fire.

**Expanded Lore:** Barrowdamsels haunt and despoil sacred ground, and will slay any who intrude into their realm.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any graveyard, ruin, battlefield, or other locale of death, recent or ancient.

## Encounter Behavior

### Combat

A Barrowdamsel will close with the nearest living creature she notices, and will fight it to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The party comes across a Barrowdamsel floating above the site of an ancient battlefield. After the encounter, they learn of a former war on the site.
- Travelers have been picked off the main road and slaughtered. Those who have survived such encounters report a floating, terrible woman of horrible presence, surrounded by a cold white fire.

## Actions & Special Qualities

- Frightful Presence:** Creatures within 60' must succeed at a DC 18 / 20 / 22 / 26 Wisdom save or become Frightened. Those who succeed are immune to that Barrowdamsel's aura for the remainder of the encounter. Those who fail may re-attempt the check at the start of each of their turns.
- Barrowblight:** The touch of a Barrowdamsel wilts and withers plant life. This functions as a blight spell, delivered via touch attack.
- Barrowfire:** Those who lock gaze with a Barrowdamsel witness a possible doom. Once per turn, the Barrowdamsel may attempt to catch the eye of an opponent who has line of sight to her; that target may attempt a DC 19 / 21 / 22 / 24 Dexterity save to avoid the gaze, but only if they either sense or know something dreadful if they do not look away (e.g., if they have never seen a Barrowdamsel before, they might not have any reason to fear this effect). Failure means the victim is enshrouded in a cold white fire which inflicts 1d4 Cha damage; the victim is also Shaken for the remainder of the encounter. Success means avoiding this effect, but the Barrowdamsel benefits from partial concealment from the victim until the start of her next turn because he is avoiding looking at her.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>132</b>	<b>231</b>	<b>311</b>	<b>415</b>
<b>Speed</b>	Fly 50 ft. (Perfect) Walk 5 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 21 (+5)</b>	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 21 (+5)</b>	<b>CHA 23 (+6)</b>	<b>CHA 23 (+6)</b>	<b>CHA 23 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Auran, Common, Giant			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Incorporeal</b> 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.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Sound Mimicry</b> The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Perception check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it suffers disadvantage on its Perception check. The creature has advantage on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.</p>			





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities****Saving Throw**

Wisdom DC 18

**Saving Throw**

Wisdom DC 19

**Saving Throw**

Wisdom DC 21

**Saving Throw**

Wisdom DC 22

**Witchflame** Any creature damaged by the incorporeal touch or ranged bolt attacks of a Barrowdamsel must succeed on a Wisdom save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a break enchantment, miracle, remove curse, or wish spell - the effective caster level of the witchflame is 18. Any creature entering the same square as a Barrowdamsel or striking it with a melee attack must succeed on a Wisdom save or begin burning with witchflame, even if the attack would not otherwise harm the Barrowdamsel because of its incorporeal nature.

**Standard Actions**

Incorporeal Touch  
Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d6 (10) bludgeoning damage.

Witchflame Bolt Ranged  
weapon attack: +5 to hit, one target. Hit 8d6 (10) bludgeoning damage.

Incorporeal Touch Melee  
weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d8 (12) bludgeoning damage.

Witchflame Bolt Ranged  
weapon attack: +6 to hit, one target. Hit 8d8 (12) bludgeoning damage.

Incorporeal Touch Melee  
weapon attack: +0 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.

Witchflame Bolt Ranged  
weapon attack: +4 to hit, one target. Hit 16d6 (14) bludgeoning damage.

Incorporeal Touch Melee  
weapon attack: +2 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.

Witchflame Bolt Ranged  
weapon attack: +6 to hit, one target. Hit 16d6 (14) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

*dancing lights (at will); disguise self (at will); invisibility (at will); pyrotechnics (at will); ray of enfeeblement (at will); summon lesser demon (2 will-o'; -wisps 50%) (1/day)*

**Spellcasting**

-

**Possessions**

-

# BARROWKNIGHT



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary

Treasure

Incidental

B

## Overview

## Description

An armed and armored undead warrior, wreathed in the mist that settles over graves. Although largely mindless, their will yet registers that they are defenders of the grave, protectors of undeath, and champions of the lie of life beyond life.

## Lore

**Common Lore (no check required):** Knights and soldiers who die under terrible circumstances, buried with their armor, may rise again to defend the grave.

**Expanded Lore:** Barrowknights are created largely by accident, when a deceased armed and armored warrior is buried too close to other necromantic forces.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any graveyard, crypt, mausoleum, or other place of the dead that possesses other undead life. Barrowknights are rarely found on their own, as the necrotic energies required to generate the creature must come from some other force.

## Encounter Behavior

## Combat

Barrowknights will attack any intruders that trespass upon the place of the dead in which they dwell. So long as the intruders remain within this territory or within 30' of it and within eyesight, the Barrowknight will continue to attack, to its death. A Barrowknight will not pursue intruders beyond this limit: upon slaying all known intruders, or upon their

departure or hiding, a Barrowknight will return to its haunt. After combat, a Barrowknight will retrieve the corpses of any slain opponents and will drag them back to the center of its territory.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Gravekeepers, teenagers, and travelers have been disappearing in or near graveyards.
- Lay staff tending to the crypts underneath a church have reported seeing the fearsome forms of long-dead soldiers. Terrified for their lives, they have fled before being able to ascertain whether these were simply illusions. Needless to say, none of the staff is willing to venture underneath the church until the matter is dealt with.

## Actions & Special Qualities

- Barrow Haze:** Creatures within 30' must succeed at a DC 15 / 17 / 18 / 20 Wisdom save or become Shaken. Those who succeed are immune to any Barrowknight's aura for 24 hours.
- Strength of False Life:** Undead creatures within 20' of a Barrowknight gain a +1 circumstance bonus on their attack and save rolls. This effect may stack with the effect generated by up to 2 other Barrowknights.
- Burgeoning Undeath:** Spells with the Necromancy, Necrotic, Death, or Negative Energy descriptors whose caster and/or at least one target are within 20' of a Barrowknight benefit from +1 DC. Undead creatures created or summoned within this zone are granted +1 hit point per hit die, and gain +2 AC. These benefits to new undead are permanent, and sustain even if the affected undead move beyond this aura.
- Deadstrike:** As a full-round action, the Barrowknight makes a single melee attack against one opponent within range. If successful, the Barrowknight inflicts one negative level in addition to normal damage.



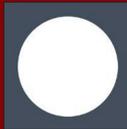
Illustration 5: Barrowknight

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>82</b>	<b>164</b>	<b>218</b>	<b>274</b>
<b>Speed</b>	<b>20 ft.</b>	<b>20 ft.</b>	<b>30 ft.</b>	<b>30 ft.</b>
<b>Size, Type, Alignment</b>	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 4 (-3)</b>	<b>WIS 4 (-3)</b>	<b>WIS 4 (-3)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Cold, diseased, Electricity, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	Common, Dwarven, Infernal			
<b>Challenge</b>	<b>4</b>	<b>10</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 6d6
	<b>Channel Destruction</b> Any weapon a Barrowknight wields seethes with energy, and deals additional necrotic damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 10d6
	<b>Devastating Blast</b> Three times per day, the Barrowknight may unleash a 30-foot cone of energy as a standard action. This blast deals necrotic damage (Dexterity save halves).			
<b>Special Abilities &amp; Qualities</b>	<b>Phantom Mount</b> Once per hour, a Barrowknight can summon a skeletal horse similar to a phantom steed. This mount is more real than a typical phantom steed, and can carry one additional rider. The mount's powers are based on the Barrowknight's total Hit Dice rather than caster level. A Barrowknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<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+2 (4) bludgeoning damage.</p> <p>Gauntlet Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.</p>	<p>Shield Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p> <p>Longsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit bleed (1) bludgeoning damage.</p> <p>Gauntlet Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d3+8 (10) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+15/17-00 (22) bludgeoning damage.</p> <p>Shield Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Longsword Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+17/17-00 (24) bludgeoning damage.</p> <p>Shield Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p>
<b>Special Actions</b>	<p><b>Rejuvenation</b> One day after a Barrowknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days-if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the Barrowknight awakens fully healed.</p>			
<b>Special Actions</b>	<p><b>Ruinous Revivification</b> At the time of its creation, the Barrowknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the Barrowknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a Barrowknight's special abilities.</p>			
<b>Special Actions</b>	<p><b>Concentration</b> DC 17</p>	<p><b>Concentration</b> DC 18</p>	<p><b>Concentration</b> DC 20</p>	<p><b>Concentration</b> DC 21</p>
	<p><b>Sacrilegious Aura</b> A Barrowknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area-such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype-must make a concentration check. If the character fails, the effect is expended but does not function.</p>			
<b>Special Actions</b>	<p><b>Saving Throw</b> Wisdom DC 17</p>	<p><b>Saving Throw</b> Wisdom DC 18</p>	<p><b>Saving Throw</b> Wisdom DC 20</p>	<p><b>Saving Throw</b> Wisdom DC 21</p>
	<p><b>Undead Mastery</b> As a standard action, a Barrowknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Wisdom save or fall under the Barrowknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the Barrowknight's control. A creature that successfully saves cannot be affected again by the same Barrowknight's undead mastery for 24 hours. A Barrowknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the Barrowknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per animate dead.</p>			
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BARROWLORD



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Solo

Organization

Solitary

Treasure

Incidental

B

## Overview

slain opponents and will drag them back to the center of its territory.

## Description

A massive humanoid warrior, 8-10' tall, dripping entrails and rotted flesh from underneath its formidable armor.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

## Lore

**Common Lore (no check required):** Knights and soldiers who die under terrible circumstances, buried with their armor, may rise again to defend the grave.

**Expanded Lore:** Some undead warriors, leaders and champions in life, rise again after death as even more terrifying dark knights, in a grim parody of their battlefield roles.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

Gravekeepers, teenagers, and travelers have been disappearing in or near graveyards.

Lay staff tending to the crypts underneath a church have reported seeing the fearsome forms of long-dead soldiers. Terrified for their lives, they have fled before being able to ascertain whether these were simply illusions. Needless to say, none of the staff is willing to venture underneath the church until the matter is dealt with.

## Environment

Any graveyard, crypt, mausoleum, or other place of the dead that possesses other undead life. Barrowknights are rarely found on their own, as the necrotic energies required to generate the creature must come from some other force.

Barrowlords typically only exist in regions that already include at least 2 Barrowknights.

## Actions & Special Qualities

**Barrow Haze:** Creatures within 30' must succeed at a DC 16 / 17 / 20 / 23 Wisdom save or become Shaken. Those who succeed are immune to any Barrowknight's aura for 24 hours.

**Strength of False Life:** Undead creatures within 20' of a Barrowknight gain a +4 circumstance bonus on their attack and save rolls.

**Burgeoning Undeath:** Spells with the Necromancy, Necrotic, Death, or Negative Energy descriptors whose caster and/or at least one target are within 20' of a Barrowknight benefit from +3 DC. Undead creatures created or summoned within this zone are granted +3 hit points per hit die, and gain +5 AC. These benefits to new undead are permanent, and sustain even if the affected undead move beyond this aura.

**Deadstrike:** As a full-round action, the Barrowknight makes a single melee attack against one opponent within range. If successful, the Barrowknight inflicts 1d3 negative levels in addition to normal damage.

**Fortify Undead:** As a standard action, a Barrowlord may point to a Barrowknight within 30' and in line of sight. That Barrowknight gains 2d8 hit points and benefits from a +2 competence bonus on its next attack roll, save, damage roll, or skill check.

## Encounter Behavior

## Combat

Barrowknights will attack any intruders that trespass upon the place of the dead in which they dwell. So long as the intruders remain within this territory or within 30' of it and within eyesight, the Barrowknight will continue to attack, to its death. A Barrowknight will not pursue intruders beyond this limit: upon slaying all known intruders, or upon their departure or hiding, a Barrowknight will return to its haunt. After combat, a Barrowknight will retrieve the corpses of any



Illustration 6: Barrowlord

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>125</b>	<b>220</b>	<b>292</b>	<b>349</b>
<b>Speed</b>	<b>20 ft.</b>	<b>30 ft.</b>	<b>30 ft.</b>	<b>30 ft.</b>
<b>Size, Type, Alignment</b>	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 32 (+10)</b>	<b>STR 33 (+10)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 13 (+1)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common, Dwarven, Infernal			
<b>Challenge</b>	<b>6</b>	<b>12</b>	<b>16</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 6d6
	<b>Channel Destruction</b> Any weapon a Barrowlord wields seethes with energy, and deals additional necrotic damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 10d6
	<b>Devastating Blast</b> Three times per day, the Barrowlord may unleash a 30-foot cone of energy as a standard action. This blast deals necrotic damage (Dexterity save halves).			
<b>Special Abilities &amp; Qualities</b>	<b>Phantom Mount</b> Once per hour, a Barrowlord can summon a skeletal horse similar to a phantom steed. This mount is more real than a typical phantom steed, and can carry one additional rider. The mount's powers are based on the Barrowlord's total Hit Dice rather than caster level. A Barrowlord's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.			
<b>Standard Actions</b>	Frost Greatsword Melee weapon attack: +9 to hit, reach 5 ft., one target. Hit 2d6+23/17-00 (30) slashing damage.	Frost Greatsword Melee weapon attack: +9 to hit, reach 5 ft., one target. Hit 2d6+30/17-00 (37) slashing damage.	Frost Greatsword Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 3d6+40/17-00 (50) slashing damage.	Frost Greatsword Melee weapon attack: +11 to hit, reach 10 ft., one target. Hit 3d6+43/17-00/x3 (54) slashing damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

B

**Special Actions**

**Rejuvenation** One day after a Barrowlord is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days-if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the Barrowlord awakens fully healed.

**Special Actions**

**Ruinous Revivification** At the time of its creation, the Barrowlord chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the Barrowlord's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a Barrowlord's special abilities.

**Special Actions**

**Concentration DC 17**      **Concentration DC 18**      **Concentration DC 20**      **Concentration DC 21**  
**Sacrilegious Aura** A Barrowlord constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area-such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype-must make a concentration check. If the character fails, the effect is expended but does not function.

**Special Actions**

**Saving Throw** Wisdom DC 17      **Saving Throw** Wisdom DC 18      **Saving Throw** Wisdom DC 20      **Saving Throw** Wisdom DC 21  
**Undead Mastery** As a standard action, a Barrowlord can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Wisdom save or fall under the Barrowlord's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the Barrowlord's control. A creature that successfully saves cannot be affected again by the same Barrowlord's undead mastery for 24 hours. A Barrowlord can control 5 Hit Dice of undead creatures for every Hit Die it has. If the Barrowlord exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per animate dead.

**Legendary Actions**

-

**Innate Spellcasting**

-

**Spellcasting**

-

**Possessions**

-

# BARROWSLIME



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Normal
Organization	Solitary
Treasure	None

B

## Overview

### Description

This looks as though a graveyard was overrun by a tsunami: horrible muck and mud studded with bits of bone, rotted flesh and clothing, and even the occasional maggot or eyeball. The entirety emits a deep and rank odor that is repellent and reminds all nearby of the true terror of mortality.

### Lore

**Common Lore (no check required):** It's best to keep places of the dead dry, lest the resultant mud turn into something even worse than disgusting.

**Expanded Lore:** Given the right combination of intruding water and necromantic energies, any graveyard, crypt, or other place of the dead is at risk of generating a horrible pool of vile undead slime.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

### Environment

Any place of the dead that contains, or has been home to, any other undead, which has also suffered dampness or a flood.

## Encounter Behavior

### Combat

Barrowslime is largely innocuous unless it is interfered with. Each round, it will move in a random direction unless it is already engaged in combat.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Recent floods have required cryptkeepers to perform a great deal of nauseating cleanup; some have reported seeing the muck move as though it were alive.
- A man who visited a cemetery to pay respects to a loved one reported being attacked by a pool of mud nearby; he escaped, but suffered wounds that support his story.

### Actions & Special Qualities

- Barrow Dank:** All creatures within 20' must attempt a DC 15 Constitution save or become Nauseated. This effect lasts for 2d4 rounds after an affected creature leaves this radius. Success means the creature is immune to Barrow Dank effects for 24 hours. Creatures who do not breathe are immune to this effect.
- Barrow Drag:** A Barrowslime that successfully hits the same opponent two rounds in succession may immediately attempt an additional, free melee attack against that opponent. On a hit, if the opponent is the same size or smaller than the Barrowslime, the Barrowslime may itself move, and force the opponent to move, up to half its normal speed in any direction.

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>Armor Class</b>	<b>11</b> (natural armor)	<b>12</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)
<b>Hit Points</b>	<b>76</b>	<b>147</b>	<b>235</b>	<b>303</b>
<b>Speed</b>	20 ft. Climb 20 ft., Suction			
<b>Size, Type, Alignment</b>	Huge ooze, neutral evil	Huge ooze, neutral evil	Gargantuan ooze, neutral evil	Gargantuan ooze, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 1 (-5)</b>	<b>DEX 3 (-4)</b>	<b>DEX 3 (-4)</b>	<b>DEX 3 (-4)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 22
	<b>Acid Damage</b> 1d6	<b>Acid Damage</b> 2d6	<b>Acid Damage</b> 3d6	<b>Acid Damage</b> 4d6
	<b>Acid</b> A Barrowslime secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a Barrowslime's acid, its clothing and armor take the same amount of damage from the acid. A Dexterity save prevents damage to clothing and armor. A metal or wooden weapon that strikes a Barrowslime takes acid damage unless the weapon's wielder succeeds on a Dexterity save. If a Barrowslime remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Split</b> Slashing and piercing weapons deal no damage to a Barrowslime. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.			
	<b>Suction</b> The Barrowslime can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A Barrowslime can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, all attempts to shift a Barrowslime from its position are made at disadvantage.			
<b>Standard Actions</b>	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+19 (30) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d6+21/19-00 (32) bludgeoning damage.



Illustration 7: Vorpall Bat

# BAT (VORPAL)



B

Low

Moderate

Advanced

Elite

Terrain	Temperate or Warm Forests, Hills, or Underground
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary or Colony (2-8x)
Treasure	Incidental

## Overview

## Description

A fell winged beast, larger than most, with razor-sharp claws and fangs gleaming in the moonlight.

campaign setting.

- Livestock has been slain in brutal, bloody fashion in nearby farms. The culprit is unknown but leaves much of the corpses.
- Travelers have reported being pursued by enormous, glowing bats. Although some of their story may be a fear-fueled fabrication, the reports are consistent and common enough to suspect some sort of monster is involved.

## Lore

**Common Lore (no check required):** Some bats develop razor-sharp teeth and claws.

**Expanded Lore:** Vorpal bats are the terror of livestock and travelers alike with their keen senses and terrible bite.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Actions & Special Qualities

**Vorpal Claws:** A Vorpal Bat's claws count as Adamantine and magical for the purposes of overcoming damage reduction. They inflict 1 point of Bleeding damage in addition to the damage listed.

## Environment

As a normal bat, but typically found in caves and hills near farms.

## Encounter Behavior

## Combat

Vorpal bats will attack any living creature they become aware of, and will pursue them until reduced to 1/4 or fewer of their maximum hit points, at which point they will attempt to flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>46</b>	<b>112</b>	<b>195</b>	<b>263</b>
<b>Speed</b>	20 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)	<b>STR</b> 24 (+7)	<b>STR</b> 26 (+8)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 19 (+4)
	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 4 (-3)	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)	<b>CHA</b> 8 (-1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 120 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 120 ft., Darkvision 60 ft.
<b>Languages</b>	Undercommon, Cannot Speak			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 20
	<b>Screech</b> Once per day as a standard action, a Vorpil Bat can produce an ear-splitting screech that stuns non-Vorpil Bats in a 20-foot-radius burst. All creatures within the area must make a Constitution save or be staggered for 1d3 rounds. Other Vorpil Bats and urdefhans are immune to this effect. This is a sonic mind-affecting effect.			
<b>Standard Actions</b>	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+7 (18) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12/19-00 (22) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+18/19-00 (32) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+21/19-00 (35) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BEAST OF MANY THINGS



B

Low

Moderate

Advanced

Elite

Terrain	Temperate Marshes
Rarity	Rare
Role	Brute / Elite
Organization	Solitary
Treasure	Standard

## Overview

### Description

A constantly-changing, confusing mess of a creature, a Beast of Many Things appears at any given moment to be an animal hastily assembled from pieces of a dozen other creatures. Arms, wings, eyes, claws, mouths, and other components stick out at odd angles from a central mass that shifts shape from a torus, to a sphere, to a snakelike line that twists and turns. Every few seconds, at least a quarter of the appendages change, morphing as you watch into something new. The entire effect is disorienting and not a little nauseating.

### Lore

**Common Lore (no check required):** There are monsters formed of chaos that constantly twist their form.

**Expanded Lore:** Formed from the very stuff of chaos, a Beast of Many Things continually shifts in appearance and abilities, ever hungry to sow greater destruction and discomfort.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

### Environment

Any land.

## Encounter Behavior

### Combat

A Beast of Many Things will behave erratically both before and during combat. Each round, it will move in a random direction unless already engaged in combat. During combat, it will strike at a random opponent if more than one is accessible to target.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A young man pleads with the party to help his family: his mother returned from a recent journey shaken and disturbed, claiming to have seen a beast that changed its shape constantly. Although she certainly seems dazed and upset, the son claims that his mother remains sane and intact in every way. The townsfolk, fearful for anything unnatural, want to commit her to an asylum, or exile her, lest the mental sickness spread to others. The young man asks the party to investigate, to find proof that this creature his mother described actually exists, so that the townsfolk will desist in their efforts to remove his poor mother.

Travelers have reported seeing a horrible creature nearby. Although many reports agree on location and behavior, each describes a seemingly different beast in appearance.

## Actions & Special Qualities

**Unnatural Discomfort:** Sentient creatures who can see the creature must succeed in a DC  12 /  14 /  18 /  22 Wisdom or Constitution save (the affected creature's choice) or become Dazed. If the save is failed, this effect lasts so long as the Beast is within eyesight of the affected creature; success indicates that the creature is immune to the effect so long as the Beast remains in eyeshot. Pass or fail, any time the creature loses sight of the Beast, it must attempt the save once it sees it again.

**Frenzy of Chaos:** Once per encounter, as a full-round action, the Beast of Many Things produces an abundance of appendages, with which it flails about violently. This results in 2d4 normal melee attacks, each made against a random viable opponent within range.

**Terrible Adaptability:** The creature sprouts limbs that make it capable of traversing difficult terrain. It always treats all terrain as normal terrain. It can move over any obstacle that is less than twice its height, and can squeeze through apertures down to half its space.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>113</b>	<b>185</b>	<b>306</b>	<b>444</b>
<b>Speed</b>	20 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Large aberration, unaligned	Huge aberration, unaligned	Huge aberration, unaligned	Gargantuan aberration, unaligned
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 24 (+7)</b>	<b>STR 30 (+10)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 15 (+2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire			
<b>Immunities</b>	Electricity (partial)			
<b>Vulnerabilities</b>	Slowed by Electricity			
<b>Senses</b>	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>12</b>	<b>16</b>	<b>22</b>	<b>28</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>	<b>Damage 2d8</b>
	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Slowed by Electricity</b> Although a Beast of Many Things is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d6</b>	<b>Damage 3d6</b>	<b>Damage 4d6</b>
	<b>Swallow Whole</b> If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.			



⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

**Standard  
Actions**

Bite Melee weapon  
attack: +5 to hit, reach  
10 ft., one target. Hit  
1d10+12/19-00 (18)  
piercing damage.

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

Tongue Melee weapon  
attack: +5 to hit, reach  
10 ft., one target.  
Hit 1d3+12 (14)  
bludgeoning damage.

Bite Melee weapon  
attack: +5 to hit, reach  
15 ft., one target. Hit  
2d6+10/19-00 (17)  
piercing damage.

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

Tongue Melee weapon  
attack: +5 to hit, reach 15  
ft., one target. Hit 1d4+5  
(8) bludgeoning damage.

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

Tentacle Melee weapon  
attack: +6 to hit, reach  
15 ft., one target. Hit  
2d6+6/19-00 (13)  
bludgeoning damage.

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

Bite Melee weapon  
attack: +9 to hit, reach  
20 ft., one target. Hit  
4d6+17/19-00 (31)  
piercing damage.

Tentacle Melee weapon  
attack: +9 to hit, reach  
20 ft., one target. Hit  
3d6+8/19-00 (18)  
bludgeoning damage.

Tongue Melee weapon  
attack: +9 to hit, reach  
20 ft., one target. Hit  
1d8+8/19-00 (12)  
bludgeoning damage.



**Illustration 8: Beast of Many Things**

# BEE (ELDER STINGFRENZY)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary, Pair, Group (3-6x), or Nest (7-19x)

Treasure

None

B

## Overview

can be used to insert this creature into any existing plot or campaign setting.

## Description

An enormous stinging insect with jagged red marks along its flanks, it flies in erratic paths and darts quickly and threateningly in random directions.

Local farmers have been losing livestock to an unknown threat. Although the corpses are riddled with bee stings, no hives or swarms have been detected anywhere nearby.

A traveler, farmer, or villager runs, terrified, to the party, asking their help in fending off a giant crazy bee which is in hot pursuit.

## Lore

**Common Lore (no check required):** Some bees are just crazy, and must be avoided at all costs.

**Expanded Lore:** Elder Stingfrenzy Bees are behemoths of their type, and either through bloodlust or confusion will attack with an eponymous viciousness.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Actions & Special Qualities

**Stingfrenzy:** Each round, there is a 1 in 6 chance that the creature will erupt in a frenzy of stings. This takes the form of 2d4 melee attacks, each made at a random viable opponent, and each made at a -3 circumstance penalty. The poison injected in these attacks is more potent, and gains a +2 competence bonus to its DC.

## Environment

Any land, typically plains, hills, and forests.

## Encounter Behavior

## Combat

An Elder Stingfrenzy Bee will attack any living creature it sees, and will continue to attack unto its death once battle is joined. In combat, it will attack a viable melee opponent at random each round.

## Story Hooks

The following quest snippets or introductory story elements



ethan s. 2020

Illustration 9: Elder Stingfrenzy Bee

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>30</b>	<b>86</b>	<b>152</b>	<b>191</b>
<b>Speed</b>	20 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 6 (-2)</b>	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +8, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Poison</b> 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.			
<b>Standard Actions</b>	Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12/19-00 (16) piercing damage.	Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+19/19-00 (26) piercing damage.	Sting Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+21/19-00 (28) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BEETLE (DAWN)



B

Low

Moderate

Advanced

Elite

Terrain	Hills or Plains
Rarity	Common
Role	Soldier / Minion
Organization	Solitary, Cluster (2-6x), or Colony (7-12x)
Treasure	None

## Overview

## Description

A giant beetle with a shiny carapace that gleams like the sun in seemingly any illumination, its undercarriage emits a faint white glow as well.

## Lore

**Common Lore (no check required):** Some giant beetles polish their shells against moss and lichen so as to make it more reflective.

**Expanded Lore:** Dawn Beetles have preternaturally shiny carapaces, and emit a glow from underneath.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Hills and Plains.

## Encounter Behavior

## Combat

Dawn Beetles will attack only if necessary, or if they feel threatened. If their antagonists move away from them, they will generally take the opportunity to flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Local tales report a beetle sent from the gods, glowing in an unmistakable halo, though which deity sent it and why is unknown.

Adventurers and travelers seek a special kind of glowing beetle to use in subterranean adventure delves.

## Actions & Special Qualities

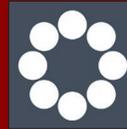
**Dawngleam:** Creatures that see must attempt a DC  13 /  16 /  17 /  20 Dexterity or Constitution (affected creature's choice) save or become Dazzled for 2d6 rounds upon glimpsing a Dawn Beetle. This effect only functions in environments with illumination at least as powerful as torchlight. Success renders the affected creature immune from the Dawngleam effect for 1 hour.

**Underglow:** In darkened areas, the underbelly of a Dawn Beetle glows, providing visibility in the surroundings as brightly as a torch. This effect cannot be controlled by the creature and is automatic under darkened circumstances.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>25</b>	<b>67</b>	<b>121</b>	<b>179</b>
<b>Speed</b>	30 ft. Fly 30 ft. (Poor)			
<b>Size, Type, Alignment</b>	Small vermin, neutral good	Small vermin, neutral good	Medium vermin, neutral good	Medium vermin, neutral good
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 21 (+5)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Luminescence</b> A Dawn Beetle's glowing glands provide light in a 10-foot radius. A dead Dawn Beetle's luminescent glands continue to glow for 1d6 days after its death.			
<b>Standard Actions</b>	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+3 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+13 (18) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BEETLE (DUSK)



B

Low

Moderate

Advanced

Elite

Terrain	Hills or Plains
Rarity	Common
Role	Soldier / Minion
Organization	Solitary, Cluster (2-6x), or Colony (7-12x)
Treasure	None

## Overview

## Description

Darkness seems to surround this large beetle in a grey haze.

## Lore

**Common Lore (no check required):** Nearby are beetles that emit darkness.

**Expanded Lore:** A Dusk Beetle generates a field of darkened vision.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

A Dusk Beetle will use its powers to hide and conceal itself so that it can escape. It will avoid combat unless it is required.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

As Dusk Beetles are generally assumed to be evil and of demonic or devilish origin, but they are in fact neutral

and prefer to live life unmolested. Any farmer, traveler, or common folk who see a Dusk Beetle will likely overreact to its dark presence, and report far and wide of the evil intrusion, seeking brave adventurers to stamp out the vileness.

## Actions & Special Qualities

**Duskgleam:** Creatures immediately adjacent to a Dusk Beetle are covered by its dark, hazy glow. To combat participants further away, they benefit from partial concealment.

**Bring the Dusk:** Once per day, a Dusk Beetle can generate a *darkness* ( /  *deeper darkness*) spell-like effect, centered on itself, as a standard action.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>8</b>	<b>57</b>	<b>99</b>	<b>131</b>
<b>Speed</b>	35 ft. Fly 30 ft. (Poor)			
<b>Size, Type, Alignment</b>	Small vermin, unaligned	Small vermin, unaligned	Medium vermin, unaligned	Medium vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 19 (+4)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Luminescence</b> A Dusk Beetle's glowing glands provide light in a 10-foot radius. A dead Dusk Beetle's luminescent glands continue to glow for 1d6 days after its death.			
<b>Standard Actions</b>	Bite Melee weapon attack: +0 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: +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 1d8+10 (14) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BEETLE (ROCKMUNCHER)



B

Low

Moderate

Advanced

Elite

Terrain

Any Mountains, Underground, Ruins, or Hills

Rarity

Uncommon

Role

Soldier / Normal

Organization

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

Treasure

None

## Overview

## Description

A giant beetle with sharp-looking horns and ridges, its chiton appears to be formed of or hewn from solid rock.

## Lore

**Common Lore (no check required):** Some massive beetles can eat and spew rocks!

**Expanded Lore:** Rockmuncher Beetles regularly ingest certain rocks upon which lichen and algae grow. Though the nutrient-to-sediment ratio is very low, they have evolved so as to be able to process the rocks, and their stomach acids break the boulders down into smaller pieces. The beetle's mouth is a cloaca—an orifice through which food is ingested, and waste is emitted.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Mountains, Underground, Ruins, or rocky Hills.

## Encounter Behavior

## Combat

A Rockmuncher Beetle will attack any creature that remains within 30' for more than 2 rounds, whether it attacks the beetle or not. It will let combatants go who flee further than 50' away from it.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Travelers tell of narrowly escaping from a massive beetle capable of throwing rocks.

A noble lost a piece of jewelry during a romantic encounter in nearby hills. S/he now fears that the bauble has been accidentally ingested by a Rockmuncher Beetle.

## Actions & Special Qualities

**Boulder Spew:** The Rockmuncher Beetle regurgitates a single large rock from its gullet. This full-round action is a ranged attack which has a range of 60' a single target must make a DC  14 /  16 /  18 /  22 Dexterity save or suffer 2d8+6 ( 3d12 /  4d12) bludgeoning damage.

**Hardscrabble Spew:** The Rockmuncher Beetle spits forth a variety of different-sized rock pellets. This is a full-round action, and takes the form of a 40' cone; each creature affected suffers 2d4 bludgeoning damage (Dexterity DC  15 /  18 /  21 /  24 to halve damage).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>52</b>	<b>99</b>	<b>165</b>	<b>212</b>
<b>Speed</b>	20 ft. Fly 20 ft. (Poor)			
<b>Size, Type, Alignment</b>	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 5 (-3)</b>	<b>DEX 8 (-1)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 7 (-2)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20
	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
<b>Standard Actions</b>	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+13 (20) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+21 (32) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+22 (32) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BEHEMOTH (CORPSE)



B

Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Brute / Solo
Organization	Solitary
Treasure	None

## Overview

## Description

A horrid monstrosity, this creature is a gigantic humanoid form composed of dozens, or perhaps hundreds, of individual dead bodies, which writhe and flail about even as they make locomotion and attacks possible.

## Lore

**Common Lore (no check required):** Perhaps the greatest of the undead monstrosities is a titanic dead warrior, formed of corpses.

**Expanded Lore:** Corpse Behemoths are massive undead formed when a catastrophe befalls an entire large group of people, typically soldiers who perish in battle simultaneously.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Any land, typically battlefields / plains or ruins.

## Encounter Behavior

## Combat

A Corpse Behemoth will seek out and destroy any living creatures it is aware of. Its attacks are relentless until its demise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

A village near to a historical battlefield was recently evacuated after an enormous undead humanoid attacked it, killing dozens. The PCs are asked to defeat the monstrosity so the villagers can return to their home.

The PCs are wandering near a plain where a battle occurred long ago. A Corpse Behemoth, having arisen from the dead bodies of an army once slain here, strides from the nearby forest to attack them.

The PCs are facing a relatively easy opponent in a plain or ruin, and cast a spell with the Death or Necromancy descriptor. The dark energy is sufficient to complete the generation of a Corpse Behemoth, which rises and attacks them.

## Actions & Special Qualities

**Deadstench:** Creatures within 40' must succeed at a DC  18 /  20 /  22 /  24 Constitution save or become Nauseated. Success grants a creature immunity to this effect for 1 hour.

**Frightful Presence:** 30', DC  16 /  18 /  20 /  22 Wisdom to avoid being Frightened.

**Throw Corpse:** As a standard action, the Corpse Behemoth flings an entire dead body at one opponent within 80'. The target must succeed at a DC  17 /  19 /  21 /  23 Dexterity save or suffer 2d12+8 bludgeoning damage.

**Dripping Bodies:** Though the dark magic which makes a Corpse Behemoth possible is sufficient to keep its component bodies connected, it's not much stronger than what is barely needed to do so. As a result, Grab, Grapple, Constrict, Reposition, Trip, Drag, and similar attempts to manipulate the creature are made with a -6 circumstance penalty.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>120</b>	<b>202</b>	<b>295</b>	<b>426</b>
<b>Speed</b>	15 ft. Swim 60 ft.			
<b>Size, Type, Alignment</b>	Gargantuan undead, chaotic evil			
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 5 (-3)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 1 (-5)</b>	<b>WIS 1 (-5)</b>	<b>WIS 5 (-3)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except bludgeoning or magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Darkvision 60 ft.	Passive Perception +5, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>18</b>	<b>25</b>	<b>30</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 22	<b>Saving Throw</b> Wisdom DC 24
	<b>Leviathan's Call</b> The tone of a Corpse Behemoth's eerie song varies from that of a wistful memory to a burning hatred. As a standard action, a Corpse Behemoth can sing. Living creatures within a 120-foot radius of a singing Corpse Behemoth must succeed at a Wisdom save or become fascinated or frightened (Corpse Behemoth's choice) for 1 round. Any creature that succeeds at this save cannot be affected by the same Corpse Behemoth's leviathan's call ability for 24 hours. This is a sonic mind-affecting effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 22	<b>Saving Throw</b> Constitution DC 24
	<b>Damage</b> 4d8	<b>Damage</b> 8d8	<b>Damage</b> 10d8	<b>Damage</b> 12d10
<b>Resonant Song</b> As a standard action with Recharge 2, the Corpse Behemoth can release a damaging resonance, dealing sonic damage to creatures in a 60-foot cone (Constitution save halves).				
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 22	<b>Saving Throw</b> Dexterity DC 24
	<b>Damage</b> 2d8+6	<b>Damage</b> 4d8+12	<b>Damage</b> 6d8+16	<b>Damage</b> 8d8+20
<b>Smashing Breach</b> As a full-round action, a swimming Corpse Behemoth can make a special charge attack against a creature on the water's surface. At the end of its charge, the whale breaches, slamming down with incredible force. Any Huge or smaller creatures in the Corpse Behemoth's space must succeed at a Dexterity save or take bludgeoning damage and be forced into the nearest empty square adjacent to the Corpse Behemoth. Humanoid creatures killed by this ability rise as draugr in 1d6 hours.				





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities****Saving Throw**

Wisdom DC 17

**Damage** 3d6**Saving Throw**

Wisdom DC 19

**Damage** 4d6**Saving Throw**

Wisdom DC 22

**Damage** 6d6**Saving Throw**

Wisdom DC 24

**Damage** 8d6

**Undead Parasites** A 30-foot-radius cloud of undead fish and sea birds surrounds a Corpse Behemoth. Creatures starting their turn within the cloud must succeed at a Wisdom save or be nauseated for 1 round and take 6d6 points of damage. Creatures with the ability to channel positive energy can suppress this aura for 1 round by expending one use of channel energy. The Corpse Behemoth receives a Wisdom save against this effect.

**Standard Actions**

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 6d4+16/19-00 (31) piercing damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+16 (26) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 6d4+16/19-00 (31) piercing damage.

**Tail Slap** Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d4+16 (26) bludgeoning damage.

**Bite** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d8+13/19-00 (40) piercing damage.

**Tail Slap** Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d8+19 (37) bludgeoning damage.

**Bite** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d8+16/19-00 (43) piercing damage.

**Tail Slap** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d8+24 (42) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-

# BEHEMOTH (MAGMA)



Low

Moderate

Advanced

Elite

Terrain

Any Mountains or Underground

Rarity

Rare

Role

Leader / Solo

Organization

Solitary

Treasure

None

## Overview

## Description

A towering humanoid formed of liquid magma, this creature emits a massive wave of heat and the air shimmers around it from the effect.

Adventurers who have delved deeply into the nearby mountains have not returned. Although the region is known to be home to monsters, and many have suffered greivous injury there, it's been a very long time since anyone was truly lost and presumed dead.

The PCs encounter a primitive mountain or hill tribe who worship a god they call "Magmor" who they claim lives underneath a nearby mountain and seeks vengeance on the living unless sacrifices are made into the volcano. Their description of Magmor is a Magma Behemoth.

## Lore

**Common Lore (no check required):** Do not anger the volcano gods, for they will send emissaries made of solid fire!

**Expanded Lore:** Powerful magic deep within mountains and volcanos gives birth to Magma Behemoths: enormous creatures formed of magic and liquid rock.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Mountains or Underground.

## Encounter Behavior

## Combat

Magma Behemoths will attack any moving creature they can perceive, and will do so until that creature's death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

## Actions & Special Qualities

**Heatwave:** All creatures within 20' suffer 2d4 points of Fire damage per round.

**Haze:** Ranged attacks against the Magma Behemoth are made with a -4 circumstance penalty as the limits of the creature's exact location are uncertain.

**Lava Geyser:** As a full-round action, a Magma Behemoth may emit a geyser of molten lava. This takes the form of a line, 10' wide and 80' long, in which all creatures suffer 6d8 Fire damage (DC 18 Dexterity halves).

**Lavaballs:** A Magma Behemoth may cast fireball 3x/day, and delayed blast fireball 1x/day.

**Molten Appendages:** Melee strikes from a Magma Behemoth inflict an additional 2d6 Fire damage.

B



Illustration 10: Magma Behemoth

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>121</b>	<b>182</b>	<b>497</b>	<b>680</b>
<b>Speed</b>	40 ft. Fly 200 ft. (Good)			
<b>Size, Type, Alignment</b>	Gargantuan monstrosity, unaligned			
<b>Ability Scores / Saves</b>	<b>STR 24 (+7)</b>	<b>STR 27 (+8)</b>	<b>STR 29 (+9)</b>	<b>STR 32 (+10)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 5 (-3)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Aging, Bleed, diseased, Electricity, Fire, psychic, Negative Levels, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Bleed</b> You can cause wounds that continue to bleed, inflicting an additional 2d6 damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.</p> <p><b>Regeneration</b> You are difficult to kill. You heal damage at 20 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.</p> <p><b>Ruinous</b> A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic (CL 20th).</p> <p><b>Unstoppable</b> If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Gale</b> A Magma Behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.</p> <p><b>Scales</b> A Magma Behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.</p>			





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities****Saving Throw** Dexterity DC 18**Electricity Damage** 2d6**Sonic Damage** 2d6**Saving Throw** Dexterity DC 20**Electricity Damage** 3d6**Sonic Damage** 3d6**Saving Throw** Dexterity DC 24**Electricity Damage** 5d6**Sonic Damage** 5d6**Saving Throw** Dexterity DC 25**Electricity Damage** 7d6**Sonic Damage** 7d6

**Thunderbolt** As a standard action with Recharge 2, a behemoth can shoot a bolt of lightning that deals electricity damage and sonic damage, and that causes permanent deafness in a 200-foot line (Dexterity save halves damage and negates deafness).

**Standard Actions**

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d4+18 (20) piercing damage.

**Scales** Ranged weapon attack: +1 to hit, one target. Hit 1d8 (8) bludgeoning damage.

**Talons** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+18 (46) bludgeoning damage.

**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 1d4+22 (24) piercing damage.

**Scales** Ranged weapon attack: +0 to hit, one target. Hit 1d8 (8) bludgeoning damage.

**Talons** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+22 (29) slashing damage.

**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+22 (50) bludgeoning damage.

**Bite** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 1d6+17 (20) piercing damage.

**Scales** Ranged weapon attack: +2 to hit, one target. Hit 1d10 (10) bludgeoning damage.

**Talons** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 2d8+17 (26) slashing damage.

**Wings** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d8+17 (53) bludgeoning damage.

**Bite** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 1d8+20 (24) piercing damage.

**Scales** Ranged weapon attack: +4 to hit, one target. Hit 2d8 (9) bludgeoning damage.

**Talons** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+20 (34) slashing damage.

**Wings** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 16d6+20 (76) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-

# BEHEMOTH (SHADOW)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any Land			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	None			

B

## Overview

## Description

A massive blight upon daylight, it seems as though a shifting, semi-humanoid form the size of a mountain has blotted out the sun. Fingers of darkness ebb from its periphery, and seem to infest everything it comes close to.

## Lore

**Common Lore (no check required):** When the dark itself is incarnate, it blights out the very sun in its anger!

**Expanded Lore:** A Shadow Behemoth is a shape of pure darkness, and can blind its opponents.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Environment

Any Land.

## Encounter Behavior

## Combat

A Shadow Behemoth will attack any moving creatures it is aware of, unto death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Villages have been terrorized by a living, moving blight

upon the sun. Many have fled, but most are presumed dead. The survivors ask the party's help in defeating the intruder and restoring peace.

A religious faction has witnessed what they consider to be the End Times, Armageddon, or the Rapture, depending on their theology and scripture. Rather than wait for the coming disaster, they have contrived to commit mass suicide. Others have noted this, and, terrified on their behalf and considering them insane, ask the PCs to talk some sense into the church. Religious leaders describe the harbinger as a Shadow Behemoth; if the party can defeat it or gather evidence that it is simply a monster and not a token of total destruction, the church will stop their plans for ritual.

## Actions & Special Qualities

**Lightblight:** Within 30', a Shadow Behemoth emits a constant deeper darkness effect. From 30' to 100', this effect is reduced to a darkness effect.

**Viscous Dark:** Each time a creature suffers a melee attack from a Shadow Behemoth, it must make a DC 18 Wisdom save or become Blinded for 1d4 rounds. Each creature must attempt this save during each attack, regardless of whether it succeeds or fails: A creature suffering this effect more than once becomes more permanently blinded: the effect lasts for a full day per additional save failed. Accumulating more than 6 days' worth of this effect converts it to a permanent blindness that only a greater restoration or more powerful magic can undo.

**Shadow Tendrils:** A Shadow Behemoth may make its melee attacks against any opponent within the range of its Lightblight effect.

**Uncertain Form:** A Shadow Behemoth is never subject to opportunity attacks.

**Pure Shadow:** A Shadow Behemoth always has advantage on Stealth checks.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>85</b>	<b>126</b>	<b>277</b>	<b>391</b>
<b>Speed</b>	30 ft. Burrow 30 ft.			
<b>Size, Type, Alignment</b>	Gargantuan monstrosity, neutral evil			
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 27 (+8)</b>	<b>STR 30 (+10)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 5 (-3)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks			
<b>Immunities</b>	Acid, Aging, Bleed, diseased, Fire, psychic, Negative Levels, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Aklo (cannot speak)			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 23	<b>Saving Throw</b> Constitution DC 25
	<b>Mighty Roar</b> As a standard action with Recharge 2, a Shadow Behemoth can issue a mighty roar in a 60-foot cone that duplicates the effect of a prismatic spray (Constitution save for half damage). This is a sonic effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Regeneration</b> You are difficult to kill. You heal damage at 20 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.			
	<b>Ruinous</b> A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic (CL 20th).			
	<b>Unstoppable</b> If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.			

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

Constitution DC 18

**Damage** 2d6**Saving Throw**

Constitution DC 20

**Damage** 3d6**Saving Throw**

Constitution DC 23

**Damage** 4d6**Saving Throw**

Constitution DC 25

**Damage** 6d6

**Rock Spitting** A Shadow Behemoth can spit rocks from the essentially inexhaustible store in its gizzard. It can spit up to four rocks as a standard action, with a range increment of 60 feet. A creature that is critically hit by one of these rocks must make a Constitution save to resist being stunned for 1 round.

**Special Abilities & Qualities****Saving Throw**

Dexterity DC 18

**Ongoing Damage** 2d6**Saving Throw**

Dexterity DC 20

**Ongoing Damage** 4d6**Saving Throw**

Dexterity DC 23

**Ongoing Damage** 6d6**Saving Throw**

Dexterity DC 25

**Ongoing Damage** 8d6

**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: +7 to hit, reach 20 ft., one target. Hit 4d4+16 (26) piercing damage.

Gore Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d4+16 (26) piercing damage.

Stomps Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d4+19 (29) piercing damage.

Gore Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d4+19 (29) piercing damage.

Stomps Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+19 (26) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+15 (29) piercing damage.

Gore Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+15 (29) piercing damage.

Stomps Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 2d8+7 (16) bludgeoning damage.

Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+18 (36) piercing damage.

Gore Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+18 (36) piercing damage.

Stomps Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+9 (22) bludgeoning damage.

**Special Actions****Saving Throw**

Dexterity DC 18

**Damage** 2d8**Saving Throw**

Dexterity DC 20

**Damage** 3d8**Saving Throw**

Dexterity DC 23

**Damage** 4d8**Saving Throw**

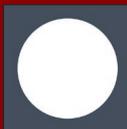
Dexterity DC 25

**Damage** 6d8

**Trample** As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 2d8+13 points of damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

**Innate****Spellcasting****Spellcasting****Possessions**

# BEHEMOTH (SLUDGE)



B

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Swamp, Urban, or Underground
Rarity	Rare
Role	Leader / Solo
Organization	Solitary
Treasure	None

## Overview

### Description

A massive, bubbling and oozing pile of viscous sludge this creature seems to radiate a lethargic haze from the putrid goop.

### Lore

**Common Lore (no check required):** A living pile of sludge eats everything in its path.

**Expanded Lore:** Snowy Behemoths are enormous piles of semi-sentient sludge which can produce a slowing effect in victims.

Requires **Intelligence (Nature)** check DC ☒ 14 / ☒ 18 / ☒ 22 / ☒ 26.

### Environment

Swamps, Urban, Underground

## Encounter Behavior

### Combat

A Snowy Behemoth will move toward any moving creature it senses. Stationary creatures it is not already aware of are safe from attacks.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

A local village is in the path of a Snowy Behemoth that is moving very slowly toward it. The PCs are asked to either help evacuate, or to deter or destroy the Behemoth before it overruns the town.

An army camps for the night. While they sleep, a Snowy Behemoth overruns the camp, swallowing dozens before the alarm can be sounded. The PCs are either traveling with the army in the course of another quest, or run into scattered remnants of the army as they flee the situation.

## Actions & Special Qualities

**Miasmatic Resin:** Creatures within 20' suffer a circumstance penalty to their base Speed, which is slowed by half its normal rate. Any creature may attempt a DC ☒ 16 / ☒ 17 / ☒ 23 / ☒ 24 Wisdom save to shake off the effect; this requires a standard action. If the save is successful, that creature is immune to Miasmatic Resin effects for 24 hours.

**Sludge Overrun:** A Snowy Behemoth may move into any space occupied by any number of creatures at least two sizes categories smaller than itself. While occupying the same space as one or more creatures in this manner, those creatures have their base Speed cut by two-thirds (round down, minimum 5', does not stack with the Miasmatic Resin effect, no save allowed while the creatures are within the space occupied by the Behemoth). The Behemoth may make one melee strike against each such creature, with no limit on the maximum number of such attacks that may apply. Melee attacks conducted in this manner hit automatically.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>22</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>78</b>	<b>136</b>	<b>403</b>	<b>569</b>
<b>Speed</b>	40 ft. Fly 200 ft. (Good) Swim 40 ft.			
<b>Size, Type, Alignment</b>	Gargantuan monstrosity, chaotic evil			
<b>Ability Scores / Saves</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 30 (+10)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 15 (+2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>	<b>CHA 7 (-2)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Aging, Bleed, diseased, Electricity, Fire, psychic, Negative Levels, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Bleed</b> You can cause wounds that continue to bleed, inflicting an additional 2d6 damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.</p> <p><b>Regeneration</b> You are difficult to kill. You heal damage at 20 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.</p> <p><b>Ruinous</b> A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic (CL 20th).</p> <p><b>Unstoppable</b> If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Gale</b> A Sludge Behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.</p> <p><b>Scales</b> A Sludge Behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.</p>			



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Special Abilities & Qualities**

**Saving Throw** Dexterity DC 18  
**Electricity Damage** 3d6  
**Sonic Damage** 3d6

**Saving Throw** Dexterity DC 20  
**Electricity Damage** 4d6  
**Sonic Damage** 4d6

**Saving Throw** Dexterity DC 24  
**Electricity Damage** 6d6  
**Sonic Damage** 6d6

**Saving Throw** Dexterity DC 25  
**Electricity Damage** 8d6  
**Sonic Damage** 8d6

**Thunderbolt** As a standard action with Recharge 2, a behemoth can shoot a bolt of lightning that deals electricity damage and sonic damage, and that causes permanent deafness in a 200-foot line (Dexterity save halves damage and negates deafness).

**Standard Actions**

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d4+18 (20) piercing damage.

**Claw** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+12 (19) slashing damage.

**Scales** Ranged weapon attack: +3 to hit, one target. Hit 1d8 (8) bludgeoning damage.

**Talons** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+18 (46) bludgeoning damage.

**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 1d4+19 (22) piercing damage.

**Claw** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+13 (20) slashing damage.

**Scales** Ranged weapon attack: +2 to hit, one target. Hit 1d8 (8) bludgeoning damage.

**Talons** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+19 (26) slashing damage.

**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+19 (47) bludgeoning damage.

**Bite** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 1d6+16 (20) piercing damage.

**Claw** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 2d8+16 (25) slashing damage.

**Scales** Ranged weapon attack: +3 to hit, one target. Hit 1d10 (10) bludgeoning damage.

**Talons** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 2d8+16 (25) slashing damage.

**Wings** Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 8d8+16 (52) bludgeoning damage.

**Bite** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 1d8+19 (24) piercing damage.

**Claw** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+19 (32) slashing damage.

**Scales** Ranged weapon attack: +5 to hit, one target. Hit 2d8 (9) bludgeoning damage.

**Talons** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 3d8+19 (32) slashing damage.

**Wings** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 16d6+19 (75) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-

# BEHEMOTH (SNOWY)



Low

Moderate

Advanced

Elite

Terrain

Any Cold Land

Rarity

Rare

Role

Leader / Solo

Organization

Solitary

Treasure

None

B

## Overview

## Description

An avalanche given form and will, this massive shifting pile of snow seems to embody the very essence of unrelenting winter.

## Lore

**Common Lore (no check required):** Giant snow monsters can knock over entire armies with their cold winds.

**Expanded Lore:** Snowy Behemoths can send arctic winds and avalanches against their enemies, and are formidable opponents when faced in cold temperatures.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any cold land.

## Encounter Behavior

## Combat

A Snowy Behemoth will attack any creature it is aware of. It will pursue enemies beyond its natural environment.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

While seeking out a rumored hidden cavern, adventurers awoke a mighty snow monster, from which they barely escaped with their lives. They still believe that the cave full of treasure exists, but would like to enlist the party's help in battling the snow monster. They offer to split any treasure discovered.

The PCs are traversing cold mountainous terrain on their way elsewhere, when suddenly a Snowy Behemoth erupts from the side of a snow-covered mountain. This reveal is all the more interesting if triggered by a loud sound, conversation, or even the clash of battle with lesser monsters.

## Actions & Special Qualities

**Arctic Winds:** 40', at the start of each of its turns, creatures in this radius must make a DC 18 / 19 / 24 / 26 Dexterity save or be knocked prone. This effect applies each round, regardless of whether the creature(s) involved have failed, passed, or yet attempted a save against this effect.

**Snow Dependency:** A Snowy Behemoth encountered in an environment without snow, or in a temperate climate (even temporary magical weather effects that eliminate or suppress the naturally-snowy and cold circumstances of this creature) suffers a -4 competence penalty to its attack rolls, damage rolls, skill and ability checks, and the DC of its effects.



Illustration 11: Snowy Behemoth

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>112</b>	<b>171</b>	<b>460</b>	<b>718</b>
<b>Speed</b>	40 ft. Fly 200 ft. (Good)			
<b>Size, Type, Alignment</b>	Huge monstrosity, chaotic neutral	Huge monstrosity, chaotic neutral	Gargantuan monstrosity, chaotic neutral	Gargantuan monstrosity, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 24 (+7)</b>	<b>STR 26 (+8)</b>	<b>STR 30 (+10)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 24 (+7)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Aging, Bleed, diseased, Electricity, Fire, psychic, Negative Levels, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Bleed</b> You can cause wounds that continue to bleed, inflicting an additional 2d6 damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.</p> <p><b>Regeneration</b> You are difficult to kill. You heal damage at 20 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.</p> <p><b>Ruinous</b> A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic (CL 20th).</p> <p><b>Unstoppable</b> If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Gale</b> A Snowy Behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.</p> <p><b>Scales</b> A Snowy Behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.</p>			





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

**Saving Throw** Dexterity DC 18  
**Electricity Damage** 3d6  
**Sonic Damage** 3d6

**Saving Throw** Dexterity DC 20  
**Electricity Damage** 4d6  
**Sonic Damage** 4d6

**Saving Throw** Dexterity DC 24  
**Electricity Damage** 6d6  
**Sonic Damage** 6d6

**Saving Throw** Dexterity DC 25  
**Electricity Damage** 8d6  
**Sonic Damage** 8d6

**Thunderbolt** As a standard action with Recharge 2, a behemoth can shoot a bolt of lightning that deals electricity damage and sonic damage, and that causes permanent deafness in a 200-foot line (Dexterity save halves damage and negates deafness).

**Standard Actions**

**Bite** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d3+10 (12) piercing damage.

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

**Talons** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+10 (16) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 8d4+10 (30) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d3+12 (14) piercing damage.

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

**Talons** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+12 (18) slashing damage.

**Wings** Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 8d4+12 (32) bludgeoning damage.

**Bite** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 1d4+21 (24) piercing damage.

**Scales** Ranged weapon attack: +2 to hit, one target. Hit 1d8 (8) bludgeoning damage.

**Talons** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 2d6+21 (28) slashing damage.

**Wings** Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+21 (49) bludgeoning damage.

**Bite** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 1d8+21 (26) piercing damage.

**Scales** Ranged weapon attack: +4 to hit, one target. Hit 2d8 (9) bludgeoning damage.

**Talons** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 3d8+21 (34) slashing damage.

**Wings** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 16d6+21 (77) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-

# BEHEMOTH (TRENCH)



	Low	Moderate	Advanced	Elite
Terrain	Any Ocean			
Rarity	Rare			
Role	Leader / Solo			
Organization	Solitary			
Treasure	None			

B

## Overview

## Description

This titanic beast has an enormous fish head on top, and underneath, is surrounded by innumerable, massive tentacles like an octopus or squid.

## Lore

**Common Lore (no check required):** Deep in the darkest parts of the ocean lie enormous fish-headed monsters, aching to destroy life on the surface.

**Expanded Lore:** Trench Behemoths are capable of sinking entire fleets in mere minutes, and driving the survivors insane with fear.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any ocean.

## Encounter Behavior

## Combat

Trench Behemoths will attempt to surprise their opponents, rising to the surface quickly from the deeps and bursting into combat. They are careful and watchful, and will assess the size of all surface vessels before making their strike. Once battle is joined, they will use the sea and their ability to dive deeply as a protective measure, vanishing only to return later.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The PCs encounter a massive war galley returns, battered and barely seaworthy. It might float into a bay without explanation, or if the PCs are venturing on the ocean for another purpose, they may simply come across it. A small handful of survivors appears to be insane, and rambles about a giant fish-squid that destroyed everything.

Trade ships keep disappearing in transit. They seem to be lost in a certain region, which local mariners can pinpoint. When a diplomat, trade prince, or noble goes missing, local government steps up their concern, and enlists the PCs to investigate.

## Actions & Special Qualities

**Terror of the Deep:** The sight of a Trench Behemoth has plunged even seasoned mariners into the darkest parts of insanity. Upon first glimpsing the Behemoth, each creature must make a DC 16 / 17 / 22 / 23 Wisdom save or become Insane. At the conclusion of the encounter, each creature driven insane in this manner may attempt another Wisdom save; if successful, the effect wears off; if this second save is failed, the insanity effect becomes permanent until cured via a heal spell or more powerful magic. This is a mind-affecting, fear effect.

**Vengeful Seas:** The waters surrounding a Trench Behemoth are perpetually choppy. Within a 120' radius, ships suffer movement and maneuverability penalties, and smaller vessels may be subject to capsizing at the GM's discretion.

**Burst from the Depths:** In its surprise round, a Trench Behemoth may rise suddenly from the deep ocean and attack. Resolve a round of combat as normal. At the end of the Behemoth's surprise round, each vessel and creature on the surface is scattered in a random direction by 4d20'.

**Hide in the Deep:** As a full-round action, a Trench Behemoth may vanish into the depths. This effectively removes it from combat in the normal context of movement mechanics. GMs employing rules for underwater and deep-water combat may assume that the Behemoth moves at ten times its base Speed for this round.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>92</b>	<b>138</b>	<b>368</b>	<b>523</b>
<b>Speed</b>	40 ft. Fly 200 ft. (Good) Swim 40 ft.			
<b>Size, Type, Alignment</b>	Gargantuan monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil	Gargantuan monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 24 (+7)</b>	<b>STR 27 (+8)</b>	<b>STR 30 (+10)</b>	<b>STR 33 (+10)</b>
	<b>DEX 24 (+7)</b>	<b>DEX 24 (+7)</b>	<b>DEX 22 (+6)</b>	<b>DEX 24 (+7)</b>
	<b>CON 14 (+2)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks			
<b>Immunities</b>	Aging, Bleed, diseased, Electricity, Fire, psychic, Negative Levels, paralyzed, Permanent Wounds, Petrification, poisoned, Polymorph			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +23, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Bleed</b> You can cause wounds that continue to bleed, inflicting an additional 2d6 damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.</p> <p><b>Regeneration</b> You are difficult to kill. You heal damage at 20 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.</p> <p><b>Ruinous</b> A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic (CL 20th).</p> <p><b>Unstoppable</b> If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Gale</b> A Trench Behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.</p> <p><b>Scales</b> A Trench Behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.</p>			

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

**Saving Throw** Dexterity DC 18  
**Electricity Damage** 3d6  
**Sonic Damage** 3d6

**Saving Throw** Dexterity DC 20  
**Electricity Damage** 4d6  
**Sonic Damage** 4d6

**Saving Throw** Dexterity DC 24  
**Electricity Damage** 6d6  
**Sonic Damage** 6d6

**Saving Throw** Dexterity DC 25  
**Electricity Damage** 8d6  
**Sonic Damage** 8d6

**Thunderbolt** As a standard action with Recharge 2, a behemoth can shoot a bolt of lightning that deals electricity damage and sonic damage, and that causes permanent deafness in a 200-foot line (Dexterity save halves damage and negates deafness).

**Standard Actions**

**Bite** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d4+18 (20) piercing damage.

**Claw** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+12 (19) slashing damage.

**Scales** Ranged weapon attack: +7 to hit, one target. Hit 1d8 (8) bludgeoning damage.

**Talons** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+18 (25) slashing damage.

**Wings** Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 8d6+18 (46) bludgeoning damage.

**Bite** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 1d4+22 (24) piercing damage.

**Claw** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+15 (22) slashing damage.

**Scales** Ranged weapon attack: +6 to hit, one target. Hit 1d8 (8) bludgeoning damage.

**Talons** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+22 (29) slashing damage.

**Wings** Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+22 (50) bludgeoning damage.

**Bite** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 1d6+17 (20) piercing damage.

**Claw** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 2d8+17 (26) slashing damage.

**Scales** Ranged weapon attack: +8 to hit, one target. Hit 1d10 (10) bludgeoning damage.

**Talons** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 2d8+17 (26) slashing damage.

**Wings** Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d8+17 (53) bludgeoning damage.

**Bite** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 1d8+21 (26) piercing damage.

**Claw** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 3d8+21 (34) slashing damage.

**Scales** Ranged weapon attack: +8 to hit, one target. Hit 2d8 (9) bludgeoning damage.

**Talons** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 3d8+21 (34) slashing damage.

**Wings** Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 16d6+21 (77) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# BLEAKMOTH



B

Low

Moderate

Advanced

Elite

Terrain	Any Temperate or Warm
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary, Pair, or Kaleidoscope (3-20x)
Treasure	None

## Overview

## Description

These enormous moths almost appear as though a Medium-sized humanoid is wearing a grim moth costume. Its head seems skeletal, with thin flesh pulled gauntly over a formidable underlying skull.

## Lore

**Common Lore (no check required):** Giant bony moths sound scary, and for good reason.

**Expanded Lore:** Bleakmoths are prized and worshipped in primitive cultures. They produce a creepy sound while at rest.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any temperate or warm land.

## Encounter Behavior

## Combat

Bleakmoths prefer to attack in groups; a lone Bleakmoth will tend to use its Bleakfugue effect to induce fear while itself escaping the area. Any Bleakmoth reduced to fewer than half its maximum hit points will try to flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Amateur spelunkers report horrible, giant mothlike creatures in the caves east of town, and ask the PCs to slay them so they can return to their hobby.

The party is surrounded by, captured by, or needs to pass through the lands of a primitive culture, who demand that the PCs slay a Bleakmoth and bring its head to them to set things right.

## Actions & Special Qualities

**Bleakfugue:** The bleakmoth's legs, when rubbed together, generate a fearsome noise that is repellent to most creatures. While not attacking or hiding, a Bleakmoth generates this effect constantly. This gives it a -6 circumstance penalty to Stealth checks, but also generates the Bleakfugue effect: Creatures within 60' must make a DC 14 / 17 / 18 / 19 Wisdom save or become Shaken. Failing the save means suffering the effect so long as a creature remains within the radius; creatures must attempt the save again each time they re-enter the area of effect. Any successful save against this effect will render a creature immune to Bleakfugue for 24 hours. This is a sonic, mind-affecting, fear effect.



Illustration 12: Bleakmoth

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>27</b>	<b>87</b>	<b>127</b>	<b>172</b>
<b>Speed</b>	5 ft. Fly 30 ft. (Average)			
<b>Size, Type, Alignment</b>	Large vermin, chaotic neutral			
<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 17 (+3)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 9 (-1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 6 (-2)	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Standard Actions</b>	Claws Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+2 (6) slashing damage.	Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.	Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.	Claws Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BLIGHTBORN



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Solider / Normal
Organization	Solitary, Pair, Gang (3-5x), Swarm (6-17x), or Mob (10-40x)
Treasure	None

B

## Blightborn

Blightborn are a subrace of humanoids created out of a disastrous use of magical energy employed in a huge war centuries ago. The dark energies used warped and perverted normal cells and matter. Most soldiers, wildlife, and flora on the country-sized battlefield were destroyed utterly, but those that survived emerged from the poisoned wastes as a mockery of their former selves.

No one knows whether the Blightborn that exist today are the very same creatures from that incident, their life prolonged as a side effect of the spells—both benefit and curse. Or, perhaps the Blightborn still function enough as normal people to procreate, passing on their warped genes to new generations of horrible parodies of normalcy. Still other theories posit that the Blightborn, damned but sentient as they are, have concocted schemes to lure normal outsiders into the poisoned wasteland they call home, where they take action to convert the newcomers into the fold of warped flesh. Whether this involves a magical ritual, an occult ceremony, torture, poison, or simply keeping normal people inside the domain of poison long enough for flesh to succumb to the disturbance like a disease, it is unclear.

## Description

A standard-issue Blightborn, if one can ever be called such, is a zombielike version of a humanoid race. Humans, elves, dwarves, halflings, tieflings, gnomes, and more were all present at the disaster, so all are represented in the Blightborn population. They are pallid, yellowed creatures, tinged with pustules of green and grey. Outside of the environment of their poisoned wasteland, they are easy to mistake for zombies, ghouls, or other undead. Their eyes hold a manic intelligence, ever focused on a point far away, even when flailing into combat.

## Lore

- Common Lore (no check required):** Horrible yellow zombies hate the living and will try to drag them back into a poisoned wasteland.
- Expanded Lore:** Blightborn are disfigured humanoids arising from poisoned magic. Some theorize that they seek to burgeon their numbers by taking normal people and bringing them to their wasted homeland so newcomers might suffer as they do.  
Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

The Spellwrecked Waste, which they call home. Rarely, they

may be encountered in Mountains, Ruins, or Underground.

## Encounter Behavior

### Combat

Near their home turf, Blightborn will seek to drag normal creatures back into the poisoned waste and keep them there to convert them. Outside of this region, Blightborn will seek to destroy any living normal creatures they perceive. They are ambivalent toward undead, viewing them as fellow sufferers of cursed un-life, but Blightborn judge themselves far above the station of undead, as they retain sentience and much of the intelligence of their former selves.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Villagers foraging near the Spellwrecked Waste have been disappearing. The PCs are urged to investigate.
- A diplomat, noble, merchant, or Tribute Magister needs to pass through the Spellwrecked Waste, or a region near to it that is known to be overrun with Blightborn. She hires the PCs as guards to help her pass unmolested through this dangerous area.

## Actions & Special Qualities

- Blighthaze:** 30', those within suffer a -1 circumstance penalty to attack and save rolls. For Blightborn (including Acolytes and Nascents), this aura has the opposite effect: It grants them a +1 bonus to attack and save rolls.
- Blighttouch:** Disease, injury. Victims suffering a melee strike from a Blightborn must make a DC 13 / 16 / 18 / 20 Constitution save each time damage is inflicted. Success results in no further effect; failure means the victim is infected by Spellwrecked Blight. This condition imposes a -1 competence penalty on each Ability Score, all attack and damage rolls, saves, and skill checks. Remove disease or more powerful healing magic will remove the condition. Prolonged or repeated exposure to Spellwrecked Blight may result in a gradual transformation into a Blightborn; this is a significant story event and should be imposed by the GM, rather than dictated by rules.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>23</b>	<b>75</b>	<b>151</b>	<b>219</b>
<b>Speed</b>	20 ft.			
<b>Size, Type, Alignment</b>	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil	Large fiend, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 11 (+0)</b>	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except good or silver			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	Celestial, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>2</b>	<b>7</b>	<b>12</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			
<b>Standard Actions</b>	Claw Melee weapon attack: +1 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: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BLIGHTBORN (ACOLYTE)



Low

Moderate

Advanced

Elite

Terrain

Urban, Plains, or Hills

Rarity

Rare

Role

Skirmisher / Normal

Organization

Solitary, Pair, or Flock (3-10x)

Treasure

Standard

B

## Overview

can be used to insert this creature into any existing plot or campaign setting.

## Description

Smaller versions of the Blightborn commonly encountered, Acolytes are those currently undergoing the change from normal to Blightborn.

The party is approached by the husband of a farmer near the Spellwacked Waste. It seems his wife, who commonly acts as guard against encroaching Blightborn from the Waste, has begun to transform into a Blightborn. The PCs are asked to investigate, and to put the poor woman out of her misery.

The PCs are asked to perform guard duty for a traveler who frequently traverses the Spellwacked Waste. During the journey, he wakes up in the middle of the night as a Blightborn Acolyte, having suffered sufficiently from Spellwacked Blight to begin his transformation.

## Lore

**Common Lore (no check required):** Poisoned zombies creep everywhere and will kill for fun.

**Expanded Lore:** Blightborn Acolytes are those currently suffering from a disease that transforms them. In their panic and distress, they will attack any living creature.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Actions & Special Qualities

**Auraless:** Unlike true, full Blightborn, Acolytes do not have a Blighthaze aura.

**Blightcall:** The wails of a Blightborn in the early stages of transformation are alluring to their fully warped brethren. As a standard action, an Acolyte may wail; this has a 25% chance of summoning 1d4 full Blightborn, who arrive 1d4 rounds later and who will act as full allies to the Acolyte. Although the Acolyte is repulsed by Blightborn, an Acolyte will not attack Blightborn, nor vice versa.

## Environment

Urban, Plains, or Hills.

## Encounter Behavior

## Combat

Acolytes will attack any living creature they see, and will fight to the death. In their distorted, mid-transformation state of mind, they have little remaining sense of self-preservation.

## Story Hooks

The following quest snippets or introductory story elements

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>20</b>	<b>74</b>	<b>100</b>	<b>135</b>
<b>Speed</b>	<b>20 ft. Fly 50 ft. (Perfect)</b>			
<b>Size, Type, Alignment</b>	Tiny fiend, neutral evil	Tiny fiend, neutral evil	Small fiend, neutral evil	Small fiend, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 19 (+4)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good or silver			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> A Blightborn Acolyte has the ability to assume the appearance of a Boar, Giant Spider, Rat, or Raven, but retains most of its own physical qualities. A Blightborn Acolyte cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, but it does not adjust its ability scores (although it gains any other abilities of the creature it mimics).			
<b>Special Abilities &amp; Qualities</b>	<b>Fast Healing</b> You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18
<b>Special Abilities &amp; Qualities</b>	<b>Poison</b> Sting-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness. <b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
<b>Standard Actions</b>	Sting Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d6 (6) piercing damage.	Sting Melee weapon attack: +2 to hit, reach 0 ft., one target. Hit 1d6+3 (6) piercing damage.	Sting Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage.	Sting Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>augury (1/day); commune (six questions) (1/week); detect magic (at will); invisibility (self only) (at will); suggestion (1/day)</i>			

# BLIGHTBORN (AXIOMATIC)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary, Pair, Team (3-5x), or Squad (6-11x)

Treasure

Standard

B

## Overview

forces with it.

## Description

These are the leaders of the Blightborn, if such creatures can be considered to truly have leadership and organization. Nevertheless, their will is deferred to, and they hold mastery over all other, lesser Blightborn. Powerful, Lawful creatures who transform into Blightborn have a good chance of becoming Axiomatic Blightborn if they survive long enough. They grow leaner, almost unnaturally gaunt; taller, stronger, and grow additional appendages. They are fearsome creatures: normal Blightborn are repulsive because they mock normal life, but Axiomatic Blightborn are terrifying because they are clearly something OTHER.

## Lore

**Common Lore (no check required):** Zombie leaders are formidable opponents.

**Expanded Lore:** Elder Blightborn are called Axiomatic Blightborn. They seek to bring justice to those who inadvertently created the Blightborn through capricious use of eldritch powers to further their own military will. Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land. Axiomatic Blightborn will lead Blighted Crusades against the lands of normal men; nearly all Blightborn encountered outside of the Spellwrecked Waste are leftovers from such treks.

## Encounter Behavior

## Combat

Axiomatics are more likely to employ strategy than other Blightborn, and can direct the efforts of others. They will try to strike with surprise, ideally from an ambush, but are not at all above simply wading into a village and commencing forthright slaughter. If clearly overpowered (if the Axiomatic is reduced to fewer than half of its maximum hit points, or if more than half of the Blightborn following it are destroyed), it will attempt a retreat, bringing its

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A village was nearly eradicated by a tall, gaunt zombie lord and his dozens of followers. The survivors fled, and approach the PCs begging their help to purge the threat from their homes.

A noble, caravan, diplomat, courier, or other wealthy traveler hires the party as guards. In their journey, they are set upon by an Axiomatic Blightborn and its followers.

## Actions & Special Qualities

**Blighthaze:** 60', those within suffer a -3 circumstance penalty to attack and save rolls. For Blightborn (including Acolytes and Nascents), this aura has the opposite effect: It grants them a +3 bonus to attack and save rolls.

**Blighttouch:** Disease, injury. Victims suffering a melee strike from a Blightborn must make a DC 18 / 19 / 21 / 22 Constitution save each time damage is inflicted. Success results in no further effect; failure means the victim is infected by Spellwrecked Blight. This condition imposes a -1 competence penalty on each Ability Score, all attack and damage rolls, saves, and skill checks. Remove disease or more powerful healing magic will remove the condition. Prolonged or repeated exposure to Spellwrecked Blight may result in a gradual transformation into a Blightborn; this is a significant story event and should be imposed by the GM, rather than dictated by rules.

**Blightgaze:** As a full-round action, an Axiomatic may lock eyes with a single creature within 60'. That target must succeed in a DC 16 / 18 / 20 / 22 Wisdom save or suffer the effects of a *charm person* spell. This effect lasts as long as the Axiomatic Blightborn yet lives, and remains within 120' of the victim, and requires no concentration or other action on the part of the Axiomatic to maintain once initiated. There is no limit to the number of creatures an Axiomatic may control in this manner.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>92</b>	<b>158</b>	<b>216</b>	<b>317</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Small fiend, lawful evil	Medium fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>
	<b>DEX 19 (+4)</b>	<b>DEX 19 (+4)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except good			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>8</b>	<b>12</b>	<b>17</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 3d8
	<b>Barbed Defense</b> A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20	<b>Saving Throw</b> Wisdom DC 22
	<b>Fear</b> A Axiomatic Blightborn's fear attack affects any creature it damages with its claws. A Wisdom save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d6	<b>Damage</b> 2d3	<b>Damage</b> 3d6	<b>Damage</b> 4d6
	<b>Impale</b> A Axiomatic Blightborn deals piercing damage to a grabbed opponent with a successful grapple check.			
<b>Special Abilities &amp; Qualities</b>	<b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.			
	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			
<b>Standard Actions</b>	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12/19-00 (19) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+10/19-00 (19) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 3d8+11/19-00 (24) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+16/19-00 (34) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>hold person (at will); major image (at will); produce flame (at will); pyrotechnics (at will); scorching ray (rays only) (at will); summon lesser demon (1 Axiomatic Blightborn 35%) (1/day)</i>			

# BLIGHTBORN (NASCENT)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary, Pair, or Hunt (3-10x)

Treasure

Standard

B

## Overview

## Description

Exceedingly rare outside of the Wastes, Nascent Blightborn are those created organically by existing Blightborn, rather than converted from normal flesh via prolonged Spellwrecked Blight disease. Born in the normal manner, they emerge from the womb hungry for flesh. They are typically the result of a normal pregnant humanoid succumbing to Spellwrecked Blight; the baby as well as the mother is transformed.

## Lore

**Common Lore (no check required):** Baby zombies are terrifying!

**Expanded Lore:** Nascent Blightborn are essentially Blightborn babies, though still dangerous and deadly, and with different abilities than their fully-grown cousins. During the growth process, abilities warp and transform over time.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- A local farmer discovered a warped dwarven baby on their lands; although they are attempting to care for the lad with the best of intentions, it is very clear that the creature is not a typical dwarf baby, and is a constant threat to the farmer's family and the livestock.
- The party comes across a warped elven baby. Although their desires will almost certainly be to care for the child, other Blightborn will come for it.

## Actions & Special Qualities

**Blightcall:** The wails of a Blightborn in the early stages of transformation are alluring to their fully warped brethren. As a standard action, an Acolyte may wail; this has a 50% chance of summoning 2d4 full Blightborn, and additionally, a 15% chance of summoning an Axiomatic. Any creatures summoned in this manner arrive 1d4 rounds later and who will act as full allies to the Acolyte. Although the Acolyte is repulsed by Blightborn, an Acolyte will not attack Blightborn, nor vice versa.

## Environment

The Spellwrecked Waste. Very rarely are Nascents born outside this zone; they might be found in Ruins, Mountains, or Underground if pregnant Blightborn are taken on a Blighted Crusade by an Axiomatic.

## Encounter Behavior

## Combat

Nascents hunger for food above all other motivations, and will seek out the flesh of the living. If reduced to fewer than one-quarter of their maximum hit points, they will attempt to flee.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>27</b>	<b>62</b>	<b>116</b>	<b>204</b>
<b>Speed</b>	<b>40 ft. Fly 60 ft. (Good)</b>			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 4 (-3)</b>	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>
	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20
	<b>Fear Aura</b> Creatures within 5 feet must succeed at a Wisdom save or be Frightened for 1d6 rounds.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 20
	<b>Poison Sting</b> - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Strength damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full with restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.			
	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) slashing damage.</p> <p>Sting Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 3d3+4 (10) piercing 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 1d6+5 (8) slashing damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d4+5 (12) piercing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+8 (15) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.</p> <p>Sting Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 3d6+8 (18) piercing 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> <p>Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+13 (26) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>fly (at will); invisibility (self only) (at will); major image (at will); summon lesser demon (1 bone devil, 35%) (1/day); wall of ice (at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BLIGHTBORN (RENEGADE)



B

Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Leader / Solo
Organization	Solitary
Treasure	Double

## Overview

### Description

Axiomatic Blightborns typically perish in a Blighted Crusade... successes only lead to further lust for conquest. Those who survive long enough amidst the Spellwacked Blight usually evolve into the strongest and most formidable form of Blightborn, the Renegade.

### Lore

**Common Lore (no check required):** The most powerful devil-zombies can infect you from afar.

**Expanded Lore:** Renegade Blightborn are elite, elder Blightborn with an ability to convey their disease over a distance.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any land.

## Encounter Behavior

### Combat

Renegade blightborn seek chaos and destruction, without much heed to their targets. In their zeal for blood and death, they will even attack other Blightborn, particularly Axiomatic Blightborn, whom they abhor as the misguided versions of their former selves. Renegade Blightborn will continue attacking until reduced to under one-quarter their maximum hit points, at which point they will consider a withdrawal if possible.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- A tall, formidable zombie lord has been rampaging across farmlands and villages; the PCs are hired to defend one of the last unspoiled farms in the zone.
- The PCs are venturing close to the Spellwacked Waste, and witness a Renegade Blightborn destroy a contingent of Axiomatic and other Blightborn. If they linger, the Renegade will attack them as well.

## Actions & Special Qualities

**Blighthaze:** 90', those within suffer a -4 circumstance penalty to attack and save rolls. For Blightborn (including Acolytes and Nascent), this aura has the opposite effect: It grants them a +4 bonus to attack and save rolls.

**Bloatmotes:** Disease, touch. As a standard action, a Renegade Blightborn can send motes of Spellwacked Blight floating across the battlefield. It selects a single target within 90' that target must make a DC  19 /  20 /  22 /  25 Constitution save or become infected by **Advanced Spellwacked Blight**.

This condition imposes a -3 competence penalty on each Ability Score, all attack and damage rolls, saves, and skill checks. Remove disease or more powerful healing magic will remove the condition. Prolonged or repeated exposure to Spellwacked Blight in any form may result in a gradual transformation into a Blightborn; this is a significant story event and should be imposed by the GM, rather than dictated by rules.

ethan.s.2020



B

Illustration 13: Blightborn Renegade

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>118</b>	<b>213</b>	<b>329</b>	<b>460</b>
<b>Speed</b>	40 ft. Fly 60 ft. (Average)			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 24 (+7)</b>	<b>STR 27 (+8)</b>	<b>STR 29 (+9)</b>	<b>STR 34 (+10)</b>
	<b>DEX 20 (+5)</b>	<b>DEX 22 (+6)</b>	<b>DEX 24 (+7)</b>	<b>DEX 23 (+6)</b>
	<b>CON 20 (+5)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>	<b>CON 25 (+7)</b>
	<b>INT 22 (+6)</b>	<b>INT 22 (+6)</b>	<b>INT 22 (+6)</b>	<b>INT 22 (+6)</b>
	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good and silver			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 2d6</b>	<b>Damage 4d6</b>	<b>Damage 6d6</b>	<b>Damage 8d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Devil Shaping</b> Three times per day, a Blightborn Renegade can spend a minute to transform nearby lemures into other lesser devils. A Blightborn Renegade can transform one lemure for every Hit Die the Blightborn Renegade possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the Blightborn Renegade, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the Blightborn Renegade. Although Blightborn Renegades can, technically, elevate a mass of 20 lemures into a new Blightborn Renegade, most are hesitant to do so since they have no special control over a devil created in this manner.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22	<b>Saving Throw</b> Constitution DC 23	<b>Saving Throw</b> Constitution DC 26
<b>Special Abilities &amp; Qualities</b>	<b>Disease (Devil Chills)</b> Disease-Bite-injury; save Constitution; frequency 1/day; effect 1d4 Strength; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22	<b>Saving Throw</b> Constitution DC 23	<b>Saving Throw</b> Constitution DC 26
<b>Special Abilities &amp; Qualities</b>	<b>Poison</b> Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect 1d6 Con damage and is Poisoned; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.			

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

Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 4d4+18 (28) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+18 (25) slashing damage.

Tail Slap Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+18 (25) bludgeoning damage.

Wing Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d10+18 (24) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 4d4+22 (32) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 2d6+22 (29) slashing damage.

Tail Slap Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 2d6+22 (29) bludgeoning damage.

Wing Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d10+22 (28) bludgeoning damage.

Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d6+17 (31) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d8+17 (26) slashing damage.

Tail Slap Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d8+8 (17) bludgeoning damage.

Wing Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+8 (15) bludgeoning damage.

Bite Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 8d6+22 (50) piercing damage.

Claw Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 4d8+22 (40) slashing damage.

Tail Slap Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 4d8+11 (29) bludgeoning damage.

Wing Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 4d6+11 (25) bludgeoning damage.

**Special Actions**

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

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

**Special Actions**

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

**Legendary Actions**

-

**Innate Spellcasting**

*create undead (at will); fireball (at will); hold monster (mass) (at will); invisibility (at will); meteor swarm (3/day); major image (at will); power word stun (at will); scorching ray (at will); scrying (greater) (at will); summon monster ix (any 1 cr 19 or lower devil, 100%) (1/day); soul cage (at will); wall of fire (at will); wish (1/year)*

**Spellcasting**

-

**Possessions**

-



# BLISTERHAWK



B

Low

Moderate

Advanced

Elite

Terrain	Hot or Temperate Mountains, Hills, or Plains
Rarity	Uncommon
Role	Skirmisher / Minion
Organization	Solitary or Pair
Treasure	None

## Overview

## Description

A large hawk that appears riddled with pustules and burns, and whose talons seem to be melting from a fire deep within.

- Travelers near a dormant volcano have reported being attacked by huge eagles; the PCs are asked to investigate.
- While venturing near a mountainous region, the party is attacked by a Blisterhawk.

## Lore

- Common Lore (no check required):** Fiery hawks can tear flesh from their foes.
  - Expanded Lore:** Blisterhawks are born near magma and carry a furnacelike heat within their gizzards.
- Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Actions & Special Qualities

- Heat:** Any creature successfully striking a Blisterhawk suffers 2d4 points of Fire damage.
- Fiery Talons:** Creatures who have no resistance to Fire damage suffer an additional 2d4 points of Fire damage each time a Blisterhawk inflicts melee damage on them.

## Environment

Hot or Temperate Mountains, Hills, or Plains.

## Encounter Behavior

## Combat

Blisterhawks will attack any living creature that travels where they forage for food. They are easily scared, however, and will flee if reduced to fewer than half their maximum hit points.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>29</b>	<b>86</b>	<b>134</b>	<b>183</b>
<b>Speed</b>	<b>10 ft. Fly 60 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Small beast, unaligned			
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>	<b>STR 19 (+4)</b>
	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Fire			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Standard Actions</b>	Talons Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+3 (5) slashing damage.	Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+7 (9) slashing damage.	Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+9 (11) slashing damage.	Talons Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+10 (12) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BLOODSHOT EAVESDROPPER



B

Low

Moderate

Advanced

Elite

Terrain	Any Urban, Ruins, or Underground
Rarity	Rare
Role	Skirmisher / Minion
Organization	Solitary or Gang (2-8x)
Treasure	None

## Overview

### Description

An almost preternaturally gaunt humanoid is dressed in shoddy clothing and shambles about noiselessly. Its face is a horrible visage of withdrawal, anxiety, and sleep deprivation; its eyes are pools of bloodshot streaks.

### Lore

**Common Lore (no check required):** Undead may listen in on your conversations even as they stalk you.

**Expanded Lore:** Bloodshot Eavesdroppers stalk their targets, drawn to conversation of all forms. When traveling at night in alleys in zones where Eavesdroppers frequent, it's best to stay quiet.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

### Environment

Any Urban, Ruins, or Underground.

## Encounter Behavior

### Combat

Bloodshot Eavesdroppers are drawn to sound, particularly that of conversation. It does not matter which language is being spoken, so long as one person is communicating with another. The Eavesdropper will close to within range of its aura and listen for 2d4 rounds. If conversation stops, or at the end of this duration, it will attack, preferring targets who had just been speaking. It is easily scared, and will flee if reduced to half its maximum hit point total.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The PCs are traveling through a town, ruin, or underground, and are stalked by an Eavesdropper.
- A Bloodshot Eavesdropper is in the process of stalking a pair of NPCs who are taking a stroll through town. Just prior to the Eavesdropper attacking its quarry, the party runs into them, and watches the attack occur.

## Actions & Special Qualities

**Eavesdropping Quiet:** Within 40' of the creature, all normal noises are quieted. This does not affect aural communication, but does have two mechanical effects: First, all spells that have a Verbal component suffer a -1 to their DC; spells that inflict damage suffer a -1 penalty per die of damage. Second, all Perception checks made to overhear conversations, or other sound-based Perception checks, where both source and target of the check are within the area of effect, are made with a +3 circumstance bonus. This applies to all creatures within the zone, not merely the Bloodshot Eavesdropper.

**Spring From the Eaves:** So long as the Bloodshot Eavesdropper has been listening while hidden for at least 1 round prior to attacking, it automatically gains surprise. Attacking in this manner also grants it a +4 circumstance bonus to Initiative in all subsequent rounds of the encounter.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>7</b>	<b>40</b>	<b>64</b>	<b>93</b>
<b>Speed</b>	<b>5 ft. Fly 60 ft. (Perfect)</b>			
<b>Size, Type, Alignment</b>	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil	Tiny undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 6 (-2)</b>	<b>STR 12 (+1)</b>	<b>STR 16 (+3)</b>	<b>STR 17 (+3)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 13 (+1)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 6 (-2)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Common (cannot speak)			
<b>Challenge</b>	<b>2</b>	<b>7</b>	<b>12</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16
	<b>Daze</b> An Bloodshot Eavesdropper's nerves form grotesque wings. Any creature struck by the creature's wings must succeed at a Wisdom save or be dazed for 1 round as the target's mind is flooded with images of the last seconds of the Bloodshot Eavesdropper's existence as a living creature. This is a mind-affecting fear effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 12	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 16
	<b>Tears of Anguish</b> As a full-round action, an Bloodshot Eavesdropper can make a ranged touch attack to squirt tears into the eyes of a creature within 30 feet. If the target fails a Dexterity saving throw, it experiences the effect of the Bloodshot Eavesdropper's daze ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Visual Sensor</b> An Bloodshot Eavesdropper's creator or master can see through its eye at a range of 60 feet, using the eye's normal vision and darkvision. The following spells have a 5% chance per caster level of the Bloodshot Eavesdropper's creator of operating through the Bloodshot Eavesdropper: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the creator is 15th level or higher, the following spells have the same chance of functioning through the Bloodshot Eavesdropper: read magic and tongues.			
<b>Standard Actions</b>	Slam Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) bludgeoning damage.	Slam Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+4 (6) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d4+8 (10) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 0 ft., one target. Hit 1d4+9 (12) bludgeoning damage.
	Wing Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d1+0 (1) bludgeoning damage.	Wing Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d1+2 (3) bludgeoning damage.	Wing Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d1+4 (5) bludgeoning damage.	Wing Melee weapon attack: +4 to hit, reach 0 ft., one target. Hit 1d1+5 (6) bludgeoning damage.





Illustration 14: Hammertusk Boar

# BOAR (HAMMERTUSK)



Low

Moderate

Advanced

Elite

Terrain

Temperate or Tropical Forests

Rarity

Uncommon

Role

Soldier / Normal

Organization

Solitary, Pair, or Herd (3-8x)

Treasure

None

## Overview

## Description

A massive, angry porcine, Hammertusk Boars are so named for the flat and weighty aspects of their tusks, which they swing in arcs to bludgeon their foes with in combat.

## Lore

**Common Lore (no check required):** Most wild boars gore their victims with their tusks, but others bludgeon.

**Expanded Lore:** Hammertusk Boars have flat tusks that are weighted at the ends.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Temperate or tropical forests.

## Encounter Behavior

## Combat

Hammertusk Boars will attack any living creatures they see. They will favor Small or smaller creatures as their targets. They will fight until reduced to fewer than one-quarter their maximum hit points, at which point they will flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The party is walking through the forest, and is attacked by a Hammertusk Boar.

Travelers report seeing a weirdly-tusked giant wild pig in their journeys.

## Actions & Special Qualities

**Hammertusk Swing:** Once every 1d4 rounds, a Hammertusk Boar may spend a full-round action to wind up and bludgeon its foe. This takes the form of a single melee attack made with a +3 competence bonus, which inflicts triple damage if it hits. Critical hits expand this damage to 4x, not to 6x!

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>55</b>	<b>128</b>	<b>213</b>	<b>276</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>	<b>STR 29 (+9)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 6 (-2)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Standard Actions</b>	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+16/19-00 (20) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+24/19-00 (34) piercing damage.	Gore Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 3d6+25/19-00 (36) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BOAR (TUSKED UNDERBOAR)



Low

Moderate

Advanced

Elite

Terrain

Temperate or Tropical Forests

Rarity

Uncommon

Role

Soldier / Normal

Organization

Solitary, Pair, or Herd (3-8x)

Treasure

None

## Overview

### Description

Tusked Underboars have rows of spikes lining their bellies, a fact they use to combat advantage by overrunning their opponents and slashing them to pieces.

### Lore

**Common Lore (no check required):** Some wild boars have tusks on their tummies!

**Expanded Lore:** Tusked Underboars are largely blind, and scuttle around, feeling about with tactile feedback from their undertusks. They fiercely defend their territory against intruders.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Temperate or tropical forests.

## Encounter Behavior

### Combat

Tusked Underboars will attack any creatures they can sense, and will fight until reduced to 25% or fewer of their maximum hit point total, at which point they will attempt to flee.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

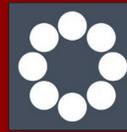
- The party is walking through the forest, and is attacked by a Tusked Underboar.
- A tavern is renowned for its ham sandwiches, which are commonly referred to as tasting far superior to all others in the region. If pressed for the secret, the shopkeep admits to acquiring special ham from a butcher in town; that butcher reveals that her source is a certain special and rare wild boar, the carcass of which she will pay handsomely for should the PCs encounter it.

### Actions & Special Qualities

- Undertusk Rake:** On a successful Overrun attempt, the Tusked Underboar may make 1d4 additional melee attacks against its victim, each inflicting -1 damage per die (minimum damage inflicted is still 1 per die).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>58</b>	<b>141</b>	<b>238</b>	<b>314</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 19 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 16 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 6 (-2)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Standard Actions</b>	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+13/19-00 (18) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+21/19-00 (28) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+22/19-00 (29) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BOGBRUSH



Low

Moderate

Advanced

Elite

Terrain

Any Swamps

Rarity

Uncommon

Role

Lurker / Minion

Organization

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

Treasure

None

B

## Overview

### Description

Bogbrush grows in any swamp, bog, or similar region of wet marsh and reeds. It's a vine, primarily, so it clings to larger flora in its quest for air and sunlight. Much of the time, it is indistinguishable from common vines and growth.

### Lore

**Common Lore (no check required):** Certain vines and reeds can kill you while you sleep if you're not careful.

**Expanded Lore:** Bogbrush is a particular kind of deadly swamp vine that lures victims to slumber nearby, and then kills them.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any Swamps.

## Encounter Behavior

### Combat

Bogbrush can and will only attack resting or sleeping victims. If attacked at any other time, they are essentially useless in combat. Bogbrush will typically wait until its victims are asleep before striking, but if it's evident that those resting are only stopping for a short time, they will attempt an attack on conscious targets.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The party is traveling through a swamp, and takes a rest. Bogbrush is present, and strikes.
- Travelers have reported strange deaths in their numbers during travels through the swamplands. No obvious cause of demise links them.

## Actions & Special Qualities

- Bog Torpor:** Creatures within 60' are drawn to rest near Bogbrush. This is a subliminal, mind-affecting effect. Mechanically, when traveling through a region that might contain Bogbrush, there is a cumulative 10% chance (so 10% for the first rest, 20% for the second if no Bogbrush was present the first time, 30% the third time, etc.) that when the party camps for a rest (20% for a long rest), Bogbrush will be present and unnoticed.
- Bogseep:** Bogbrush has the exceptional ability to gradually seep life force while touching a victim. Clothing, and even light armor, does not prevent the effect, and most of the time, victims do not even notice what is happening until it is too late. Bogbrush may attack an unconscious target or a resting, stationary target; this takes the form of reeds looping about the ankles, neck, body, or any appendage of the target. These loops do not squeeze, and much of the time are not noticeable. Bogbrush looped in this way drain 1d4 hit points of necrotic/negative energy damage per minute. Victims may attempt a Perception check, opposed by the Bogbrush's Stealth, to notice the effect and awaken; unconscious victims suffer a -5 circumstance penalty to their roll. Victims may attempt this check only once: conscious victims may attempt it immediately upon the Bogbrush attacking; unconscious victims may make the check only once half of their maximum hit point total has been drained away in this manner. Conscious allies may notice something strange, for example if they are keeping watch: each conscious ally in the vicinity may make one check per hour (Perception vs. Stealth, as above) to notice that the vines seem to be organized less than haphazardly.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)
<b>Hit Points</b>	<b>21</b>	<b>83</b>	<b>161</b>	<b>213</b>
<b>Speed</b>	5 ft. Climb 5 ft.			
<b>Size, Type, Alignment</b>	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil	Large plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 9 (-1)</b>	<b>DEX 9 (-1)</b>
	<b>CON 11 (+0)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 6 (-2)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Bountiful Fruits</b> Once per week, a Bogbrush produces a handful of small fruits or berries that remain ripe for 1 week. Eating all of the fruit takes 1 minute and affects the eater as if she had consumed a berry affected by goodberry.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 10	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
	<b>Pollen</b> Once every 1d4 rounds, a Bogbrush can expel a cloud of pollen in a 10-foot cone. Creatures in the area are dazzled for 2 rounds (Constitution save negates). If a creature currently dazzled by the pollen is affected again, it is blinded for 1 round (Constitution save negates).			
<b>Standard Actions</b>	Claws Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Claws Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Claws Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.	Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11/19-00 (16) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BOGODILE



Low

Moderate

Advanced

Elite

Terrain

Warm Rivers or Marshes

Rarity

Uncommon

Role

Lurker / Normal

Organization

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

Treasure

None

B

## Overview

## Description

A swamp-dwelling crocodile, this creature is a dismal grey color, with black teeth and stunted claws.

campaign setting.

- The party is traversing a swamp, and is ambushed by Bogodiles.
- Travelers and ingredient harvesters have reported massive crocodiles attacking them in the swamps nearby.

## Lore

**Common Lore (no check required):** Beware the swamp-dwelling crocodiles.

**Expanded Lore:** Bogodiles lie in wait for their victims, striking with surprise and dragging them into the murky depths to suffocate them.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any swamps.

## Encounter Behavior

## Combat

Bogodiles prefer to ambush their victims, lying in wait hidden until their prey crosses their path. They will attack until reduced to half their maximum hit point total, at which point they will flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

## Actions & Special Qualities

- Grip and Sink:** A Bogodile may latch onto an opponent and drag them into the water. Against creatures at least one size category smaller than they are, a Bogodile that makes a successful melee strike may choose to inflict half damage, and make a second attack roll: if this second strike hits, the victim is clutched, and the Bogodile may immediately move at its normal Speed, carrying the victim with them. If the Bogodile strikes with surprise, it receives a +2 circumstance bonus to both rolls.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>52</b>	<b>136</b>	<b>243</b>	<b>322</b>
<b>Speed</b>	20 ft. Swim 30 ft., Sprint			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 22 (+6)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Death Roll</b> When grappling a foe of its size or smaller, a Bogodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The Bogodile inflicts its bite damage and knocks the creature prone. If successful, the Bogodile maintains its grapple.			
<b>Special Abilities &amp; Qualities</b>	<b>Sprint</b> With Recharge 1, a Bogodile may sprint, increasing its land speed to 40 feet for 1 round.			
<b>Standard Actions</b>	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 1d12+2 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage. Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d12+3 (10) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+6/19-00 (16) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+6/19-00 (16) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BOILPUDDLE



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Normal

Organization

Solitary

Treasure

None

B

## Overview

### Description

A viscous, putrescent pile of ooze, this creature seems a disgusting mass of seepage from wounds: red, green, grey, and black ichor is studded with flecks of what could be flesh or bone.

### Lore

**Common Lore (no check required):** Disgusting puddles of wound seepage are semi-sentient and can attack you.

**Expanded Lore:** Boilpuddles are sometimes born of attempts by amateur churgeons employing what little necromancy with which they are familiar. Rather than save their patients, the failed attempts instead drain the disease or infection into a gangrenous mass of horror that

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land, though most commonly Urban.

## Encounter Behavior

### Combat

Boilpuddles are drawn to life, and will attack any moving creature they detect. Once battle is joined, Boilpuddles will not relent until they are destroyed.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The party is approached by a screaming, wounded churgeon dripping blood and ichor. She pleads with the PCs to help her contain a horror that emerged from a healing experiment gone wrong; she will gladly lead the party back to her apothecary shop where the newly-spawned Boilpuddle is still in the process of devouring the patient from whose infection it was generated.

The PCs, badly in need of medicine, visit a healer. While treating them, the healer “tries something new”... and ends up spawning a Boilpuddle from the wounds of the party!

## Actions & Special Qualities

**Putrescent Aura:** Breathing creatures within 30' must make a DC 15 / 19 / 21 / 23 Constitution save at the start of each of their turns or become Nauseated. Each creature attempts the check each turn, regardless of prior failures or successes.

**Gangrenous Pustules:** Living creatures suffering melee damage from a Boilpuddle must make a DC 14 / 18 / 20 / 22 Constitution save or become infected with Boilpuddle Gangrene, a terrible condition that corrupts the blood. As an immediate effect, it inflicts 1d2 points of Constitution damage; each full week thereafter that the condition remains, the victim loses an appendage (randomly determine which from the creature's remaining limbs) Remove disease or similarly potent magic will cleanse the disease, but will not in and of itself restore the missing limbs.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>12</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)
<b>Hit Points</b>	<b>119</b>	<b>217</b>	<b>333</b>	<b>421</b>
<b>Speed</b>	10 ft. Climb 10 ft. Swim 10 ft.			
<b>Size, Type, Alignment</b>	Large ooze, chaotic neutral	Large ooze, chaotic neutral	Huge ooze, chaotic neutral	Huge ooze, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 21 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 29 (+9)</b>	<b>STR 30 (+10)</b>
	<b>DEX 1 (-5)</b>	<b>DEX 3 (-4)</b>	<b>DEX 1 (-5)</b>	<b>DEX 1 (-5)</b>
	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>	<b>CON 25 (+7)</b>	<b>CON 25 (+7)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 5 (-3)</b>	<b>WIS 5 (-3)</b>	<b>WIS 5 (-3)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	Vulnerability to Cold, Vulnerability to Water			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 22
	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
	<b>Burn</b> You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d8	<b>Damage</b> 2d8	<b>Damage</b> 3d8	<b>Damage</b> 4d8
	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22
	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6
	<b>Lava Body</b> The Boilpuddle is formed of molten rock. Whenever a creature strikes a Boilpuddle with a weapon, that weapon takes fire damage unless the attacker makes a Constitution save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.			

**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 creatures, each with half of the original's current hit points (round down). A creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Standard Actions**

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage.

Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.

Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+18 (28) bludgeoning damage.

Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+17 (24) slashing damage.

Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+25 (39) bludgeoning damage.

Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+18 (25) slashing damage.

Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+27 (41) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# BONEMOSS



B

Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Thicket (3-8x)
Treasure	None

## Overview

## Description

This moss is often found in gravesites, and can grow on stone, rock, or even metal. It appears dessicated and off-white, black and grey in places. Its common location and color have led to its name.

## Lore

**Common Lore (no check required):** Moss growing on gravesites can become self-aware and attack.

**Expanded Lore:** Bonemoss grows in places of the dead, and have other living creatures.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Any Land—predominantly Ruins, Urban, Forests, and Jungles, particularly prevalent in places of the dead.

## Encounter Behavior

## Combat

Bonemoss will attack any living creature that comes in contact with it, or comes within range of its attacks. It is mindless and will attack until dead.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The party is venturing through a cemetery or mausoleum, and brushes up against moss which covers the stone.

Clerical laystaff have complained of being attacked by lichen while cleaning and tending to gravesites in the church's crypt.

## Actions & Special Qualities

**Dessicating Strike:** Once every 1d4 rounds, a Bonemoss may make a special strike, resolved as a normal melee attack. If it hits, one target suffers an irascible thirst. While it falls short of suffocating the victim, this thirst is so distracting, it has the mechanical effect of suffering a -2 competence penalty on attack and damage rolls, ability and skill checks, and saves until the victim has a drink of liquid. This can be simple water, an alcoholic beverage, or even a standard magical potion, but takes an action to perform.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>19</b>	<b>49</b>	<b>111</b>	<b>155</b>
<b>Speed</b>	<b>15 ft.</b>			
<b>Size, Type, Alignment</b>	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil	Large plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 120 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 120 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Shielding Frond</b> A Bonemoss can deflect incoming attacks as a move action, gaining it a +2 shield bonus to its AC until the beginning of its next turn.			
<b>Standard Actions</b>	Fronde Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) bludgeoning damage.	Fronde Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Fronde Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Fronde Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BONEPILE MIST



B

Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Controller / Normal
Organization	Solitary
Treasure	None

## Overview

### Description

Arising from piles of bone and mass graves of indiscriminate victims, Bonepile Mist appears as an off-white haze, floating head-height above grave earth. Onlookers can catch glimpses of phantom bone and ghostly skeletal shapes that seem to form as the mist shifts.

### Lore

**Common Lore (no check required):** Ghostly graveyard mist can be lethal.

**Expanded Lore:** Bonepile Mist is born of large quantities of people who were slain under vile circumstances. It rises from piles of bone that are not put to rest with respect, and seeks out all living creatures. Good creatures are particularly vulnerable to the mist.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land, particularly Ruins and Urban environments, or Plains or other locations where battles have taken place.

## Encounter Behavior

### Combat

Bonepile Mist will spend 1d4 rounds waiting to see if living creatures approach it. After this point, the Mist will move toward living creatures it can detect and will attack them unto its death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Religious celebrants have complained of ceremonies honoring the dead being disrupted by a ghostly mist.
- Travelers have told stories of being followed by a ghostly haze, within which they can discern the outlines of skeletons. There is rumor that a mass execution once happened nearby; this is indeed true and it is from the mass grave of this atrocity that the Mist has arisen.

## Actions & Special Qualities

- Manifest Bone:** Although a mist, the Bonepile Mist manifests a physical token of the bones from which it was formed. Its melee attacks and special abilities contain true physical bone.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>63</b>	<b>130</b>	<b>193</b>	<b>250</b>
<b>Speed</b>	Fly 50 ft. (Clumsy)			
<b>Size, Type, Alignment</b>	Tiny undead, chaotic evil			
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 12 (+1)</b>	<b>STR 12 (+1)</b>	<b>STR 14 (+2)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 5 (-3)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +7, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 17
	<b>Distraction</b> You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Gather Bones</b> By spending a full-round action in the same square as a dead creature, a Bonepile Mist can shred the flesh from the corpse and absorb the bones into its swarm. The absorption grants the Bonepile Mist healing. The amount of healing depends on the size of the body absorbed. A Small creature grants 2 points of healing. A Medium grants 5 points, Large grants 10 points, and Huge grants 20 points. A Bonepile Mist gains no benefit from collecting the skeletons of creatures smaller than Small, or additional benefit beyond that noted for creatures larger than Huge.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 17
	<b>Unholy Winds</b> A Bonepile Mist is surrounded by fierce netherwinds, the howls and raging essences of souls forever trapped within a whirlwind of death. As such, the area within 10 feet of a Bonepile Mist is affected by winds of windstorm force. Creatures that enter this area must make a Constitution save or be affected by the high winds as dictated by their size: Small or smaller creatures are blown away, Medium creatures are knocked down, Large creatures suffer disadvantage on attack rolls and saves, and larger creatures are unaffected. In addition, these winds are responsible for a Bonepile Mist's movement and protect it from the damage and dispersal diminutive swarms typically face when affected by powerful winds.			
<b>Special Abilities &amp; Qualities</b>	<b>Wrath</b> A Bonepile Mist cuts apart creatures occupying the same space as it, not just with splintered bones and bludgeoning skulls, but with the unholy energies of the damned souls that make up the undead whirlwind. Thus, 3d6 points of the damage dealt by a bone swarm is physical, and 3d6 points are necrotic damage, resulting directly from unholy power.			



- Standard Actions -
- Legendary Actions -
- Innate Spellcasting -
- Spellcasting -
- Possessions -

# BONEPILE SLIME



Low

Moderate

Advanced

Elite

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

B

## Overview

## Description

Often occurring in the same locations as Bonepile Mist, this ooze is born from the same circumstances: mass graves, and any assemblage of corpses tossed together and not laid to rest. It appears as a thick, grey ichor, in which pieces of bone of all manner can be seen floating.

## Lore

**Common Lore (no check required):** Slime born of bone seeks vengeance upon the living.

**Expanded Lore:** Bonepile Slime has a special fondness for the flesh of Good creatures, and will seek them out.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Environment

Any land, particularly places of the dead.

## Encounter Behavior

## Combat

Bonepile Slime will attack any living creature, giving preference to Good creatures.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

A Paladin, bloody and wavering on the brink of sanity, approaches the party, seeking their help in defeating a horrible slime that has been following her since she plundered the temple of an evil warlock.

A military encampment is struck in the middle of the night by a Bonepile Slime, which slithers through the sleeping ranks, feeding.

## Actions & Special Qualities

**Goodseek:** Bonepile Slime can Detect Good at will, per the spell. They can sense living creatures up to 120' away.

**Dissolve Flesh:** Each time a living creature suffers melee damage from a Bonepile Slime, they must make a DC   
16 /  18 /  20 /  21 Constitution or Wisdom save (victim's choice) or suffer an additional 2d4 points of negative energy damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>44</b>	<b>110</b>	<b>208</b>	<b>274</b>
<b>Speed</b>	20 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Large ooze, neutral evil	Large ooze, neutral evil	Huge ooze, neutral evil	Huge ooze, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 3 (-4)</b>	<b>DEX 8 (-1)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +12, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +12, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +12, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Amorphous</b> Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.</p> <p><b>Compression</b> The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Disease</b> Tumor Infestation: Injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d2 Constitution damage and 1d2 Charisma damage; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a Bonepile Slime 1d4 hours later.			
<b>Special Abilities &amp; Qualities</b>	<b>Monstrous Growth</b> A Bonepile Slime gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the Bonepile Slime or 1 minute if it is larger. Each time a Bonepile Slime reaches 5 growth points, it gains +2 Strength, +2 Constitution, and +2 to its attack and damage rolls. These effects stack with themselves each time the Bonepile Slime gains another 5 growth points. When it stops gaining growth points, a Bonepile Slime loses a single application of this effect for each hour that passes.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14 (21) slashing damage.</p> <p>Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14 (21) bludgeoning damage.</p>	<p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BONERANGER



B

Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Artillery / Normal
Organization	Solitary, Gang (2-5x), or Flight (6-12x)
Treasure	Standard

## Overview

### Description

A lithe, elfin creature whose clearly undead nature is unsettling. Its arms are slim to the point of being little more than sickly ashen flesh stretched over bones.

### Lore

**Common Lore (no check required):** Deceased rangers may come back to life to hunt the living.

**Expanded Lore:** Bonerangers are undead created from the corpses of elite rangers. They hate and hunt the living, seeking both to destroy life and to bolster their own ranks.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any land.

## Encounter Behavior

### Combat

Bonerangers will stalk from afar, preferring to strike from surprise. Against preferred opponents (rangers), they may wait until their target is separated from its friends—for example, if a ranger goes out to hunt, track, scout ahead, or forage on behalf of the rest of the party. Once battle is joined, a Boneranger will withdraw once it is reduced to fewer than one quarter its maximum hit points.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The party is traveling through a forest, and is stalked by a Boneranger.
- A well-known and beloved ranger is slain on patrol, and her corpse is put to rest. A few days later, the grave is disturbed, the corpse exhumed, and reports of stalking and slaying begin.

## Actions & Special Qualities

- Raise Boneranger:** A Boneranger who slays a living sentient humanoid can convert that corpse into another Boneranger like itself. This process takes one day per class level the dead humanoid had in life. Once the corpse has been raised as a Boneranger, only a miracle, wish, or true resurrection or similar magic will restore normal life.
- Hunt the Living:** A Boneranger can sense the presence of living creatures within 120'. It gains a +1 competence bonus to attack and damage rolls, and skill checks, against normal living creatures; this bonus is increased to +4 against opponents with at least one class level of Ranger.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>67</b>	<b>120</b>	<b>190</b>	<b>237</b>
<b>Speed</b>	<b>30 ft. Fly 60 ft. (Good)</b>			
<b>Size, Type, Alignment</b>	Medium undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 21 (+5)</b>	<b>DEX 20 (+5)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>8</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 19
	<b>Damage Healed</b> 2d6	<b>Damage Healed</b> 4d6	<b>Damage Healed</b> 6d6	<b>Damage Healed</b> 8d6
	<b>Devour Soul</b> A Boneranger can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a Constitution save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via raise dead (resurrection and more powerful effects work normally). When a Boneranger devours a soul in this way, it heals damage and becomes hasted for 4 rounds (as if affected by haste). This is a death effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 14	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 19
	<b>Once</b> per day, a Boneranger can unleash a bloodcurdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a Wisdom save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 19
	<b>Infused Arrows</b> A Boneranger creates arrows of bone as it fires its bow-it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of necrotic damage on a hit. Further, the first creature struck in a round by a Boneranger's arrow must make a Constitution save to avoid being paralyzed for 1d3 rounds. A Boneranger can fire normal arrows from its bow if it wishes-such arrows, however, do not gain the special negative energy damage or paralysis effects.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) bludgeoning damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Ranged weapon attack: +4 to hit, one target. Hit 1d8x3 (1) bludgeoning damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) bludgeoning damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.	Ranged weapon attack: +6 to hit, one target. Hit 2d6x3 (1) bludgeoning damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BONEWEED



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Infestation (2-10x)
Treasure	Incidental

B

## Overview

## Description

A fungal growth commonly found on the corpses of the unclean and tainted, Boneweeds spreads pervasively among societies who do not treat or otherwise caretake their dead.

- Clerical lay staff have reported attacks from fungal deposits near the dead they caretake.
- A funeral ceremony is delayed due to weather and to provide the deceased's loved ones sufficient time to travel to the site of the burial. During the delay, the corpse is infested with Boneweeds, and seeps out of the coffin to attack the congregation during the ceremony.

## Lore

**Common Lore (no check required):** Corpse fungus can rot your brain if you get near it.

**Expanded Lore:** Primitive societies that are nevertheless capable of conducting some necromancy are at risk of Boneweeds infestations springing from the untreated, neglected corpses of their dead. Boneweeds can inflict psychic damage on even the most stalwart of victims.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Actions & Special Qualities

- Subtle Slavery of Mind:** All creatures within 40' of a Boneweeds suffer a -4 competence penalty to all checks and saves involving the Mind-Affecting descriptor, including those suffered from the Boneweeds itself.
- Marrow Subjugation:** Once every 1d4 rounds, a Boneweeds may attack a single target within 30'. This target must succeed in a DC 13 / 17 / 19 / 20 Wisdom save or become Subjugated, a condition that imposes a -2 circumstance penalty on attack rolls, ability and skill checks. In addition, those suffering from Subjugation treat all standard actions as full-round actions, and cannot execute full-round actions at all. Subjugation may be negated by a lesser restoration or more powerful healing magic.

## Environment

Any place of the dead; commonly, Urban, Ruins, and Underground.

## Encounter Behavior

## Combat

Boneweeds will seek out and attack the nearest living thing.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>30</b>	<b>95</b>	<b>161</b>	<b>220</b>
<b>Speed</b>	5 ft. Climb 5 ft. Swim 5 ft.			
<b>Size, Type, Alignment</b>	Small plant, neutral evil	Small plant, neutral evil	Medium plant, neutral evil	Medium plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 21 (+5)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid			
<b>Immunities</b>	Cold, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Aklo (cannot speak), Common (cannot speak), Sylvan (cannot speak)			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 14
	<b>Avoidance</b> When a Boneweed is infesting a living or undead creature and would be hit by an attack, it can make a Dexterity save as an immediate action. If the mold succeeds, the attack doesn't harm it and instead harms the infested creature; the mold effectively slithers out of the way of the incoming attack so that the blow strikes the creature it controls. The Boneweed must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.			
<b>Special Abilities &amp; Qualities</b>	<b>Fast Healing</b> You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> DC 14	<b>Saving Throw</b> DC 16	<b>Saving Throw</b> DC 18	<b>Saving Throw</b> DC 20
	<b>Infestation</b> A Boneweed can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a Boneweed infests a host, the host suffers disadvantage penalty on saves against the Boneweed's dominate person spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached Boneweed deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A Boneweed can be torn free of a host with a successful Strength check as a standard action; doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead Boneweed deals no damage in this way.			

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

**Mold Mindlink** A Boneweed can communicate telepathically with any other Boneweed within 10 miles, and knows the condition of all other Boneweeds in this area as if it had a status spell in effect on all other molds.

**Standard Actions**

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+2 (4) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8/19-00 (12) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9/19-00 (12) slashing damage.
Spore Pod Ranged weapon attack: +1 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Spore Pod Ranged weapon attack: +4 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Spore Pod Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.	Spore Pod Ranged weapon attack: +3 to hit, one target. Hit 1d1 (2) bludgeoning damage.

**Special Actions**

**Spore Pod** A Boneweed's sole physical attack is to launch a spore pod the size of a sling bullet. This is a ranged touch attack that has a range increment of 20 feet.

**Special Actions**

<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
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**Spores** Whenever a Boneweed hits a creature with its spore pod, or whenever a creature touches a Boneweed (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a Constitution save or take 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self. Ability damage suffered from this effect is restored following a long rest.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# BOULDER ELEMENTAL



B

Low

Moderate

Advanced

Elite

Terrain

Any Hills or Mountains

Rarity

Rare

Role

Brute / Solo

Organization

Solitary, Pair, or Gang (3-8x)

Treasure

None

## Overview

## Description

Boulder Elementals are massive, vaguely humanoid assemblages of rocks and boulders, towering over lesser creatures.

can be used to insert this creature into any existing plot or campaign setting.

Miners seeking new caverns in which to delve report being attacked by living rocks. They hire the PCs to clear the horrible things out.

Goblins are chased from their home by a Boulder Elemental. They run into the PCs out of necessity with stories of huge people-rocks clobbering their brethren.

## Lore

**Common Lore (no check required):** Piles of rock may assume humanoid form and attack.

**Expanded Lore:** Boulder Elementals can magically produce and throw pieces of themselves.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Actions & Special Qualities

**Boulder Roll:** A Boulder Elemental may sacrifice part of itself to send a massive boulder rolling toward its enemies. As a full-round action, the Elemental sacrifices hit points (treat as automatically suffering negative energy damage) equal to one-tenth of its maximum hit point total, rounded up. The resulting boulder hurtles in a 90' line; any creatures equal to or smaller than the size category of the Elemental suffer bludgeoning damage (Dexterity save negates).

## Environment

Any Hills and Mountains.

## Encounter Behavior

## Combat

Boulder Elementals seek ultimately to drive intruders off of their lands. They will attack any living creatures in their dominion, and will fight them to the death, but will not pursue them outside of their borders. A typical Boulder Elemental claims territory around one square mile in size.

## Story Hooks

The following quest snippets or introductory story elements

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>91</b>	<b>169</b>	<b>278</b>	<b>347</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Huge elemental, chaotic neutral	Huge elemental, chaotic neutral	Gargantuan elemental, chaotic neutral	Gargantuan elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 30 (+10)</b>	<b>STR 30 (+10)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 15 (+2)</b>	<b>DEX 15 (+2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +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.	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Boulder Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Boulder Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An Boulder Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Rock Ranged weapon attack: -1 to hit, one target. Hit 3d6+10 (20) bludgeoning damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+10 (19) bludgeoning damage.	Rock Ranged weapon attack: +2 to hit, one target. Hit 3d6+13 (24) bludgeoning damage. Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+13 (26) bludgeoning damage.	Rock Ranged weapon attack: +2 to hit, one target. Hit 2d6+18 (25) bludgeoning damage. Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d8+18 (36) bludgeoning damage.	Rock Ranged weapon attack: +4 to hit, one target. Hit 2d6+19 (26) bludgeoning damage. Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+19 (37) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			





Illustration 15: Boulder Elemental

# BOULDER ELEMENTAL (ELDER)



Low

Moderate

Advanced

Elite

Terrain

Any Hills or Mountains

Rarity

Rare

Role

Brute / Solo

Organization

Solitary, Pair, or Gang (3-8x)

Treasure

None

B

## Overview

can be used to insert this creature into any existing plot or campaign setting.

## Description

Boulder Elementals are massive, vaguely humanoid assemblages of rocks and boulders, towering over lesser creatures.

Miners seeking new caverns in which to delve report being attacked by living rocks. They hire the PCs to clear the horrible things out.

Goblins are chased from their home by a Boulder Elemental. They run into the PCs out of necessity with stories of huge people-rocks clobbering their brethren.

## Lore

**Common Lore (no check required):** Piles of rock may assume humanoid form and attack.

**Expanded Lore:** Boulder Elementals can magically produce and throw pieces of themselves.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Actions & Special Qualities

**Boulder Roll:** A Boulder Elemental may sacrifice part of itself to send a massive boulder rolling toward its enemies. As a full-round action, the Elemental sacrifices hit points (treat as automatically suffering negative energy damage) equal to one-tenth of its maximum hit point total, rounded up. The resulting boulder hurtles in a 90' line; any creatures equal to or smaller than the size category of the Elemental suffer bludgeoning damage (Dexterity save negates).

## Environment

Any Hills and Mountains.

## Encounter Behavior

## Combat

Boulder Elementals seek ultimately to drive intruders off of their lands. They will attack any living creatures in their dominion, and will fight them to the death, but will not pursue them outside of their borders. A typical Boulder Elemental claims territory around one square mile in size.

## Story Hooks

The following quest snippets or introductory story elements

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>181</b>	<b>331</b>	<b>448</b>	<b>597</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Huge elemental, chaotic neutral	Gargantuan elemental, chaotic neutral	Gargantuan elemental, chaotic neutral	Gargantuan elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 29 (+9)</b>	<b>STR 35 (+10)</b>	<b>STR 36 (+10)</b>	<b>STR 36 (+10)</b>
	<b>DEX 19 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 19 (+4)</b>
	<b>CON 20 (+5)</b>	<b>CON 24 (+7)</b>	<b>CON 26 (+8)</b>	<b>CON 28 (+9)</b>
	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 19 (+4)</b>	<b>INT 19 (+4)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +21, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +22, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>12</b>	<b>18</b>	<b>23</b>	<b>28</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Boulder Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Boulder Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An Boulder Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Rock Ranged weapon attack: +5 to hit, one target. Hit 2d6+17/19-00 (24) bludgeoning damage. Slam Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 4d8+17/19-00 (35) bludgeoning damage.	Rock Ranged weapon attack: +3 to hit, one target. Hit 2d6+23/19-00 (30) bludgeoning damage. Slam Melee weapon attack: +11 to hit, reach 20 ft., one target. Hit 6d8+23/19-00 (50) bludgeoning damage.	Rock Ranged weapon attack: +5 to hit, one target. Hit 2d6+26/19-00 (33) bludgeoning damage. Slam Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 6d8+26/19-00 (53) bludgeoning damage.	Rock Ranged weapon attack: +6 to hit, one target. Hit 2d6+31/19-00 (38) bludgeoning damage. Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d8+31/19-00 (67) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			

# BRIARSLIME



**Low**

**Moderate**

**Advanced**

**Elite**

**Terrain**

Any Forest or Jungle or River

**Rarity**

Rare

**Role**

Lurker / Normal

**Organization**

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

**Treasure**

None

B

## Overview

No obvious source of death is apparent. While they investigate and loot, the Briarslime that killed the traveler attacks the party.

## Description

This puddle of mossy algae and sap is riddled with thorny protrusions.

An ingredient harvester approaches the party, wary of a particularly nasty-looking patch of slime they came across in a nearby forest. She asks the party's help in making sure the way is safe.

## Lore

**Common Lore (no check required):** Prickly ooze can cause intense pain.

**Expanded Lore:** Briarslime is an herbal ooze embedded with thorns that seep a painful poison.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Actions & Special Qualities

**Briarslime:** The thorns of a Briarslime hold a painful nerve toxin. Each time a living creature suffers melee damage from a Briarslime, it must make a DC 16 / 18 / 19 / 20 Constitution save or become wracked with pain for 1d4 rounds. While in pain, the victim must succeed in a Constitution save each time it wishes to take an action; failure means the action is spent but the desired action may not be taken. Successful saves do not grant immunity to subsequent iterations of effect.

## Environment

Any Forest or Jungle, or Riverbanks.

## Encounter Behavior

## Combat

Briarslime will attack any living being it senses, and will fight to the death once engaged.

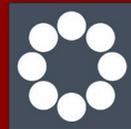
## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The party happens upon a skeleton on a riverbank.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>37</b>	<b>113</b>	<b>188</b>	<b>251</b>
<b>Speed</b>	20 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Small ooze, unaligned	Small ooze, unaligned	Medium ooze, unaligned	Medium ooze, unaligned
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 21 (+5)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Acid, Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 1d8	<b>Damage</b> 2d6
<b>Special Abilities &amp; Qualities</b>	<b>Acid</b> Each successful melee strike from the creature's slam attack inflicts additional acid damage. A Briarslime excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.			
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> A Briarslime is difficult to spot when it is at rest among plant growth of any type. All Perception checks to notice a Briarslime as a separate entity and not a diseased portion of the plant it rests upon suffer disadvantage in this state. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19
<b>Special Abilities &amp; Qualities</b>	<b>Stink</b> Once every 24 hours, a Briarslime can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Constitution save negates). This is a poison effect.			
<b>Standard Actions</b>	Slam Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BRIMBLEBUCK



Low

Moderate

Advanced

Elite

Terrain

Any Forest or Plains

Rarity

Rare

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Herd (3-10x)

Treasure

None

B

## Overview

### Description

A huge quadruped adorned with a lancelike rack of pointed horns, its shaggy fur seems to drip from its undercarriage in a grimy mess.

### Lore

**Common Lore (no check required):** Deep in the forest and in the plains is an elk-like creature capable of carnage.

**Expanded Lore:** Brimblebucks can cause serious damage when they charge.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any forest or plains, predominantly deep forests or plains with thick reeds.

## Encounter Behavior

### Combat

Brimblebucks will avoid straightforward combat, preferring instead to charge with surprise once they have observed enough to determine that intruders are a threat. They are fiercely territorial and will defend their turf to the death, but will rarely pursue beyond their domain.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A group of foresters returns from a trek into the woods with stories of a horrible elk-like creature that slew one of their number.

An aging trophy hunter has a rack from nearly every sort of forest creature, save one: the Brimblebuck. He commissions the PCs to hunt one down and return with its famed rack for his display.

### Actions & Special Qualities

**Lancerack Charge:** The charge, and/or surprise attack, of a Brimblebuck deals quadruple (4x) damage.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>33</b>	<b>96</b>	<b>160</b>	<b>209</b>
<b>Speed</b>	<b>50 ft.</b>			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 5 (-3)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>	<b>CHA 9 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Standard Actions</b>	Gore Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) piercing damage. Hooves Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6 (10) piercing damage. Hooves Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) piercing damage. Hooves Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.	Gore Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11 (18) piercing damage. Hooves Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BRINDLELAVEN



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Temperate or Cold Hills or Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
Organization	Solitary, Pair, or Pack (3-8x)			
Treasure	Incidental			

B

## Overview

### Description

A massive, burly, and furry creature with the head of a hawk and the body of a bear.

### Lore

**Common Lore (no check required):** In the hills and mountains nearby dwells a horribly fierce bear.

**Expanded Lore:** Brindlelavens hibernate nearly all the time; once or twice a year, they emerge with a fanatical bloodlust which they sate to store up fat for their rest.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

### Environment

Temperate or cold hills or mountains, predominantly in caves and burrows of their own creation or discovery.

## Encounter Behavior

### Combat

Brindlelavens are commonly encountered while in hibernation. If provoked out of their slumber, or if encountered during the rare times they are awake of their own accord, they will attack any living thing they perceive, pausing only to consume the bodies of the fallen once combat has ended.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Two foragers were traveling through the hills nearby, when one of them fell through a sinkhole. This turned out to be a patch of weak earth on the ceiling of the lair of a Brindlelaven; the forager is now trapped behind the hibernating creature. Her companion has returned to the village to seek the party's help in rescuing her.

A new village, formed only in the past few months, was recently ravaged by a bearlike creature that slew a dozen of their number. The remnants of the town commission the PCs to find and slay the creature so that peace may be restored and justice served.

## Actions & Special Qualities

**Hunger Frenzy:** On its own turn following a round in which it suffered damage, a Brindlelaven enters a state of primal hatred and hunger-fueled rage. This grants it a +4 competence bonus on attack and damage rolls, and to all saves.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>28</b>	<b>84</b>	<b>160</b>	<b>224</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Large monstrosity, unaligned	Large monstrosity, unaligned	Huge monstrosity, unaligned	Huge monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Standard Actions</b>	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+14/19-00 (21) piercing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+14/19-00 (21) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BRITTLEBEAK



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary, Pair, or Flock (3-8x)

Treasure

None

B

## Overview

## Description

An enormous, decrepit winged beast with a dented and jagged beak the length of a bastard sword.

campaign setting.

A caravan arrives in town, harried and bloody. They report being attacked while they slept a few nights ago; the village authority commissions the PCs to hunt down and destroy the attackers to restore the safety of the trade lanes.

The party is traveling, and rests in their journey for the night. In the middle of the second watch, a group of Brittlebeaks attacks them.

## Lore

**Common Lore (no check required):** Giant vultures with serrated, razor-sharp beaks are common in these parts.

**Expanded Lore:** Brittlebeaks are winged, vulture-like creatures who excel in raiding travelers and small groups of villagers.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Actions & Special Qualities

**Brittle Strike:** The bite attack of a Brittlebeak inflicts an additional 1d6 points of piercing damage from shards of beak that snap off in the attack.

## Environment

Any land.

## Encounter Behavior

## Combat

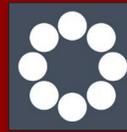
Brittlebeaks prefer to prey upon those already wounded, impaired, or at rest. They will never attack outside of these circumstances, and if they find themselves amidst a group of well-armed, well-rested heroes (for example, if they attack a sleeping party and fail to kill at least one of their number in the first few rounds of combat), they will flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>42</b>	<b>111</b>	<b>199</b>	<b>272</b>
<b>Speed</b>	10 ft. Fly 50 ft. (Average)			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Diseased</b> Due to their filthy eating habits and constant exposure to decaying flesh, Brittlebeaks are harbingers of disease-much more so than the standard vulture. Any creature bitten by a Brittlebeak 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 Brittlebeak, though attacks by different Brittlebeaks 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.			
<b>Standard Actions</b>	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+13/19-00 (27) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14/19-00 (28) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BRITTLETREE



Low

Moderate

Advanced

Elite

Terrain

Any Forests

Rarity

Uncommon

Role

Lurker / Normal

Organization

Solitary, Pair, or Grove (2-5x)

Treasure

Half

B

## Overview

## Description

The armlike branches of a seemingly long-dead tree with diseased, fraying bark looms forebodingly over others in its midst.

can be used to insert this creature into any existing plot or campaign setting.

A couple ventures into the woods with amorous intent. With horrid luck, they choose a spot near a Brittleheart for their tryst. One of them falls victim to the Brittleheart Aura, and the other flees in terror. He urges the PCs to return with him, only to discover that his lover is gone, and a new second tree has emerged nearby.

The party unwittingly camps near a Brittleheart. Inevitably, one of them will fall victim to the Brittleheart Aura in the night.

## Lore

**Common Lore (no check required):** Beware dead trees: some are in fact living horrors!

**Expanded Lore:** Brittleheart can sap the life force of even the stoutest warriors if they dare approach close enough.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any forests.

## Encounter Behavior

## Combat

Brittleheart will attack any creatures who enter into their area of control. As they are rooted in one spot, they will attack to the death or until their victims move away from them.

## Story Hooks

The following quest snippets or introductory story elements

## Actions & Special Qualities

**Brittleheart Aura:** All creatures within 40' must make a DC 17 / 20 / 22 / 23 Wisdom save at the start of each of their turns, or suffer a -2 circumstance penalty on all attack rolls and saves. In addition, creatures who fail their save three rounds in succession put down whatever weapons they are wielding and move their full Speed closer to the Tree. This is a mind-affecting, fear effect.

**Sap Will:** As a standard action, a Brittleheart may sap the life force of any creatures within 10' of its trunk who are suffering from the advanced effects of its Brittleheart Aura. Each victim must make a DC 17 / 20 / 22 / 23 Constitution save or suffer 1d4 points of Charisma drain. For each point of Charisma drained in this manner, the Brittleheart regains 1d6 lost hit points. Any creature reduced to 0 Charisma via this effect is slain, and crumbles, dustlike, to the earth 5d10 feet away in a random direction, rising 1d4 days later as a fledgling Brittleheart themselves.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>99</b>	<b>187</b>	<b>284</b>	<b>364</b>
<b>Speed</b>	10 ft.			
<b>Size, Type, Alignment</b>	Huge plant, neutral evil	Huge plant, neutral evil	Gargantuan plant, neutral evil	Gargantuan plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>	<b>STR 28 (+9)</b>
	<b>DEX 6 (-2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>	<b>CON 23 (+6)</b>
	<b>INT 5 (-3)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	Vulnerability to Electricity			
<b>Senses</b>	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	Sylvan			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Hallucinatory Spores</b> Once per day as a standard action, a Brittle tree can release a cloud of spores in a 50-foot-radius spread. Creatures in the area must make a Wisdom save or believe the Brittle tree to be a perfectly ordinary tree - or at worst, a treant or some other friendly tree-like creature. An affected creature becomes passive for 2d6 minutes and refuses to attack the Brittle tree during this time. An affected creature can attempt a new Wisdom save each round that the tree attacks an ally - if a hallucinating creature is attacked by the tree, it gains advantage on its Wisdom save to see through the hallucination. This is a mind-affecting compulsion effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Strangle</b> An opponent grappled by the creature cannot speak or cast spells with verbal components.			
<b>Special Abilities &amp; Qualities</b>	<b>Vines</b> A Brittle tree's vines are primary attacks that deal bludgeoning damage. When a Brittle tree grapples a foe with its vines, the tree does not gain the grappled condition. A Brittle tree that uses swallow whole transfers a pinned creature from a vine to inside its trunk.			
<b>Special Abilities &amp; Qualities</b>	<b>Vulnerability to Electricity</b> You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 2d6**Damage** 3d6**Damage** 5d6**Damage** 7d6

**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**

Vine Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+8 (12) bludgeoning damage.

Vine Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d6+11/19-00 (14) bludgeoning damage.

Vine Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d8+16/19-00 (20) bludgeoning damage.

Vine Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 1d8+16/19-00 (20) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# BROMBLETUSK (FEY BOAR)



B

Low

Moderate

Advanced

Elite

Terrain	Any Forests
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary, Pair, or Herd (3-8x)
Treasure	None

## Overview

## Description

This massive boar is preternaturally spry and lively, and its eyes hint at a mischievous and murderous intent.

## Lore

**Common Lore (no check required):** Fey boars have been spotted in the forests nearby.

**Expanded Lore:** Brombletusks have an enchanting aura that can make hardened warriors pause in their attack of the piglike creature.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any forests.

## Encounter Behavior

## Combat

Brombletusks will approach living things cautiously, relying upon their aura to diminish threats. They will escape if reduced to less than 1/4 their maximum hit points.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

While hunting for wild boar, villagers were attacked by

a Brombletusks. They report being physically unable to assault the creature.

A farmer hosts a small herd of pigs. One of them is in fact a Brombletusks, which is only discovered when the beast escapes and must be collected.

## Actions & Special Qualities

**Captivating Whimsy:** Creatures within 20' of a Brombletusks must make a DC 16 / 17 / 18 / 19 Wisdom save at the start of each of their rounds; those who fail may not attack the Brombletusks this round and cannot move away from it.

**Enchanting Gore:** Creatures who suffer damage from a Brombletusks's Gore attack suffer a -2 competence penalty to their Wisdom saves against its Aura.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>43</b>	<b>112</b>	<b>195</b>	<b>255</b>
<b>Speed</b>	<b>40 ft. Fly 60 ft. (Perfect)</b>			
<b>Size, Type, Alignment</b>	Large fey, chaotic neutral			
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except cold iron			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.
<b>Languages</b>	Sylvan			
<b>Challenge</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Standard Actions</b>	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.	Gore Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 3d6+19/19-00 (30) piercing damage.	Gore Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 3d6+21/19-00 (32) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>confusion (1/day); dancing lights (3/day); sleep (1/day); entangle (1/day); faerie fire (3/day); feeblemind (1/day); glitterdust (1/day); otto's irresistible dance (1/day); major image (1/day); mislead (3/day); project image (1/day); scintillating pattern (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BROODLING (FISSURE)



B

Low

Moderate

Advanced

Elite

Terrain	Any Mountains or Underground
Rarity	Rare
Role	Soldier / Minion
Organization	Solitary, School (2-5x), or Brood (6-20x)
Treasure	None

## Overview

## Description

A massive humanoid whose appendages are oversized claws, a Fissure Broodling is dark and grey, with crumbling streaks of ruin along its flesh.

## Lore

**Common Lore (no check required):** Clawed monstrosities emerge from the deep to slay the unwary.

**Expanded Lore:** Fissure Broodlings are born in the deep crevasses of the Realm, beneath dark waves and idle seas they harvest of life.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Mountains or underground; particularly where the earth delves deep or the crust of the Realm is thin.

## Encounter Behavior

## Combat

Fissure Broodlings will attack any creatures that enter within 100' of them. They will relent if attackers flee beyond this distance.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Starved for options due to increasing competition, fishermen have been attempting their trade in waters long dormant of life. One returns with wounds and a battered boat, reporting the likely reason for the dearth of ocean life: a clawed horror that wreaks destruction from beneath the waves.

The party is resting in a fishing village, when a massive whale washes up ashore, ravaged almost beyond recognition by a murderous creature that seems unlike the wildlife that typically is present here. Fearful of their own lives and livelihood, the village commissions the party to help explore and destroy the horror.

## Actions & Special Qualities

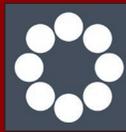
**Fissuration Aura:** Creatures within 15' of a Fissure Broodling must make a DC  13 /  17 /  18 /  20 Wisdom save as they first enter the radius. Failure means they suffer double damage from the creature's Necrotic Rake attack.

**Necrotic Rake:** The claws of a Fissure Broodling are laden with necrotic energies. Those suffering melee damage from a Fissure Broodling must make a Constitution save or suffer an additional 1d6 points of necrotic damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>34</b>	<b>84</b>	<b>149</b>	<b>205</b>
<b>Speed</b>	5 ft. Swim 40 ft.			
<b>Size, Type, Alignment</b>	Small aberration, chaotic neutral	Small aberration, chaotic neutral	Medium aberration, chaotic neutral	Medium aberration, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 3 (-4)</b>	<b>INT 7 (-2)</b>	<b>INT 7 (-2)</b>	<b>INT 7 (-2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common, Cannot Speak			
<b>Challenge</b>	<b>4</b>	<b>10</b>	<b>16</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Death Frenzy</b> When a Fissure Broodling is killed, its body spasms horrifically. Immediately upon dying, the Fissure Broodling makes a full attack against a creature it threatens. If more than one creature is within reach, roll randomly for each attack to determine the target (which may be another Fissure Broodling).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19
<b>Standard Actions</b>	<b>Poison</b> Claw - injury; save Constitution; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save. Ability damage suffered from this effect is recovered following a long rest.			
<b>Standard Actions</b>	Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+6/19-00 (10) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BROODWASP (GIANT FISSURE)



B

Low

Moderate

Advanced

Elite

Terrain	Any Forests or Hills
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, Group (3-6x), or Nest (7-19x)
Treasure	None

## Overview

## Description

A massive, dark grey, and eyeless wasp-thing, whose wings are riddled with gaps and serrations.

## Lore

- Common Lore (no check required):** In dark caves and beneath ancient sinkholes dwell horrible wasps.
- Expanded Lore:** Giant Fissure Broodwasps are protective of their homes and can inflict horrible damage on those unprepared for their attacks.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any forests or hills.

## Encounter Behavior

## Combat

Giant Fissure Broodwasps will attack any creatures venturing within 60' of their location. They will not pursue enemies beyond this range.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- While traveling in the woods, a sinkhole swallows up a subset of a traveling party. Most stay to help, while one of those who remain above-ground is dispatched to get help from a local village. When the PCs approach the area, they discover that Giant Fissure Broodwasps have slain those underground; those aboveground remain alive, but are too terrified to come close to the aperture.
- The PCs are traveling in a forest or hill region, and a giant sinkhole opens up beneath them. A Giant Fissure Broodwasp attacks from tunnels that are revealed.

## Actions & Special Qualities

- Fissuration Aura:** Creatures within 15' of this creature must make a DC 14 / 17 / 19 / 20 Wisdom save as they first enter the radius. Failure means they suffer double damage from the creature's Necrotic special attack, and suffer a -2 competence penalty on saves related to its poison.
- Necrotic Wing Slap:** Dead energy clings to this creature's warped wings. This takes the form of an additional melee touch attack made with the same bonus as the creature's primary attack; those hit suffer 1d4 / 1d6 / 2d6 / 2d12 points of necrotic energy damage, and the Broodwasp is healed of twice that amount of hit points.
- Chasm Venom:** Poison: Injected (Sting), DC 15 / 17 / 19 / 21 Constitution save, 1d2 Constitution and Charisma.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>17</b>	<b>73</b>	<b>143</b>	<b>195</b>
<b>Speed</b>	20 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Large vermin, neutral evil	Large vermin, neutral evil	Huge vermin, neutral evil	Huge vermin, neutral evil
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)	<b>STR</b> 25 (+7)	<b>STR</b> 26 (+8)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 13 (+1)	<b>CON</b> 17 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 18 (+4)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Poison</b> 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.			
<b>Standard Actions</b>	Sting Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage.	Sting Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.	Sting Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+19/19-00 (26) piercing damage.	Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+21/19-00 (28) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BROODWASP SWARM



Low

Moderate

Advanced

Elite

Terrain	Any Forests or Mountains
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary
Treasure	None

## Overview

## Description

A swarm of dead-looking, grey wasps drones about with a dark hum.

## Lore

**Common Lore (no check required):** In dark caves and beneath ancient and deep mountains dwell swarms of horrible wasps.

**Expanded Lore:** Broodwasp Swarms are protective of their homes and can inflict horrible damage on those unprepared for their attacks.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any forests or mountains.

## Encounter Behavior

## Combat

Broodwasp Swarms will attack any creatures venturing within 60' of their location. They will fight mindlessly to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

While traveling in the woods, a sinkhole swallows up a subset of a traveling party. Most stay to help, while one of those who remain above-ground is dispatched to get help from a local village. When the PCs approach the area, they discover that a Broodwasp Swarm has slain those underground; those aboveground remain alive, but are too terrified to come close to the aperture.

The party mistakes the hum of a Broodwasp Swarm for a river or mechanical device while traveling underground.

## Actions & Special Qualities

**Fissuration Aura:** Creatures within 15' of this creature must make a DC 16 / 18 / 21 / 22 Wisdom save as they first enter the radius. Failure means they suffer double damage from the creature's Necrotic special attack, and suffer a -2 competence penalty on saves related to its poison.

**Necrotic Wing Slap:** Dead energy clings to this creature's warped wings. This takes the form of an additional melee touch attack made with the same bonus as the creature's primary attack; those hit suffer 2d4 / 2d6 / 4d6 / 4d12 points of necrotic energy damage, and the Broodwasp is healed of twice that amount of hit points.

**Chasm Venom:** Poison: Injected (Sting), DC 18 / 20 / 21 / 23 Constitution save, 1d2 Constitution and Charisma.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>55</b>	<b>141</b>	<b>216</b>	<b>304</b>
<b>Speed</b>	5 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Tiny vermin, neutral evil			
<b>Ability Scores / Saves</b>	<b>STR 1 (-5)</b>	<b>STR 1 (-5)</b>	<b>STR 1 (-5)</b>	<b>STR 1 (-5)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 18 (+4)</b>
	<b>CON 14 (+2)</b>	<b>CON 19 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>12</b>	<b>17</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 10	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
	<b>Distraction</b> You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 10	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> 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.			
<b>Standard Actions</b>	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: -4 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# BURDATRANNE



B

Low

Moderate

Advanced

Elite

Terrain	Any Underground or Mountains
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, Band (3-8x), or Tribe (9-16x)
Treasure	Standard

## Overview

## Description

Shadowed, lurking humanoid horrors whose grimy visages speak of extensive and unwanted knowledge of the realms deep beneath the world we know.

## Lore

**Common Lore (no check required):** Grimy deepfolk can be lethal in close quarters.

**Expanded Lore:** Burdatranne are subterranean humanoids with a penchant for stabbing.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any underground or mountains.

## Encounter Behavior

## Combat

Burdatranne prefer to attack with surprise, using their senses and familiarity of environment to stalk their prey until an opportunity presents itself. When reduced to fewer than half their original number (when attacking in a group) or half their maximum hit points (when attacking individually), they will attempt a retreat to regroup and attack again with surprise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Miners have reported suffering blows from grimy humanoids who seem to disappear into the shadows.
- The PCs hire a guide to show them the way in underground caverns. Soon after they trek below, the guide is slain by unseen figures, leaving the party on their own to fend off an attack.

## Actions & Special Qualities

**Deepgrime:** Burdatranne are surrounded by an aura of shadow and filth. All creatures entering within 30' of a Burdatranne must succeed in a DC 16 / 18 / 21 / 22 Wisdom save or suffer an additional DC 1d4 / 2d6 / 4d6 / 4d8 points of damage from all piercing attacks. Burdatranne are themselves immune to this aura. In addition, all creatures (including Burdatranne) benefit from a +3 circumstance bonus on all Stealth checks in this radius; this benefit applies only if the creature involved both begins and ends their Stealth-related activities in this zone. Success in the saving throw means a creature is not affected by the aura of that particular Burdatranne for 24 hours.

**Stab from the Shadows:** Burdatranne may make a Sneak Attack; successfully doing so means the victim automatically fails their save vs. the Burdatranne's Deepgrime aura.

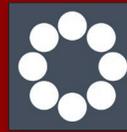
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>22</b>	<b>68</b>	<b>147</b>	<b>215</b>
<b>Speed</b>	<b>30 ft. Swim 30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium humanoid, chaotic evil	Medium humanoid, chaotic evil	Large humanoid, chaotic evil	Large humanoid, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 3 (-4)</b>	<b>CHA 7 (-2)</b>	<b>CHA 7 (-2)</b>	<b>CHA 7 (-2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common, Undercommon			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Camouflaged Step</b> Burdatranne can pass through forest and subterranean settings almost without a trace. All attempts to track a Burdatranne in such circumstances suffer disadvantage.			
<b>Special Abilities &amp; Qualities</b>	<b>Chameleon Skin</b> A Burdatranne's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A Burdatranne loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as Burdatranne can only change their own flesh, not things they carry. A Burdatranne normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.			
<b>Standard Actions</b>	Dagger Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage. Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d4/19-00 (3) piercing damage. Shortsword Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3) slashing damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.	Dagger Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) piercing damage. Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+6/19-00 (8) piercing damage. Shortsword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) slashing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Dagger Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+11/19-00 (14) piercing damage. Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d6+11/19-00 (14) piercing damage. Short Sword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8/19-00 (5) slashing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+11/19-00 (16) slashing damage.	Short sword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13/19-00 (18) bludgeoning damage. Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7/19-00 (10) bludgeoning damage. Dagger Ranged weapon attack: +2 to hit, one target. Hit 1d6+13/19-00 (16) bludgeoning damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) slashing damage.





Illustration 16: Burrowmites

# BURROWMITES



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Lurker / Normal

Organization

Solitary

Treasure

None

B

## Overview

## Description

A frenzied cluster of fingernail-sized vermin with greedy, pointed mouths.

The PCs are traversing a town dump or other region of squalor when they are attacked by Burrowmites.

An urchin steals from the party. If the PCs give chase, he will lead them past a region infested with Burrowmites; the gambit is to let the mites slay the thieving victims.

## Lore

**Common Lore (no check required):** Infestations of horrible vermin are sadly common in impoverished regions.

**Expanded Lore:** Burrowmites can cause terrible and rapid death in weakened victims.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Actions & Special Qualities

**Burrow:** Creatures who lack any Natural Armor bonus automatically suffer an additional piercing damage from each Burrowmite attack: 1d6 / 2d4 / 2d8 / 3d10. Even 1 point of natural armor bonus negates this additional damage.

## Environment

Any land, particularly Urban.

## Encounter Behavior

## Combat

Burrowmites are mindless, and will attack the closest living thing unrelentingly.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>76</b>	<b>147</b>	<b>213</b>	<b>318</b>
<b>Speed</b>	10 ft.			
<b>Size, Type, Alignment</b>	Tiny vermin, chaotic neutral	Tiny vermin, chaotic neutral	Tiny vermin, chaotic neutral	Tiny vermin, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 4 (-3)	<b>STR</b> 5 (-3)	<b>STR</b> 6 (-2)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 1 (-5)	<b>CHA</b> 3 (-4)	<b>CHA</b> 3 (-4)	<b>CHA</b> 3 (-4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +11, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Distraction</b> You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Infestation</b> Any living creature that takes damage from a Burrowmites becomes infested unless it succeeds at a Dexterity save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh-this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. Ability damage suffered from this effect is restored following a long rest.			
<b>Standard Actions</b>	Swarm Melee weapon attack: -6 to hit, reach 0 ft., one target. Hit 2d6+0 (7) bludgeoning damage.	Swarm Melee weapon attack: -4 to hit, reach 0 ft., one target. Hit 3d6+0 (10) bludgeoning damage.	Swarm Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 4d6+0 (14) bludgeoning damage.	Swarm Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 4d6+0 (14) bludgeoning damage.
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BUZZBACK (HORNEDED)



Low

Moderate

Advanced

Elite

Terrain

Temperate Hills or Plains

Rarity

Uncommon

Role

Brute / Minion

Organization

Solitary, Pair, or Herd (3-30x)

Treasure

None

## Overview

## Description

A massive four-legged beast, this creature's furry back is studded with pointed quills and tusks. From its bull-like head emerge sharpened tusks the size of a broadsword.

## Lore

**Common Lore (no check required):** Some bison are especially dangerous.

**Expanded Lore:** Roaming the plains and hills of the Realm, Horned Buzzbacks are large bison-like creatures who travel in herds. The backs of all Buzzbacks are dangerous and thorny, and the Horned variety has a particularly vile gore attack.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Temperate hills or plains.

## Encounter Behavior

## Combat

Horned Buzzbacks will attack only when they or their herd seem threatened. Otherwise, they will simply ignore any intruders. They are used to being a dominant, peaceful life-form in their region, but will fend off attackers viciously once roused.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

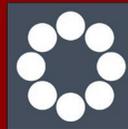
- The PCs encounter a farmer who, uniquely in the region, has herds not of cow or sheep, but of Horned Buzzback. One has gone astray, and he asks the party's help in retrieving it or slaying it if they cannot coax it back.
- The party comes across a lone Horned Buzzback, and slays it in defense. Only later do they encounter the herder who is saddened to hear of the loss of one of his flock.

## Actions & Special Qualities

- Terrible Gore:** The Gore attack of a Horned Buzzback inflicts double damage (triple on a critical hit) if performed as a full-round action.
- Gore Flip:** Rather than using a Terrible Gore, a Horned Buzzback may make a Gore Flip as a full-round action. The beast makes a single normal Gore attack, then tries to flip the victim onto its back. If the victim fails a DC 16 / 18 / 20 / 21 Dexterity save, it lands on the creature's razor-sharp spines, suffering additional piercing damage ( 1d6 / 2d4 / 3d6 / 4d6). Victims suffering in this manner slide off of the beast's back at the end of its turn.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>53</b>	<b>139</b>	<b>232</b>	<b>299</b>
<b>Speed</b>	<b>40 ft.</b>			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>	<b>STR 29 (+9)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 2 (-4)</b>	<b>CHA 6 (-2)</b>	<b>CHA 6 (-2)</b>	<b>CHA 6 (-2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Stampede</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20
	<b>Damage</b> 1d6+4	<b>Damage</b> 1d6+8	<b>Damage</b> 2d6+10	<b>Damage</b> 4d6+14
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
<b>Standard Actions</b>	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+12 (16) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d8+16 (20) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+24 (31) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+25 (32) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# BUZZBACK (HUMPED)



Low

Moderate

Advanced

Elite

Terrain

Temperate Hills or Plains

Rarity

Uncommon

Role

Brute / Minion

Organization

Solitary, Pair, or Herd (3-30x)

Treasure

None

B

## Overview

### Description

A massive four-legged beast, this creature's furry back is studded with pointed quills and tusks that surround an unadorned bulge of fat and bone.

### Lore

**Common Lore (no check required):** Some bison are especially dangerous.

**Expanded Lore:** Roaming the plains and hills of the Realm, Humped Buzzbacks are large bison-like creatures who travel in herds. The backs of all Buzzbacks are dangerous and thorny; the Humped type can accept a sufficiently-motivated rider.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

### Environment

Temperate hills or plains.

## Encounter Behavior

### Combat

Humped Buzzbacks will attack only when they or their herd seem threatened. Otherwise, they will simply ignore any intruders. They are used to being a dominant, peaceful life-form in their region, but will fend off attackers viciously once roused.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The PCs encounter a ranger who rides a Humped Buzzback. If they discuss the odd creature with her, she will describe the difficult process of breaking such a beast in, and may even teach the party if they pay or coax her sufficiently.

The PCs are chased by a nigh-impossible threat. They stumble upon a small herd of Humped Buzzbacks, and, desperate, try to climb aboard.

## Actions & Special Qualities

**Riding:** Riding a Humped Buzzback requires an initial DC 15 Riding check simply to mount successfully. This check increases by 5 every Attitude category worse than Friendly that the creature has toward the rider. Failing a Riding check with a Humped Buzzback subjects the would-be rider to the beast's eponymous spines, inflicting 2d4 points of piercing damage per failed check.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>31</b>	<b>96</b>	<b>182</b>	<b>271</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 22 (+6)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 2 (-4)</b>	<b>CHA 6 (-2)</b>	<b>CHA 6 (-2)</b>	<b>CHA 6 (-2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Stampede</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20
	<b>Damage</b> 1d6+4	<b>Damage</b> 1d6+8	<b>Damage</b> 2d6+10	<b>Damage</b> 4d6+14
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
<b>Standard Actions</b>	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.	Gore Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+18 (28) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+19 (30) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# CARNAGE ELEMENTAL (HUGE)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Brute / Solo
Organization	Solitary, Pair, or Gang (3-8x)
Treasure	None

## Overview

### Description

A ravenous, chaotic incarnation of destruction and wrath, a Carnage Elemental appears as a stricken, mutilated, and fiery humanoid with innumerable appendages and bloodshot eyes exuding from various orifices about the head and shoulders. Rivulets of bright-hot red and yellow appear as veins underneath the creature's filmy skin.

### Lore

**Common Lore (no check required):** Living embodiments of emotions and baser instincts can drive normal folk mad.

**Expanded Lore:** Carnage Elementals are exceedingly dangerous not only for their own capabilities, but for the destructive bloodlust they engender in victims.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

### Environment

Any land.

## Encounter Behavior

### Combat

Carnage Elementals will hold back their attacks for one round to see if their aura affects anyone. If no enemies are affected, or the Carnage Elemental is attacked, it will wade into melee at the first opportunity thereafter, and will fight to the death once engaged. If one or more enemies falls victim to its aura, the Carnage Elemental will wait, hiding if feasible, to see what damage the victim causes; although it loves to destroy, it loves even more to have destruction wreaked friend upon friend.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Panic sets in when the serene leader of a peaceful faction turns on his group amidst a camping trip that is beset by a strange, fiery-skinned humanoid. Although many escape, several were slain, leading most to wonder what possibly could have happened that made such a peaceful woman go berserk like that.

The party comes across a group of adventurers not unlike the party itself, who seem to be fighting amongst themselves. Most are trying to talk sense into one or two who are berzerkly assailing everyone around them.

## Actions & Special Qualities

**Burgeoning Carnage:** Creatures within 60' must make a DC  17 /  19 /  20 /  22 Wisdom save or else succumb to their baser instincts of competition and destruction. Those who succeed are immune to the aura of this particular Carnage Elemental for 24 hours. Those who fail suffer from *Carnage Wrath*, a condition where each round, they must make the choice of action that results in the most total damage. Although this can typically be difficult to determine, the player and the GM should work together to come up with a reasonable selection, randomizing apparent ties in choice. For example, a Wizard who has memorized both Fireball and Lightning Bolt might choose Fireball against a group. Each round, including that in which the Aura initially impacts a victim, a suffering creature may attempt a separate Wisdom save to at least choose their own target. If this save is failed, the target must be the closest living creature-which may well be an ally! The save to determine choice of target must be re-attempted each round. This is a fear-based, mind-affecting effect. Each time a suffering victim takes damage from the Carnage Elemental itself, they may attempt a Wisdom save (same DCs as above) to break free of the madness.

**Burgeon Hate:** Once every 1d4 rounds, as a full-round action, a Carnage Elemental may focus its will upon an enemy who is not suffering from its aura. This focused energy forces the target to make an immediate Wisdom save, as though it were just entering the Carnage Elemental's aura for the first time, with the same consequences and stakes.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>52</b>	<b>122</b>	<b>203</b>	<b>256</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Huge elemental, chaotic neutral	Huge elemental, chaotic neutral	Gargantuan elemental, chaotic neutral	Gargantuan elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 30 (+10)</b>	<b>STR 31 (+10)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 19 (+4)</b>	<b>DEX 19 (+4)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 4 (-3)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 5 (-3)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +15, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Carnage Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Carnage Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An Carnage Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d8+10/19-00 (19) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d8+13/19-00 (22) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d8+18/19-00 (32) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+19/19-00 (32) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



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Illustration 17: Carnage Elemental

# CARNAGE ELEMENTAL (ELDER)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Brute / Solo

Organization

Solitary, Pair, or Gang (3-8x)

Treasure

None

## Overview

### Description

A ravenous, chaotic incarnation of destruction and wrath, a Carnage Elemental appears as a stricken, mutilated, and fiery humanoid with innumerable appendages and bloodshot eyes exuding from various orifices about the head and shoulders. Rivulets of bright-hot red and yellow appear as veins underneath the creature's filmy skin.

### Lore

**Common Lore (no check required):** Living embodiments of emotions and baser instincts can drive normal folk mad.

**Expanded Lore:** Carnage Elementals are exceedingly dangerous not only for their own capabilities, but for the destructive bloodlust they engender in victims.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

### Environment

Any land.

## Encounter Behavior

### Combat

Carnage Elementals will hold back their attacks for one round to see if their aura affects anyone. If no enemies are affected, or the Carnage Elemental is attacked, it will wade into melee at the first opportunity thereafter, and will fight to the death once engaged. If one or more enemies falls victim to its aura, the Carnage Elemental will wait, hiding if feasible, to see what damage the victim causes; although it loves to destroy, it loves even more to have destruction wreaked friend upon friend.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Panic sets in when the serene leader of a peaceful faction turns on his group amidst a camping trip that is beset by a strange, fiery-skinned humanoid. Although many escape, several were slain, leading most to wonder what possibly could have happened that made such a peaceful woman go berserk like that.

The party comes across a group of adventurers not unlike the party itself, who seem to be fighting amongst themselves. Most are trying to talk sense into one or two who are berzerkly assailing everyone around them.

## Actions & Special Qualities

**Burgeoning Carnage:** Creatures within 60' must make a DC  19 /  20 /  23 /  24 Wisdom save or else succumb to their baser instincts of competition and destruction. Those who succeed are immune to the aura of this particular Carnage Elemental for 24 hours. Those who fail suffer from *Carnage Wrath*, a condition where each round, they must make the choice of action that results in the most total damage. Although this can typically be difficult to determine, the player and the GM should work together to come up with a reasonable selection, randomizing apparent ties in choice. For example, a Wizard who has memorized both Fireball and Lightning Bolt might choose Fireball against a group. Each round, including that in which the Aura initially impacts a victim, a suffering creature may attempt a separate Wisdom save to at least choose their own target. If this save is failed, the target must be the closest living creature—which may well be an ally! The save to determine choice of target must be re-attempted each round. This is a fear-based, mind-affecting effect. Each time a suffering victim takes damage from the Carnage Elemental itself, they may attempt a Wisdom save (same DCs as above) to break free of the madness.

**Burgeon Hate:** Once every 1d4 rounds, as a full-round action, a Carnage Elemental may focus its will upon an enemy who is not suffering from its aura. This focused energy forces the target to make an immediate Wisdom save, as though it were just entering the Carnage Elemental's aura for the first time, with the same consequences and stakes.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>83</b>	<b>162</b>	<b>237</b>	<b>347</b>
<b>Speed</b>	20 ft. Burrow 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, chaotic neutral	Huge elemental, chaotic neutral	Huge elemental, chaotic neutral	Gargantuan elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 25 (+7)</b>	<b>STR 27 (+8)</b>	<b>STR 30 (+10)</b>	<b>STR 35 (+10)</b>
	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>	<b>DEX 22 (+6)</b>	<b>DEX 22 (+6)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +14, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>11</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Carnage Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Carnage Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> An Carnage Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d8+19/19-00 (28) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d10+15/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 15 ft., one target. Hit 2d10+18/19-00 (29) bludgeoning damage.	Slam Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+23/19-00 (41) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CARRION ELEMENTAL (MEDIUM)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Brute / Solo

Organization

Solitary, Pair, or Gang (3-8x)

Treasure

None

## Overview

## Description

A writhing, putrescent mass of sinew, bone, and blood, this appears to be a freshly-made mass grave given life, if life it can be called.

## Lore

**Common Lore (no check required):** Carrion can come to life under the right (or wrong!) conditions.

**Expanded Lore:** Carrion Elementals are the living, horrible embodiments of dead flesh and decay.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

Carrion Elementals will attack any living creatures they can perceive, and will fight to the death once engaged.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A well-known historical battlefield site nearby hosts a mass grave. Necromantic rituals attempted near the site have unwittingly given birth to a Carrion Elemental, which is making its way into town as the PCs are also

present.

The PCs come across the site of a bloody massacre. A pile of hacked-apart bodies has been formed. As the party walks around it, the pile reveals itself to be a Carrion Elemental, and attacks the party. If the PCs declare they are looting the pile, the Carrion Elemental automatically gets a surprise round of combat.

## Actions & Special Qualities

**Putrescent Aura:** 40', DC  15 /  18 /  19 /  20 Constitution or Wisdom (worst of the two). Failure means the victim is nauseated. Victims may attempt a new save at the start of each of their turns, with a -1 penalty for each round they have already been suffering.

**Winged Agony:** A flock of buzzards typically circles overhead a Carrion Elemental, looking for scraps and bits of flesh from those destroyed. Every 1d4 rounds as a standard action, a Carrion Elemental can exert its terrible will on the flock. This takes the form of summoning 2d4 Giant Vultures, on the side of the Carrion Elemental, which attack to the death.

**Carrion Decay:** Each time a creature suffers at least 1 point of melee damage from a Carrion Elemental, they must succeed in a DC  15 /  18 /  19 /  20 Constitution save or suffer 1d2 points of Constitution damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>35</b>	<b>95</b>	<b>171</b>	<b>244</b>
<b>Speed</b>	20 ft. Burrow 20 ft. Swim 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Medium elemental, chaotic evil	Medium elemental, chaotic evil	Large elemental, chaotic evil	Large elemental, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 2 (-4)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>	<b>INT 6 (-2)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Carrion Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Carrion Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> A Carrion Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage. Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d4+9 (12) slashing damage. Slam Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d8+13 (18) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+14 (18) slashing damage. Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+21 (32) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+15 (20) slashing damage. Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+22 (32) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			



# CARRION ELEMENTAL (ELDER)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Brute / Solo
Organization	Solitary, Pair, or Gang (3-8x)
Treasure	None

## Overview

## Description

A writhing, putrescent mass of sinew, bone, and blood, this appears to be a freshly-made mass grave given life, if life it can be called.

## Lore

**Common Lore (no check required):** Carrion can come to life under the right (or wrong!) conditions.

**Expanded Lore:** Carrion Elementals are the living, horrible embodiments of dead flesh and decay.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

Carrion Elementals will attack any living creatures they can perceive, and will fight to the death once engaged.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A well-known historical battlefield site nearby hosts a mass grave. Necromantic rituals attempted near the site have unwittingly given birth to a Carrion Elemental, which is making its way into town as the PCs are also

present.

The PCs come across the site of a bloody massacre. A pile of hacked-apart bodies has been formed. As the party walks around it, the pile reveals itself to be a Carrion Elemental, and attacks the party. If the PCs declare they are looting the pile, the Carrion Elemental automatically gets a surprise round of combat.

## Actions & Special Qualities

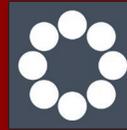
**Putrescent Aura:** 40', DC  19 /  20 /  23 /  24 Constitution or Wisdom (worst of the two). Failure means the victim is nauseated. Victims may attempt a new save at the start of each of their turns, with a -1 penalty for each round they have already been suffering.

**Winged Agony:** A flock of buzzards typically circles overhead a Carrion Elemental, looking for scraps and bits of flesh from those destroyed. Every 1d4 rounds as a standard action, a Carrion Elemental can exert its terrible will on the flock. This takes the form of summoning 3d6 Giant Vultures, on the side of the Carrion Elemental, which attack to the death.

**Carrion Decay:** Each time a creature suffers at least 1 point of melee damage from a Carrion Elemental, they must succeed in a DC  19 /  20 /  23 /  24 Constitution save or suffer 1d2 points of Constitution damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>92</b>	<b>168</b>	<b>265</b>	<b>390</b>
<b>Speed</b>	20 ft. Burrow 20 ft. Swim 20 ft., Earth Glide			
<b>Size, Type, Alignment</b>	Large elemental, chaotic evil	Huge elemental, chaotic evil	Huge elemental, chaotic evil	Gargantuan elemental, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 33 (+10)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>	<b>CHA 23 (+6)</b>	<b>CHA 23 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +21, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +22, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Terran			
<b>Challenge</b>	<b>11</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Earth Glide</b> A burrowing Carrion Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing Carrion Elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Constitution save.			
<b>Special Abilities &amp; Qualities</b>	<b>Earth Mastery</b> A Carrion Elemental gains advantage on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers disadvantage on attack and damage rolls. These modifiers apply to all combat actions.			
<b>Standard Actions</b>	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+11 (14) slashing damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+16/19-00 (25) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+13 (18) slashing damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d10+13/19-00 (24) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+16 (23) slashing damage. Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d8+16/19-00 (34) bludgeoning damage.	Claw Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 3d6+21 (32) slashing damage. Slam Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 6d8+21/19-00 (48) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			

# CATACOMB LASS



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Rare

Role

Artillery / Solo

Organization

Solitary or Coven (3+)

Treasure

Standard

## Overview

## Description

A stricken, gaunt, and ill-dressed yet beautiful woman floats along the hallways. Although the name of the creature is Catacomb Lass, the ghost can appear as any gender, protecting any gender. The protection and love a Catacomb Lass feels for their dead loved one can be of any type—platonic friendship, military comradeship, and so on, in addition to the much more common often-married love.

## Lore

**Common Lore (no check required):** It is said that some sepulchres are haunted by protective spirits.

**Expanded Lore:** A Catacomb Lass generally arises from the grave of a protective loved one—typically when family or soldiers are buried together, and one has saved the life of another in life. A Catacomb Lass will arise in death to defend their savior in life, and guards their tomb viciously. The protected tomb or gravesite is called the Catacomb Lass' haunt.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Any underground, or any place of the dead (e.g., urban or plains near a graveyard).

## Encounter Behavior

## Combat

A Catacomb Lass will ignore any who do not disturb their haunt. Any who venture within 10' of them, however, will be attacked, and the Lass will not relent until either one side or

the other perishes, or the intruders retreat beyond 30' of the haunt.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A couple dies in a tragic fire. The two are buried side by side; there have been reports of a ghost of the husband being seen floating about the gravesite.

Neophytes to a church report seeing a ghostly figure in the undercroft of a church. The PCs are asked to investigate.

## Actions & Special Qualities

**Haunting of Those Passed:** Creatures within 30' are stricken with memories of loved ones who have died. A DC  19 /  21 /  22 /  24 Wisdom save negates the effect; failure on this save means the victim is preoccupied with nostalgia and a sense of horrible regret and suffering. Mechanically, this takes the form of being Fatigued while in range of the Catacomb Lass. Success renders the would-be victim immune to that Catacomb Lass' aura for 24 hours. This is a mind-affecting, fear effect.

**Recenter:** At will, a Catacomb Lass may immediately reappear over the grave of her haunt, as via a quickened teleport spell.

**Dissipate:** If the grave a Catacomb Lass protects is desecrated or disturbed in any significant way, it frees her from service. She may then hunt down whomever performed the desecration with no restriction as to distance. Once all those responsible for the desecration have been slain, the Catacomb Lass dissipates, her mission fulfilled.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	112	198	263	332
<b>Speed</b>	Fly 50 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 21 (+5)	<b>DEX</b> 21 (+5)	<b>DEX</b> 22 (+6)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)
	<b>INT</b> 15 (+2)	<b>INT</b> 18 (+4)	<b>INT</b> 18 (+4)	<b>INT</b> 18 (+4)
	<b>WIS</b> 14 (+2)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 20 (+5)	<b>CHA</b> 22 (+6)	<b>CHA</b> 22 (+6)	<b>CHA</b> 22 (+6)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Auran, Common, Giant			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Incorporeal</b> 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.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Sound Mimicry</b> The creature perfectly imitates certain sounds or even specific voices. The creature makes a Deception check opposed by the listener's Perception check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it suffers disadvantage on its Perception check. The creature has advantage on its Deception check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.</p>			





Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

**Saving Throw**

Wisdom DC 18

**Saving Throw**

Wisdom DC 19

**Saving Throw**

Wisdom DC 21

**Saving Throw**

Wisdom DC 22

**Witchflame** Any creature damaged by the incorporeal touch or ranged bolt attacks of a Catacomb Lass must succeed on a Wisdom save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a break enchantment, miracle, remove curse, or wish spell - the effective caster level of the witchflame is 18. Any creature entering the same square as a Catacomb Lass or striking it with a melee attack must succeed on a Wisdom save or begin burning with witchflame, even if the attack would not otherwise harm the Catacomb Lass because of its incorporeal nature.

**Standard Actions**

**Incorporeal Touch**  
Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d6 (10) bludgeoning damage.

**Witchflame Bolt Ranged**  
weapon attack: +5 to hit, one target. Hit 8d6 (10) bludgeoning damage.

**Incorporeal Touch Melee**  
weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d8 (12) bludgeoning damage.

**Witchflame Bolt Ranged**  
weapon attack: +6 to hit, one target. Hit 8d8 (12) bludgeoning damage.

**Incorporeal Touch Melee**  
weapon attack: +0 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.

**Witchflame Bolt Ranged**  
weapon attack: +5 to hit, one target. Hit 16d6 (14) bludgeoning damage.

**Incorporeal Touch Melee**  
weapon attack: +2 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.

**Witchflame Bolt Ranged**  
weapon attack: +7 to hit, one target. Hit 16d6 (14) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

*dancing lights (at will); disguise self (at will); (at will); invisibility (at will); pyrotechnics (at will); ray of enfeeblement (at will); summon lesser demon (2 will-o'; -wisps 50%) (1/day)*

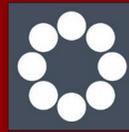
**Spellcasting**

-

**Possessions**

-

# CAVEDANCER



Low

Moderate

Advanced

Elite

Terrain	Any Mountains or Underground
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary or Pack (2-8x)
Treasure	Standard

## Overview

### Description

This dark and mangled humanoid writhes about in jerky, hectic movements, as though a puppet on the strings of a master ill-talented at guiding them. The resulting effect is disturbing and awful, and the creature's "dancer" name is in a gallows-humor reference to the motions.

### Lore

**Common Lore (no check required):** Strange people dance about in the dark of caves.

**Expanded Lore:** Cavedancers are twisted, maniacal creatures who are new to the Material Plane, resulting in a strange jerky motion that passes for movement.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

### Environment

Any mountains or underground.

## Encounter Behavior

### Combat

Cavedancers will attack if attacked. If approached without violence, there is only a 10% chance they will attack first; check at the start of each round. Once reduced to fewer than one-quarter their maximum hit points, they will attempt to flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A group of travelers huddles in a cave for the night to escape inclement weather. They are driven out by strange humanoids who dance and writhe oddly; one of their number began to dance uncontrollably in a similar manner and was left behind. The survivors entreat the PCs to escort them back to the cave to rescue their friend.

The PCs themselves camp in a cave to avoid a storm. While they sleep, they become aware of mischievous figures dancing oddly in the firelight.

## Actions & Special Qualities

**Horrid Dance:** Creatures within 20' must make a DC 13 / 17 / 18 / 19 Wisdom save or unwittingly start to writhe about in a manner similar to the Cavedancer. This is a mind-affecting effect. Success means the would-be victim is immune to that Cavedancer's aura for 24 hours.

**Dance-Strike:** A Cavedancer may take a full-round action to cavort confusingly about, hiding a melee strike in the confusion. This takes the form of a single melee strike that requires the target to succeed in a DC 15 / 19 / 20 / 21 Dexterity save, rather than have the Cavedancer make an attack roll against the target's AC.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>37</b>	<b>84</b>	<b>129</b>	<b>162</b>
<b>Speed</b>	40 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except good or silver			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +18, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Projection</b> Once per day as a full-round action, a Cavedancer can enter a trance that separates the creature's spirit from its body. This splits the Cavedancer's current hit points in half between its body and its spirit. The Cavedancer's spirit body gains the incorporeal subtype and special ability; otherwise, it retains the same statistics as its physical self with the following changes: AC -3, single incorporeal touch attack that deals 1d4 Constitution damage on a hit as its sole attack. This spirit projection can travel no more than 1 mile away from the Cavedancer's body. Because the creature is only partially in existence when in this state, its body gains displacement as the spell. When separated in this way, the Cavedancer's body is unconscious and helpless. If the Cavedancer's body is injured while in this state, the separated projection immediately returns to its body, and the body loses displacement. If the physical body is slain, the spirit body immediately dies as well. If the spirit is reduced to 0 or fewer hit points, it returns to the body immediately. A Cavedancer in spirit form can end the effect at any time as a standard action, at which point the spirit immediately returns to the body. When a Cavedancer's spirit form returns to the body, add both the spirit body's hit points and the physical body's hit points back together to determine the creature's current hit point total. Ability score damage inflicted from the projection's touch attack is recovered following a long rest or any magical healing.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.</p> <p>Incorporeal Touch Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+7 (12) slashing damage.</p> <p>Incorporeal Touch Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.</p> <p>Incorporeal Touch Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12 (16) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.</p> <p>Incorporeal Touch Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CENTIPEDE (ROCK)



Low

Moderate

Advanced

Elite

Terrain	Any Mountains, Hills, or Underground
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Colony (3-6x)
Treasure	None

## Overview

## Description

This enormous centipede appears to be a moving series of segmented boulders. When still, it is virtually indistinguishable from the rocks that are its natural habitat.

## Lore

**Common Lore (no check required):** Moving rocks can catch travelers unaware.

**Expanded Lore:** Rock Centipedes are formidable opponents and will guard their rockpile nests viciously.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any rocky terrain: hills or mountains, or underground.

## Encounter Behavior

## Combat

Rock Centipedes will typically remain still, hoping their camouflage will render them undetectable. If intruders attack, they will fight back to the death, or until their assailants move more than 50' away from them and cease their attack. If unwitting intruders make camp or fall asleep near them, Rock Centipedes will wait for them to fall asleep, then attack.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The party camps near some boulders. In the middle of the night, a Rock Centipede emerges to attack them.
- In daytime, the party is traveling through rocky terrain. One of their number climbs a boulder, only to discover that it was in fact part of the segmented body of a Rock Centipede.

## Actions & Special Qualities

- Rocky Hide:** The rocklike exterior of a Rock Centipede appears, and feels, as solid rock. While stationary, it gains a +5 natural armor bonus to its AC, and a +10 competence bonus to Stealth and Disguise checks to pose as boulders.
- Boulder Smash:** A Rock Centipede can barrel into groups of opponents and tumble over them, trusting to its armored hide to protect it and to inflict damage. As a full-round action, the Rock Centipede moves up to its normal Speed through any number of opponents that are each at least one size category smaller than itself. This inflicts bludgeoning damage and the stunned condition for 1 round. Any victim may choose to either dodge out of the way (DC 13 / 16 / 18 / 19 Dexterity save negates damage and condition) or to instead attack the creature, making an opportunity attack with a -2 circumstance penalty. Resolve the opportunity attacks before assessing damage to any victims; if the creature is slain via opportunity attacks, then it inflicts no damage or conditions on any intended victims.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>20</b>	<b>68</b>	<b>134</b>	<b>183</b>
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>	<b>CHA 5 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	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+7 (10) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+16/19-00 (23) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CHARNEL HAUNT



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, or Haunt (3-4x)
Treasure	None

## Overview

### Description

A ghastly demon of a spectre floats amidst a site of carnage and demise. Its silhouette blazes with a ravenous, black-and-gold flame. Though its eyes are empty, they nevertheless contain deep reservoirs of hatred and bespeak a lust for revenge and destruction.

### Lore

**Common Lore (no check required):** Some places of woeful death are haunted by grisly spectres bent on vengeance.

**Expanded Lore:** Charnel Haunts roam locations where grisly mass murder or destruction has been wrought, seeking revenge upon the living for the crime of having not been killed. They are fearsome foes, capable of bypassing normal armor entirely.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any land.

## Encounter Behavior

### Combat

Charnel Haunts will engage with any living creatures they perceive, and will fight to the death. If they no longer perceive a living creature, they will not pursue, and will return to their haunt.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The PCs travel past a place of mass destruction, perhaps a battlefield, and a Charnel Haunt attacks them.
- A military leader camps her force near an historical battlefield. Unbeknownst to her, the location hosts a Charnel Haunt, and the entire company was forced to decamp and scatter. She seeks the party's aid in destroying the foe and returning her forces to collect their belongings and gear of war, hastily left behind during the calamity.

## Actions & Special Qualities

**Charnel Fear:** Creatures within 30' must make a DC 17 / 19 / 20 / 22 Wisdom save each round or suffer the Shaken condition. Any creature who suffers this condition for three consecutive rounds becomes Frightened instead, and will flee. This is a mind-affecting fear effect.

**Charnel Gaze:** Every 1d4 rounds, a Charnel Haunt may, as a full-round action, stare deep into the very bowels of a living creature's soul. The victim must be within 30', and must succeed in a DC 18 / 20 / 22 / 24 Wisdom save or be rendered unconscious. This is a mind-affecting fear effect.

**Phasing Claw of Hatred:** The loathing of a Charnel Haunt grows the more time it spends fighting the living. Each time a Charnel Haunt declares a melee strike, roll a d% before making the attack roll. There is a 5% chance, cumulative per strike (that is, 5% for the first melee strike in an encounter, 10% for the second, and so on), that the attack bypasses armor.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>94</b>	<b>173</b>	<b>225</b>	<b>286</b>
<b>Speed</b>	20 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 15 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 1 (-5)</b>	<b>INT 5 (-3)</b>	<b>INT 5 (-3)</b>	<b>INT 5 (-3)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron			
<b>Immunities</b>	diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	Vulnerability to Sunlight			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19
	<b>HP Reduction</b> 1d6	<b>HP Reduction</b> 1d8	<b>HP Reduction</b> 2d6	<b>HP Reduction</b> 3d6
	<b>Death Gaze</b> Reduces victim's maximum and current hit points, 30 feet; Constitution negates. A humanoid slain by a Charnel Haunt's death gaze rises as a Charnel Haunt 24 hours later. This is a death effect. Reductions to maximum HP are removed following a long rest.			
<b>Standard Actions</b>	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) bludgeoning damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage. Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11 (22) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage. Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+11 (22) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CHARNEL REFUSE



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain Any Land or Underground

Rarity Rare

Role Lurker / Normal

Organization Solitary or Blob (2-5x)

Treasure Incidental

## Overview

## Description

A decrepit and foul ooze, seemingly a puddle of viscera and bodily secretions, sluggishly moves about.

## Lore

**Common Lore (no check required):** Puddles of viscera may come to life and attack the living.

**Expanded Lore:** Charnel Refuse is the assorted puddles of ichor that accumulate among sites of mass death, given horrible second life and macabre purpose by necromantic magic.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any land or underground.

## Encounter Behavior

## Combat

Charnel Refuse will attack any living creature they perceive to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The PCs are asked to help bury the dead who were slain

by an attacking horde of monsters. In the time between the massacre and the cleanup, however, necromantic energies have accumulated, and perhaps even rituals were performed, and as a result, a Charnel Refuse attacks the party in the midst of their already grisly task.

The bodies of slain soldiers are brought back to a church in town for last rites and services. It seems, however, that vile magicks were used in their fall, for overnight, a Charnel Refuse rises from the corpses and attacks a priest in the morning as he approaches the bodies to anoint them.

## Actions & Special Qualities

**Abhorrent Ichor:** Creatures within 20' of a Charnel Refuse must make a DC 16 / 18 / 20 / 21 Constitution save or become nauseated. Success means the would-be victim is immune from that Charnel Refuse's aura for 24 hours.

**Dissolve Living:** The strikes of a Charnel Refuse deal additional acid and negative energy damage to the living. Each strike inflicts 1d4 points of additional acid, and 1d4 points of additional negative energy, damage. Plants, Constructs, and Undead are immune to this damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>43</b>	<b>103</b>	<b>212</b>	<b>282</b>
<b>Speed</b>	20 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Large ooze, chaotic evil	Large ooze, chaotic evil	Huge ooze, chaotic evil	Huge ooze, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 4 (-3)</b>	<b>DEX 8 (-1)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 7 (-2)</b>	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +8, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Amorphous</b> Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.</p> <p><b>Compression</b> The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Disease</b> Tumor Infestation: Injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d2 Constitution damage and 1d2 Charisma damage; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a Charnel Refuse 1d4 hours later.			
<b>Special Abilities &amp; Qualities</b>	<b>Monstrous Growth</b> A Charnel Refuse gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the Charnel Refuse or 1 minute if it is larger. Each time a Charnel Refuse reaches 5 growth points, it gains +2 Strength, +2 Constitution, and +2 to its attack and damage rolls. These effects stack with themselves each time the Charnel Refuse gains another 5 growth points. When it stops gaining growth points, a Charnel Refuse loses a single application of this effect for each hour that passes.			





	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage. Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+14/19-00 (21) slashing damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+14/19-00 (21) bludgeoning damage.
<b>Legendary Actions</b>	-	-	-	-
<b>Innate Spellcasting</b>	-	-	-	-
<b>Spellcasting</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-

# CHARNEL TERROR



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary			
Treasure	Standard			

## Overview

## Description

A humanoid with sunken eyes and limbs coated in viscera stalks about with shambling purpose.

The party is attending a burial service for a prominent apothecary and chiurgeon, when the deceased bursts from the ground or through the casket to emerge as a Charnel Terror.

The party is escorting an NPC, who dies in their service. Rather than return empty-handed and with failure, they approach an apothecary who seems well-meaning and who promises a cheap resurrection. Unfortunately, a Charnel Terror is what results.

## Lore

**Common Lore (no check required):** Those slain by necromancy may arise as a vicious vision of their former selves.

**Expanded Lore:** Charnel Terrors are people who met their doom due to massive amounts of necromantic energies. They have risen as a fearsome ravager of the living.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Actions & Special Qualities

**Charnel Fear:** Fear aura, 30', DC  18 /  19 /  21 /  22 Wisdom save each round or become Frightened, each creature must / may save at the start of each of their turns. This is a mind-affecting fear effect.

**Throw Viscera:** The Charnel Terror may make a missile attack with range increment 30', and the same attack bonus as its melee strikes. A hit inflicts 3d6 damage, split evenly between bludgeoning, acid, and negative energy types. Suffering a hit in this manner also imposes a -4 circumstance penalty on the victim's next save against the Charnel Terror's aura.

## Environment

Any land.

## Encounter Behavior

## Combat

Charnel Terrors will attack any living creatures they perceive, and will fight to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>81</b>	<b>128</b>	<b>209</b>	<b>270</b>
<b>Speed</b>	30 ft. Fly 20 ft. (Perfect) Swim 30 ft.			
<b>Size, Type, Alignment</b>	Large undead, neutral evil	Large undead, neutral evil	Large undead, neutral evil	Huge undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b> <b>DEX 14 (+2)</b> <b>CON 10 (+0)</b> <b>INT 17 (+3)</b> <b>WIS 16 (+3)</b> <b>CHA 18 (+4)</b>	<b>STR 22 (+6)</b> <b>DEX 14 (+2)</b> <b>CON 10 (+0)</b> <b>INT 17 (+3)</b> <b>WIS 16 (+3)</b> <b>CHA 18 (+4)</b>	<b>STR 24 (+7)</b> <b>DEX 17 (+3)</b> <b>CON 10 (+0)</b> <b>INT 18 (+4)</b> <b>WIS 18 (+4)</b> <b>CHA 20 (+5)</b>	<b>STR 30 (+10)</b> <b>DEX 16 (+3)</b> <b>CON 10 (+0)</b> <b>INT 18 (+4)</b> <b>WIS 18 (+4)</b> <b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17 <b>Damage</b> 8d6	<b>Saving Throw</b> Constitution DC 18 <b>Damage</b> 10d6	<b>Saving Throw</b> Constitution DC 19 <b>Damage</b> 12d6	<b>Saving Throw</b> Constitution DC 21 <b>Damage</b> 12d10
	<b>Devour Soul</b> By making a melee attack as a standard action, a Charnel Terror can deal necrotic damage. A Constitution save halves this damage. The soul of a creature slain by this attack becomes trapped within the Charnel Terror's chest. The creature cannot be brought back to life until the Charnel Terror's destruction releases its soul. A Charnel Terror can hold only one soul at a time. The trapped essence provides a Charnel Terror with 5 essence points for each Hit Die possessed by the soul. A Charnel Terror must expend essence points when it uses a spell-like ability equal to the spell's level. At the start of an encounter, a Charnel Terror generally has 3d4+3 essence points available. The trapped essence has its maximum hit points reduced by 1d4 for every 5 points of essence drained-this reduction remains if the creature is brought back to life. A soul that is completely consumed may only be restored to life by a miracle or wish. Maximum hit point reduction from this effect may be restored via restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Energy Drain</b> You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain reduces the victim's current and maximum hit points by 1d6 points each. If an attack that includes an energy drain scores a critical hit, it inflicts twice the listed reductions. Maximum hit point reductions from this effect remain until 24 hours have passed or until the victim receives restoration or more powerful healing magic.			

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

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

**Standard Actions**

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# CHARRED REAVER



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Leader / Elite

Organization

Solitary, Pair, or Gang (3-4x)

Treasure

None

## Overview

## Description

A humanoid whose flesh appears to have been broiled to a crisp; its skin bubbles and bursts as though its blood is heated to a rolling boil.

## Lore

**Common Lore (no check required):** Take care to heed those who die in fires, lest they return to ravage the living!

**Expanded Lore:** Those who perish in fire amidst necromantic energies may arise as a Charred Reaver, a horrible burnt corpse bent on the destruction of the living.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

<>

## Encounter Behavior

## Combat

Any land.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A house fire claims the lives of a small but beloved family. Suspecting foul play, village authorities request that the PCs investigate. From the ashes of the house arise a Charred Reaver, who attacks the party; it turns out that this horror was the arsonist, who set the blaze but then could not escape in time to save herself.

A local mage conjures a fire elemental on behalf of a local faction who says they need one for their rituals to celebrate death and rebirth. The mage loses control of the elemental, who proceeds to kill a few faction faithful before being banished successfully. Two days after they are buried, some of the corpses emerge as Charred Reavers.

## Actions & Special Qualities

**Crematory Heat:** Creatures within 20' suffer 1d4 points of fire damage each round.

**Char Living:** The melee strikes of a Charred Reaver inflict 1d6 points of additional fire damage. The pain of bubbling flesh is so great that each time a victim suffers this damage, they must make a DC 17 / 19 / 20 / 22 Constitution save or suffer the effects of being Shaken for 1d4 rounds.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>91</b>	<b>172</b>	<b>228</b>	<b>293</b>
<b>Speed</b>	20 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 16 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 24 (+7)	<b>STR</b> 25 (+7)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)
	<b>INT</b> 4 (-3)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)
	<b>WIS</b> 6 (-2)	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)	<b>WIS</b> 10 (+0)
	<b>CHA</b> 16 (+3)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except cold iron			
<b>Immunities</b>	diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	Vulnerability to Sunlight			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19
	<b>HP Reduction</b> 1d6	<b>HP Reduction</b> 1d8	<b>HP Reduction</b> 2d6	<b>HP Reduction</b> 3d6
	<b>Death Gaze</b> Reduces victim's maximum and current hit points, 30 feet; Constitution negates. A humanoid slain by a Charred Reaver's death gaze rises as a Charred Reaver 24 hours later. This is a death effect. Reductions to maximum HP are removed following a long rest.			
<b>Standard Actions</b>	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CHOKING SUNBLIGHTER



Low

Moderate

Advanced

Elite

Terrain

Any Forests

Rarity

Rare

Role

Artillery / Elite

Organization

Solitary

Treasure

Standard

## Overview

### Description

A small humanoid with arms that become forking plantlike tendrils at the elbow, whose visage is a mass of thriving moss. The actual size of the creature is much larger and broader, extending underground and expanding its reach and threat.

Though it seems a plant, it is in fact a rooted undead creature, a horrifying abomination of life and unlife.

### Lore

**Common Lore (no check required):** Little evil plant people abound in the dark forest.

**Expanded Lore:** Choking Sunblighters are followed by a pocket of ever-present shade. Their tentacle limbs can choke the life out of the unwary.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any forests.

## Encounter Behavior

### Combat

Choking Sunblighters will often follow their prey for a while before attacking. They prefer to do so in packs or small groups, or swiftly following a fight their quarry has with another enemy.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Foragers have come across the bodies of travelers who appear to have been strangled. Their possessions and valuables remain on their person. Fearing a lurking horror, the PCs are brought in to advise.
- As they relax around a forest campsite, the PCs are attacked by a group of Choking Sunblighters.

## Actions & Special Qualities

- Dark Canopy:** Sinister shade like that of the canopy of a dark, malevolent forest follows Choking Sunblighters. Within 20', non-Plant creatures suffer a -2 circumstance penalty on attack rolls and saves. Ranged attacks suffer a 20% miss chance as with partial concealment. This is a magical darkness effect.
- Strangle:** A Choking Sunblighter's tendrils can wrap around the throat of an enemy they strike successfully in melee range. This establishes a grapple and does not provoke opportunity attacks. The Choking Sunblighter does not count as grappling while maintaining this grapple. While grappling a victim in this manner, the victim may not breathe, speak, or use spells with a verbal component. Each Choking Sunblighter may engage up to 4 Medium-sized or smaller creatures in this manner simultaneously.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>182</b>	<b>326</b>	<b>452</b>	<b>538</b>
<b>Speed</b>	50 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Huge undead, neutral evil	Gargantuan undead, neutral evil	Gargantuan undead, neutral evil	Gargantuan undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 27 (+8)</b>	<b>STR 30 (+10)</b>	<b>STR 30 (+10)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 19 (+4)</b>	<b>INT 19 (+4)</b>
	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire, all physical attacks except bludgeoning and good			
<b>Immunities</b>	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +18, Darkvision 60 ft., Truesight	Passive Perception +21, Darkvision 60 ft., Truesight	Passive Perception +23, Darkvision 60 ft., Truesight	Passive Perception +24, Darkvision 60 ft., Truesight
<b>Languages</b>	Abysal, Aklo, Celestial, Common			
<b>Challenge</b>	<b>12</b>	<b>22</b>	<b>27</b>	<b>32</b>
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 21	<b>Saving Throw</b> Constitution DC 23	<b>Saving Throw</b> Constitution DC 25
	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 8d6	<b>Damage</b> 10d6
<b>Special Abilities &amp; Qualities</b>	<b>Eclipse</b> Anytime a Choking Sunblighter casts deeper darkness, any creatures in the area of darkness when it is created take cold damage (Constitution save halves). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area.			
	<b>Energy Drain</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Light to Dark</b> As an immediate action up to three times per day, a Choking Sunblighter can convert a positive energy effect that affects it into negative energy. Doing so transforms the entire effect, such that it affects other creatures as well. A Choking Sunblighter can transform channeled positive energy in this way even if the positive energy would not otherwise harm it.			





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

Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+16 (23) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+15 (24) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d8+17 (30) piercing damage.	Bite Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 4d8+22 (40) piercing damage.
Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+16 (22) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+15 (22) slashing damage.	Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+17 (28) slashing damage.	Claw Melee weapon attack: +11 to hit, reach 30 ft., one target. Hit 4d6+22 (36) slashing damage.
Ranged Eye Beam Ranged weapon attack: +3 to hit, one target. Hit 10d4 (9) bludgeoning damage.	Ranged Eye Beam Ranged weapon attack: +2 to hit, one target. Hit 10d6 (11) bludgeoning damage.	Ranged Eye Beam Ranged weapon attack: +5 to hit, one target. Hit 10d8 (13) bludgeoning damage.	Ranged Eye Beam Ranged weapon attack: +6 to hit, one target. Hit 20d6 (16) bludgeoning damage.

**Legendary Actions**

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**Innate Spellcasting**

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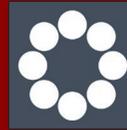
**Spellcasting**

-	-	-	-
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**Possessions**

-	-	-	-
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# CLEANSLATE FLOWER



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Solo

Organization

Solitary or Armageddon (2-12x)

Treasure

Standard

## Overview

## Description

A flowing mass of fungi, moss, lichen, and a gelatinous and oozy brown gel that keeps it all together, the misleadingly-named Cleanslate Flower is in reality a blob of horrific slime upon which all manner of vegetal growth subsists.

## Lore

**Common Lore (no check required):** Every so often, nature resets itself, wiping the slate clean with a terrible force.

**Expanded Lore:** A Cleanslate Flower destroys everything it touches that is softer than rock.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

A Cleanslate Flower has no true purpose or will, and will move on its own course (randomly determine by rolling a D12 and using clock facings as the result, established as relative positioning from the creature's current facing). It will move forward each round it is able, and will attack any obstacle encountered relentlessly until either it or the obstacle is destroyed.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The party comes across a region of forest that has been wiped clean of all forms of life. Following this trail of destruction leads them to a Cleanslate Flower.
- A village wakes up to discover that a swath of destruction has been wrought straight through its middle. They enlist the PCs to determine the cause and to prevent further destruction.

## Actions & Special Qualities

- Dissolve:** A Cleanslate Flower's acidic resin will dissolve any substance softer than stone. Mechanically, this adds 2d6 points of acid damage per successful strike, and ignores Hardnesses in objects of less than 15. Each round that a Cleanslate Flower attacks an object or obstacle, whether it is successful for not, it reduces the object's Hardness by 2 points.
- Engulf:** All creatures two size categories or smaller than the Cleanslate Flower are engulfed by it as it flows through the space they occupy. Each creature is allowed a DC 19 / 21 / 24 / 25 Dexterity save to dive out of the way; success moves the would-be victim the closest possible amount of space away from the Cleanslate Flower necessary to avoid being in the same space as it. Engulfed creatures are immobilized, cannot breathe, and suffer 4d8 points of acid damage per round until freed. To free an engulfed creature, allies must inflict 20 points of damage in a single round while focusing their attacks on recovering the trapped creature. As the Cleanslate Flower is a flowing ooze that reshapes itself constantly, the damage must be inflicted in the same round for the freeing attempt to succeed.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>22</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>92</b>	<b>216</b>	<b>314</b>	<b>434</b>
<b>Speed</b>	20 ft. Fly 20 ft. (Average), Woodland Stride			
<b>Size, Type, Alignment</b>	Small ooze, chaotic neutral	Medium ooze, chaotic neutral	Medium ooze, chaotic neutral	Large ooze, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)	<b>STR</b> 22 (+6)	<b>STR</b> 27 (+8)
	<b>DEX</b> 9 (-1)	<b>DEX</b> 5 (-3)	<b>DEX</b> 9 (-1)	<b>DEX</b> 7 (-2)
	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 22 (+6)	<b>CHA</b> 22 (+6)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except cold iron			
<b>Immunities</b>	Acid, Immunity to Bludgeoning Damage, Critical Hits, Electricity, Flanking, psychic, paralyzed, Immunity to Piercing Damage, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +15, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	Abyssal (cannot speak), Aklo (cannot speak), Infernal (cannot speak), Undercommon (cannot speak), Telepathy 100 ft.			
<b>Challenge</b>	<b>10</b>	<b>20</b>	<b>25</b>	<b>30</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Amorphous</b> The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p> <p><b>Compression</b> The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Corrupt Ally</b> Any creature charmed by a Cleanslate Flower takes 1d6 points of Wisdom damage per day. When a charmed creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the Cleanslate Flower (as dominate monster, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the Cleanslate Flower's control. If the ichor is killed, these zombies are immediately destroyed. Ability damage suffered from this effect may only be restored via restoration or more powerful healing magic.</p>			

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

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

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 6d4+7 (22) bludgeoning damage.

Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 6d6+7 (28) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 6d8+10 (37) bludgeoning damage.

Slam Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 12d6+15 (57) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

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

**Spellcasting**

-

**Possessions**

-



# COAL ELEMENTAL (MEDIUM)



Low

Moderate

Advanced

Elite

Terrain

Any (Plane of Fire)

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary, Pair, or Seam (3-8x)

Treasure

None

## Overview

## Description

A massive pseudo-humanoid composed of matte-black, grainy black rock, it leaves trails of smoky debris with each strike and stride.

Miners have complained of living rock that attacks entire teams of workers. Whether or not management believes them, the fact that a dozen workers lay slain under mysterious circumstances merits an appeal to an external faction such as the PCs to investigate further.

While exploring caves underground, the party comes across a cluster of raw gemstones. As they reach for it, the rock around them begins to move, and the party realizes that the gems were merely part of the kneecap of a Coal Elemental.

## Lore

**Common Lore (no check required):** Black-rock elementals can contaminate even the most stalwart fighter.

**Expanded Lore:** Coal Elementals choke the life out of their combatants with their aura of residue and poisonous strikes.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any, particularly mountainous and underground regions.

## Encounter Behavior

## Combat

Coal Elementals will attack any living creatures they see, and will fight to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

## Actions & Special Qualities

**Coal Musk:** Sighted creatures within 30' must pass a Fortitude check when they enter the zone, and every round they continue to be in the aura. When they enter the zone, they must pass a DC 15 / 18 / 20 / 21 Constitution check, or suffer from Coal Musk-impaired vision: A creature so suffering endures a 25% miss chance in attacking all other creatures, whether the intended target is inside the Musk area of effect or not. This check need only occur once, as the creature enters the zone. At the start of each round they begin within the aura, a creature must pass a Fortitude check or suffer 1d2 points of Constitution damage.

**Coalstrike:** The hits from a Coal Elemental can clog noses, ears, and throats, and joints. This takes the form of a poison: Slam-Contact, maximum duration 3 rounds, save Constitution DC 16 / 20 / 22 / 24, effect 1d2 Constitution damage, cure 1 save.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>29</b>	<b>95</b>	<b>183</b>	<b>248</b>
<b>Speed</b>	50 ft. Swim 50 ft.			
<b>Size, Type, Alignment</b>	Medium elemental, neutral evil	Medium elemental, neutral evil	Large elemental, neutral evil	Large elemental, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Ignan			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19
	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8
<b>Special Abilities &amp; Qualities</b>	<p><b>Burn</b> You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.</p> <p><b>Vulnerability to Cold</b> You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure</p>			
<b>Standard Actions</b>	Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage. Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage. Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage. Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.



# COAL ELEMENTAL (ELDER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

 Terrain

Any (Plane of Fire)

 Rarity

Rare

 Role

Soldier / Solo

 Organization

Solitary, Pair, or Seam (3-8x)

 Treasure

None

## Overview

## Description

A massive pseudo-humanoid composed of matte-black, grainy black rock, it leaves trails of smoky debris with each strike and stride.

 Miners have complained of living rock that attacks entire teams of workers. Whether or not management believes them, the fact that a dozen workers lay slain under mysterious circumstances merits an appeal to an external faction such as the PCs to investigate further.

 While exploring caves underground, the party comes across a cluster of raw gemstones. As they reach for it, the rock around them begins to move, and the party realizes that the gems were merely part of the kneecap of a Coal Elemental.

## Lore

 **Common Lore (no check required):** Black-rock elementals can contaminate even the most stalwart fighter.

 **Expanded Lore:** Coal Elementals choke the life out of their combatants with their aura of residue and poisonous strikes.

Requires  **Intelligence (Nature)** check DC ☒ 14 / ☒ 18 / ☒ 22 / ☒ 26.

## Environment

Any, particularly mountainous and underground regions.

## Encounter Behavior

## Combat

Coal Elementals will attack any living creatures they see, and will fight to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

## Actions & Special Qualities

 **Coal Musk:** Sighted creatures within 30' must pass a Fortitude check when they enter the zone, and every round they continue to be in the aura. When they enter the zone, they must pass a DC ☒ 17 / ☒ 19 / ☒ 22 / ☒ 24 Constitution check, or suffer from Coal Musk-impaired vision: A creature so suffering endures a 25% miss chance in attacking all other creatures, whether the intended target is inside the Musk area of effect or not. This check need only occur once, as the creature enters the zone. At the start of each round they begin within the aura, a creature must pass a Fortitude check or suffer 1d2 points of Constitution damage.

 **Coalstrike:** The hits from a Coal Elemental can clog noses, ears, and throats, and joints. This takes the form of a poison: Slam-Contact, maximum duration 3 rounds, save Fortitude DC ☒ 20 / ☒ 23 / ☒ 26 / ☒ 28, effect 1d2 Constitution damage, cure 1 save.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>114</b>	<b>192</b>	<b>291</b>	<b>436</b>
<b>Speed</b>	60 ft. Swim 60 ft.			
<b>Size, Type, Alignment</b>	Large elemental, neutral evil	Huge elemental, neutral evil	Huge elemental, neutral evil	Gargantuan elemental, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 21 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 26 (+8)</b>	<b>STR 31 (+10)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Fire, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Ignan			
<b>Challenge</b>	<b>10</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19
	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8
<b>Special Abilities &amp; Qualities</b>	<p><b>Burn</b> You deal fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Dexterity save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants advantage on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Dexterity save to avoid catching on fire.</p> <p><b>Vulnerability to Cold</b> You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure</p>			
<b>Standard Actions</b>	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage. Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14 (21) slashing damage. Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+14 (28) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14 (21) slashing damage. Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+14 (28) bludgeoning damage.	Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+19 (30) slashing damage. Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+19 (37) bludgeoning damage.
<b>Spellcasting</b>	-			



# CONTROLLER HAT



Low

Moderate

Advanced

Elite

Terrain

Any

Rarity

Rare

Role

Controller / Normal

Organization

Solitary

Treasure

None

## Overview

## Description

These cursed hats can appear in any manner, though most are elaborately-designed and ornate, almost to the point of absurdity.

## Lore

**Common Lore (no check required):** Mind-controlling hats steal the livelihood of the unwary.

**Expanded Lore:** Controller Hats are actually semi-sentient creatures with the ability to control the actions of any creature they sit atop.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any, though predominantly Urban.

## Encounter Behavior

## Combat

Controller Hats have very little abilities in the way of direct combat; they prefer to be picked up and put on, or to drop by surprise atop an unaware passerby. If pressed to actual melee, they will scuttle away as quickly as they are able.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The PCs are in a hat shop, perusing the wares. One of them puts a hat on. Neither the PC, of course, nor the store's owner, is aware that it is in fact a Controller Hat.

The party is asked to investigate a situation in which an unsuspecting patron suffers the same fate as the above.

## Actions & Special Qualities

**Head Control:** When placed atop the head of a living creature, that creature must make a DC 12 / 13 / 14 / 18 Wisdom save or become under the control of the Controller Hat. Most Controller Hats are created intentionally by a magician who then wishes to themselves control someone; in such a scenario, the placement of the hat begins a story arc that is left to the GM to adopt. Controller Hats encountered "in the wild" outside of the specific desires of a madman are instead sentient creatures unto themselves. Their objective in controlling a hapless person varies, but typically involves going to fancy balls and parading around in the accompaniment of outrageous outfits. Wearers who pass the Wisdom save initially must make an additional Wisdom save every hour they wear the hat, or suffer the same fate. Whether they pass or fail the test, the wearer is completely unaware of the nature of the Controller Hat unless informed of their actions by another.

Creatures who pass the save initially must repeat the save each minute the Hat remains on their head. The DC increases by +1 for every 5 minutes the Hat is worn.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>9</b>	<b>22</b>	<b>49</b>	<b>71</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Tiny construct, lawful evil	Tiny construct, lawful evil	Small construct, lawful evil	Small construct, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 6 (-2)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 17 (+3)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>1</b>	<b>5</b>	<b>10</b>	<b>15</b>
<b>Standard Actions</b>	Slam Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 1d2+0 (2) bludgeoning damage.	Slam Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2+1 (2) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+6 (8) bludgeoning damage.	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d3+7 (9) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CORPSE ARMY



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary

Treasure

Double

## Overview

### Description

A loosely-gathered swarm of zombies and skeletons in tattered but matching wargear marches lurchingly forward. Each seems to be connected to its neighbors via sinew, bone, and warped extremities, making the entire army seem as a single creature.

### Lore

**Common Lore (no check required):** It is said that determined necromancers can revive entire legions of the dead to serve vile purpose.

**Expanded Lore:** Corpse Armies are animated groups of dead soldiers from the same squad, regiment, or other wartime organization, typically revived to serve the unfulfilled or vengeful purpose of a master affiliated with the armed conflict they once served... on their original side or not, it is not always clear

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land.

## Encounter Behavior

### Combat

Corpse Armies will fight as their necromantic master directs. Failing such explicit purpose, they will attack any living creatures to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A regiment was betrayed by their supreme commander, sacrificed to the other side as part of the fodder to establish a hard-won ceasefire. One lone survivor of their number found a necromancer, who revived the unit to enact revenge upon the betrayer, now a lord serving the other side's interests as payment for her treason. The PCs are hired to intercept the Corpse Army before it approaches the lord's estate.

In the above scenario, except the lone survivor commissions the PCs to help her find the necromancer or dead unit in question.

## Actions & Special Qualities

**Terrors of War:** Creatures within 20' of the Corpse Army suffer visions, memories, and sounds of the truly horrific nature of war, whether they themselves have been in combat or not. Each such creature must pass a DC 19 / 21 / 23 / 24 Wisdom save each round they are within this radius, or suffer a haunting, sad distraction. Mechanically this takes the form of a -3 penalty on attack rolls, saves, and ability and skill checks.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>126</b>	<b>219</b>	<b>324</b>	<b>399</b>
<b>Speed</b>	<b>40 ft.</b>			
<b>Size, Type, Alignment</b>	Huge undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 24 (+7)</b>	<b>STR 27 (+8)</b>	<b>STR 32 (+10)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 5 (-3)</b>	<b>INT 5 (-3)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except bludgeoning and magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Common (cannot speak)			
<b>Challenge</b>	<b>10</b>	<b>18</b>	<b>23</b>	<b>28</b>
<b>Special Abilities &amp; Qualities</b>	<b>Absorb Dying Creature</b> A Corpse Army can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the Corpse Army, and heals the Corpse Army by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a miracle or wish until the Corpse Army that consumed them is destroyed.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Energy Drain</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21	<b>Saving Throw</b> Wisdom DC 23
<b>Special Abilities &amp; Qualities</b>	<b>Frightful Presence</b> Your very presence unsettling to foes. Opponents within range may become frightened or shaken. The range is 60 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			





**Low**



**Moderate**



**Advanced**



**Elite**

**Standard Actions**

Scrap Ball Ranged weapon attack: -1 to hit, one target. Hit 1d10 (10) bludgeoning damage.  
Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d10+15 (20) bludgeoning damage.

Scrap Ball Ranged weapon attack: +0 to hit, one target. Hit 2d6 (7) bludgeoning damage.  
Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Scrap Ball Ranged weapon attack: +4 to hit, one target. Hit 3d6 (8) bludgeoning damage.  
Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+15 (26) bludgeoning damage.

Scrap Ball Ranged weapon attack: +5 to hit, one target. Hit 4d6 (8) bludgeoning damage.  
Slam Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 4d6+20 (34) bludgeoning damage.

**Special Actions**

**Profane Magic** Protection from evil blocks attacks from a Corpse Army's spell-like abilities. Weapons animated by the Corpse Army are damaged by channeled energy as if undead.

**Special Actions**

**Scrap Ball** The Corpse Army can throw a mass of broken weapons and armor. This has a range increment of 20 feet.

**Special Actions**

**Saving Throw**  
Dexterity DC 18  
**Damage** 2d6

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

**Saving Throw**  
Dexterity DC 21  
**Damage** 6d6

**Saving Throw**  
Dexterity DC 23  
**Damage** 8d6

**Trample** As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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.

**Innate Spellcasting**

*animate objects (7 medium weapons only) (3/day)*

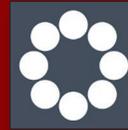
**Spellcasting**

-

**Possessions**

-

# CORPSEWEED



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Uncommon
Role	Lurker / Normal
Organization	Solitary, Pair, or Patch (3-6x)
Treasure	Incidental

## Overview

## Description

A climbing, tangly weed the color and shape of a cartoonishly long bony finger, Corpseweed dangles from tombs and catacombs and other places of the dead.

## Lore

**Common Lore (no check required):** Dead weeds grow from the dead and aim to strangle the living.

**Expanded Lore:** Corpseweed feeds on the dead, and will strangle the living to transform them into their preferred source of sustenance.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any land or underground, predominantly in places of the dead. Corpseweed can grow anywhere there are dead bodies, however.

## Encounter Behavior

## Combat

Corpseweed will immediately attack any living creature that it is aware of. It will keep attacking until it or its target is slain.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Priests tending the undercroft tombs report being attacked by bonelike ivy. The PCs are enlisted to investigate.

The party stops in a graveyard to rest. Corpseweed, undetected at dusk when they arrived, attacks in the night.

## Actions & Special Qualities

**Bone Call:** Conscious creatures with a skeleton who begin their turn within 30' of a Corpseweed must succeed in a DC 15 / 18 / 20 / 21 Wisdom save each such round or spend their entire Speed moving toward the Corpseweed. They may take any other actions as normal, including attacking the Corpseweed affecting them if they are aware of it.

**Choke:** Creatures grappled by a Corpseweed cannot cast spells with verbal components, cannot speak, and begin to suffocate.

**Bone Resonance:** Creatures with a skeleton take additional bludgeoning damage ( 1d6 / 2d4 / 3d4 / 3d8) each round they are grappled by a Corpseweed, in addition to the normal grappling and/or constricting damage.

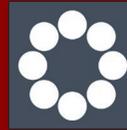


Illustration 18: Corpseweed

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>31</b>	<b>86</b>	<b>160</b>	<b>223</b>
<b>Speed</b>	5 ft. Swim 5 ft.			
<b>Size, Type, Alignment</b>	Large plant, neutral evil	Large plant, neutral evil	Huge plant, neutral evil	Huge plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 7 (-2)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +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.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> Since an Corpseweed looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time.			
<b>Special Abilities &amp; Qualities</b>	<b>Entangle</b> An Corpseweed can, as a free action, cause plants within 30 feet of it to animate and grasp at foes.			
<b>Standard Actions</b>	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage. Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14/19-00 (21) slashing damage. Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14/19-00 (21) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15/19-00 (22) slashing damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15/19-00 (22) bludgeoning damage.
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CORPSEWYLDE



Low

Moderate

Advanced

Elite

Terrain

Any Urban or Ruins

Rarity

Rare

Role

Lurker / Elite

Organization

Solitary, Pair, or Orphanage (3-8x)

Treasure

Incidental

## Overview

## Description

A ghostly figment of a small humanoid child, a Corpsewylde is not quite a dead body, not quite a ghost, but somewhere disturbingly in between.

## Lore

**Common Lore (no check required):** Slain children sometimes return partially to live, partially to death, to enact revenge for foul play.

**Expanded Lore:** Corpsewylde are sad horrors, typically young children, slain under vile circumstances and amidst necromantic energies. Though their soul has begun the transition to other realms, the process is incomplete, and so some stagnant remnant of their soul remains tethered to their partially-corporeal, decaying body.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any Urban or Ruins.

## Encounter Behavior

## Combat

Corpsewylde prefer to strike with surprise. If circumstances prohibit such an approach, they will hide, waiting for an opportunity. If pressed into combat where they do not enjoy the element of surprise, they will seek a chance to flee safely.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

1. A farmhouse reports ghostly activity, and asks the PCs to help investigate. It turns out that they maimed their son in a grisly accident, then covered up the wound rather than seek treatment, since doing so would arouse suspicions. The ghostly activity is the Corpsewylde of their partially-departed son.

2. The PCs accidentally kill a child as collateral damage in one of their activities. That child becomes a Corpsewylde, and stalks the PCs, seeking revenge.

## Actions & Special Qualities

**Disturbing Presence:** Creatures with a soul who begin their turn within 30' must succeed in a DC 16 / 18 / 19 / 21 Wisdom save or become Frightened of the Corpsewylde. Success grants immunity to this effect from that Corpsewylde for 24 hours.

**Despairing Gaze:** By focusing on a target in visible range, a Corpsewylde can summon visions of pain, despair, and loss that paralyzes the unwary. One victim within 100' to whom the Corpsewylde can draw line of sight must succeed in a DC 18 / 20 / 21 / 23 Wisdom save or be paralyzed for 1d4 rounds. Success grants no immunity to future attempts of this effect.

**Drain Life:** Any melee attack suffered from a Corpsewylde has a chance to drain the life out of the victim. For each melee strike that inflicts at least 1 point of damage, the victim must make a DC 14 / 16 / 17 / 19 Constitution save or suffer 1d2 points of Charisma damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>50</b>	<b>116</b>	<b>180</b>	<b>240</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Small undead, neutral evil	Small undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 5 (-3)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Aura of Sobs 10'</b> All of the voices that an Corpsewylde steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it, and is at disadvantage on all attack rolls, damage rolls, and Wisdom saving throws. The Corpsewylde can suppress or reactivate its aura as a free action. This is a sonic, mind-affecting effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 20
<b>Special Abilities &amp; Qualities</b>	<b>Steal Breath</b> A creature bit by an Corpsewylde must make a Wisdom save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the Corpsewylde or by using dispel magic, remove curse, or similar effects.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 20
<b>Special Abilities &amp; Qualities</b>	<b>Steal Voice</b> Any creature hit by an Corpsewylde's touch must make a Wisdom save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an Corpsewylde has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the Corpsewylde's Bluff check to realize a mimicked voice is inauthentic.			



	 <b>Low</b>	 <b>Moderate</b>	 <b>Advanced</b>	 <b>Elite</b>
<b>Standard Actions</b>	Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) piercing damage. Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage. Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) piercing damage. Touch Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8/19-00 (12) piercing damage. Touch Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d1+0 (1) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# CORPULENT SLICK



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any Land

Rarity

Rare

Role

Brute / Elite

Organization

Solitary

Treasure

None

## Overview

## Description

A shimmering goop of iridescent bile, a Corpulent Slick is an oily, flat blob with flecks of dead flesh and grime.

## Lore

**Common Lore (no check required):** Dead flesh combined with magic and lamp oil can generate terrible results.

**Expanded Lore:** Corpulent Slicks are the result of alchemical accidents, typically involving dead corpses in the process of being embalmed. They typically haunt the places where they were made, or in some cases, venture back to the places they enjoyed most in life.

Requires **Intelligence (Nature)** check DC ☒ 14 / ☒ 18 / ☒ 22 / ☒ 26.

## Environment

Any land, typically urban.

## Encounter Behavior

## Combat

Corpulent Slicks are largely mindless, and will attack almost by accident. Each round until they are engaged in combat, roll a d12 to determine the direction in which the Corpulent Slick moves at its full Speed.

## Story Hooks

The following quest snippets or introductory story elements

can be used to insert this creature into any existing plot or campaign setting.

The PCs come across an alchemist's laboratory. Whether by accident or by ransacking, the facility is partially destroyed. As they investigate, the party is attacked by a Corpulent Slick.

The PCs are in the process of buying something from an alchemist when an explosion rocks the building. From a back room emerges a Corpulent Slick, which attacks all present.

## Actions & Special Qualities

**Aura of Corpulence:** Breathing creatures within 20' must make a DC ☒ 14 / ☒ 18 / ☒ 21 / ☒ 22 Constitution save or become nauseated. Success grants immunity to this Corpulent Slick's aura for 24 hours.

**Embalming Gel:** Any successful hit from a Corpulent Slick has a chance to coat the victim's body partially, sapping away the active life force of the creature. For each melee strike that hits, the victim must make a DC ☒ 16 / ☒ 20 / ☒ 23 / ☒ 24 Constitution save; failure means the victim is partially coated in embalming gel, and starts to suffer 1d2 points of Constitution damage per round until it is removed. Additional hits from this effect do not stack. Each round, a coated victim may make an additional Constitution save to see if the gel wears off on its own; they may additionally spend a full-round action trying to scrape it off, granting a +4 circumstance bonus on the save.

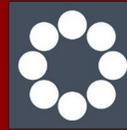


	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>11</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)
<b>Hit Points</b>	<b>56</b>	<b>150</b>	<b>241</b>	<b>286</b>
<b>Speed</b>	20 ft. Climb 20 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Gargantuan ooze, unaligned			
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Electricity, all physical attacks			
<b>Immunities</b>	Acid, Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Tremorsense 120 ft.	Passive Perception +5, Blindsight 60 ft., Tremorsense 120 ft.	Passive Perception +6, Blindsight 60 ft., Tremorsense 120 ft.	Passive Perception +6, Blindsight 60 ft., Tremorsense 120 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Absorb Flesh</b> A Corpulent Slick cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing 1 point of Constitution damage each time it slams or constricts a creature. Whenever the blob deals Constitution damage in this manner, it heals 10 hit points for each point of Constitution it drains. Excess hit points above its normal maximum are gained as temporary hit points. As soon as a Corpulent Slick has at least 50 temporary hit points, it loses those temporary hit points and splits as an immediate action.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 2d6</b>	<b>Damage 4d6</b>	<b>Damage 6d6</b>	<b>Damage 7d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Reactive Strike</b> Whenever a Corpulent Slick takes damage, it reflexively lashes out with a slam attack. This ability effectively grants the Corpulent Slick an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reactive strike - rather, they cause the creature to split. Whenever a Corpulent Slick takes cold damage, the creature cannot use its reactive strike ability until after it takes its next action in combat.			
<b>Special Abilities &amp; Qualities</b>	<b>Split</b> The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.			
<b>Special Abilities &amp; Qualities</b>	<b>Vulnerability to Cold</b> You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 8d4+16 (36) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 30 ft., one target. Hit 8d6+15 (43) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 8d8+19 (55) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 8d8+21 (57) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CRAB (FRAGSHELL)



Low

Moderate

Advanced

Elite

Terrain

Any Aquatic or Coastal

Rarity

Uncommon

Role

Soldier / Minion

Organization

Solitary or Cast (2-12x)

Treasure

None

## Overview

## Description

A Fragshell Crab is a large crab with a fragmented shell that splinters off when struck or when it twirls around for defense.

## Lore

**Common Lore (no check required):** Certain spiny crabs have shells composed of bony shards.

**Expanded Lore:** Fragshell Crabs can spin around and loose projectile pieces of their carapace as ranged weapons. Those who would hack them to pieces should use piercing weapons, lest their attacks fragment the shell.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

<>

## Encounter Behavior

## Combat

Fragshell Crabs will attack any living thing to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

While camping on a beach, the PCs are attacked by a Fragshell Crab.

The party is approached by bloody, half-dressed revelers, whose beach party was torn apart by angry crabs. The PCs are asked to investigate.

## Actions & Special Qualities

**Chitinous Missile:** A Fragshell Crab may flex a claw in such a manner as to release a large shard of its carapace directly at one specific target. This takes the form of a ranged attack at double the Fragshell Crab's melee attack bonus, with a range increment of 20'. Those hit suffer piercing damage.

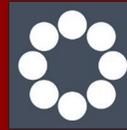
**Twirling Shards:** A Fragshell Crab may spend a full-round action to spin about and send small shards of its carapace flying in all directions. All creatures in line of sight to the Fragshell Crab within 20' suffer piercing and slashing damage; a DC 13 / 16 / 18 / 19 Dexterity save halves the damage suffered.

**Loose Shell Defense:** Any creature striking a Fragshell Crab in melee with natural, slashing, or bludgeoning weapons automatically suffers slashing and piercing damage ( 1d4 / 1d6 / 2d4 / 2d6).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>19</b>	<b>70</b>	<b>120</b>	<b>167</b>
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Tiny vermin, unaligned	Tiny vermin, unaligned	Small vermin, unaligned	Small vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 21 (+5)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d2	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Water Dependency</b> Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.			
<b>Standard Actions</b>	Claw Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2+1 (2) slashing damage.	Claw Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+5 (7) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+8 (10) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+9 (12) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CRAB (HARDSHELL)



Low

Moderate

Advanced

Elite

Terrain

Any Aquatic or Coastal

Rarity

Uncommon

Role

Soldier / Normal

Organization

Solitary or Cast (2-12x)

Treasure

None

## Overview

Hardshell Crab, who calls the strip of sand its home.

Beachcombers are attacked by a Hardshell Crab; after they escape, they seek the help of the party to make the zone safe once again.

## Description

A large crab with a massive, horned carapace.

## Lore

**Common Lore (no check required):** Some crabs are nearly impossible to destroy thanks to their formidable armor.

**Expanded Lore:** Hardshell Crabs have reinforced shells that hold up to nearly all mundane damage.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Coastlines, rivers, and lakes.

## Encounter Behavior

## Combat

Hardshell Crabs are fiercely territorial, and will attack anything that comes into their home region. Once an intruder leaves the area, the crab will typically leave them alone.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

While camping on the beach, the party is assaulted by a

## Actions & Special Qualities

**Hard Shell:** Whenever a Hardshell Crab would suffer damage from a mundane attack, roll a d20: if the result is equal to or greater than the damage it would suffer, it instead takes no damage. If the result is less than the damage to be inflicted, the crab suffers the full amount of damage as normal. This ability is negated by damage from any magical source.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>37</b>	<b>118</b>	<b>207</b>	<b>280</b>
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 9 (-1)</b>	<b>DEX 9 (-1)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d4
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p><b>Water Dependency</b> Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.</p>			
<b>Standard Actions</b>	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.	Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+14/19-00 (21) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CRAB (SNAPSHELL)



Low

Moderate

Advanced

Elite

Terrain

Any Aquatic or Coastal

Rarity

Rare

Role

Soldier / Normal

Organization

Solitary or Cast (2-8x)

Treasure

None

## Overview

### Description

An enormous crab whose shell contains a pincerlike contusion on its back.

### Lore

**Common Lore (no check required):** Some crabs have a third set of pincers on their back.

**Expanded Lore:** Snapshell Crabs effectively have three sets of pincers: the third is formed of an arrangement of bony plates that the creature can move about to manipulate.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Coastlines, rivers, and lakes.

## Encounter Behavior

### Combat

Snapshell Crabs will typically ignore other creatures unless they feel threatened, or they are attacked. Once engaged, they are aggressive, and will fight to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Local legend tells of mystical jewels that grant magic powers; lore states that the jewels were swallowed by a Snapshell Crab that prowls the beach nearby. While there is absolutely no such gem or magic, the crab itself is certainly real.

Something has been slaying wildlife along the salt-water riverbanks nearby. Although the phenomenon has made locals wary, they only just recently started to be very concerned, when the victims included a local villager in their number. The PCs are asked to help return the river to safety.

## Actions & Special Qualities

**Shell Snap:** The Snapshell Crab may make an additional attack each round, consisting of its back pincers. Treat this as another Claw attack, which deals double the normal amount of damage if it hits.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>62</b>	<b>128</b>	<b>221</b>	<b>273</b>
<b>Speed</b>	30 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Huge vermin, unaligned	Huge vermin, unaligned	Gargantuan vermin, unaligned	Gargantuan vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>	<b>STR 28 (+9)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 1d8	<b>Damage</b> 2d6	<b>Damage</b> 2d8
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Water Dependency</b> Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.			
<b>Standard Actions</b>	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+11 (18) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15/19-00 (26) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+16/19-00 (26) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CROCODILE (BLOWPIPE)



Low

Moderate

Advanced

Elite

Terrain	Warm Rivers and Marshes
Rarity	Uncommon
Role	Artillery / Normal
Organization	Solitary, Pair, or Colony (3-12x)
Treasure	None

## Overview

## Description

An ordinary-looking crocodile, except for the protrusion from its elongated snout.

member is struck by the blowpipe mucus and falls. The rest of the party may not even notice at first!

Scavenging and foraging, a duo of villagers comes across a Blowpipe Crocodile, which slays one of them. The stricken remaining forager asks for the party's help to seek vengeance and possibly even locate the body of her friend.

## Lore

**Common Lore (no check required):** Some crocodiles can attack from afar.

**Expanded Lore:** Blowpipe Crocodiles have a unique nasal cavity which allows them to propel small blobs of hardened mucus through the air.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Warm rivers and marshes/swamps.

## Encounter Behavior

## Combat

Blowpipe Crocodiles like to strike from afar, immobilizing or slowing their victims with their blowpipe ability and then closing in for the kill.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

While traveling through the swamp, the trailing party

## Actions & Special Qualities

**Blowpipe Mucus:** Treat this as a ranged attack with the same attack bonus as the beast's Bite attack, with a range increment of 20'. The hardened mucus inflicts minimal (1d2) bludgeoning damage, but contains a contact poison: Poison-Contact; onset 1 round, frequency 1x/round for 10 rounds; save Constitution DC 14 / 16 / 18 / 19; effect immobilization. If the save is passed by less than 5 points, the poison has a lesser, residual effect: the victim's Speed is reduced by half for 1d4 rounds.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>25</b>	<b>72</b>	<b>133</b>	<b>173</b>
<b>Speed</b>	20 ft. Swim 30 ft., Sprint			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>12</b>	<b>16</b>
<b>Special Abilities &amp; Qualities</b>	<b>Death Roll</b> When grappling a foe of its size or smaller, a Blowpipe Crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The Blowpipe Crocodile inflicts its bite damage and knocks the creature prone. If successful, the Blowpipe Crocodile maintains its grapple.			
<b>Special Abilities &amp; Qualities</b>	<b>Sprint</b> With Recharge 1, a Blowpipe Crocodile may sprint, increasing its land speed to 40 feet for 1 round.			
<b>Standard Actions</b>	Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8+3 (8) piercing damage. Tail Slap Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d12+1 (8) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage. Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 3d6+3 (14) 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 4d6+5 (19) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+11 (22) piercing damage. Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 4d6+5 (19) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CRONE (ANISE)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Cold Marshes

Rarity

Rare

Role

Brute / Elite

Organization

Solitary or Coven (3x)

Treasure

Standard

## Overview

## Description

So named due to the faint aroma that surrounds them, Anise Crones claim dominion over swampland and jungles.

## Lore

**Common Lore (no check required):** Dark crones that smell of licorice can make even hardy victims suffer.

**Expanded Lore:** Anise Crones can blight victims with their disease, which makes sufferers more susceptible to psychic attacks.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Cold swamps or marshes.

## Encounter Behavior

## Combat

Anise Crones will stalk victims from afar. They will attack with surprise, or once their disease has infected a majority of those she stalks.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

When the PCs approach villagers asking for quests, help,

information, or an unrelated need, the villagers resent the intrusion and try to get the PCs killed by leading them on a misadventure. The villagers claim that whatever it is the party is seeking, they will find it or get closer to their goal by visiting the “wise old hag” who lives in the swamp nearby. While the Anise Crone absolutely exists in the locale described, she is far from helpful, and will slay intruders on sight.

While venturing in a jungle, the PCs begin to suffer from the Anise Plague, perhaps fighting one or more opponents with Force or Psychic attacks. After they are weakened from this fighting, the Anise Crone will attack them.

## Actions & Special Qualities

**Anise Plague:** Anise Crones are always surrounded by a thin but pervasive mist of dread particulate that emits a faint licorice-like scent. Creatures entering 60' of an Anise Crone must make a DC 16 / 18 / 21 / 22 Constitution save or contract Anise Plague: Disease; save Fortitude; effect -2 penalty on Wisdom saves vs. psychic and mental effects, and vulnerability to (double damage from) Force effects; cure 2 consecutive saves.

**Lifesense:** An Anise Crone automatically senses any living creatures within range of their Anise Plague aura.

**Plaguetouch:** Instead of her normal melee attacks, an Anise Crone may reach out and infect an opponent with a concentrated form of her disease as a standard action. Make a melee attack with her normal attack bonus; a hit automatically inflicts the Anise Plague on the victim, though they may make an immediate DC 18 / 20 / 23 / 24 Constitution save to postpone the effects by 1d4 rounds.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>64</b>	<b>132</b>	<b>224</b>	<b>294</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil	Huge monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common, Giant			
<b>Challenge</b>	<b>7</b>	<b>12</b>	<b>17</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 2d6</b>	<b>Damage 3d6</b>	<b>Damage 4d6</b>	<b>Damage 2d6</b>
	<b>Render</b> 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.			
<b>Standard Actions</b>	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.  Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) piercing damage.  Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.	Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+14 (24) piercing damage.  Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14 (21) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+15 (26) piercing damage.  Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CRONE (BLOOD)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

<>

Organization

Solitary

Treasure

None

## Overview

### Description

A gaunt, venerable woman with gauze-thin, milky-white flesh, a Blood Crone pulses with improbably life as dark red ichor flows through veins easily visible underneath the surface.

### Lore

**Common Lore (no check required):** Crones of filmy skin call to the blood of the living.

**Expanded Lore:** Blood Crones can suck the life force right out of your veins; know their presence by the deep unsettling pulse felt when they are near.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land; predominantly urban or hills.

## Encounter Behavior

### Combat

Blood Crones seek neither contact nor combat with others, and will do their best to avoid direct confrontation. They rely upon their aura to disquiet and discourage those who would intrude, and will attack from afar if possible. When set upon in a stand-up fight, they will seek escape if it seems feasible.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Those in a certain sector of the village report symptoms of the Blood Pulse aura in the middle of the night. The PCs are asked to investigate, and they discover that a Blood Crone frequents the area in her travels.
- As the PCs travel through a hilly region, their veins pulse oddly with a formidable throbbing.

## Actions & Special Qualities

- Blood Pulse:** Living creatures with a pulmonary system within 40' of a Blood Crone feel their veins throb with each beat. While this is not a damaging effect, it is both unsettling and distracting. Creatures must succeed in a DC 18 / 21 / 21 / 22 Wisdom save each time they enter within this radius; failure means they suffer a -2 circumstance penalty on attack rolls and Wisdom saves while within the radius. Success grants immunity to that Blood Crone's aura for 24 hours.
- Lifeleech:** At close range, a Blood Crone can call forth the very lifeblood from a living creature. Once every 1d4 rounds, a Blood Crone can target one victim within 15' that creature must succeed at the WORSE of either a Constitution or a Wisdom save (DC 19 / 22 / 22 / 24) to avoid suffering 1d4 points of Constitution damage. For each point of Constitution damage inflicted in this manner, the Blood Crone gains 2d8 hit points.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>110</b>	<b>185</b>	<b>219</b>	<b>283</b>
<b>Speed</b>	<b>30 ft. Fly 60 ft. (Perfect)</b>			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic or cold iron			
<b>Immunities</b>	Charm, diseased, Fear, Fire, unconscious			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Common, Giant, Infernal			
<b>Challenge</b>	<b>12</b>	<b>17</b>	<b>20</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
<b>Special Abilities &amp; Qualities</b>	<b>Rend</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Blood Drain</b> The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered in this manner can be restored via restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Reflex DC 15	<b>Saving Throw</b> Reflex DC 16	<b>Saving Throw</b> Reflex DC 17	<b>Saving Throw</b> Reflex DC 19
	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 8d6	<b>Damage</b> 12d6
<b>Special Abilities &amp; Qualities</b>	<b>Detonate</b> A Blood Crone in fiery form can explode in a 30-foot-radius burst that deals fire damage (Dexterity save halves). Using this ability returns a Blood Crone to her normal form.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19
	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 5d6
<b>Special Abilities &amp; Qualities</b>	<b>Fiery Form</b> As a standard action, a Blood Crone who has removed her skin by using mask evil can assume the form of a flying ball of fire for up to 12 rounds. After leaving fiery form, a Blood Crone must wait 1d4 rounds before assuming it again. A Blood Crone in this form who enters the same space as another creature stops moving for that round and deals fire damage (Dexterity save negates) to that creature. A Blood Crone can suppress her heat and dim her light to that of an ember if she chooses, and can pass through openings and cracks as though in gaseous form. A Blood Crone in fiery form retains her AC and also has immunity to nonmagical attacks and effects. A successful targeted dispel magic spell or 20 points of cold damage returns her from her fiery form to her normal form. A Blood Crone can assume fiery form a number of times per day equal to her Charisma modifier.			



Low



Moderate



Advanced



Elite

**Standard Actions**

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

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

Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d4+8 (13) piercing damage.

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

Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+18 (22) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+19 (24) slashing damage.

**Special Actions**

**Mask of Evil** During the day, a Blood Crone “wears her skin,” giving her the appearance of a young woman. When so disguised, the Blood Crone can’t use her bite, claws, or fiery form ability. At night, she bursts out of her skin and returns to her monstrous form. The hag regrows her skin each dawn. While a Blood Crone is wearing her skin, her alignment is masked as though by a constant undetectable alignment spell.

**Innate Spellcasting**

*sleep (3/day); detect magic (at will); inflict wounds (at will); scorching ray (at will); spider climb (self only) (at will)*

**Spellcasting**

-

**Possessions**

-

# CRONE (BONEWARP)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	<>
Organization	Solitary
Treasure	None

## Overview

## Description

A disfigured and broken female figure lurches along as though only partially in control of her limbs. Every few seconds, parts of her anatomy appear to shift and reposition themselves, as though her very skeleton was rearranging itself.

## Lore

**Common Lore (no check required):** Odd witches can cause disfigurement in the unwary.

**Expanded Lore:** Bonewarp Crones can cause permanent destruction of your skeleton.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

A Bonewarp Crone will seek to disable the most formidable melee enemies first; if successful, she will close ranks with ranged and magical enemies.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The local chirgeon's office has been heavily populated with victims of a horrible, debilitating curse. They remember very little from their experiences except where they occurred; the party is asked to investigate.

A Bonewarp Crone has been imprisoned by a local, Lawful Evil magistrate. Those suffering the iron fist of justice are placed in an adjacent cell, and subjected to the horrible deformations made possible by the Crone's effects. A relative of one such victim implores the party to intervene.

## Actions & Special Qualities

**Embrittling Aura:** Any creature suffering bludgeoning damage within 20' of a Bonewarp Crone must succeed in a DC 16 / 18 / 19 / 21 Constitution save or have the damage suffered doubled. This save must be repeated each time a creature in range would suffer bludgeoning damage. This effect DOES apply to Bonewarp Crones themselves, who are vulnerable to bludgeoning damage but who are allowed the save to attempt to keep damage suffered normal.

**Brittle Twist:** Reaching a warped, bony finger toward their victim, Bonewarp Crones can call to the very skeletons inside their enemies, causing the marrow to decay and the bone itself to shatter. Once every 1d4 rounds, the Bonewarp Crone may select a target within 15' that target must succeed in a DC 18 / 20 / 21 / 23 Constitution save or suffer bludgeoning damage. For 1d6 rounds afterward, victims failing the save are Nauseated, and also suffer a -4 penalty to Constitution saves.

**Shatter Bone:** Once per day, a Bonewarp Crone may cause bones to shatter. Each creature within 10' must succeed in a DC 18 / 20 / 21 / 23 Constitution save or suffer 1d3 points of Constitution, Dexterity, and Strength damage (roll separately for each ability).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>110</b>	<b>197</b>	<b>262</b>	<b>323</b>
<b>Speed</b>	50 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 19 (+4)</b>	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Infernal			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> You have the ability to assume the appearance of the previous humanoid form that you used your fleshdrink ability on successfully, but retain 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 an alter self spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 20
	<b>Charisma Drain</b> A Bonewarp Crone can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a Wisdom save. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 20
	<b>Fleshdrink</b> If a Bonewarp Crone hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful Constitution save negates the Constitution damage and reduces the sickened condition duration to 1 round. Ability damage suffered from this effect must be restored via restoration or more potent healing magic.			

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

Constitution DC 16

**Saving Throw**

Constitution DC 17

**Saving Throw**

Constitution DC 19

**Saving Throw**

Constitution DC 20

**Shape Flesh** By spending 1 minute in contact with a helpless creature, a totnmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a Constitution save to resist. Changes are permanent, but can be reversed with heal, restoration, or regeneration, or by surgically opening the flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A Bonewarp Crone can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation).

**Standard Actions**

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.

Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+14 (24) piercing damage.

Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+14 (21) slashing damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# CRONE (GREEN)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	<>
Organization	Solitary
Treasure	None

## Overview

## Description

The filmy, translucently-thin skin of these wizened hags appears chartreuse in hue.

## Lore

**Common Lore (no check required):** Some witches can cause nausea in their victims with little more than a touch.

**Expanded Lore:** Green Crones cause a powerful form of nausea and poison.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

Green Crones will attack the most powerful melee opponents first, moving on to ranged and magic-wielding enemies once the warriors are subdued.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Villagers have complained of unexplainable nausea that

passes quickly. The PCs are asked to investigate, as the phenomenon seems to occur near a certain region in the road.

The PCs are walking along and begin to feel disquiet in their stomachs. This persists until one of them succumbs, at which point the Green Crone causing the effect attacks.

## Actions & Special Qualities

**Aura of Disquiet:** Creatures who begin their turn within 40' of a Green Crone must make a DC 15 / 17 / 18 / 19 Constitution save or be Sickened. Creatures must attempt the save each turn.

**Churn:** Once every 1d4 rounds, a Green Crone can cause formidable gastrointestinal distress by touching the victim. One opponent in touch range must make a DC 16 / 18 / 19 / 20 Constitution save or become Nauseated for 1d6 rounds.

**Bacterial Pestilence:** Each melee attack from a Green Crone has a chance to inflict Green Plague: Disease; injury; save Fortitude DC 17 / 19 / 20 / 21; onset 1 day; Frequency 1/day; Effect 1d4 Constitution damage; Cure 2 consecutive saves. Until cured, and immediately upon becoming infected, victims are perpetually Sickened as well.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	69	115	195	243
<b>Speed</b>	30 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)	<b>STR</b> 25 (+7)	<b>STR</b> 26 (+8)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 13 (+1)	<b>INT</b> 17 (+3)	<b>INT</b> 17 (+3)	<b>INT</b> 17 (+3)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 90 ft.	Passive Perception +16, Darkvision 90 ft.	Passive Perception +17, Darkvision 90 ft.	Passive Perception +18, Darkvision 90 ft.
<b>Languages</b>	Aklo, Common, Giant			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Mimicry</b> A Green Crone can imitate the sounds of almost any animal found near its lair.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Weakness</b> A Green Crone's claws sap strength from those she strikes. Each time a Green Crone 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 Crone 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.			
<b>Standard Actions</b>	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+14 (18) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<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>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# CRONE (HAREM)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Normal<>

Organization

Solitary

Treasure

None

## Overview

## Description

A lithe and gaunt woman whose age is impossible to determine, a Harem Crone's visage shifts in the moment to encompass the full spectrum of age and beauty.

## Lore

**Common Lore (no check required):** Some witches appear as comely lasses and distract their prey.

**Expanded Lore:** Harem Crones often accumulate a range of victims simultaneously as they enchant anyone who approaches.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any land; typically Urban.

## Encounter Behavior

## Combat

Harem Crones will avoid attacking until they are assured that a majority of their enemies have fallen victim to their Fascination Aura. Until this is the case, they will dance away, avoiding damage while trying to keep their enemies within range of the aura.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

A local tavern has become quite popular ever since hiring a singer whose effect is nothing less than hypnotic on patrons of all genders. Interviewing those who have fallen under her spell reveals very little descriptive about the enchantress, however, and more puritanical citizens have become concerned as to the true nature of the new performer. The party is asked to uncover anything untoward about the situation.

The PCs are relaxing in a tavern—perhaps the one described above—when a Harem Crone begins her performance. Either the party starts to succumb to the Fascination Aura, or they notice that other patrons do.

## Actions & Special Qualities

**Fascination Aura:** Those approaching within 20' of a Harem Crone must make a DC 17 / 18 / 20 / 22 Wisdom save or become Fascinated by her. Creatures who shake the effect off, or who succeed in the initial save, must re-attempt the save at the start of each of their turns.

**Hypnotize:** With an alluring grin, a Harem Crone can seduce any one victim. Pick any target who is already suffering from the Crone's Fascination Aura; that victim must make a DC 18 / 19 / 21 / 23 Wisdom save or become charmed, per the charm person spell. The Harem Crone may use this ability once every 1d4 rounds, and at any one time, may have a number of charmed victims equal to her Charisma modifier.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>159</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>81</b>	<b>144</b>	<b>207</b>	<b>315</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 12 (+1)</b>	<b>STR 12 (+1)</b>	<b>STR 21 (+5)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 18 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Common, Infernal			
<b>Challenge</b>	<b>7</b>	<b>12</b>	<b>17</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Absorb Blood</b> A Harem Crone adjacent to a bleeding creature automatically accelerates the bleeding, dealing 1 point of Constitution damage to that creature once per round on its turn and absorbing the blood through its skin. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d2</b>	<b>Damage 1d3</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>
	<b>Blood Drain</b> The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
	<b>Lifesense</b> The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Create Spawn</b> When a Harem Crone kills a humanoid or fey of at least one size category smaller than itself with its absorb blood or blood drain ability, the victim rises 24 hours later as a ghoul with the blood drain ability. The spawn is the Harem Crone's slave until its master is destroyed.			





**Low**



**Moderate**



**Advanced**



**Elite**

**Standard Actions**

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

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

Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+2 (9) piercing damage.

Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+2 (9) slashing damage.

Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 3d6+2 (12) piercing damage.

Claw Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 3d6+2 (12) slashing damage.

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

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.

**Legendary Actions**

-

**Innate Spellcasting**

*command undead (3/day); fog cloud (3/day); gaseous form (3/day); invisibility (3/day)*

**Spellcasting**

-

**Possessions**

-

# CRONE (NIGHT)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	<>
Organization	Solitary
Treasure	None

## Overview

## Description

A venerable matron with jet-black skin and hair to match, it's difficult to determine where flesh ends and ebon garb begins.

## Lore

**Common Lore (no check required):** Darkest night follows the most vile of crones.

**Expanded Lore:** Night Crones embody the darkness they serve, and can blight the senses of even the most hardened warriors.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

Night Crones will try to attack with surprise, but will fight if forced to do so. They will attempt to flee if reduced to 25% of their maximum hit points or below.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

As the party travels, they fall under the effects of a Night Crone's aura.

Foragers report a magical darkness that fell over them in the forests near town. The party is asked to investigate.

## Actions & Special Qualities

**Night Aura:** The air around a Night Crone seems danker, closer, and more claustrophobic, though it is no darker visually. Melee, ranged, or magical attacks on targets anywhere within 20' of a Night Crone suffer a 25% miss chance. The Night Crone herself is immune to this effect.

**Innate Spells:** *darkness* (at will); *deeper darkness* (3/day); *silence* (at will); *blindness/deafness* (3/day)

**Lightblight:** Once every 1d4 rounds, a Night Crone can generate a sphere of intense magical darkness. This takes the form of a sphere 20' in diameter, which the Night Crone may generate centered anywhere within 50' of her location. The sphere lasts for 2d6 rounds and is immobile once generated.

**Wall of Dark:** Once per day, a Night Crone can generate a Wall of Dark. Treat this as the spell *wall of fire*, except that the effect is magical darkness. Creatures on one side of the wall may not see or visually target any creatures on the other side.



	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>79</b>	<b>150</b>	<b>247</b>	<b>312</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except cold iron and magic			
<b>Immunities</b>	Charm, Cold, diseased, Fear, Fire, unconscious			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Infernal			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Aligned</b> Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.</p> <p><b>Change Shape</b> A Night Crone can assume the appearance of any humanoid creature.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Saving Throw</b> Constitution DC 15</p> <p><b>Disease</b> 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.</p>	<p><b>Saving Throw</b> Constitution DC 17</p>	<p><b>Saving Throw</b> Constitution DC 19</p>	<p><b>Saving Throw</b> Constitution DC 21</p>
<b>Special Abilities &amp; Qualities</b>	<p><b>Dream Haunting</b> A Night Crone 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 Crone. Ability damage suffered from this effect may be recovered via restoration or more powerful healing magic.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Heartstone</b> All Night Crones 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 Crone that loses this charm can no longer use etherealness or soul bind until it finds a replacement gemstone.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+6 (13) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+9 (20) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+9 (12) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+14 (28) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+14 (18) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+15 (29) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+15 (20) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>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)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CRONE (SEA)



Low

Moderate

Advanced

Elite

Terrain

Any Coastlines or Water

Rarity

Rare

Role

<>

Organization

Solitary

Treasure

None

## Overview

## Description

The flesh and hair of this monstrous hag is well-weathered and salt-stained. The wrinkles make the creature seem endlessly old, as though her skin had been fashioned of oak bark.

## Lore

**Common Lore (no check required):** Crones born of the sea can make everyone around them suffer.

**Expanded Lore:** Sea Crones generate an exhausting aura, can suck the moisture out of their victims, and can ruin potions.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Coastlines and any water.

## Encounter Behavior

## Combat

Sea Crones will wade right into combat and will attack to the death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Sailors have complained of horrible witches who ruin stores of fresh water and alcohol.

An apothecary's business has been all but destroyed following a visit from a mysterious, salt-smelling woman; after her appearance, nearly all of the shop's wares were turned to seawater.

## Actions & Special Qualities

**Dessicating Aura:** Creatures within 20' of a Sea Crone taste notable saltwater in the air. Each such creature must make a DC 13 / 16 / 18 / 19 Constitution save at the start of each of their turns or suffer Exhaustion for that round.

**Saltwater Curse:** Once per day, a Sea Crone can try to turn all liquid nearby into saltwater. Each container of potion, fresh water, and alcohol must make a DC 14 / 17 / 19 / 20 Constitution save or be turned irrevocably to useless seawater.

**Dessicating Curse:** With a touch, a Sea Crone can suck the moisture out of a victim. One creature in melee range must make a DC 16 / 18 / 20 / 21 Constitution save; failing means the victim suffers 1d4 Constitution damage and becomes Exhausted for 2d4 rounds.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>29</b>	<b>87</b>	<b>178</b>	<b>240</b>
<b>Speed</b>	30 ft. Swim 40 ft.			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common, Giant			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throws</b> DC 15	<b>Saving Throws</b> DC 16	<b>Saving Throws</b> DC 18	<b>Saving Throws</b> DC 20
	<p><b>Evil Eye</b> Three times per day, a Sea Crone 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 Crone 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.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<p><b>Horrific Appearance</b> The sight of a Sea Crone 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.</p>			
<b>Standard Actions</b>	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage. Claws Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+14/19-00 (18) slashing damage. Claws Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+14 (21) slashing damage.	Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+13/19-00 (18) slashing damage. Claws Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+13 (20) slashing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+14/19-00 (18) slashing damage. Claws Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+14 (21) slashing damage.



# CRONE (WINTER)



Low

Moderate

Advanced

Elite

Terrain	Cold Land
Rarity	Rare
Role	<>
Organization	Solitary
Treasure	None

## Overview

## Description

This wrinkled hag's every feature is lined with frost, her withered skin blackened and gray from apparent frostbite.

## Lore

**Common Lore (no check required):** Frosty hags can chill you to the very core.

**Expanded Lore:** Winter Crones can petrify the unwary with a freezing touch.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any cold.

## Encounter Behavior

## Combat

Winter Crones prefer to destroy their opponents with an endless barrage of Icebolts. If pressed to melee combat, a Winter Crone will use her Winter's Heart ability immediately upon the most formidable warrior she is engaged in melee with.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Explorers have come across polar bears and even frost worms destroyed by an unknown enemy. Wary of such a formidable foe wandering about, a local city is looking for volunteers to investigate further.

The PCs are camped in a cold area when they suffer the effects of a Coldsnap Aura in the middle of the night. A nearby Winter Crone then attacks.

## Actions & Special Qualities

**Coldsnap Aura:** Creatures within 20' must make a Wisdom or Constitution save (their choice, DC 16 / 18 / 20 / 22) or become Shaken while they remain in the aura. Succeed or fail, creatures must re-attempt the save each time they enter the aura of a Winter Crone.

**Icebolt:** A Winter Crone may send an icicle dart flying from their fingertips at will. Treat this as a ranged attack with the same attack bonus as the Winter Crone's claw attack, with a range increment of 30'. Cold damage 2d6 / 3d6 / 3d8 / 6d8.

**Winter's Heart:** A Winter Crone can touch a creature and send chills to its very core. One victim within touch range must make a DC 17 / 19 / 21 / 23 Constitution save or become frozen solid in an icelike tomb. Any polymorph, restoration, stone to flesh, cure disease, or similar transformation will revert the victim to their normal state, after which they will remain bone-chillingly cold for 24 hours, suffering a -2 penalty to attack rolls, saves, and ability checks. This is a curse, disease, and cold effect; creatures immune to any of these sources or conditions are immune to Winter's Heart. A Winter Crone may use this ability once every 1d6 rounds.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>120</b>	<b>213</b>	<b>322</b>	<b>401</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium monstrosity, chaotic evil	Medium monstrosity, chaotic evil	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Electricity, all physical attacks except magic			
<b>Immunities</b>	Cold, Fire			
<b>Vulnerabilities</b>	Vulnerability to Fire			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Aklo, Common, Giant			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 20
	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6
	<b>Breat Weapon</b> 30' Cone of Cold; cold damage, save Dexterity halves damage, usable with Recharge 2. You are immune to your own breath weapon. A creature that fails to save against the hag's breath weapon are blinded in addition to any damage taken. Those that successfully save take half damage and are not blinded.			
<b>Special Abilities &amp; Qualities</b>	<b>Ice Staff</b> Once per week, a Winter Crone can perform an hour-long ritual to create a staff made of black ice that is as hard as steel and functions as a +2 quarterstaff. A Winter Crone holding her ice staff can use cone of cold once per day as a spell-like ability. The staff melts after 1 week.			
<b>Special Abilities &amp; Qualities</b>	<b>Icewalking</b> This ability works like the spider climb spell, but the surfaces the hag climbs must be icy. The hag can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.			
	<b>Snow Vision</b> A Winter Crone can see perfectly well in snowy conditions and doesn't take any penalties on Perception checks while in snow.			
<b>Special Abilities &amp; Qualities</b>	<b>Vulnerability to Fire</b> 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**

Frost/- Quarterstaff  
Melee weapon attack:  
+3 to hit, reach 5 ft., one  
target. Hit 1d6+6 (10)  
bludgeoning damage.

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

Frost/- Quarterstaff  
Melee weapon attack:  
+4 to hit, reach 5 ft., one  
target. Hit 1d6+11 (14)  
bludgeoning damage.

Claw Melee weapon  
attack: +4 to hit, reach 5  
ft., one target. Hit 1d6+6  
(10) slashing damage.

Frost/- Quarterstaff  
Melee weapon attack: +5  
to hit, reach 10 ft., one  
target. Hit 1d6+13 (16)  
bludgeoning damage.

Claw Melee weapon  
attack: +5 to hit, reach  
10 ft., one target. Hit  
1d8+11 (16) slashing  
damage.

Frost/- Quarterstaff  
Melee weapon attack: +7  
to hit, reach 10 ft., one  
target. Hit 1d6+14 (18)  
bludgeoning damage.

Claw Melee weapon  
attack: +7 to hit, reach  
10 ft., one target. Hit  
1d8+12 (16) slashing  
damage.

**Legendary Actions**

-

**Innate Spellcasting**

*alter self (3/day); charm monster (3/day); chill metal (at will); control weather (windy or cold weather only) (3/day); detect magic (at will); fog cloud (at will); frostbite (at will); invisibility (self only) (3/day); major image (3/day); pass without trace (at will); see invisibility (at will); wall of ice (1/day)*



Illustration 19: Winter Crone

# CRONE (ZOMBIE)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	None

## Overview

## Description

A wizened and decrepit humanoid, wrapped in rotten garb, shuffling inexorably closer with outstretched claws and terrifying visage.

## Lore

**Common Lore (no check required):** Some witches die, but their power keeps them yet mobile.

**Expanded Lore:** Zombie Crones are hags or crones who perish, and yet are kept alive by dark necromancy which fuels their vengeance, often on those who caused their death, but generally extending to anything living.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any land, typically in the zone surrounding their demise.

## Encounter Behavior

## Combat

A Zombie Crone will seek out and kill anything living they detect, and will persist until their own final demise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Happening upon a graveyard or crypt, the PCs discover that it is haunted by a Zombie Crone.

Rumors of a horrid dead woman have been circulating, and acolytes of the church refuse to venture into the undercroft lest they run afoul of the creature.

The PCs set forth to parlay or trade with a wizened hermit, only to discover that she has been slain, and in her place a Zombie Crone lurches.

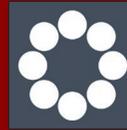
## Actions & Special Qualities

**Implacable Pursuit:** So long as she is pursuing living creatures to attack, a Zombie Crone's movement is never affected by difficult terrain or other nonmagical obstacles that would normally hamper speed.

**Zombie Plague:** The touch of a Zombie Crone imparts a magical disease and curse. Each round in which a creature suffers at least 1 point of damage from a Zombie Crone, they must make a Constitution save DC 16 / 18 / 19 / 20 or suffer the effects: -4 penalties to Strength, Dexterity, and Constitution until the effect is removed. Any magical healing that addresses either poison, disease, or curses will suffice to nullify the effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>37</b>	<b>98</b>	<b>158</b>	<b>218</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 7 (-2)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Electricity, all physical attacks except magic and piercing			
<b>Immunities</b>	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Common (cannot speak)			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 14	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19
	<b>Corpse Call</b> Zombie Crones cannot speak, but their strange calls and whistles captivate the minds of those who hear them. Once per day, a Zombie Crone may call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a Wisdom save or move toward the Zombie Crone using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive 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 Zombie Crone simply stands and offers no resistance to the Zombie Crone's attacks. This effect continues for as long as the Zombie Crone continues its call as a standard action each round. This is a sonic mind-affecting charm effect, and has no effect on deaf creatures.			
<b>Standard Actions</b>	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.
<b>Spellcasting Possessions</b>	-			

# CROW (GAUNT)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Skirmisher / Minion

Organization

Solitary

Treasure

None

## Overview

## Description

To all appearances, this resembles a zombified crow... with a dark, malevolent greenish-black fire burning terribly in its eyes.

can be used to insert this creature into any existing plot or campaign setting.

The party happens upon the lair of a dead necromancer... only to discover it defended by a Gaunt Crow.

The party slays a necromancer. Its familiar becomes a Gaunt Crow, with the mission of either vengefully slaying the PCs, or of establishing a phylactery whereby the necromancer may become a lich... who will then, of course, seek out the party for vengeance of her own.

## Lore

**Common Lore (no check required):** The familiars of necromancers may have life of their own beyond their masters.

**Expanded Lore:** Gaunt Crows are the necrotically-animated familiars of necromancers who perished terribly, sworn to serve their master's will even in undeath.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Actions & Special Qualities

**Deadsight:** A Gaunt Crow can see invisibility and detect magic, per the spell effects of the same names, as constant abilities. In addition, should a Gaunt Crow's master somehow be alive or otherwise sentient (e.g., become a lich, animated dead or other necromantic effect to bring unlife to the deceased necromancer), the master will be able to see everything the Gaunt Crow sees and detects.

**Dread Relocation:** As a standard action, a Gaunt Crow may *teleport* back to the location of its master's dead body.

**Living Vestige:** Although appearing as a zombie crow, a Gaunt Crow is still technically alive, and counts instead as a Magical Beast rather than Undead.

## Environment

Any land.

## Encounter Behavior

## Combat

Gaunt Crows typically have a mission given them by their dead master; this is almost always to protect the dead necromancer's sanctum or home or laboratory from intruders. No matter what the mission is, a Gaunt Crow will fulfill it unto its own final death.

## Story Hooks

The following quest snippets or introductory story elements



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>11</b>	<b>53</b>	<b>89</b>	<b>130</b>
<b>Speed</b>	20 ft. Fly 50 ft. (Good)			
<b>Size, Type, Alignment</b>	Tiny monstrosity, chaotic evil	Tiny monstrosity, chaotic evil	Small monstrosity, chaotic evil	Small monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 21 (+5)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Aklo, Common, Speak with Animals (birds only)			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Standard Actions</b>	Talons Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2+1 (2) slashing damage.	Talons Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d2+9-00 (110) slashing damage.	Talons Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+8/19-00 (10) slashing damage.	Talons Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+9/19-00 (12) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>detect magic (at will); (3/day); mirror image (3/day); perceive cues (3/day); speak with animals (birds only) (at will); vanish (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# CRUSHVINE



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Lurker / Normal

Organization

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

Treasure

None

## Overview

### Description

These thigh-thick ropes of viney sinew and greenery appear at first glance to be some sort of snake. The misconception is quickly cleared up, and then the creature is simply interpreted as an ordinary vine.

### Lore

**Common Lore (no check required):** Snakelike vines can squeeze the life out of you if you aren't careful.

**Expanded Lore:** Crushvines are deadlier and more formidable versions of their cousins, Assassin Vines.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any land, though of course forests and jungles are the most favored for these creatures.

## Encounter Behavior

### Combat

Crushvines will usually wait for something to brush up against them. Unless a creature specifically states otherwise, there is a 20% chance per creature per square or movement that a creature in a neighboring square accidentally brushes against a Crushvine when it moves. Once triggered in this manner, a Crushvine will fight until slain, favoring the creature(s) who triggered it but not discriminating overly if multiple targets present themselves.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The party is venturing through a thick forest and encounters Crushvines.
- Foragers have been running across crushed and mangled bodies with no obvious source of the mishap. The party is asked to investigate.

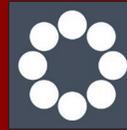
## Actions & Special Qualities

**Crush:** Each time a Crushvine inflicts Constrict damage, the victim must make a DC  13 /  17 /  19 /  20 Constitution save. Failure means the victim falls unconscious. Victims who are already unconscious, or those requiring no breath, need not make this save.



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>22</b>	<b>65</b>	<b>141</b>	<b>194</b>
<b>Speed</b>	<b>5 ft.</b>			
<b>Size, Type, Alignment</b>	Large plant, neutral evil	Large plant, neutral evil	Huge plant, neutral evil	Huge plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 19 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 27 (+8)</b>	<b>STR 28 (+9)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 7 (-2)</b>	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>
	<b>CHA 6 (-2)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +8, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +10, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> Since an Crushvine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time.			
<b>Special Abilities &amp; Qualities</b>	<b>Entangle</b> An Crushvine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes.			
<b>Standard Actions</b>	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+10 (14) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d6+15 (18) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d8+22/19-00 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+24/19-00 (28) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# CRYETIC MOUND



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Elite

Organization

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

Treasure

Incidental

## Overview

## Description

This mass of organic refuse and plant matter seems at first to be a naturally-occurring composting heap.

Caravans and traders have gone missing while traveling through a previously-safe forest trail. The party is asked to investigate.

Ingredient harvesters have come back from their task reporting mounds of organic plantlife attacking them.

## Lore

**Common Lore (no check required):** Under the right circumstances, heaps of plant material may gain mobility and hatred.

**Expanded Lore:** Cryetic Mounds seek any metallic or harmful elements in their environments and will destroy it if they can.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Actions & Special Qualities

**Metalsense:** Cryetic Mounds can detect the presence of any metal within 60' automatically.

**Dissolve Metal:** If a Cryetic Mound makes a successful attack against an opponent who wields or wears metal, it may automatically make an additional Sunder attempt against one item borne by the victim (Mound's choice). the Mound gains a +4 circumstance bonus to such attempts.

## Environment

Any land; most commonly forests or jungles.

## Encounter Behavior

## Combat

Cryetic Mounds will react to the tread or presence of metal, seeking it out and attacking it or those who bear it. They will also respond to anyone walking upon them who is not a naturally-occurring forest creature.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>95</b>	<b>178</b>	<b>277</b>	<b>359</b>
<b>Speed</b>	20 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Large plant, chaotic neutral	Large plant, chaotic neutral	Huge plant, chaotic neutral	Huge plant, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 27 (+8)</b>	<b>STR 28 (+9)</b>
	<b>DEX 5 (-3)</b>	<b>DEX 9 (-1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 22 (+6)</b>
	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire			
<b>Immunities</b>	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Common, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d6</b>	<b>Damage 3d6</b>	<b>Damage 4d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Electric Fortitude</b> Cryetic Mounds take no damage from electricity. Instead, any electricity attack used against a Cryetic Mound temporarily increases its Constitution score by 1d4 points. The Cryetic Mound loses these temporary points at the rate of 1 per hour.			
<b>Standard Actions</b>	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+10 (14) slashing damage. Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+10 (20) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15 (29) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+16 (23) slashing damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16 (30) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# CRYSTABELLE



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	Double

## Overview

### Description

A fascinating and beautiful or handsome humanoid, there are elements of the facial structure that appear somewhat disturbing or unsettling in a vague, undefinable way.

### Lore

**Common Lore (no check required):** Some enchanting demons lure foes by an intriguing presence.

**Expanded Lore:** Crystabelles are akin to succubi, but attract victims with deformities rather than pure allure.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

### Environment

Any land, though Urban predominantly.

## Encounter Behavior

### Combat

Crystabelles will

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

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## Actions & Special Qualities

**Unsettling Aura:** Creatures entering into within 30' of a Crystabelle must make a DC 19 / 22 / 23 / 24 Wisdom save at the start of each of their turns or become charmed, willingly approaching the Crystabelle as quickly as possible in their turn and unable to take any other actions. Success renders the potential victim immune for one round only. This effect is not dispelled if the Crystabelle attacks or takes other actions against the victim. This is a mind-affecting effect.

**Surrender of Personality:** Creatures affected by the Crystabelle's Unsettling Aura count their Charisma modifier as -1, regardless of what their ability score actually is.





	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>49</b>	<b>114</b>	<b>202</b>	<b>258</b>
<b>Speed</b>	<b>30 ft. Fly 50 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft., Tongues			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Change Shape</b> You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p> <p><b>Tongues</b> You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Energy Drain</b> A Crystabelle drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the Crystabelle can use this ability. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Profane Gift</b> Once per day as a full-round action, a Crystabelle may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a Crystabelle at a time. As long as the profane gift persists, the Crystabelle can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The Crystabelle can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save; ability damage suffered in this manner can only be restored via restoration or more powerful healing magic).</p>			
<b>Standard Actions</b>	Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Legendary  
Actions**

-

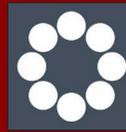
**Innate  
Spellcasting**

*charm monster (at will); detect thoughts (at will); etherealness (self plus lbs. of objects only) (at will); suggestion (at will); summon lesser demon (1 babau at 50%) (1/day); tongues (at will); vampiric touch (at will)*



Illustration 20: Crystabelle

# CRYSTAL SOUP



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Rare

Role

Lurker / Normal

Organization

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

Treasure

Incidental

## Overview

## Description

A scintillating morass of sludge, this ooze seems to hold sparkling gemstones just underneath its deadly surface.

Robbers tell of a morass of gemstones hidden within a deadly ooze; they approach the party for their help destroying the monster with an eye toward splitting the proceeds evenly.

A gemcutter asks the PCs to seek out the crystals emitted from a certain kind of dangerous ooze in caverns nearby.

## Lore

**Common Lore (no check required):** Some oozes may appear to hold gemstones within them.

**Expanded Lore:** Crystal Soup is a semi-sentient form of ooze that manifests pieces of itself in a tempting nature; however, these seeming gemstones are almost always fakes.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any underground.

## Encounter Behavior

## Combat

Crystal Soup will remain stationary unless attacked, or until one or more victims of its greedy aura succumb to the effect. Once attacked or it finds a victim, it will attack until destroyed.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

## Actions & Special Qualities

**Greedy Aura:** Creatures within 30' of a Crystal Ooze may notice gemstones within the substance. Make a Perception check, but no matter what the result is, the perceiver must make a Wisdom save (DC 10+X / 12+X / 14+X / 16+X), where X is the amount by which the Perception check was failed. If the save was passed, X simply equals 0; the save DC does not decrease if the save was passed.

Failure means the victim is drawn to the treasure and must move at its normal Speed directly to the Crystal Soup, taking no other action.

There is a chance that some of these phantom gemstones are in fact genuine. After combat, roll d100; on a 1-10, there are 2d12 x 100 gp worth of gemstones recovered from the sludgy corpse.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>39</b>	<b>104</b>	<b>192</b>	<b>252</b>
<b>Speed</b>	10 ft. Climb 10 ft.			
<b>Size, Type, Alignment</b>	Large ooze, chaotic neutral	Large ooze, chaotic neutral	Huge ooze, chaotic neutral	Huge ooze, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, Slashing and Piercing Damage, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Acid</b> An Crystal Soup 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 Crystal Soup's acid damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>	<b>Damage 2d8</b>
	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Split</b> Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical soups, 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.			
<b>Standard Actions</b>	Slam Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 2d4+1 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d4/19-00 (4/20) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+9/19-00 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+10/19-00 (20) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# CURIOSITY VINE



Low

Moderate

Advanced

Elite

Terrain

Any Forests or Jungles

Rarity

Uncommon

Role

Lurker / Minion

Organization

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

Treasure

None

## Overview

## Description

A perfectly ordinary-looking vine, this creature completely blends into the surrounding foliage. But still, there's something about it that stands out, that just makes you want to look a little more closely...

Apothecaries are hiring anyone who can track down the cause of ingredient harvesters dying mysteriously in the forests nearby.

Whichever PC stands guard in the middle of the night is drawn, inexplicably, to a nearby vine. Hopefully, the rest of the party wakes up to the sounds of him being strangled.

## Lore

**Common Lore (no check required):** Some plants exude particles that attract interest.

**Expanded Lore:** Curiosity Vines are named because of their musk, an imperceptible cloud of particles that causes unsuspecting victims to approach more closely.

Requires **Intelligence (Nature)** check DC 12 / 14 / 16 / 18 / 20 / 22 / 24 / 26.

## Environment

Any Forests or Jungles.

## Encounter Behavior

## Combat

Curiosity Vines will try to slither away if attacked; they will only attack if pressed to do so, or if someone approaches under the influence of their aura.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

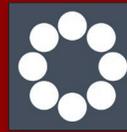
## Actions & Special Qualities

**Alluring Aura:** Breathing creatures within 90' must make a DC 12 / 16 / 18 / 19 Wisdom save at the start of each of their turns or succumb to the effect of the Curiosity Vine. Those under the influence of the spores must make a full move at normal Speed toward the closest Curiosity Vine each round until woken from the daze. Although the effect is nullified when the Vine attacks, the cloud of spores persists, meaning that in each of its turns, former victims must attempt the save again or fall again under the influence of the Vine. Victims who have been attacked recently by this particular Vine gain a +3 circumstance bonus to their saves, however.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>18</b>	<b>63</b>	<b>116</b>	<b>156</b>
<b>Speed</b>	5 ft.			
<b>Size, Type, Alignment</b>	Large plant, unaligned	Large plant, unaligned	Huge plant, unaligned	Huge plant, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 11 (+0)	<b>STR</b> 16 (+3)	<b>STR</b> 21 (+5)	<b>STR</b> 22 (+6)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 18 (+4)	<b>DEX</b> 18 (+4)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 14 (+2)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 11 (+0)	<b>CHA</b> 15 (+2)	<b>CHA</b> 15 (+2)	<b>CHA</b> 15 (+2)
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> Since an Curiosity Vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time.			
<b>Special Abilities &amp; Qualities</b>	<b>Entangle</b> An Curiosity Vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes.			
<b>Standard Actions</b>	Slam Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 1d6+1 (4) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d8+6 (10) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+15 (22) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DAGGERGRASS



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Lurker / Normal

Organization

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

Treasure

Incidental

## Overview

## Description

Fat, tapered blades of unusually-sharp grass grow here. Apart from the odd shape, which doesn't strike one at first, there's little to denote anything strange.

## Lore

**Common Lore (no check required):** Some grass is actually carnivorous!

**Expanded Lore:** Daggergrass consists of lethally-sharp blades of grass which grow into their victims and dissolve flesh from the inside out.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any land, though among patches of other grasses are most common.

## Encounter Behavior

## Combat

Daggergrass prefers to attack by growing into its victims. It will rely upon its aura to succor victims to sleeping in its midst, then attack while they sleep.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Skeletons wearing armor and bearing arms appear lying in fields with no cause of death clear. The PCs cautiously approach to loot, but then decide to make camp for the night.

A family hires the PCs to investigate what befell their son and his girlfriend, who went camping over a week ago and who have not been heard from since.

## Actions & Special Qualities

**Sedentary Aura:** Breathing creatures within 120' must make a DC 11 / 14 / 18 / 19 Wisdom save for every minute they spend in the zone. Any failure, by any creature traveling in such a manner, means that it suddenly occurs to that creature that it would be a good idea to make camp, rest, or otherwise lie down and sleep for a while. This notion occurs regardless of the time of day or other circumstances which might normally make such a suggestion seem bizarre. The victim themselves is unaware that the suggestion is coming from an alternate source, as the effect relies upon triggering their subconscious' normal desire to sleep periodically. This is a mind-affecting effect to which creatures who do not creature sleep are immune.

**Grow Into:** Against victims who are asleep, patches of Daggergrass make attacks; count the victims as prone but still roll to hit each round as normal against the victim's flat-footed AC. Each victim receives a Wisdom save to notice the effect each round, with the following conditions: the DC is equal to DC 20 / 22 / 24 / 26, minus the amount of damage the Daggergrass inflicted this round. This repeats until either one or more victim(s) wake up by succeeding at their check, or if the Daggergrass kills all victims.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)
<b>Hit Points</b>	<b>14</b>	<b>55</b>	<b>109</b>	<b>156</b>
<b>Speed</b>	<b>10 ft.</b>			
<b>Size, Type, Alignment</b>	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil	Large plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 13 (+1)</b>	<b>STR 13 (+1)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 4 (-3)</b>	<b>DEX 4 (-3)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>
	<b>CON 8 (-1)</b>	<b>CON 8 (-1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +14, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> Since a Daggergrass looks like a normal plant when at rest, a successful Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Intelligence (Nature) can use either of those skills instead of Perception to notice the plant.			
<b>Special Abilities &amp; Qualities</b>	<b>Dig In</b> A Daggergrass can bury its central bulb in earth or sand as a move action, granting attackers disadvantage on attack rolls against it, but preventing it from moving. It can extract itself from the ground as a move action.			
<b>Special Abilities &amp; Qualities</b>	<b>Languid Whips</b> A Daggergrass's tentacles don't threaten any squares, and doesn't make attacks of opportunity.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> Tentacle-contact; save Constitution; frequency 1/round for 6 rounds; effect nauseated 1 round; cure 2 consecutive saves. <b>Poisonous</b> Any creature that attacks a Daggergrass with a natural piercing or slashing weapon is exposed to its poison.			
<b>Standard Actions</b>	Tentacle Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) bludgeoning damage.	Tentacle Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Tentacle Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+11/19-00 (16) bludgeoning damage.	Tentacle Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) bludgeoning damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Special  
Actions**

**Saving Throw**  
Constitution DC 12

**Saving Throw**  
Constitution DC 13

**Saving Throw**  
Constitution DC 16

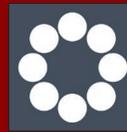
**Saving Throw**  
Constitution DC 18

**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.



Illustration 21: Daggerkin

# DAGGERKIN



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Solitary, Pair, or Brace (3-8x)

Treasure

Incidental

## Overview

## Description

Gaunt, lithe, and grimy fey, these humanoids come in all manner of guise and grimness. When seen, they are almost always on the prowl for profit and murder. Although loners and bandits by nature, on rare occasion, they have been known to hire their talents out to high bidders... though many who have attempted this approach have ended up with a dagger in their back for their troubles.

## Lore

**Common Lore (no check required):** Murderous fey are handy with a dagger.

**Expanded Lore:** Daggerkin are notorious thieves, butchers, and mercenaries, and show no mercy to those they encounter.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Environment

Any land, though dark urban alleys and ruins are favored haunts.

## Encounter Behavior

## Combat

When the PCs run across Daggerkin, the fey are either targeting the group for murder, or the meet-up is accidental. If the former, Daggerkin will attack from an ambush, and will persist until reduced to half their hit points (or half their number, if attacking in a group), at which point they will try to slink away. If encountered by chance, Daggerkin will take the same ambush approach if their numbers are larger;

otherwise, they will seek to flee, but will follow the PCs and will attack them while they sleep.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

More and more travelers and merchants have been murdered in the alleys of town. Although typically this has been chalked up to their way of life, recently a wealthy scion was stabbed, invoking the interest of the wealthy and elite. The PCs are asked to intervene and put an end to these brutal attacks.

The PCs must meet up with someone in a dark part of town, for a reason unrelated to the Daggerkin monsters. While waiting—or perhaps after a successful meet-up—they are set upon by ambushing Daggerkin.

## Actions & Special Qualities

**Sneak Attack:** As the rogue talent, Daggerkin automatically inflict additional precision damage if they take their opponents by surprise or flank them. This extra damage is  2d6 /  4d6 /  6d6 /  8d6.

**Burdattrane About:** A Daggerkin moving at half its speed or slower may automatically Take 10 on Stealth checks. A stationary Daggerkin in anything less than full daylight illumination with no cover may automatically Take 20 on such checks.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>25</b>	<b>75</b>	<b>142</b>	<b>177</b>
<b>Speed</b>	30 ft. Swim 40 ft.			
<b>Size, Type, Alignment</b>	Medium fey, neutral evil	Medium fey, neutral evil	Large fey, neutral evil	Large fey, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except cold iron and magic			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 21
	<b>Drowning Touch</b> A Daggerkin can flood the lungs of a creature that is willing, is helpless, is affected by its enchanted music ability, touches it while it's in treasure form, or is touched by it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown slowly. On its turn, the target can attempt a Constitution save to cough up this water; if it fails, it falls unconscious at 0 hp. On the first successful save, the water clears from the target's lungs and the target stabilizes.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20	<b>Saving Throw</b> Wisdom DC 21
	<b>Enchanting Music</b> As a full-round action, a Daggerkin can play a musical stringed instrument (usually a harp or violin) and target a single creature within 45 feet that can hear and see the Daggerkin with an effect identical to the charm monster spell (CL 12th; Wisdom save). This action provokes an attack of opportunity. If the target touches or kisses the Daggerkin, the fey can affect the target with its drowning touch ability. This is a sonic mind-affecting compulsion effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Transparency</b> When underwater, a Daggerkin's body becomes transparent, effectively rendering it invisible. It can become visible or transparent at will as a free action.			

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

Wisdom DC 17

**Saving Throw**

Wisdom DC 18

**Saving Throw**

Wisdom DC 20

**Saving Throw**

Wisdom DC 21

**Treasure Form** As a standard action when completely underwater, a Daggerkin can create an illusion causing it to resemble a Medium pile of gold and silver coins, glittering jewels, and valuable art objects. If a Daggerkin speaks, moves, attacks, or uses any of its special abilities or spell-like abilities while in treasure form, the illusion dissipates. A successful Wisdom save is required to disbelieve this illusion. If a living creature within the Daggerkin's melee reach touches or physically interacts with the illusion, the Daggerkin reaches out to kiss or otherwise touch that creature, automatically affecting the creature with its drowning touch ability. The Daggerkin can maintain this illusion indefinitely and can revert to its normal natural form as a free action. This is a mind-affecting illusion (glamer) effect.

**Standard Actions**

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

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

Slam Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) bludgeoning damage.

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

Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) bludgeoning damage.

Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 2d6+6 (13) bludgeoning damage.

Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4/17-00 (4) bludgeoning damage.

Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+10/17-00 (12) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+13/19-00 (27) bludgeoning damage.

Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+13/17-00 (16) bludgeoning damage.

Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d6+13/17-00 (16) bludgeoning damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 4d6+15/19-00 (29) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting***wall of water (3/day); water walk (at will)***Spellcasting**

-

**Possessions**

-



# DANCING GHASTLY



Low

Moderate

Advanced

Elite

Terrain

Urban or Underground

Rarity

Rare

Role

Skirmisher / Elite

Organization

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

Treasure

None

## Overview

### Description

This specter appears as a ghostly illusion, a set of undefined mists coalescing in a faint haze of colorful blurs that resemble all manner of twirling and cavorting entertainers. Although the movements are fanciful, the visages that occasionally appear are hideous and terrifying, the moreso when flirtatious appendages end in blades and claws.

### Lore

**Common Lore (no check required):** Partygoers who meet a grisly fate may rise as a murderous ghost.

**Expanded Lore:** Dancing Ghastlies are those who died in a horrible mishap at an en-masse event such as a wedding or other celebration. Although typically associated with events where all perished due to a fire or an accident, Dancing Ghastlies have also been associated with murder that occurs at a celebration; for example, a murderous ex taking their revenge on the day of their beloved's wedding to another.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any urban or underground; Dancing Ghastlies typically haunt the area in which they were slain.

## Encounter Behavior

### Combat

A Dancing Ghastly will attack any living creature that it sees, although if approached with caution, it will cavort and dance about, belying its awful nature and dark intent.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

They say a wedding nearby was crashed by a vindictive ex-fiancee. The resulting fire slew the entire wedding party, and lore tells of murderous ghosts that arose from the corpses of most of the guests.

A young couple has chosen their wedding day! In the midst of preparations, however, they have had difficulty hiring and keeping helpers and planners: those who quit or refuse the work say that the intended facility is haunted, and that they feel unsafe working there. The PCs are asked to investigate.

### Actions & Special Qualities

**Dance Macabre:** Creatures within 30' of a Dancing Ghastly must make a DC 17 / 20 / 21 / 22 Wisdom save at the start of each of their turns or helplessly join the dance, moving in a random direction at half their Speed each turn and unable to take any other actions. Creatures that succeed must still attempt the check each turn. Being attacked by the Dancing Ghastly ends this effect immediately; if the Dancing Ghastly attacks another creature, however, the effect persists.

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Illustration 22: Dancing Ghastly

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	94	177	247	3/19
<b>Speed</b>	Fly 40 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large undead, neutral evil	Large undead, neutral evil	Huge undead, neutral evil	Huge undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)
	<b>DEX</b> 20 (+5)	<b>DEX</b> 22 (+6)	<b>DEX</b> 22 (+6)	<b>DEX</b> 22 (+6)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)
	<b>INT</b> 11 (+0)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 19 (+4)	<b>CHA</b> 21 (+5)	<b>CHA</b> 21 (+5)	<b>CHA</b> 21 (+5)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft., Lifesense 60 ft.	Passive Perception +17, Darkvision 60 ft., Lifesense 60 ft.	Passive Perception +18, Darkvision 60 ft., Lifesense 60 ft.	Passive Perception +19, Darkvision 60 ft., Lifesense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Constitution Drain</b> Living creatures hit by a Dancing Ghastly's incorporeal scythe attack must succeed on a Constitution save or take 1d8 points of Constitution damage. Ability damage suffered from this effect is restored via restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Lifesense</b> The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20
	<b>Danse of Death</b> A Dancing Ghastly is constantly surrounded by a 40-foot aura known as the dance of death, an endless gala of dancing spectral figures.			

Any living creature that enters the area of the dance of death must make a Wisdom save. On a failed save, the victim joins the ghostly dancers, takes 1d4 points of Constitution damage, and is affected as if by the spell *otто's irresistible dance*. These effects persist for as long as the victim remains within the aura. As victims cannot willingly move from the square they dance in, the dance's effects end only when the Dancing Ghastly moves to a point where the victim is no longer within its aura, is destroyed, or if the victim is physically removed from the area. This is a mind-affecting compulsion effect, and neither blindness nor deafness provide resistance. A victim who makes a successful save is immune to the dance of death of the same dance macabre for 24 hours.

The spectral images surrounding a dance macabre are entirely insubstantial and harmless. At the same time, a ghostly music can be faintly heard in the area, as if a violin-led orchestra kept time to this ghostly dancing. The dancers and music cannot be interacted with but visibly and audibly mark the boundaries of the Dancing Ghastly's dance of death aura."

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Incorscythe Melee weapon attack: -1 to hit, reach 10 ft., one target. Hit 2d6 (7) bludgeoning damage.	Incorscythe Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 3d6/19-00 (8) bludgeoning damage.	Incorscythe Melee weapon attack: +0 to hit, reach 15 ft., one target. Hit 4d6/19-00 (8) bludgeoning damage.	Incorscythe Melee weapon attack: +1 to hit, reach 15 ft., one target. Hit 4d6/19-00 (8) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DARK ELEMENTAL (MEDIUM)



Low

Moderate

Advanced

Elite

Terrain	Any (Plane of Shadow)
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Gang (3-8x)
Treasure	None

## Overview

### Description

A shifting mass of shadow incarnate, a Dark Elemental softens and bends the very air around it, appearing more as the absence of light and beauty than as anything intentional in and of itself.

### Lore

**Common Lore (no check required):** The very dark itself can sometimes strike without warning.

**Expanded Lore:** Dark Elementals are semi-physical embodiments of darkness itself, and seek to destroy anything living and light.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any. Dark Elementals dwell in places of shadow, and seek out anything light that intervenes in their realm.

## Encounter Behavior

### Combat

Dark Elementals will attack any light source or any creature bearing a light source as their first priority. Once all light has been extinguished, they will attack anything living. They will pursue creatures so long as they do so in darkness; Dark Elementals will not pursue victims into regions of greater ambient illumination.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- There have been reports of attacks, or near-attacks, in the alleys of town. Victims describe shadows, not shadowy forms or those approaching from the shadows, attacking them.
- The PCs are ambushed by bandits. In the midst of the resulting combat, shadows reach forth and devour the bandits as the PCs escape.

## Actions & Special Qualities

- Shadowblend:** Dark Elementals may Take 20 on Stealth checks made in anything but full daylight illumination. In addition, they receive a +8 racial bonus on Stealth checks (not reflected in the accompanying profile).
- Sneak Attack:** Dark Elementals inflict additional precision damage very similarly to the Rogue class ability of the same name. In addition to any situations where the target is denied their Dexterity bonus to AC, Dark Elementals also inflict automatic sneak attack damage in any situation where illumination is less than full torchlight, regardless of other circumstances. This damage is equal to 2d6 / 5d6 / 8d6 / 10d6.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>42</b>	<b>102</b>	<b>188</b>	<b>244</b>
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium elemental, chaotic neutral	Medium elemental, chaotic neutral	Large elemental, chaotic neutral	Large elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 15 (+2)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>4</b>	<b>7</b>	<b>10</b>	<b>13</b>
<b>Special Abilities &amp; Qualities</b>	<b>Air Mastery</b> Airborne creatures suffer disadvantage on attack and damage rolls against a dark elemental.			



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

Dexterity DC 12

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 19

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

**Standard Actions**

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

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

Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) bludgeoning damage.

Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

-

**Spellcasting**Sorcerer Spells *dispel magic*; *shifting sand*; *burning gaze*; *darkness*; *frost fall*; *darkvision*; *dancing darkness*; *dancing lantern*; *magic missile*; *expeditious excavation*; *light*; *ray of frost***Possessions**

-

# DARK ELEMENTAL (ELDER)



Low

Moderate

Advanced

Elite

Terrain	Any (Plane of Shadow)
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, or Gang (3-8x)
Treasure	None

## Overview

## Description

A shifting mass of shadow incarnate, a Dark Elemental softens and bends the very air around it, appearing more as the absence of light and beauty than as anything intentional in and of itself.

## Lore

**Common Lore (no check required):** The very dark itself can sometimes strike without warning.

**Expanded Lore:** Dark Elementals are semi-physical embodiments of darkness itself, and seek to destroy anything living and light.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any. Dark Elementals dwell in places of shadow, and seek out anything light that intervenes in their realm.

## Encounter Behavior

## Combat

Dark Elementals will attack any light source or any creature bearing a light source as their first priority. Once all light has been extinguished, they will attack anything living. They will pursue creatures so long as they do so in darkness; Dark Elementals will not pursue victims into regions of greater ambient illumination.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- There have been reports of attacks, or near-attacks, in the alleys of town. Victims describe shadows, not shadowy forms or those approaching from the shadows, attacking them.
- The PCs are ambushed by bandits. In the midst of the resulting combat, shadows reach forth and devour the bandits as the PCs escape.

## Actions & Special Qualities

- Shadowblend:** Dark Elementals may Take 20 on Stealth checks made in anything but full daylight illumination. In addition, they receive a +8 racial bonus on Stealth checks (not reflected in the accompanying profile).
- Sneak Attack:** Dark Elementals inflict additional precision damage very similarly to the Rogue class ability of the same name. In addition to any situations where the target is denied their Dexterity bonus to AC, Dark Elementals also inflict automatic sneak attack damage in any situation where illumination is less than full torchlight, regardless of other circumstances. This damage is equal to 4d6 / 8d6 / 12d6 / 14d6.

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	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>95</b>	<b>169</b>	<b>293</b>	<b>412</b>
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large elemental, chaotic neutral	Large elemental, chaotic neutral	Huge elemental, chaotic neutral	Gargantuan elemental, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 29 (+9)</b>
	<b>DEX 22 (+6)</b>	<b>DEX 24 (+7)</b>	<b>DEX 24 (+7)</b>	<b>DEX 24 (+7)</b>
	<b>CON 12 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 8 (-1)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>8</b>	<b>10</b>	<b>16</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Air Mastery</b> Airborne creatures suffer disadvantage on attack and damage rolls against a dark elemental.			

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

Dexterity DC 12

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 19

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

**Standard Actions**

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

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

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+12 (21) bludgeoning damage.

Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+17 (35) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

-

**Spellcasting**

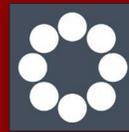
Sorcerer Spells: *disintegrate*; *curse of disgust*; *darkvault*; *dimension door*; *stoneskin*; *blink*; *dark-light*; *sleep*; *dispel magic*; *shifting sand*; *blur*; *dark whispers*; *darkness*; *monster*; *detect magic (greater)*; *darkvision*; *burning hands*; *cause fear*; *corrosive touch*; *dancing darkness*; *dancing lantern*; *expeditious excavation*; *dancing lights*; *ray of frost*

**Possessions**

-



# DARKBLOSSOM



	<b>Low</b>	<b>Moderate</b>	<b>Advanced</b>	<b>Elite</b>
<b>Terrain</b>	Any Land			
<b>Rarity</b>	Rare			
<b>Role</b>	Lurker / Elite			
<b>Organization</b>	Solitary, Pair, or Bloom (3-10x)			
<b>Treasure</b>	Incidental			

## Overview

### Description

A lovely-looking, darkly-purple flower that appears more hideous and grim the longer one looks at it. Elements of deep red, or perhaps simply spattered blood, appear as one examines it; it's also possible to see pulsing veins of ichor that closely resemble viscera moving just underneath the increasingly translucent membranes of the sheath of its flower.

### Lore

- Common Lore (no check required):** Some flowers are beautiful to look at, but incredibly dangerous to touch.
- Expanded Lore:** A cousin of the giant venus flytrap, Darkblossoms are massive carnivorous plants who prefer the taste of sentient creatures who approach them willingly, drawn to the dark beauty of their flower.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any land, though of course forests and jungles are most common.

## Encounter Behavior

### Combat

A Darkblossom will wait for a creature to brush against it before attacking. For any creature passing within its Reach distance, make a Perception check in secret; failure means the Darkblossom attacks with surprise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- Ingredient harvesters have been disappearing of late, all within the same region. There are no reports of bandits, and no corpses or possessions have been found. The party is asked to investigate.
- Apothecaries describe a rare, giant flower, the bloom of which is said to grant incredible power to concoctions. Sense Motive or similar checks may reveal that the apothecary attempting to hire the PCs to obtain this plant is hiding something about its nature—knowledge of just how deadly it can be.

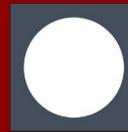
## Actions & Special Qualities

- Bloomswallow:** Creatures struck by the Darkblossom's bite may be swallowed by the massive bloom maw of the creature. The Darkblossom may immediately make an additional attack roll; success inflicts no additional damage, but means that the victim has been enveloped in the folds of the blossom. These have AC equal to the AC of the Darkblossom itself, minus 2; inflicting one-quarter the Darkblossom's total HP in damage using light, one-handed weapons or effects that require no hands to use will cause the plant to release the victim. Otherwise, the victim is hit automatically in each successive turn and sustains additional damage. Each Darkblossom may have only one creature enveloped in this manner at a time, and victims must be at least one size category smaller than the plant itself.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>60</b>	<b>112</b>	<b>197</b>	<b>288</b>
<b>Speed</b>	<b>10 ft.</b>			
<b>Size, Type, Alignment</b>	Large plant, neutral evil	Huge plant, neutral evil	Huge plant, neutral evil	Gargantuan plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +20, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>9</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d6 bludgeoning + 1d6 acid	<b>Damage</b> 3d6 bludgeoning + 2d4 acid	<b>Damage</b> 4d6 bludgeoning + 2d6 acid	<b>Damage</b> 5d6 bludgeoning + 3d6 acid
	<p><b>Engulf</b> If a Darkblossom begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new grapple check. If it succeeds, it engulfs the prey and inflicts bludgeoning and acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the Darkblossom's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A Darkblossom that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.</p>			
<b>Standard Actions</b>	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+7 (10) piercing damage. Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+5 (8) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+8 (12) piercing damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+8 (12) slashing damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) piercing damage. Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) piercing damage. Claw Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) slashing damage.
<b>Spellcasting Possessions</b>	-			



# DARKPATCH



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary			
Treasure	None			

## Overview

### Description

A slimy, mucus-covered wash of foliage and filth, Darkpatches appear more as accidental assemblages of deteriorating debris than a semi-sentient creature.

### Lore

**Common Lore (no check required):** Rotted compost can gain a malevolent intelligence to a degree.

**Expanded Lore:** Darkpatches are formed when decomposing organic material in mounds coalesces near a necromantic aura. Sometimes, merely casting a necromancy spell of sufficient power near such an environment can be enough to spawn a Darkpatch.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

### Environment

Any land, though Urban refuse, forests, and jungles are common.

## Encounter Behavior

### Combat

Darkpatches will attack anything that moves nearby, and will continue to attack it until it is destroyed.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

A friendly necromancer is hired by a farming family to bring a beloved family pet back to life after it died from disease. Afterward, the family is slain by a Darkpatch. Security forces accuse the necromancer, who claims innocence; it's up to the PCs to discover the truth: that the spellcasting the necromancer performed on the family farm gave birth to a Darkpatch which slew them.

Hobos, homeless, and scavengers have gone missing in increasing numbers lately. Although the elites of the city hardly complain, the phenomenon is disquieting to say the least, and the militia hires the PCs to investigate the town dump, where most of the disappearances seem to have taken place. Turns out, a Darkpatch is to blame.

## Actions & Special Qualities

**Sludgestrike:** Darkpatches are adept at hiding. If undetected, they receive an automatic surprise round of combat against creatures which approach within their Reach range.

**Rotted Camouflage:** Darkpatches blend in uncannily in areas with other debris. In dumps, waste areas, and regions of organic material such as forest floors or dense jungle, strikes that target them have a 20% chance to miss outright. Effects and attacks which do not specifically target creatures (e.g., *wall of fire*, *fireball*) do not suffer this miss chance.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>14</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>58</b>	<b>110</b>	<b>190</b>	<b>284</b>
<b>Speed</b>	20 ft. Climb 20 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Medium ooze, chaotic evil	Large ooze, chaotic evil	Large ooze, chaotic evil	Huge ooze, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 27 (+8)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 1 (-5)</b>	<b>WIS 5 (-3)</b>	<b>WIS 5 (-3)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Acid, Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +7, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>15</b>	<b>17</b>	<b>20</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Acid</b> A Darkpatch secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.</p> <p><b>Compression</b> The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 2d6</b>	<b>Damage 3d6</b>	<b>Damage 4d6</b>	<b>Damage 6d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Trap DC 15</b>	<b>Trap DC 16</b>	<b>Trap DC 18</b>	<b>Trap DC 21</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Trap Form</b> Taking 1 minute to do so, a Darkpatch can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the Darkpatch itself. In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up check of the same DC allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a standard action.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+7 (12) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/19-00 (10) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+10/19-00 (14) slashing damage. Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+10/19-00 (20) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15/19-00 (22) slashing damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+15/19-00 (29) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DARKSPAWN



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Brute / Normal

Organization

Solitary

Treasure

None

## Overview

## Description

A headless humanoid with spastically-jerking appendages that resemble tendrils as well as arms, Darkspawn are nightmares given flesh.

## Lore

**Common Lore (no check required):** Sometimes, bringing a creature back from the dead goes awry.

**Expanded Lore:** Darkspawn are the horrific and dangerous result of necromantic energies applied inexpertly. Novice clerics or those ignorant of the perils of the dead may mean well by trying to give life to the perished, but the result is a vile, violent lifeform that seeks only to destroy.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land, though religious buildings and other places where the dead are handled tend to be most common.

## Encounter Behavior

## Combat

Darkspawn will attack anything living, and will do so until they themselves are destroyed.

## Story Hooks

The following quest snippets or introductory story elements

can be used to insert this creature into any existing plot or campaign setting.

A church is destroyed and all within it slain after a well-meaning attempt to resurrect a dead loved one results in a violent monstrosity. The PCs are asked to put a final end to the abomination and return the church to its prior safety.

The PCs are asked to attend a ceremony in which a dead citizen of prominence will be brought back to life to answer questions crucial to justice. The ceremony goes wrong, however, and the party is suddenly faced with a Darkspawn.

## Actions & Special Qualities

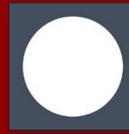
**Spastic Attacks:** Each round it attacks, there is a 50% chance that a Darkspawn will receive one additional melee attack at its highest attack bonus.

**Unliving Hatred:** Darkspawn are infused with the most vile, horrible energies that coalesce during a necromantic ceremony. They will attack the nearest victim; if more than one target presents itself, they gain a +4 circumstance bonus to attack rolls and damage against one of the viable targets (chosen randomly).

D

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>20</b>	<b>64</b>	<b>102</b>	<b>138</b>
<b>Speed</b>	Fly 40 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Tiny undead, chaotic evil	Tiny undead, chaotic evil	Small undead, chaotic evil	Small undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 5 (-3)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	diseased, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +7, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Standard Actions</b>	Slam Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d2+4 (6) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 0 ft., one target. Hit 1d3+9 (11) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d4+13/19-00 (16) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+15/19-00 (18) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DARKWASP SWARM



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Brute / Solo

Organization

Solitary

Treasure

None

## Overview

## Description

A dark cloud of hellish, fist-size insects armed with claws and lethal barbed stingers, their eyes glow with an intense reddish-yellow haze.

## Lore

**Common Lore (no check required):** Some wasps are particularly evil and malevolent.

**Expanded Lore:** Darkwasp Swarms are clusters of insects birthed from the darkest depths of the Realm. They live to inflict suffering and death on anything living.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any land, though underground and mountains are most prevalent.

## Encounter Behavior

## Combat

Darkwasp Swarms will attack anything alive, and will persist until they themselves are destroyed.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Miners flee a deep cave in which they have discovered a Darkwasp Swarm. Of the original twelve miners present, only one survives long enough to tell the tale.

A beekeeper discovers a new species of invasive wasp; his body is mysteriously discovered near his hives.

## Actions & Special Qualities

**Paralytic Venom:** Creatures damaged by the Darkwasp Swarm's attack must make a DC 16 / 18 / 19 / 20 Constitution save or become Paralyzed for 1d4 rounds.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>89</b>	<b>142</b>	<b>181</b>	<b>218</b>
<b>Speed</b>	5 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Tiny vermin, lawful evil			
<b>Ability Scores / Saves</b>	<b>STR 1 (-5)</b>	<b>STR 4 (-3)</b>	<b>STR 7 (-2)</b>	<b>STR 8 (-1)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 7 (-2)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Fire, all physical attacks except good			
<b>Immunities</b>	Critical Hits, Flanking, Weapon Damage			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>12</b>	<b>16</b>	<b>20</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Distraction</b> You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Inhabit</b> A Darkwasp Swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time as a full-round action. Any attack against the host deals half damage to the Darkwasp Swarm as well, although the swarm's resistances and immunities may negate some or all of this damage. When a Darkwasp Swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a Darkwasp Swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using dominate monster. Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour. A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. A swarm can attempt a Disguise check to conceal its inhabitation of a host, with disadvantage if currently inhabiting a Small host. A remove disease or heal spell cast on an inhabited victim forces the Darkwasp Swarm to abandon its host. Ability damage suffered from this effect may only be restored via restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Poison</b> Swarm-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d6 Dex damage; cure 2 consecutive saves. Ability damage suffered from this effect may only be restored via restoration or more powerful healing magic.			
<b>Standard Actions</b>	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 4d6+0 (14) bludgeoning damage.	Swarm Melee weapon attack: -2 to hit, reach 0 ft., one target. Hit 6d6+0 (21) bludgeoning damage.	Swarm Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 6d6 (9) bludgeoning damage.

# DARTVINE



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Artillery / Elite

Organization

Solitary, Pair, or Fusillade (3-10x)

Treasure

None

## Overview

## Description

A brightly-flowered thorny bush that seems innocuous, the Dartvine contains a number of barbs that it can fling against intruders.

## Lore

**Common Lore (no check required):** Some vines can throw barbs at those who threaten them.

**Expanded Lore:** A Dartvine can throw barbed thorns an enormous range, and will do against any intruder who seeks to damage it.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any land, though forests are most common.

## Encounter Behavior

## Combat

Dartvines won't attack unless given a reason to do so. However, many things qualify as a "reason": being attacked, of course; but also any combat that occurs within its weapon range counts. This is most often how people die from Dartvine attacks: they encounter bandits, or are hunting another creature, when all of a sudden, thorns start sprouting in their backs.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Hunters have come back empty-handed, bringing only tall tales of thorny bushes with the range of a shortbow and bearing the wounds to prove it. The PCs are asked to intervene.

Ingredient harvesters have been tasked by local apothecaries to gather Dartvine thorns... the trouble is, they have outright refused, citing the danger in such a pursuit.

## Actions & Special Qualities

**Barrage:** A Dartvine may make a full-round attack in its surprise round of combat. In this round, it fires one thorn at each valid target it may strike. Each attack is made at its highest attack bonus.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>36</b>	<b>96</b>	<b>181</b>	<b>237</b>
<b>Speed</b>	<b>5 ft.</b>			
<b>Size, Type, Alignment</b>	Large plant, chaotic neutral	Large plant, chaotic neutral	Huge plant, chaotic neutral	Huge plant, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 21 (+5)</b>	<b>DEX 22 (+6)</b>
	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 6 (-2)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.	Passive Perception +13, Blindsight 30 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Camouflage</b> Since an Dartvine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time.			
<b>Special Abilities &amp; Qualities</b>	<b>Entangle</b> An Dartvine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes.			
<b>Standard Actions</b>	Shortbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage. Slam Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Shortbow Ranged weapon attack: +5 to hit, one target. Hit 2d619-00/x3 (620) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+16 (20) bludgeoning damage.	Shortbow Ranged weapon attack: +6 to hit, one target. Hit 2d6x3 (1) bludgeoning damage. Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+15 (20) bludgeoning damage.	Shortbow Ranged weapon attack: +5 to hit, one target. Hit 2d619-00/x3 (620) bludgeoning damage. Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+16 (20) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Possessions</b>	-			

# DARTWING



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

Pair or Flock (3-20x)

Treasure

None

## Overview

## Description

A small, black, crow-like bird with razor-sharp wings.

## Lore

**Common Lore (no check required):** There is a type of crow whose wings are sharp.

**Expanded Lore:** Dartwings have razor-sharp wings, making them far more lethal than an ordinary bird.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land

## Encounter Behavior

## Combat

Dartwings will attack if they are hungry. When the flock is reduced to half their starting number, they will flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Dartwings have been attacking caravans and travelers recently. It's up to the party to make the way safe once again.

Escorting a caravan through a normal road seems a thankless and easy duty. It becomes far more so the former, and far less the latter, when a flock of Dartwings attacks.

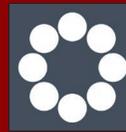
## Actions & Special Qualities

**Razor Dive:** When attacking from high above, particularly in the first round of combat, Dartwings pounce down upon their victims with such force that armor is hardly effective. Such attacks ignore nonmagical armor altogether; magical armor grants only its enhancement bonus, and not its armor bonus, to wearers.

D

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>11</b>	<b>50</b>	<b>79</b>	<b>108</b>
<b>Speed</b>	5 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Tiny beast, unaligned			
<b>Ability Scores / Saves</b>	<b>STR</b> 6 (-2)	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)	<b>STR</b> 17 (+3)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 18 (+4)	<b>DEX</b> 19 (+4)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)
	<b>INT</b> 6 (-2)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 3 (-4)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +16, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 20 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>7</b>	<b>12</b>	<b>17</b>
<b>Standard Actions</b>	Bite Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) piercing damage.	Bite Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+4 (6) piercing damage.	Bite Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d4+8 (10) piercing damage.	Bite Melee weapon attack: +4 to hit, reach 0 ft., one target. Hit 1d4+9 (12) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DARTWING SWARM



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

Pair or Flock (3-20x)

Treasure

None

## Overview

## Description

A swarm of tiny, black, crow-like bird with razor-sharp wings. Flocks of juvenile Dartwings comprise a single swarm, as their individual members are not yet developed to the point where independent actions are possible; as yet they act as a single amalgamated organism.

- Dartwings have been attacking caravans and travelers recently. It's up to the party to make the way safe once again.
- Escorting a caravan through a normal road seems a thankless and easy duty. It becomes far more so the former, and far less the latter, when a flock of Dartwings attacks.

## Lore

**Common Lore (no check required):** There is a type of crow whose wings are sharp.

**Expanded Lore:** Dartwings have razor-sharp wings, making them far more lethal than an ordinary bird.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Actions & Special Qualities

- Razor Dive:** When attacking from high above, particularly in the first round of combat, Dartwing Swarms pounce down upon their victims with such force that armor is hardly effective. Such attacks ignore nonmagical armor altogether; magical armor grants only its enhancement bonus, and not its armor bonus, to wearers.

## Environment

Any land

## Encounter Behavior

## Combat

Dartwings will attack if they are hungry. When the swarm is reduced to half its maximum hit point total, it will flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

D

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>40</b>	<b>98</b>	<b>149</b>	<b>194</b>
<b>Speed</b>	5 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Tiny beast, unaligned			
<b>Ability Scores / Saves</b>	<b>STR</b> 8 (-1)	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 18 (+4)	<b>DEX</b> 18 (+4)
	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 2 (-4)	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)
<b>Saving Throws</b>	-			
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, Weapon Damage			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 20 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 11	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15
	<b>Distraction</b> You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Wounding</b> Any living creature damaged by a Dartwing Swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Medicine check or the application of a cure spell or some other healing magic.			
<b>Standard Actions</b>	Swarm Melee weapon attack: -1 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.	Swarm Melee weapon attack: +4 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.	Swarm Melee weapon attack: +5 to hit, reach 0 ft., one target. Hit 2d6 (7) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DAWN ELEMENTAL (MEDIUM)



Low

Moderate

Advanced

Elite

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

## Overview

## Description

A being formed of pure sunlight, with radiant beams of warming energy spreading all around it, glimpsing this creature feels like basking in a well-meaning sunbeam.

## Lore

**Common Lore (no check required):** The sunrise itself may have sentience and its own agenda.

**Expanded Lore:** Dawn Elementals are largely innocuous, operating according to their own whim and mysterious dealings. Cross them, however, and you may regret it.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Environment

Any.

## Encounter Behavior

## Combat

Dawn Elementals will leave most creatures alone. Those who generate darkness, either by notably extinguishing light sources or by casting or otherwise generating magical darkness, are likely targets for their wrath, however.

Once engaged in combat, a Dawn Elemental will fight until destroyed.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Bandits have taken to shuttering and extinguishing torches and other light sources in town to generate more shadows in which to hide. Some bandits have turned up mauled almost beyond recognition, and no lawbringer has claimed credit. The authorities, while glad to be rid of the nuisance, is wary that the solution may turn out to be a bigger problem than the bandits themselves were!

Trying to hide from or sneak up upon a target, the PCs douse lights. A Dawn Elemental is none too pleased to see this occur, and attacks them.

## Actions & Special Qualities

**Radiant Dawn:** Creatures with vision within 60' of a Dawn Elemental, and within line of sight to it, must make a DC  15 /  18 /  19 /  20 Constitution save at the start of each of their turns, or become Dazed until the start of their next turn. Each creature must make this attempt on each of its turns regardless of prior success or failure.

**Sunbeam:** Once per encounter, a Dawn Elemental may shoot sunbeams out from its appendages. Treat these as ranged touch attacks against any number of targets in line of sight to the Dawn Elemental and within 90'. Damage is radiant/positive energy, equal to  2d8 /  4d8 /  6d8 /  8d8. Evil creatures suffer double damage; Good creatures suffer half this amount.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>34</b>	<b>87</b>	<b>152</b>	<b>203</b>
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium elemental, lawful good	Medium elemental, lawful good	Large elemental, lawful good	Large elemental, lawful good
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 3 (-4)</b>	<b>INT 7 (-2)</b>	<b>INT 7 (-2)</b>	<b>INT 7 (-2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8
<b>Special Abilities &amp; Qualities</b>	<b>Electricity</b> A Dawn Elemental's slam does additional electricity damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Metal Mastery</b> A Dawn Elemental gains advantage on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).			
<b>Standard Actions</b>	Slam Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.	Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DAWN ELEMENTAL (ELDER)



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Soldier / Elite
Organization	Solitary, Pair, or Daybreak (3-8x)
Treasure	None

## Overview

### Description

A being formed of pure sunlight, with radiant beams of warming energy spreading all around it, glimpsing this creature feels like basking in a well-meaning sunbeam.

### Lore

**Common Lore (no check required):** The sunrise itself may have sentience and its own agenda.

**Expanded Lore:** Dawn Elementals are largely innocuous, operating according to their own whim and mysterious dealings. Cross them, however, and you may regret it.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any.

## Encounter Behavior

### Combat

Dawn Elementals will leave most creatures alone. Those who generate darkness, either by notably extinguishing light sources or by casting or otherwise generating magical darkness, are likely targets for their wrath, however.

Once engaged in combat, a Dawn Elemental will fight until destroyed.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Bandits have taken to shuttering and extinguishing torches and other light sources in town to generate more shadows in which to hide. Some bandits have turned up mauled almost beyond recognition, and no lawbringer has claimed credit. The authorities, while glad to be rid of the nuisance, is wary that the solution may turn out to be a bigger problem than the bandits themselves were!

Trying to hide from or sneak up upon a target, the PCs douse lights. A Dawn Elemental is none too pleased to see this occur, and attacks them.

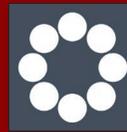
## Actions & Special Qualities

**Radiant Dawn:** Creatures with vision within 60' of a Dawn Elemental, and within line of sight to it, must make a DC 18 / 19 / 20 / 23 Constitution save at the start of each of their turns, or become Dazed until the start of their next turn. Each creature must make this attempt on each of its turns regardless of prior success or failure.

**Sunbeam:** Once per encounter, a Dawn Elemental may shoot sunbeams out from its appendages. Treat these as ranged touch attacks against any number of targets in line of sight to the Dawn Elemental and within 90'. Damage is radiant/positive energy, equal to 4d8 / 6d8 / 10d8 / 14d8. Evil creatures suffer double damage; Good creatures suffer half this amount.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>77</b>	<b>123</b>	<b>195</b>	<b>351</b>
<b>Speed</b>	Fly 100 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Large elemental, lawful good	Large elemental, lawful good	Huge elemental, lawful good	Gargantuan elemental, lawful good
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 22 (+6)</b>	<b>STR 24 (+7)</b>	<b>STR 31 (+10)</b>
	<b>DEX 24 (+7)</b>	<b>DEX 24 (+7)</b>	<b>DEX 22 (+6)</b>	<b>DEX 24 (+7)</b>
	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 23 (+6)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>	<b>CHA 23 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Electricity, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 2d8
<b>Special Abilities &amp; Qualities</b>	<b>Electricity</b> A Dawn Elemental's slam does additional electricity damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Metal Mastery</b> A Dawn Elemental gains advantage on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).			
<b>Standard Actions</b>	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+12 (21) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+19 (37) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DAYDREAM SAC



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Solo

Organization

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

Treasure

None

## Overview

## Description

A gigantic floating blob of amorphous jelly and mist, stained in all the colors of the rainbow (and a few besides those that your eyes are not yet quite capable of seeing, and yet here they are, nevertheless). When you try to view it directly, it seems to flatten into a translucent two-dimensional disc, floating perpendicular to your line of vision; glance even slightly in a different direction, however, and its true, colorful form presents itself.

## Lore

**Common Lore (no check required):** Blobs of rainbow energy can distort your mental reality.

**Expanded Lore:** Daydream Sacs appear as floating balls of color, but are anything but a child's fanciful vision: these carnivorous creatures are vicious and their appetite insatiable. They use powerful mental and visual charms to suppress their victims, and then feast on their mental energies and brains.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

Daydream Sacs will float along for a few rounds, until their Visual Warping effect takes hold. Then they will approach the nearest creature with the highest Intelligence, and try to attack. Reduced to fewer than 1/4 their maximum hit points, a Daydream Sac will try to flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Acolytes of a reputed wizard have turned up babbling incoherently as cretins, or even worse, without their very heads. Though the wizard is baffled as to the cause, she does know the region in which the presumed catastrophes took place, and offers a hefty reward to the party should they discover the threat and neutralize it.

The party hires a wizard mercenary to tag along, or otherwise has a creature of notable Intelligence join the party for some unrelated reason. Unfortunately for all involved, this wizard has attracted the attention of a Daydream Sac, which floats along at a distance until the party is in the countryside and then attacks.

## Actions & Special Qualities

**Visual Warping:** Trying to glimpse the Daydream Sac, directly or indirectly, for more than a few seconds generates a tremendous headache. At the start of the third round after a Daydream Sac is encountered, each creature with vision must make a DC 19 / 21 / 24 / 25 Constitution save at the start of each of their turns or become Nauseated. Each creature attempts the check each turn, regardless of prior failures or successes.

**Impose Daydream:** Once per round, a Daydream Sac may target 1d3 sentient creatures within 40' of it. Each of these creatures must make a DC 20 / 22 / 25 / 26 Wisdom save or suffer intense, completely immersive daydreams of fanciful and pleasurable nature. This effect lasts until the Daydream Sac that created it is killed, flees beyond 60' range, or if the victim is attacked by or suffers damage from any other effect other than from a Daydream Sac. To clarify: a Daydream Sac that attacks a creature under the influence of Impose Daydream does *not* cancel out the effect. Otherwise treat this as the victim being Helpless.

**Irreality Field:** The Daydream Sac's natural armor bonus comes largely from its visual distortion. Creatures with true seeing or those with abilities to cancel out or otherwise see through illusions treat the Daydream Sac's AC as 10 points lower.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>54</b>	<b>89</b>	<b>253</b>	<b>357</b>
<b>Speed</b>	40 ft. Fly 30 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Huge plant, chaotic neutral	Huge plant, chaotic neutral	Gargantuan plant, chaotic neutral	Gargantuan plant, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 17 (+3)</b>	<b>STR 23 (+6)</b>	<b>STR 26 (+8)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>
	<b>CON 8 (-1)</b>	<b>CON 8 (-1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>
	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 16 (+3)</b>
	<b>WIS 22 (+6)</b>	<b>WIS 22 (+6)</b>	<b>WIS 22 (+6)</b>	<b>WIS 24 (+7)</b>
	<b>CHA 23 (+6)</b>	<b>CHA 23 (+6)</b>	<b>CHA 23 (+6)</b>	<b>CHA 25 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Acid, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +20, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +25, Blindsight 20 ft., Darkvision 60 ft.	Passive Perception +26, Blindsight 20 ft., Darkvision 60 ft.
<b>Languages</b>	Aklo, Common, Terran, Undercommon			
<b>Challenge</b>	<b>12</b>	<b>20</b>	<b>25</b>	<b>30</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 8d6
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Fast Healing</b> You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.			
<b>Special Abilities &amp; Qualities</b>	<b>Grasping Tendrils</b> Sticky, arm-length tendrils cover a Daydream Sac. A Daydream Sac can use these tendrils to attempt a grab as an immediate action when an adjacent creature hits it with a melee attack. As it is only using the tendrils (instead of conducting the grapple normally), it suffers disadvantage to make and maintain the grapple. The Daydream Sac does not gain the grappled condition while grappling a creature with its tendrils.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 19 <b>Damage</b> 12d8	<b>Saving Throw</b> Dexterity DC 22 <b>Damage</b> 16d8	<b>Saving Throw</b> Dexterity DC 25 <b>Damage</b> 20d8	<b>Saving Throw</b> Dexterity DC 26 <b>Damage</b> 25d8
<b>Special Abilities &amp; Qualities</b>	<b>Spore Cough</b> With Recharge 2 as a standard action, a Daydream Sac can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal acid damage to all creatures and wooden structures in the area, or half damage to any creatures that make a Dexterity save. Plants and plant creatures are immune to this damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 6d3+5 (17) piercing damage.</p> <p>Tentacle Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 3d4+2 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 6d3/19-00 (960) piercing damage.</p> <p>Tentacle Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 3d4/19-00 (630) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 6d6+11/19-00 (32) piercing damage.</p> <p>Tentacle Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d8/19-00 (1230) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d8+14/19-00 (41) piercing damage.</p> <p>Tentacle Melee weapon attack: +9 to hit, reach 30 ft., one target. Hit 6d6+7/19-00 (28) bludgeoning damage.</p>
<b>Special Actions</b>	<p><b>Saving Throw</b> DC 15 <b>Damage</b> 2d8</p>	<p><b>Saving Throw</b> DC 22 <b>Damage</b> 4d8</p>	<p><b>Saving Throw</b> DC 25 <b>Damage</b> 6d8</p>	<p><b>Saving Throw</b> DC 26 <b>Damage</b> 8d8</p>
	<p><b>Swallow Whole</b> 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.</p>			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DEADCORD TREE



Low

Moderate

Advanced

Elite

Terrain

Any Forests or Jungles

Rarity

Rare

Role

Lurker / Elite

Organization

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

Treasure

Incidental

## Overview

### Description

An enormous tree with thick, meaty ropes of vine dangling from it, surrounded by what appear to be stumps of other trees.

### Lore

**Common Lore (no check required):** Some trees hold vines that can strangle the life out of you.

**Expanded Lore:** Deadcord Trees are surrounded by stumps that are actually part of the creature itself. Unsuspecting victims sit or rest upon the stumps and are swiftly strangled and consumed.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

### Environment

Any Forests or Jungles, typically amidst other trees.

## Encounter Behavior

### Combat

Deadcord Trees will wait for unsuspecting victims to sit upon its stumps to rest. It will then wait one minute, in case others wish to rest as well, and will then attack everyone in range.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

The party, exhausted and hungry, happens upon a clearing in which a cluster of tree stumps sits invitingly. This is, of course, a Deadcord Tree.

The party hears screams from nearby; they rush to discover a pair who had ventured into the forest for a tryst entangled in the ropes of a Deadcord Tree.

## Actions & Special Qualities

**Inviting Aura:** When creatures who require sleep venture within 20' of a Deadcord Tree, secretly make a DC  15 /  19 /  21 /  22 Wisdom or Constitution (use the *worse* of the two) save. Failure means they suddenly have a very strong urge to sit down and rest.

**Stump Surprise:** In the first round in which it attacks, a Deadcord Tree receives an entire free surprise round of combat against any creatures who are sitting upon its stumps.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>48</b>	<b>121</b>	<b>203</b>	<b>262</b>
<b>Speed</b>	<b>10 ft.</b>			
<b>Size, Type, Alignment</b>	Huge plant, neutral evil	Huge plant, neutral evil	Gargantuan plant, neutral evil	Gargantuan plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>	<b>STR 29 (+9)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	Vulnerability to Electricity			
<b>Senses</b>	Passive Perception +13, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	Sylvan			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Hallucinatory Spores</b> Once per day as a standard action, a Deadcord Tree can release a cloud of spores in a 50-foot-radius spread. Creatures in the area must make a Wisdom save or believe the Deadcord Tree to be a perfectly ordinary tree - or at worst, a treant or some other friendly tree-like creature. An affected creature becomes passive for 2d6 minutes and refuses to attack the Deadcord Tree during this time. An affected creature can attempt a new Wisdom save each round that the tree attacks an ally - if a hallucinating creature is attacked by the tree, it gains advantage on its Wisdom save to see through the hallucination. This is a mind-affecting compulsion effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Strangle</b> An opponent grappled by the creature cannot speak or cast spells with verbal components.			
<b>Special Abilities &amp; Qualities</b>	<b>Vines</b> A Deadcord Tree's vines are primary attacks that deal bludgeoning damage. When a Deadcord Tree grapples a foe with its vines, the tree does not gain the grappled condition. A Deadcord Tree that uses swallow whole transfers a pinned creature from a vine to inside its trunk.			
<b>Special Abilities &amp; Qualities</b>	<b>Vulnerability to Electricity</b> You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 2d6**Damage** 3d6**Damage** 5d6**Damage** 7d6

**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**

Vine Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d6+8 (12) bludgeoning damage.

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

Vine Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

Vine Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+17 (24) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-

**D**

# DEADHORDE



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Brute / Solo
Organization	Solitary or Legion (2-6x)
Treasure	Double

## Overview

## Description

A “Deadhorde” is actually a swarmlike being, consisting of dozens or hundreds of small quadrupedal skeletal abominations with sharp teeth and claws.

## Lore

**Common Lore (no check required):** When plague strikes a gathering of vermin amidst necromantic energies, a terrible swarm may emerge.

**Expanded Lore:** Deadhordes are undead swarms of vermin, rendered skeletal and lethal by negative energies and seeking revenge on anything living.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any land, though common wherever vermin are found: urban or underground settings mostly.

## Encounter Behavior

## Combat

Deadhordes will attack anything living, and will persist in doing so unto their own demise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The “rat in the basement” standard trope quest... except instead of the basement, it’s the entire sewer system underneath a large town; and rather than “a rat”, it’s a legion of Deadhorde.

A city riddled with vermin turns desperate, and hires a necromancer to deal with the problem for once and for all. Though successful in summoning the undead minions to enact the slaughter, the necromancer mercenary does not account for the impact of her powerful energies: not long after she departs and begins to spend her sizable fee, the destroyed vermin rise once more, to terrorize the city in a far more formidable fashion.

## Actions & Special Qualities

**Razor Maws:** Nonmagical, nonmetal armor suffers greatly under a Deadhorde attack. Any creature wearing such material who suffers an attack from a Deadhorde must make a Dexterity save (DC 19 / 21 / 23 / 24) or have their armor suffer the Broken condition immediately; the second such failure means the armor is destroyed permanently.

**Vermiswarm Rush:** Deadhorde never suffer impairments to mobility as a result of difficult terrain or nonmagical snares. Magical effects may still result in a decrease to their Speed as normal.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>155</b>	<b>232</b>	<b>333</b>	<b>394</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Huge undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 33 (+10)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 5 (-3)</b>	<b>INT 5 (-3)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except bludgeoning and magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Common (cannot speak)			
<b>Challenge</b>	<b>12</b>	<b>18</b>	<b>23</b>	<b>28</b>
<b>Special Abilities &amp; Qualities</b>	<b>Absorb Dying Creature</b> A Deadhorde can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the Deadhorde, and heals the Deadhorde by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a miracle or wish until the Deadhorde that consumed them is destroyed.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Energy Drain</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21	<b>Saving Throw</b> Wisdom DC 23
<b>Special Abilities &amp; Qualities</b>	<b>Frightful Presence</b> Your very presence unsettling to foes. Opponents within range may become frightened or shaken. The range is 60 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Scrap Ball Ranged weapon attack: -1 to hit, one target. Hit 1d10 (10) bludgeoning damage. Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+16 (22) bludgeoning damage.	Scrap Ball Ranged weapon attack: +0 to hit, one target. Hit 2d6 (7) bludgeoning damage. Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d6+13 (20) bludgeoning damage.	Scrap Ball Ranged weapon attack: +3 to hit, one target. Hit 3d6 (8) bludgeoning damage. Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) bludgeoning damage.	Scrap Ball Ranged weapon attack: +4 to hit, one target. Hit 4d6 (8) bludgeoning damage. Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+21 (35) bludgeoning damage.
<b>Special Actions</b>	<b>Profane Magic</b> Protection from evil blocks attacks from a Deadhorde's spell-like abilities. Weapons animated by the Deadhorde are damaged by channeled energy as if undead.			
<b>Special Actions</b>	<b>Scrap Ball</b> The Deadhorde can throw a mass of broken weapons and armor. This has a range increment of 20 feet.			
<b>Special Actions</b>	<b>Saving Throw</b> Dexterity DC 18 <b>Damage</b> 2d6	<b>Saving Throw</b> Dexterity DC 19 <b>Damage</b> 4d6	<b>Saving Throw</b> Dexterity DC 21 <b>Damage</b> 6d6	<b>Saving Throw</b> Dexterity DC 23 <b>Damage</b> 8d6
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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.			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DEADICE PATCH



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any Cold Land			
Rarity	Uncommon			
Role	Lurker / Normal			
Organization	Solitary, Pair, or Deadslick (3-10x)			
Treasure	None			

## Overview

### Description

This thick, viscous black resin appears to have bits of bone and generates a strange visual effect of a skull from the scintillating haze that hangs over it.

### Lore

**Common Lore (no check required):** When the dead are frozen, foul oozes may result.

**Expanded Lore:** A Deadice Patch is the result of necromantic energies fusing with frozen corpses. Rather than causing the dead to rise, their life force is instead subsumed into a thick black sludge that seeks out the living.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

### Environment

Any cold land; most typically, underground, mountains, or tundra.

## Encounter Behavior

### Combat

Deadice Patches will attack anything living, but are slow to do so: they attack immediately upon being trod upon, but otherwise require two successful Perception checks to notice any intruders to their realm.

### Story Hooks

The following quest snippets or introductory story elements

can be used to insert this creature into any existing plot or campaign setting.

A mountain town freezes its dead, as the tundra is too thickly frozen to bury anyone effectively. This has caused no shortage of tall tale over the years, but recently, those paid to go and tend the corpses and place flowers have begun telling more and more stories of sludge that moves toward them with malevolence. Town authorities have asked the caretakers to clean up the sludge; they have refused out of terror, and so the PCs have been asked to intervene.

The PCs go to sleep in a cave, only to discover in the middle of the night that it has been used as a cairn, and over the eons, the dead have given rise to a Deadice Patch.

## Actions & Special Qualities

**Deadflow:** Once per encounter, a Deadice Patch may triple its Speed as a move action.

**Numbing Cold:** Living creatures struck by a Deadice Patch must make a DC  18 /  21 /  23 /  24 Constitution save immediately or suffer horrible cold; this takes the effect of a -2 penalty to all attack rolls and checks for 1d4 rounds thereafter.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>12</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)	<b>13</b> (natural armor)
<b>Hit Points</b>	<b>58</b>	<b>150</b>	<b>256</b>	<b>343</b>
<b>Speed</b>	<b>10 ft.</b>			
<b>Size, Type, Alignment</b>	Medium ooze, neutral evil	Medium ooze, neutral evil	Large ooze, neutral evil	Large ooze, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 1 (-5)</b>	<b>DEX 3 (-4)</b>	<b>DEX 1 (-5)</b>	<b>DEX 1 (-5)</b>
	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>	<b>CON 26 (+8)</b>	<b>CON 26 (+8)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Electricity			
<b>Immunities</b>	Cold, Critical Hits, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 23
	<b>Damage 1d6</b>	<b>Damage 2d6</b>	<b>Damage 3d6</b>	<b>Damage 4d6</b>
	<b>Acid</b> The digestive acid that covers a Deadice Patch 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 Deadice Patch takes the same amount of acid damage unless the wearer succeeds on a Dexterity saving throw. A wooden or metal weapon that strikes a Deadice Patch 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d6</b>	<b>Damage 4d6</b>	<b>Damage 5d6</b>
	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Transparent</b> Due to its lack of vivid coloration, a Deadice Patch is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the Deadice Patch. Any creature that fails to notice a Deadice Patch 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.			
<b>Standard Actions</b>	Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16/19-00 (23) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+18/19-00 (25) bludgeoning damage.



# DEADWEED



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Normal

Organization

Solitary, Pair, or Compost (3-10x)

Treasure

None

## Overview

### Description

Deadweed appears as a distraught patch of nearly-dead foliage. It is, however, fully alive; what is visible above the surface is a mass of vestigial and dead appendages (like hair) with the true creature lurking underneath.

Deadweed is to blame for a number of recent tragedies in the area, not least of which the disappearance of ingredient harvesters, lovers escaping to the woods, and travelers simply happening by. The local authorities are uncertain as to the cause, but suspect it is natural as no theft has occurred. The PCs are asked to intervene.

The PCs are led by a scout into the forest for an unrelated reason or in pursuit of a larger quest. Ignorant of the threat, the scout leads them right into a thick patch of Deadweed, which attacks them.

### Lore

**Common Lore (no check required):** Some lethal attacking weeds exist under the surface of the earth.

**Expanded Lore:** Deadweed is a lurking terror of a plant, extending seemingly dead fronds above ground while attacking from below.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Actions & Special Qualities

**Lurking Underneath:** Until exhumed, treat a Deadweed as having a natural armor bonus 5 points larger than it normally has. This reflects the fact that the creature itself lies beneath the surface of the earth. One round dedicated to unearthing the monster with a slashing or bludgeoning weapon, or three successful melee strikes against it, is sufficient to uncover a Deadweed.

### Environment

Any land.

## Encounter Behavior

### Combat

Deadweed will attack any living creature that it can, as soon as it can, and will continue until it itself is destroyed.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>70</b>	<b>129</b>	<b>212</b>	<b>257</b>
<b>Speed</b>	<b>10 ft.</b>			
<b>Size, Type, Alignment</b>	Huge plant, neutral evil	Huge plant, neutral evil	Gargantuan plant, neutral evil	Gargantuan plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 30 (+10)</b>	<b>STR 30 (+10)</b>
	<b>DEX 6 (-2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Electricity, Fire, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common, Sylvan			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20	<b>Saving Throw</b> Wisdom DC 22
	<b>Fear Aura</b> A Deadweed with stored magical energy (see below) can activate its fear aura as a standard action. The aura has a radius of 10 feet per spell level of the effect and lasts for 1 round (Wisdom save negates). Creatures that fail their saving throws become panicked for 1 minute.			
<b>Special Abilities &amp; Qualities</b>	<b>Oaksight</b> A Deadweed may observe the area surrounding any oak tree within 360 feet as if using clairaudience/clairvoyance. It can use this ability on any number of oak trees in the area. Although the Deadweed does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.			
<b>Special Abilities &amp; Qualities</b>	<b>Roots</b> A Deadweed has dozens of long roots, but can only attack with up to three of them in any given round. If the Deadweed uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with advantage on its attack roll against that target.			
<b>Special Abilities &amp; Qualities</b>	<b>Spell Absorption</b> If a Deadweed's spell resistance protects it from a magical effect, the creature absorbs that magical energy into its body. It can release this energy to activate its fear aura ability. It can only store one spell at a time.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+10 (17) piercing damage.</p> <p>Root Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+13 (24) piercing damage.</p> <p>Root Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 1d8+6 (10) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+18 (32) piercing damage.</p> <p>Root Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 2d6+9 (16) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+19 (33) piercing damage.</p> <p>Root Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 2d6+9 (16) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DECAPEDE



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Army (3-20x)

Treasure

None

## Overview

destroyed their crops and are mauling their livestock.

## Description

This creature looks like a centipede consisting of only a dozen or so segments and leg pairs. Each segment and set of legs, however, is grotesquely huge in comparison.

## Actions & Special Qualities

**Vermin Rush:** Once per encounter, a Decapede may treat its base Speed as three times greater for the round.

## Lore

**Common Lore (no check required):** Some centipedes are shaped differently than others.

**Expanded Lore:** Decapedes are more lethal versions of centipedes, with fewer body segments.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

Decapedes will attack anything that moves that they can see, that's not larger than they are, and will persist until destroyed.

## Story Hooks

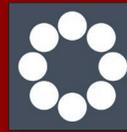
The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Farmers tell of invasive insect species that have

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>28</b>	<b>86</b>	<b>152</b>	<b>205</b>
<b>Speed</b>	40 ft. Climb 40 ft.			
<b>Size, Type, Alignment</b>	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18
	<b>Poison</b> Bite - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and is Poisoned; cure 1 save. Ability score damage is healed in full upon a long rest or with any magical healing.			
<b>Standard Actions</b>	Bite Melee weapon attack: +1 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+7 (10) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15 (22) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16 (23) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DEEPFRANC



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Uncommon

Role

Lurker / Elite

Organization

Solitary, Pair, or Gang (3-10x)

Treasure

Standard

## Overview

## Description

Ancient-looking, though lithe, gnomish humanoids with grimy visages and a dagger hidden everywhere, Deepfranc are the scourge of mining camps and spelunkers alike in underground regions permeated by fey magicks.

## Lore

**Common Lore (no check required):** Subterranean gnomes are evil and lethal.

**Expanded Lore:** Deepfranc are murderous fey who have no qualms about destroying entire populations of underground denizens and stealing everything they possess.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Environment

Any underground.

## Encounter Behavior

## Combat

Deepfranc will follow at a distance until a group of victims is at its most vulnerable. If it appears as though their targets will not camp or rest, they will attempt an ambush.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Remnants of a mining camp escape to tell the tale of shadowy forms murdering dozens of their number. The PCs are asked to help investigate and make the mine safe once again.

The PCs must venture underground for an unrelated purpose or quest. They are stalked by Deepfranc, and set upon as they sleep.

## Actions & Special Qualities

**Murderous Ambush:** In a round in which at least one Deepfranc inflicts successful Sneak Attack damage, the Sneak Attack dice other Deepfranc inflict that round increase by 1d6. This effect stacks: if the first Deepfranc sneak attacks, the second benefits from +1d6; if that is successful, the third benefits from +2d6, and so on.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>68</b>	<b>113</b>	<b>191</b>	<b>284</b>
<b>Speed</b>	40 ft. Swim 40 ft.			
<b>Size, Type, Alignment</b>	Medium fey, lawful evil	Medium fey, lawful evil	Medium fey, lawful evil	Large fey, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except cold iron			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	Light Blindness			
<b>Senses</b>	Passive Perception +15, Darkvision 120 ft.	Passive Perception +17, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.
<b>Languages</b>	Aklo, Common, Elvish, Sylvan			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Bane</b> Once per day as a swift action, a Deepfranc can imbue one of its weapons with the bane weapon special ability. It must select one creature type (and subtype, if choosing humanoid or outsider) when it uses this ability. This lasts for 1 hour. This ability only functions while the Deepfranc wields the weapon.			
<b>Special Abilities &amp; Qualities</b>	<b>Light Blindness</b> You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.			
<b>Standard Actions</b>	Longsword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Longsword Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage. Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Longsword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.	Longsword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+11/19-00 (18) bludgeoning damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>chill touch (at will); corrosive touch (at will); force punch (1/day); chill touch (3/day); invisibility (greater) (1/day); ray of enfeeblement (1/day); vanish (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DEMON (MEATGRINDER)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Brute / Solo

Organization

Solitary

Treasure

Triple

## Overview

## Description

A writhing morass of blades, spiked truncheons, scythes, and claws, a Meatgrinder Demon is the physical embodiment of all things chaos and carnage. Whereas other demonic incarnations my call attributes to mind, this creature's very existence is an expression of its purpose. It lives to destroy, and churn through flesh.

## Lore

**Common Lore (no check required):** Some demons exist only to slice through as much flesh as indiscriminately as possible.

**Expanded Lore:** Meatgrinder Demons are maelstroms of natural and manufactured weapons, given form by hatred and purpose by evil.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

A Meatgrinder Demon will close ranks as quickly as possible and attack the nearest enemies. Given a choice, it will always prefer to attack the healthiest viable enemy.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

An army recently was annihilated—not on the battlefield, as was somewhat anticipated, but in their encampment leading to the intended battle. Their commander, who has resigned his position but has dedicated his pursuits to discovering what truly happened to his units, asks the party's help in uncovering the truth.

The party is traveling with a caravan or other large group of travelers, either as an escort or as part of their transportation from one place to another. The entire assemblage is set upon by a Meatgrinder Demon.

## Actions & Special Qualities

**Flurry of Blades:** A Meatgrinder Demon automatically attacks every creature within its Reach distance as it moves. In addition to its attack action, any new creature that the demon moves close to during its move is a potential victim. For each such victim, the Meatgrinder Demon receives one melee attack at its highest attack bonus. There is no limit to the number of victims that the demon may target using this ability in a round, though no matter how or how much the demon moves, only one bonus attack may be applied to each enemy creature. The demon may make a Flurry of Blades move attack, and then also make a regular attack action against one of the same victims it attacked with the extra attacks. Flurry of Blades functions no matter how the demon moves, and this ability does not impact or change the creature's ability to execute combat maneuvers as normal—so a Meatgrinder Demon who runs or charges also receives these bonus attacks en route.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>177</b>	<b>258</b>	<b>388</b>	<b>464</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Huge undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil	Gargantuan undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 30 (+10)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 7 (-2)</b>	<b>INT 7 (-2)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common (cannot speak)			
<b>Challenge</b>	<b>12</b>	<b>18</b>	<b>23</b>	<b>28</b>
<b>Special Abilities &amp; Qualities</b>	<b>Absorb Dying Creature</b> A Meatgrinder Demon can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the Meatgrinder Demon, and heals the Meatgrinder Demon by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a miracle or wish until the Meatgrinder Demon that consumed them is destroyed.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Energy Drain</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21	<b>Saving Throw</b> Wisdom DC 23
	<b>Frightful Presence</b> Your very presence unsettling to foes. Opponents within range may become frightened or shaken. The range is 60 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Scrap Ball Ranged weapon attack: -1 to hit, one target. Hit 1d10 (10) bludgeoning damage. Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d10+16/19-00 (22) bludgeoning damage.	Scrap Ball Ranged weapon attack: +5 to hit, one target. Hit 4d6 (8) bludgeoning damage. Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+21/19-00 (35) bludgeoning damage.	Scrap Ball Ranged weapon attack: +4 to hit, one target. Hit 3d6 (8) bludgeoning damage. Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16/19-00 (26) bludgeoning damage.	Scrap Ball Ranged weapon attack: +5 to hit, one target. Hit 4d6 (8) bludgeoning damage. Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d6+21/19-00 (35) bludgeoning damage.
<b>Special Actions</b>	<b>Profane Magic</b> Protection from evil blocks attacks from a Meatgrinder Demon's spell-like abilities. Weapons animated by the Meatgrinder Demon are damaged by channeled energy as if undead.			
<b>Special Actions</b>	<b>Scrap Ball</b> The Meatgrinder Demon can throw a mass of broken weapons and armor. This has a range increment of 20 feet.			
<b>Special Actions</b>	<b>Saving Throw</b> Dexterity DC 18 <b>Damage</b> 2d6	<b>Saving Throw</b> Dexterity DC 19 <b>Damage</b> 4d6	<b>Saving Throw</b> Dexterity DC 21 <b>Damage</b> 6d6	<b>Saving Throw</b> Dexterity DC 23 <b>Damage</b> 8d6
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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.			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DEMON (OBELISK)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain	Any Land
Rarity	Rare
Role	Controller / Solo
Organization	Solitary
Treasure	Double

## Overview

### Description

An enormous, powerfully-muscled humanoid with translucent skin, under which throbs the purplish-red glow of pure chaos and vileness.

### Lore

**Common Lore (no check required):** The Dark Obelisks which increasingly permeate the land have resulted in some truly horrific demons.

**Expanded Lore:** Obelisk Demons are stalking embodiments of the chaos and evil that their namesakes disgorge into the Realm. Flee, if you can, from this foul presence whenever possible.

Requires **Intelligence (Nature)** check DC ☒ 14 / ☒ 18 / ☒ 22 / ☒ 26.

### Environment

Any land. Generally found near Dark Obelisks (perhaps obviously).

## Encounter Behavior

### Combat

Obelisk Demons defend the Dark Obelisks that erupt throughout the Realm of Aquilae, and are also agents of the corruption that they bring. Their first priority is to ensure no mortals approach close to Obelisks; secondly, they seek to ensure the vile monsters that Obelisks bring forth are unmolested in their destruction.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A Dark Obelisk in a nearby town has disgorged an Obelisk Demon just prior to a major retaliatory offensive that the militia has been organizing. They are desperate for any help that anyone with combat capabilities can lend.

A new Dark Obelisk erupts in the countryside. With it comes an Obelisk Demon and many dozens of accompanying monsters. The PCs must help the innocent get to safety before this vile onslaught hits.

## Actions & Special Qualities

**Obelisk Taint Aura:** Creatures within 80' must make a DC ☒ 18 / ☒ 19 / ☒ 21 / ☒ 24 Wisdom or Constitution (use the *worse* of these two) save at the start of each of their turns or suffer -2 profane penalties to all ability and skill checks, attack rolls, and damage rolls. Chaotic evil creatures are immune to this effect, and instead benefit from a +2 profane bonus to these rolls with no save required to receive the boost. Lawful Good creatures suffer a -4 circumstance penalty to their saves, and suffer -4 penalties rather than the usual -2 if the saves are failed.

**Inflict Greater Obelisk Taint:** Once every 1d3 rounds, an Obelisk Demon may make a melee touch attack against one creature. The victim must succeed in a DC ☒ 19 / ☒ 20 / ☒ 22 / ☒ 25 Wisdom or Constitution save (use the *worse* of the two) or suffer Greater Obelisk Taint: an effect as Obelisk Taint Aura, but the penalty is -4, and the duration is 1d4 rounds. As Obelisk Taint Aura, Chaotic Evil creatures are immune, and Lawful Good creatures suffer a -4 penalty to their save.



Illustration 23: Obelisk Demon

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>123</b>	<b>205</b>	<b>327</b>	<b>510</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Huge fiend, chaotic evil	Huge fiend, chaotic evil	Gargantuan fiend, chaotic evil	Gargantuan fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 27 (+8)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 13 (+1)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>
	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 24 (+7)</b>
	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 17 (+3)</b>
	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>	<b>WIS 22 (+6)</b>
	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>	<b>CHA 23 (+6)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except adamantite and good			
<b>Immunities</b>	Electricity, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +19, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +24, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	Abyssal, Aklo, Celestial, Common, Draconic, Telepathy 300 ft.			
<b>Challenge</b>	<b>10</b>	<b>16</b>	<b>23</b>	<b>28</b>
<b>Standard Actions</b>	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6/19-00 (13) piercing damage. Gore Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6+6 (13) piercing damage. Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d10+6/19-00 (12) bludgeoning damage.	Bite Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+6/19-00 (13) piercing damage. Gore Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 2d6+6 (13) piercing damage. Slam Melee weapon attack: +4 to hit, reach 15 ft., one target. Hit 1d10+6/19-00 (12) bludgeoning damage.	Bite Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 3d6+8/19-00 (18) piercing damage. Gore Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d8+8 (17) piercing damage. Slam Melee weapon attack: +5 to hit, reach 20 ft., one target. Hit 2d6+8/19-00 (15) bludgeoning damage.	Bite Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 4d6+15/19-00 (29) piercing damage. Gore Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d8+15 (28) piercing damage. Slam Melee weapon attack: +8 to hit, reach 30 ft., one target. Hit 3d6+15/19-00 (26) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>create undead (3/day); detect magic (at will); dispel magic (at will); eyebite (at will); feblemind (3/day); mind blank (at will); mind spike (3/day); phantasmal killer (3/day); protection from evil and good (at will); see invisibility (at will); song of discord (3/day); stone shape (at will); symbol of feblemind (1/day); symbol of pain (3/day); teleport (greater) (3/day); weird (1/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DEMON (SLUDGE)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any Land			
Rarity	Rare			
Role	Lurker / Elite			
Organization	Solitary, Pair, or Pool (3-6x)			
Treasure	None			

## Overview

## Description

A vile morass of bubbling goo, this puddle looks as though a mass of semisolid lava turned evil. Black, gurgling slime makes a wet suctioning noise that brings to mind horrible parasites invading one's darkest places, and the entirety looks more like a chasm or orifice has opened up within the earth itself rather than a pool of slime.

## Lore

**Common Lore (no check required):** Demonic slimes are truly vile.

**Expanded Lore:** Sludge Demons are pools of evil incarnate, and are nearly immune to acid, cold, electricity, and fire.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

Sludge Demons will attack anything that moves, and continue until they perish.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

In a battle between sorcerers, one summons the worst thing she can think of—a Sludge Demon. Uncontrollable and rampant, the summoned demon completely annihilates both combatants, and proceeds to terrorize the town.

Town after town across the countryside has been abandoned, ahead of a rampaging Sludge Demon which appears to be moving—ever so slowly, to be sure, but implacable nevertheless—closer and closer to a major city.

## Actions & Special Qualities

**Black Bile:** Nonmagical arms and armor that touch a Sludge Demon are automatically destroyed. When attacking the demon with regular weapons, roll to hit and for damage as normal, but then destroy the weapon; armor is destroyed if the wearer is hit by the Demon. Magical weapons and armor may also suffer damage; when a Sludge Demon strikes someone wearing or wielding magical arms or armor, multiply the total amount of damage that person suffered that round from Sludge Demons, and multiply by 1,000. If the resulting number exceeds the GP value of a given magical weapon or piece of armor, it is destroyed.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>80</b>	<b>169</b>	<b>278</b>	<b>408</b>
<b>Speed</b>	30 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Small fiend, chaotic evil	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 22 (+6)	<b>STR</b> 27 (+8)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 11 (+0)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)
	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)	<b>CON</b> 23 (+6)	<b>CON</b> 25 (+7)
	<b>INT</b> 8 (-1)	<b>INT</b> 8 (-1)	<b>INT</b> 12 (+1)	<b>INT</b> 12 (+1)
	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)
	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except good			
<b>Immunities</b>	Acid, diseased, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.</p> <p><b>Detect Good</b> You can Detect Good, as per the spell, as a constant ability.</p> <p><b>Detect Magic</b> You can Detect Magic, as per the spell, as a constant ability.</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p> <p><b>See Invisibility</b> You can See Invisibility, as per the spell, as a constant ability.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6	<b>Damage</b> 5d6
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22
<b>Special Abilities &amp; Qualities</b>	<b>Poison</b> Tentacles - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Con damage and is Poisoned and Staggered for 1 round; cure 2 consecutive saves. Ability score damage is healed in full upon a long rest or with any magical healing.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+18-00/x3 (510) slashing damage. Tentacles Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+7 (12) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+7/18-00/x3 (14) slashing damage. Tentacles Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+3 (8) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+10/18-00/x3 (12) slashing damage. Tentacles Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+5 (10) bludgeoning damage.	Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+15/18-00/x3 (20) slashing damage. Tentacles Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d8+7 (20) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>detect magic (at will); dispel magic (at will); fly (3/day); see invisibility (at will); stinking cloud (3/day); summon lesser demon (1d3 hydrodaemon, 35%) (1/day); (self plus lbs. of objects only) (at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DEMON DEER



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Herd (3-16x)

Treasure

None

## Overview

### Description

At first glance, or facing away from the viewer, this appears as an ordinary deer. But take a moment, or face it head-on, and you will see the differences: rivulets of black ichor pulsing just underneath the patchy and burnt fur, and eyes like fire.

### Lore

**Common Lore (no check required):** Born of a dark place, some deer inhabit a violent mentality.

**Expanded Lore:** Demon Deer are used as hunting sport and as sustenance in places where demons and devils habituate. As such, their instincts and hatred have been honed through generations to result in a much more horrible and violent version of the game we are all familiar with.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land, though most typically in forests or hills.

## Encounter Behavior

### Combat

Demon Deer will default to avoid conflict, as they are used to any potential threats being much more formidable than the PCs are likely to be. They will watch from a distance, however, and once they are satisfied that the PCs are not the horrific demons from which they are used to running, they will attack savagely and persistently.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Hunters have reported deer with violent and horrific tendencies in the woods nearby. They are ignorant of the beasts' true nature, but fear a darker presence in the woods; the PCs are asked to accompany them back into the forest to investigate and make the place safe for sport once again.

The PCs are asked to bring back deer antlers, perhaps as an alchemical ingredient. Their pursuit places them in the path of Demon Deer, however.

## Actions & Special Qualities

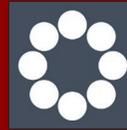
**Demonic Desperation:** When reduced to fewer than half their maximum hit point total, Demon Deer turn violent beyond normal tendencies in desperation. They gain a +6 circumstance bonus to Strength, Dexterity, and Constitution for 1d4 rounds.

**Demon Hunt:** Demon Deer may strike with increased lethality if they take victims by surprise. In a surprise round of combat, they may reroll any damage roll once, taking the second value even if it is worse than the first.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>41</b>	<b>95</b>	<b>173</b>	<b>225</b>
<b>Speed</b>	<b>50 ft.</b>			
<b>Size, Type, Alignment</b>	Medium beast, chaotic evil	Medium beast, chaotic evil	Large beast, chaotic evil	Large beast, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 7 (-2)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Standard Actions</b>	Gore Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage. Hooves Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+2 (4) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) piercing damage. Hooves Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d3+3 (5) bludgeoning damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) piercing damage. Hooves Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+6/19-00 (10) bludgeoning damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) piercing damage. Hooves Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+6/19-00 (10) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DEMON WOMAN



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Leader / Elite
Organization	Solitary, Pair, or Coven (2-5x)
Treasure	Standard

## Overview

### Description

Charred skin, decrepit clothing, burnt flesh, and a fiery eye: these are the hallmarks of a Demon Woman, who may be clothed in the flesh and/or garb of the most recent victim she has slain.

Although “Demon Woman” is the term most frequently used, these otherworldly beasts have no true gender, and prey upon all heedless of their nature or preferences.

### Lore

**Common Lore (no check required):** Charming but demonic figures may stalk those who venture out alone at night.

**Expanded Lore:** “Demon Women” is a catch-all term for the various forms of devilry that walk the earth in search of easy targets for blood and soul sustenance: the lonely, desperate, or impoverished.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any land, but most notably Urban environments, particularly large, dense cities where one life gone astray will not arouse undue suspicion.

## Encounter Behavior

### Combat

Demon Women will pick on those who walk alone. Against a full party of PCs, they will likely wait until the party has gone to sleep, preferably in separate rooms in an inn; or, they will set upon the group as they are already in the midst

of combat with others.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- An unattractive but wealthy scion of a noble merchant house has gone missing. The PCs are asked to investigate... discreetly, if possible.
- One of the party disappears in the middle of the night. There are signs of a vigorous encounter in the bedroom, though it is unclear whether it was consensual or part of the abduction.

### Actions & Special Qualities

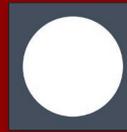
**Seeming Benevolence:** A Demon Woman exudes an aura of confidence and well-wishes. As such, it's difficult to interpret any action taken as a negative. To perceive any action of a Demon Woman's in anything but the most positive possible light, onlookers must make a DC 18 / 21 / 22 / 23 Wisdom save each time she takes an action. Success means the onlooker sees the act for exactly what it is; failure means that they interpret it as completely innocuous... even if the action is decapitating one's ally!

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>69</b>	<b>126</b>	<b>209</b>	<b>268</b>
<b>Speed</b>	<b>30 ft. Fly 50 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft., Tongues			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Change Shape</b> You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p> <p><b>Tongues</b> You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Energy Drain</b> A Demon Woman drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the Demon Woman can use this ability. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Profane Gift</b> Once per day as a full-round action, a Demon Woman may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a Demon Woman at a time. As long as the profane gift persists, the Demon Woman can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The Demon Woman can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save; ability damage suffered in this manner can only be restored via restoration or more powerful healing magic).</p>			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit bleed (1) bludgeoning damage. Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6+3 (6) slashing damage.	Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit bleed (1) bludgeoning damage. Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.	Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13/19-00 (18) bludgeoning damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage.	Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+15/19-00 (20) bludgeoning damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm monster (at will); detect thoughts (at will); (1/day); etherealness (self plus lbs. of objects only) (at will); suggestion (at will); summon lesser demon (1 babau at 50%) (1/day); tongues (at will); vampiric touch (at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DEMONHEAP



Low

Moderate

Advanced

Elite



Terrain

Any Land



Rarity

Rare



Role

Lurker / Elite



Organization

Solitary



Treasure

Double

## Overview

## Description

A putrescent mass of discarded trash and assorted effluvia, a Demonheap has grown or formed eyes, tentacles, and viscera out of the various components of the trash heap that have formed its bulk. Imbued with a demonic spirit and fueled by a hatred of the living, it seeks to lure and destroy everything it can see and reach.

## Lore



**Common Lore (no check required):** Trash gains sentience if fed by dark powers.



**Expanded Lore:** Demonic powers close to the surface may pervert trash heaps and refuse piles, leading to the Demonheap: a mobile, sentient, hate-fueled assemblage of leftover parts and rotting carcasses, bent on destroying life.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Any land, though most typically Urban areas and those with a great deal of trash or refuse.

## Encounter Behavior

## Combat

Demonheaps will attack anything living, though if it seems as though mobile creatures nearby might venture even closer of their own accord, the Demonheap can display some patience in awaiting their doom.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.



The trash workers in a large city have all abandoned their posts, most even going so far as to flee the town altogether. Those who have stayed report a monster in the trash heap south of town, and refuse to work further. It's up to the PCs to make things safe again.



The PCs are asked to dispose of a corpse—a murdered citizen if the PCs are of questionable moral integrity; a defeated vile monster if they are of more traditionally good attitude—in the town dump. They dutifully dump the departed, and the corpse is munched up by a Demonheap... which then sets its dozen-eyed sights on the PCs themselves.

## Actions & Special Qualities



**Sticky Sludge:** Each time a creature suffers damage from a Demonheap, it must make a DC  15 /  18 /  20 /  21 Dexterity save or become stuck in the slime. Mechanically, this occupies one of the victim's hands, and prevents it from taking a Move action until it frees itself. If a stuck creature inflicts any amount of damage against the Demonheap, it may make an additional Constitution save to free itself, with DC equal to the above DC, minus 1 per point of damage the victim just inflicted. A victim may instead spend an Attack action focused on freeing itself, and gains a +4 circumstance bonus if it does so.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>38</b>	<b>107</b>	<b>192</b>	<b>246</b>
<b>Speed</b>	20 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Large plant, chaotic evil	Large plant, chaotic evil	Huge plant, chaotic evil	Huge plant, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 11 (+0)</b>	<b>CON 15 (+2)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 5 (-3)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire			
<b>Immunities</b>	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Electric Fortitude</b> Demonheaps take no damage from electricity. Instead, any electricity attack used against a Demonheap temporarily increases its Constitution score by 1d4 points. The Demonheap loses these temporary points at the rate of 1 per hour.			
<b>Standard Actions</b>	Claw Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+4 (8) slashing damage. Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 1d8+12 (16) slashing damage. Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12 (22) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 1d8+13 (18) slashing damage. Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DEMOPHANT



Low

Moderate

Advanced

Elite

Terrain	Any Plains or Hills
Rarity	Uncommon
Role	Brute / Normal
Organization	Solitary, Pair, or Herd (3-10x)
Treasure	None

## Overview

## Description

Enormous elephants riddled with blackish scars that pulsate with a dark red light, and whose eyes glow with a fearsome malevolence.

## Lore

**Common Lore (no check required):** Some elephants are possessed!

**Expanded Lore:** Demophants are elephants that come to us from the dark realms on other plains. These giant gruesome beasts have been used for sieges, transportation, and food sources by demons and .

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Any Plains or Hills, particularly in places that have caves and other deep entrances to the underworld.

## Encounter Behavior

## Combat

Demophants will attack fiercely if provoked, or if they happen upon other living creatures. If the party moves out of their path, however, and treats them with respect, there's a chance they will simply be on their way without further conflict.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Caravans have reported demon elephants rampaging across trail routes. Until recently, none have given these tales much credence; however, in addition to sightings, one caravan was trampled gruesomely with nothing of value taken from the scene.

The PCs are traveling in a caravan, either as escort or as transportation, and are set upon by a herd of Demophants.

## Actions & Special Qualities

**Groundshake:** Whenever a Demophant charges, makes a Bull Rush, or attempts a Trample maneuver, any creatures with legs and feet within 10' of the Demophant at any point in its movement this turn must make a DC  16 /  19 /  20 /  21 Dexterity save or be knocked Prone. The DC of this check increases by 2 for each Demophant performing one of these actions beyond the first (regardless of the range of these other creatures to the victim).

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>173</b>	<b>241</b>	<b>298</b>	<b>351</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Huge undead, neutral evil	Huge undead, neutral evil	Gargantuan undead, neutral evil	Gargantuan undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 5 (-3)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except slashing			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +7, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 16
	<b>Damage</b> 1d10	<b>Damage</b> 2d10	<b>Damage</b> 3d10	<b>Damage</b> 5d10
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take 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.			
<b>Standard Actions</b>	Gore Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 2d8+5 (14) piercing damage. Slam Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 2d6+5 (12) bludgeoning damage. Stamp Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 2d6+2 (9) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+7 (20) piercing damage. Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+7 (18) bludgeoning damage. Stamp Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+3 (14) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+11 (29) piercing damage. Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+11 (25) bludgeoning damage. Stamp Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+5 (19) bludgeoning damage.	Gore Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d8+12 (30) piercing damage. Slam Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+12 (26) bludgeoning damage. Stamp Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 4d6+6 (20) bludgeoning damage.

# DESECRATOR



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Solo

Organization

Solitary

Treasure

Triple

## Overview

### Description

A terrifying and formidable knight with thick black resin and glowing red demonic runes adorning his barbed and spiked armor; his mere presence seems to contradict the very concept of good.

### Lore

**Common Lore (no check required):** Grave guardians can be well-intended, they can seek to right a wrong... or they could simply be pure, malevolent, evil.

**Expanded Lore:** The very worst of graveknights arise as Desecrators, vile warriors dedicated to the utter destruction not only of living creatures near their haunts, but of anything good and living anywhere in the Realm. Once unleashed, a Desecrator must be stopped, as it will never do so of its own accord.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land: though they arise in places of the dead such as graveyards and battlegrounds, they swiftly move elsewhere, seeking out the good and the living.

## Encounter Behavior

### Combat

Desecrators will stride purposefully into combat and will continue to fight anything living until there is nothing left.

When faced with enemies at an obvious disadvantage, a Desecrator will toy with the foe, wounding and torturing it for hours, perhaps even days, before putting the victim out

of its misery. Though this approach keeps life around longer, the despair and suffering it generates is like the very best food to the horrible knight.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Following a great but terrible battle, tales were spun of a hardened, ghostly warrior, determined to destroy any warriors wounded but yet living. These tales became legend when the warrior was seen rampaging across the nearby farmlands, leaving total devastation of farmer, livestock, and crop alike, and yet taking nothing of value. Local churches have unearthed lore describing a Desecrator, and although they doubt the authenticity, they nevertheless fear the potential for much worse if the mysterious warrior is not stopped.

The PCs come across a battlefield, where combat has clearly ended recently. Struggling for breath, a mortally-wounded fighter approaches the party desperately, and begs them to kill him swiftly.

### Actions & Special Qualities

**Goodbane:** Each time a Good creature suffers damage from a Desecrator, it sustains an additional amount of negative energy damage ( 2d4 / 2d8 / 4d6 / 6d6).

**Strength from Suffering:** Each round in which a Desecrator could kill a nearby foe, but chooses not to (in favor of attacking a stronger enemy, for example), it grows in strength. This takes the form of healing 2d8 hit points, and a +3 profane bonus to its Strength and Constitution scores. These effects stack round-to-round; a Desecrator standing next to an enemy at 3 hit points and incapacitated, for example, will continue to grow in strength over time if it chooses not to slay the victim. This effect has a limit of a +12 total bonus amount.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>47</b>	<b>99</b>	<b>141</b>	<b>171</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 30 (+10)</b>	<b>STR 30 (+10)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 6 (-2)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>	<b>CHA 10 (+0)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Cold, diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common, Dwarven, Infernal			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 6d6
	<b>Channel Destruction</b> Any weapon a Desecrator wields seethes with energy, and deals additional necrotic damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 10d6
<b>Special Abilities &amp; Qualities</b>	<b>Devastating Blast</b> Three times per day, the Desecrator may unleash a 30-foot cone of energy as a standard action. This blast deals necrotic damage (Dexterity save halves).			
	<b>Phantom Mount</b> Once per hour, a Desecrator can summon a skeletal horse similar to a phantom steed. This mount is more real than a typical phantom steed, and can carry one additional rider. The mount's powers are based on the Desecrator's total Hit Dice rather than caster level. A Desecrator's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Anarchic Greatsword Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+16/19-00 (23) slashing damage. Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d4+10 (12) slashing damage.	Anarchic Greatsword Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 2d6+20/19-00 (27) slashing damage. Claw Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit 1d4+13 (16) slashing damage.	Anarchic Greatsword Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+30/19-00 (40) slashing damage. Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+18 (22) slashing damage.	Anarchic Greatsword Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 3d6+31/19-00 (42) slashing damage. Claw Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d8+19 (24) slashing damage.
<b>Special Actions</b>	<b>Rejuvenation</b> One day after a Desecrator is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the Desecrator awakens fully healed.			
<b>Special Actions</b>	<b>Ruinous Revivification</b> At the time of its creation, the Desecrator chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the Desecrator's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a Desecrator's special abilities.			
<b>Special Actions</b>	<b>Concentration</b> DC 17	<b>Concentration</b> DC 18	<b>Concentration</b> DC 20	<b>Concentration</b> DC 21
	<b>Sacrilegious Aura</b> A Desecrator constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a concentration check. If the character fails, the effect is expended but does not function.			
<b>Special Actions</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20	<b>Saving Throw</b> Wisdom DC 21
	<b>Undead Mastery</b> As a standard action, a Desecrator can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Wisdom save or fall under the Desecrator's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the Desecrator's control. A creature that successfully saves cannot be affected again by the same Desecrator's undead mastery for 24 hours. A Desecrator can control 5 Hit Dice of undead creatures for every Hit Die it has. If the Desecrator exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per animate dead.			
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DESPAIR ELEMENTAL (MEDIUM)



Low

Moderate

Advanced

Elite

Terrain

Any (Plane of Shadow)

Rarity

Rare

Role

Controller / Elite

Organization

Solitary, Pair, or Hopelessness (3-8x)

Treasure

None

## Overview

The GM is strongly encouraged to discuss real-world, psychological implications of this creature's effects with your gaming group prior to introducing it. Although not every group includes a "trigger warning" or approval list of what is okay and what is off-limits, concepts of self-harm in a roleplaying game should always be treated with the utmost of caution as to real-world implications.

## Description

There's something about the putrid mists over there, the horrible, greasy stain on your vision that's somehow the very worst and most repugnant shades of green, brown, grey, and black all at once... but you can't bring yourself to even gaze upon it. What would be the point, anyway?

## Lore

**Common Lore (no check required):** Given enough suffering, the suffering itself can become a nasty presence that preys upon others.

**Expanded Lore:** Despair Elementals may not even exist... nobody has actually seen one. But the effects and origins seem fairly clearly documented: they arise from places of intense, concentrated, and prolonged suffering; and they spread hopelessness.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any.

## Encounter Behavior

## Combat

Despair Elementals will hide and simply let their aura work

is vile magic. If it's clear their foes are immune or otherwise are not harming themselves, they will either flee, or attack more directly.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Folk speak of an orphanage in which unspeakable trauma took place over decades. Authorities were bribed to take no action, and the horror was allowed to persist and spread. Then, about a year ago, the orphanage was obliterated: staff and children alike were slaughtered wholesale, with none left living and no valuables taken in the wake. There was at first a fervent desire to investigate, and to hold those responsible, accountable... but such interest has waned, and at this point, what would be the purpose in such a pursuit?

The party is stalked by a Despair Elemental, unbeknownst to them. Horrible thoughts grow as hope fades, until the influence reaches a crescendo.

## Actions & Special Qualities

**Miasma of Despair:** Creatures within 80' of a Despair Elemental must make a DC 18 / 20 / 21 / 23 Wisdom save, or have their Charisma reduced by 1. In combat, this has no immediate effect. Outside of combat, make these saves in secret once every 5 minutes, and note the Charisma damage privately. You may describe to the players that the PC suffering this effect is becoming more and more disinterested in the immediate task, and more forlorn, and so on; this is indeed a roleplaying opportunity for sure if nothing else. There is no mechanical impact to this effect until a PC is reduced to a Charisma under 6; at this level, they refuse to move from the spot. When and if a PC's Charisma falls to 4 or lower, they start to harm themselves in secret; such victims inflict 1d4 damage to themselves each round. Anyone attempting to stop this is viewed unfavorably to say the least; the victim must make another Wisdom save or attack the ally who is trying to help.

This is a mind-affecting, psychic, emotional effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>137</b>	<b>243</b>	<b>325</b>	<b>404</b>
<b>Speed</b>	<b>50 ft.</b>			
<b>Size, Type, Alignment</b>	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 20 (+5)</b>	<b>DEX 22 (+6)</b>	<b>DEX 21 (+5)</b>	<b>DEX 21 (+5)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 21 (+5)</b>	<b>CHA 23 (+6)</b>	<b>CHA 23 (+6)</b>	<b>CHA 23 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Infernal			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> You have the ability to assume the appearance of the previous humanoid form that you used your fleshdrink ability on successfully, but retain 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 an alter self spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 20
	<b>Charisma Drain</b> A Despair Elemental can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a Wisdom save. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 20
	<b>Fleshdrink</b> If a Despair Elemental hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful Constitution save negates the Constitution damage and reduces the sickened condition duration to 1 round. Ability damage suffered from this effect must be restored via restoration or more potent healing magic.			

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

Constitution DC 16

**Saving Throw**

Constitution DC 17

**Saving Throw**

Constitution DC 19

**Saving Throw**

Constitution DC 20

**Shape Flesh** By spending 1 minute in contact with a helpless creature, a totnmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a Constitution save to resist. Changes are permanent, but can be reversed with heal, restoration, or regeneration, or by surgically opening the flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A Despair Elemental can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation).

**Standard Actions**

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

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

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

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) slashing damage.

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

Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+12 (19) slashing damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-

# DESPAIR ELEMENTAL (ELDER)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Terrain

Any (Plane of Shadow)

Rarity

Rare

Role

Controller / Solo

Organization

Solitary, Pair, or Hopelessness (3-8x)

Treasure

None

## Overview

The GM is strongly encouraged to discuss real-world, psychological implications of this creature's effects with your gaming group prior to introducing it. Although not every group includes a "trigger warning" or approval list of what is okay and what is off-limits, concepts of self-harm in a roleplaying game should always be treated with the utmost of caution as to real-world implications.

is vile magic. If it's clear their foes are immune or otherwise are not harming themselves, they will either flee, or attack more directly.

## Description

There's something about the putrid mists over there, the horrible, greasy stain on your vision that's somehow the very worst and most repugnant shades of green, brown, grey, and black all at once... but you can't bring yourself to even gaze upon it. What would be the point, anyway?

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Folk speak of an orphanage in which unspeakable trauma took place over decades. Authorities were bribed to take no action, and the horror was allowed to persist and spread. Then, about a year ago, the orphanage was obliterated: staff and children alike were slaughtered wholesale, with none left living and no valuables taken in the wake. There was at first a fervent desire to investigate, and to hold those responsible, accountable... but such interest has waned, and at this point, what would be the purpose in such a pursuit?

The party is stalked by a Despair Elemental, unbeknownst to them. Horrible thoughts grow as hope fades, until the influence reaches a crescendo.

## Lore

**Common Lore (no check required):** Given enough suffering, the suffering itself can become a nasty presence that preys upon others.

**Expanded Lore:** Despair Elementals may not even exist... nobody has actually seen one. But the effects and origins seem fairly clearly documented: they arise from places of intense, concentrated, and prolonged suffering; and they spread hopelessness.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Actions & Special Qualities

**Miasma of Despair:** Creatures within 80' of a Despair Elemental must make a DC 20 / 22 / 23 / 25 Wisdom save, or have their Charisma reduced by 2 points. In combat, this has no immediate effect. Outside of combat, make these saves in secret once every 5 minutes, and note the Charisma damage privately. You may describe to the players that the PC suffering this effect is becoming more and more disinterested in the immediate task, and more forlorn, and so on; this is indeed a roleplaying opportunity for sure if nothing else. There is no mechanical impact to this effect until a PC is reduced to a Charisma under 6; at this level, they refuse to move from the spot. When and if a PC's Charisma falls to 4 or lower, they start to harm themselves in secret; such victims inflict 1d4 damage to themselves each round. Anyone attempting to stop this is viewed unfavorably to say the least; the victim must make another Wisdom save or attack the ally who is trying to help.

This is a mind-affecting, psychic, emotional effect.

## Environment

Any.

## Encounter Behavior

## Combat

Despair Elementals will hide and simply let their aura work

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>196</b>	<b>304</b>	<b>387</b>	<b>467</b>
<b>Speed</b>	50 ft.			
<b>Size, Type, Alignment</b>	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 21 (+5)</b>	<b>DEX 23 (+6)</b>	<b>DEX 22 (+6)</b>	<b>DEX 22 (+6)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Infernal			
<b>Challenge</b>	<b>14</b>	<b>19</b>	<b>24</b>	<b>29</b>
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> You have the ability to assume the appearance of the previous humanoid form that you used your fleshdrink ability on successfully, but retain 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 an alter self spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 20
	<b>Charisma Drain</b> A Despair Elemental can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a Wisdom save. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 20
	<b>Fleshdrink</b> If a Despair Elemental hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful Constitution save negates the Constitution damage and reduces the sickened condition duration to 1 round. Ability damage suffered from this effect must be restored via restoration or more potent healing magic.			



Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

**Saving Throw**

Constitution DC 16

**Saving Throw**

Constitution DC 17

**Saving Throw**

Constitution DC 19

**Saving Throw**

Constitution DC 20

**Shape Flesh** By spending 1 minute in contact with a helpless creature, a totnmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a Constitution save to resist. Changes are permanent, but can be reversed with heal, restoration, or regeneration, or by surgically opening the flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A Despair Elemental can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation).

**Standard Actions**

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

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

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.

Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8 (12) slashing damage.

Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13 (20) piercing damage.

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

Bite Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 3d6+14 (24) piercing damage.

Claw Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+14 (21) slashing damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# DEVIL (OBELISK)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Skirmisher / Solo
Organization	Solitary
Treasure	Double

## Overview

### Description

A lumbering humanoid with a barbed tail, horned ears, and spikes erupting from each combination of joints on its body, these devils exude chaos and evil.

### Lore

**Common Lore (no check required):** Among the many horrors unleashed by the Dark Obelisks, some are devils who seek to make further destruction possible.

**Expanded Lore:** Obelisk Devils are strategists in the onslaught of Dark Obelisk monsters: their job is to pave the way for further eruptions, and to make sure nobody harms the existing Obelisks once they are in place.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any land. Although they are typically disgorged at Dark Obelisk eruption sites, they can come up to the surface from anywhere in the Fissures, and although part of their purview is to guard the Obelisks, their main task is to scout and prepare new eruption points, so their purpose may take them far afield of their origins.

## Encounter Behavior

### Combat

Obelisk Devils will engage only if buttressed by allies, and then only if victory seems secure. When reduced to half their hit point total or fewer, they will seek to flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Unease and unrest has grown in local villages; although the source is not known, there have been tales of similar phenomenon presaging the arrival of a Dark Obelisk. The PCs are sent to investigate.

An Obelisk has erupted outside of town. Leading the charge of horrible creatures is an Obelisk Devil. The PCs must face down this vile monster while the villagers flee.

## Actions & Special Qualities

**Summon Evil:** Once per round, as a full-round action, an Obelisk Devil may summon any one Chaotic Evil creature that has Hit Dice equal at most to half its own HD amount.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>141</b>	<b>252</b>	<b>394</b>	<b>596</b>
<b>Speed</b>	60 ft.			
<b>Size, Type, Alignment</b>	Small fiend, lawful evil	Small fiend, lawful evil	Medium fiend, lawful evil	Large fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 21 (+5)</b>	<b>STR 21 (+5)</b>	<b>STR 24 (+7)</b>	<b>STR 31 (+10)</b>
	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>	<b>DEX 21 (+5)</b>	<b>DEX 22 (+6)</b>
	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 25 (+7)</b>
	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except cold iron and good			
<b>Immunities</b>	Charm, Compulsion, Electricity, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Telepathy 400 ft.			
<b>Challenge</b>	<b>12</b>	<b>20</b>	<b>25</b>	<b>30</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Aligned</b> Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 400 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Saving Throw</b> Wisdom DC 18</p>	<p><b>Saving Throw</b> Wisdom DC 22</p>	<p><b>Saving Throw</b> Wisdom DC 26</p>	<p><b>Saving Throw</b> Wisdom DC 29</p>
<b>Special Abilities &amp; Qualities</b>	<p><b>Curse of the Death</b> Once per round, as a free action as he kills a living creature, the Demon can choose to afflict that target with the curse of living death. The target can resist this curse with a successful Wisdom save right before it dies, allowing the victim to die normally. If the victim fails its save, it enters a sort of half-living state; it becomes completely helpless, unable to take any actions whatsoever, but remains conscious and aware of the world, and of the pain in its body. It cannot be resurrected or otherwise restored to life until the curse is lifted. While the curse remains in effect, the victim takes 1d4 points of Intelligence, Wisdom, and Charisma drain every day as any lingering shreds of sanity are blasted away. When each ability score is drained to zero, the DC of the curse increases by +4. A character suffering the curse of living death can remain in this state forever, but as long as any one of her mental ability scores is at zero, she is capable only of enduring pain and cannot observe the world around her. Even if the character's body is destroyed, the cursed victim's consciousness remains as a disembodied and invisible presence at the site of this destruction, and cannot be resurrected or released to the afterlife.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Nascent Demon Lord Traits</b> Once per day, Obelisk Devil can summon any demon or combination of demons whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th-level spell. Obelisk Devil's natural weapons, as well as any weapon he wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.</p>			

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

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

**Standard Actions**

Keen/Vorpal Bastard Sword Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+12/15+00 (16) slashing damage.

Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+13/19-00 (18) slashing damage.

Talons Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d4+13/19-00 (16) slashing damage.

Keen/Vorpal Bastard Sword Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+16/15+00 (20) slashing damage.

Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+13/19-00 (18) slashing damage.

Talons Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+13/19-00 (16) slashing damage.

Keen/Vorpal Bastard Sword Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d10+21/15+00 (26) slashing damage.

Claw Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+12/19-00 (19) slashing damage.

Talons Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) slashing damage.

Keen/Vorpal Bastard Sword Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 2d8+28/15+00 (37) slashing damage.

Claw Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 4d6+19/19-00 (33) slashing damage.

Talons Melee weapon attack: +10 to hit, reach 10 ft., one target. Hit 2d6+9/19-00 (16) slashing damage.

**Legendary Actions**

-

**Innate Spellcasting**

*blade barrier (3/day); harm (3/day); phantasmal killer (at will); reverse gravity (3/day); spiked pit (at will); telekinesis (at will); teleport (greater) (at will); time stop (1/day); weird (1/day)*

**Spellcasting**

-

**Possessions**

-

# DEVIL (SNOW)



Low

Moderate

Advanced

Elite

Terrain

Any Cold Land

Rarity

Rare

Role

Skirmisher / Elite

Organization

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

Treasure

Standard

## Overview

### Description

A tall, horned humanoid blanketed in snow; you catch glimpses of thorny bits here and there underneath as the icy patina shifts as it moves.

### Lore

**Common Lore (no check required):** Deep in the heart of wintry lands lurk cold horrors ready to kill.

**Expanded Lore:** Snow Devils are born of the cold, attracted to suffering and death in the frozen wastes of the Realm.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any cold land, particularly regions where explorers or travelers perish in quantity.

## Encounter Behavior

### Combat

Snow Devils love to prey upon caravans, adventurers, and others who are moving their way through wintry wastes. They will stalk such groups for days, waiting for the elements to dwindle their supplies and courage, until they are sufficiently weakened for the Snow Devil to pounce and destroy.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Caravans have been disappearing in the mountain passes north of town. Folklore tells of wintry devils that could be responsible, and warn that if nothing is done, the death will simply attract more of the foul creatures.

The PCs are in a caravan, or simply moving through wintry lands. The party's Ranger senses they are being watched and followed, but it isn't until days later that the suspicion is validated in violence.

## Actions & Special Qualities

**Wintry Waste-Dweller:** A Snow Devil can see clearly through any amount of wintry conditions, and never suffers impaired movement over difficult terrain in cold regions.

**Frozen Gaze:** As a swift action, a Snow Devil may target one creature within 60' and line of sight. That victim must make a DC 18 / 20 / 22 / 24 Constitution or Wisdom save (use the *worse* of the two) or become Dazed for 1d4 rounds.

**Icy Strikes:** Each time a creature suffers melee damage from a Snow Devil, it suffers an additional amount of cold damage: 1d4 / 2d4 / 2d6 / 2d8.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>117</b>	<b>200</b>	<b>313</b>	<b>390</b>
<b>Speed</b>	40 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Large fiend, lawful evil	Large fiend, lawful evil	Huge fiend, lawful evil	Huge fiend, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 22 (+6)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20
	<b>Fear Aura</b> Creatures within 5 feet must succeed at a Wisdom save or be Frightened for 1d6 rounds.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 20
	<b>Poison Sting</b> - injury; save Constitution; frequency 1/round for 6 rounds; effect 1d3 Strength damage and is Poisoned; cure 2 consecutive saves. Ability score damage is healed in full with restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.			
	<b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+6 (10) slashing damage.</p> <p>Sting Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d4+6 (14) piercing 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 1d8+9 (14) slashing damage.</p> <p>Sting Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+9 (20) piercing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+14 (24) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+14 (21) slashing damage.</p> <p>Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+14 (28) piercing damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+15 (26) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.</p> <p>Sting Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+15 (28) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>fly (at will); invisibility (self only) (at will); major image (at will); summon lesser demon (1 bone devil, 35%) (1/day); wall of ice (at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DEVIL DEBRIS



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Elite

Organization

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

Treasure

Standard

## Overview

## Description

This heaving mass of violent energy looks like the compost heap at the end of a feast of devils and demons: barbed implements with many tines; mutilated pieces of flesh and carcass so disgorged and masticated it's unclear what creature they came from; flowing viscera from unseen bodily components; and rocks and sludge.

## Lore

**Common Lore (no check required):** Unintelligent debris can become evil and strike at bystanders.

**Expanded Lore:** Devil Debris comes to life given the right combination of evil creatures, neglect, and necromantic magics.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

Devil Debris will attack anything that moves, and will persist until it itself is destroyed.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

The town dump has been seeming a bit unusual lately... the PCs are asked to investigate.

As part of exploring a larger, more horrible and evil environment, the PCs discover the discarded refuse and trash of the establishment. It has of course become a Devil Debris.

## Actions & Special Qualities

**Amalgam of Horror:** A Devil Debris consists of barbed, bladed, and hard bits of nastiness. Strikes from Devil Debris may count as Piercing, Bludgeoning, and/or Slashing, as the situation requires for maximum lethality.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>88</b>	<b>177</b>	<b>274</b>	<b>341</b>
<b>Speed</b>	20 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Large plant, neutral evil	Large plant, neutral evil	Huge plant, neutral evil	Huge plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)	<b>STR</b> 25 (+7)	<b>STR</b> 26 (+8)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 17 (+3)	<b>CON</b> 19 (+4)	<b>CON</b> 21 (+5)	<b>CON</b> 21 (+5)
	<b>INT</b> 11 (+0)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)	<b>WIS</b> 12 (+1)
	<b>CHA</b> 8 (-1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)	<b>CHA</b> 12 (+1)
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	Electricity, psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Electric Fortitude</b> Devil Debriss take no damage from electricity. Instead, any electricity attack used against a Devil Debris temporarily increases its Constitution score by 1d4 points. The Devil Debris loses these temporary points at the rate of 1 per hour.			
<b>Standard Actions</b>	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+8 (18) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+13 (27) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+14 (28) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DIMENSIONAL GELATIN



Low

Moderate

Advanced

Elite

Terrain	Any
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, or Kaleidoscope (3-8x)
Treasure	None

## Overview

### Description

An otherworldly, semi-solid, amorphous blob of extradimensional goo that permeates our world on an invisible edge, the physics of which are beyond our ken. Through its translucent, mesmeric sludge, one can glimpse sensations of other realities scintillating in the deadly depths.

### Lore

**Common Lore (no check required):** When universes collide, sometimes the residual energies take shape and attack.

**Expanded Lore:** Dimensional Gelatin is a dangerous side effect of two realities combining or interfering with one another, however innocuously or briefly. Substantial or misguided teleportation or summoning effects might bring this deadly goo about.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any. Typically found where teleportation, summoning, or other magicks that deal with planar forces are involved.

## Encounter Behavior

### Combat

Dimensional Gelatin doesn't attack, so much as it seeks to remove what it views as sources of interference to its worldview. (Unfortunately for the PCs and anyone they love, anything that moves qualifies.)

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

To escape an approaching lava flow from an erupting volcano, wizards banded together and enacted the most mass-scale teleportation magicks the Realm has ever seen, sending thousands of citizens miles distant to survive. While the effort itself was successful, in its wake, Dimensional Gelatin has oozed forth from other realities.

The party is involved in an intense fight, and uses teleportation spells to escape the situation. Although safe from the immediate threat from which they were fleeing, upon arrival at their destination, they are set upon instead by Dimensional Gelatin.

## Actions & Special Qualities

**Extradimensional Phasing:** Dimensional Gelatin are only mostly part of this reality. They can draw upon that piece of themselves that is alien to phase through solid matter. 3x/day, they may move up to their normal full Speed through any substance as a full-round action. They may end their round still in any substance, but must immediately expend another use of this ability in their next round to continue phasing through matter. While phasing in this manner, they cannot affect anything in our reality (e.g., cannot attack or be attacked), and any substance (or creatures!) phased through in this manner suffer no effects whatsoever. A Dimensional Gelatin cannot phase back into this reality while still amidst other matter; if they find themselves unable to expend another use of this ability, but begin their turn amidst matter, they disappear immediately, escaping back into their reality never to return to ours.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>12</b> (natural armor)	<b>12</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)
<b>Hit Points</b>	<b>51</b>	<b>101</b>	<b>175</b>	<b>227</b>
<b>Speed</b>	Fly 15 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Huge ooze, chaotic neutral	Huge ooze, chaotic neutral	Gargantuan ooze, chaotic neutral	Gargantuan ooze, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 2 (-4)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	Acid, Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, Sonic, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.	Passive Perception +6, Blindsight 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>12</b>	<b>17</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Amorphous</b> Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.</p> <p><b>Compression</b> The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Disease</b> Tumor Infestation: Injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d2 Constitution damage and 1d2 Charisma damage; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a Diredrizzle 1d4 hours later.			
<b>Special Abilities &amp; Qualities</b>	<b>Monstrous Growth</b> A Diredrizzle gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the Diredrizzle or 1 minute if it is larger. Each time a Diredrizzle reaches 5 growth points, it gains +2 Strength, +2 Constitution, and +2 to its attack and damage rolls. These effects stack with themselves each time the Diredrizzle gains another 5 growth points. When it stops gaining growth points, a Diredrizzle loses a single application of this effect for each hour that passes.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Touch Melee weapon attack: +1 to hit, reach 15 ft., one target. Hit 6d6+2 (23) bludgeoning damage.	Touch Melee weapon attack: +3 to hit, reach 15 ft., one target. Hit 6d6 19-00 (1860) bludgeoning damage.	Touch Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 12d6+10/19-00 (52) bludgeoning damage.	Touch Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 12d6+11/19-00 (53) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIRE MOLD



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Lurker / Elite

Organization

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

Treasure

None

## Overview

## Description

This appears to be a gross infestation of mold and slime. The patches of translucent gel that bind the foul lichen together pulses with a viscosity that mimics blood.

## Lore

**Common Lore (no check required):** Some mold and slime can gain sentience and hatred.

**Expanded Lore:** Dire Mold is a vile evolution of Barrow Molds, infused with evil magicks and necromantic auras.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Environment

Any land, though typically found wherever mold grows or slime is found.

## Encounter Behavior

## Combat

Dire Mold will attack anything that moves and will persist until its own destruction. Following a successful kill, Dire Molds will become sedentary, often not moving from the spot where they most recently feasted for days, even weeks, until hunger or another opportunity forces motion.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

An herbalist with a knack for the bizarre has been collecting rare fungi for a year. She disappeared a few days ago, not showing up for her regular shopping and other social appointments in town. The PCs are asked to investigate, only to discover that one of the new molds she had been cultivating was in fact a Dire Mold.

Ingredient harvesters have begun pursuing alternate work, reporting fear from attacks of a new strain of aggressive fungus. The party is asked to help make the forests safe again.

## Actions & Special Qualities

**Translucent:** When stationary, a Dire Mold gains a +8 circumstance bonus to Stealth checks to remain innocuous.

**Dissolve Flesh:** Dire Molds eat flesh, bone, armor, and weapons alike. A Dire Mold occupying the space(s) of a dead body will begin to consume it, effectively destroying 1 HD of bodily substance per hour. Once the entire HD's worth of creature has been dissolved in this manner, they and all of their equipment are lost forever.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>44</b>	<b>116</b>	<b>200</b>	<b>266</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Large ooze, neutral evil	Large ooze, neutral evil	Huge ooze, neutral evil	Huge ooze, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Disease</b> Fungal rot: Slam - contact; save Constitution; onset 1 day; frequency 1/day; effect 1d2 Strength damage and 1 Constitution damage and fatigue; cure 1 save. Any creature that touches a Dire Mold with an unarmed strike or a natural attack is also exposed to this foul disease. Ability damage suffered to this effect can only be recovered via restoration or more potent healing magic applied once the disease itself has been removed.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Engulf</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Freeze</b> The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on all Stealth checks to hide in plain sight as this kind of inanimate object.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+18/19-00 (25) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+19/19-00 (26) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DIREDAMSEL (AURALPIERCE)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Artillery / Solo

Organization

Solitary

Treasure

None

## Overview

### Diredamsels

All of the various forms of **Diredamsel** are restless spirits, typically female (but not always despite the “damsel” component of their common moniker), trapped in the material plane in a kind of limbo state similar to that of ghosts, revenants, and other beleaguered undead. Unsettled scores, unfinished business, and righteous zeal are but some of the driving forces that capture the divine essence of soul for these fallow-hearted and ruthless wisps.

Diredamsels have one or more Targets of their wrath. In some cases, a Target can be a singular individual, perhaps someone who did the diredamsel or her loved ones wrong in her mortal life. This is referred to as an Inception Target: The target is explicitly defined upon the diredamsel’s formation as an undead spectre.

Other diredamsels will Target more broadly, aiming their anger and retribution at various people that fit certain criteria. Each Diredamsel will describe how it selects Targets. These are called “Ongoing Targets”. Unless otherwise described in a diredamsel’s description, Inception Targets always take priority over Ongoing Targets if the diredamsel has the option of pursuing more than one type of target.

In game terms, typically, a diredamsel will typically Target one of the PCs, or an NPC with whom they are familiar, as part of a larger plot or story.

### Description

A gaunt, incredibly tall humanoid woman, with an elongated neck ribbed with black ichor.

### Lore

**Common Lore (no check required):** Murdered performers sometimes come back to seek vengeance.

**Expanded Lore:** Auralpierce Diredamsels are often created when performers—vocalists and orators, most notably—are murdered or otherwise wronged so as to take their own life.

Requires Intelligence (Nature) check DC 14 / 18 / 22 / 26.

### Environment

Any land.

### Encounter Behavior

### Combat & Targeting

Auralpierce Diredamsels will Target the person or people who wronged them in life. At the GM’s discretion, the Diredamsel may be confused about this, and may misinterpret one or more of the PCs as this person even if it is not.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Jealous of his colleague’s abilities, a second-tier singer hires an assassin to murder the prima donna. Although he rises to the new spotlight, in death, his victim gains powers to seek vengeance upon him.

### Actions & Special Qualities

**Vengeful Dirge:** An Auralpierce Diredamsel in search of her Target hums a bleak tune whilst in pursuit. Those within 30’ must make a DC 18 / 20 / 23 / 25 Wisdom save or become Frightened.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>138</b>	<b>221</b>	<b>382</b>	<b>469</b>
<b>Speed</b>	Fly 60 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>
	<b>DEX 21 (+5)</b>	<b>DEX 19 (+4)</b>	<b>DEX 21 (+5)</b>	<b>DEX 22 (+6)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 23 (+6)</b>	<b>CHA 23 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	Sunlight Powerlessness			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish			
<b>Challenge</b>	<b>12</b>	<b>19</b>	<b>24</b>	<b>29</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Hear Heartbeat</b> An Auralpiercer Diredamsel can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.</p> <p><b>Negative Energy</b> An Auralpiercer Diredamsel's incorporeal touch attack deals necrotic damage.</p> <p><b>Sunlight Powerlessness</b> If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Saving Throw</b> Wisdom DC 16</p> <p><b>Terror</b> A creature damaged by the Auralpiercer Diredamsel's touch attack must make a Wisdom save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect, the Auralpiercer Diredamsel's touch attempts to dispel one such effect with greater dispel magic (CL 14th). Necrotic damage caused by an Auralpiercer Diredamsel's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect.</p>	<p><b>Saving Throw</b> Wisdom DC 17</p>	<p><b>Saving Throw</b> Wisdom DC 19</p>	<p><b>Saving Throw</b> Wisdom DC 21</p>
<b>Special Abilities &amp; Qualities</b>	<p><b>Saving Throw</b> Constitution DC 16</p> <p><b>Damage</b> 40</p> <p><b>Wail</b> With Recharge 1, an Auralpiercer Diredamsel may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 30 feet of the Auralpiercer Diredamsel when she begins her wail, as well as all creatures that end their turn within that radius, must make a Constitution save. (This save is only required once per wail.) Creatures under the effects of a fear effect are at disadvantage on this save. Creatures that make their saving throw are sickened for 1d6 rounds. Those that fail take necrotic damage. If a wailing Auralpiercer Diredamsel is damaged during a wail, she must make a Wisdom save (DC 5 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Auralpiercer Diredamsel wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence.</p>	<p><b>Saving Throw</b> Constitution DC 17</p> <p><b>Damage</b> 60</p>	<p><b>Saving Throw</b> Constitution DC 16</p> <p><b>Damage</b> 80</p>	<p><b>Saving Throw</b> Constitution DC 21</p> <p><b>Damage</b> 100</p>

⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

**Standard  
Actions**

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

Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4 (11) bludgeoning damage.

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

Incorporeal Touch Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6 (13) bludgeoning damage.

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

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

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

Incorporeal Touch Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6 (20) bludgeoning damage.

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Illustration 24: Auralpierce Diredamsel

# DIRE DAMSEL (BLOODGUISE)



Low

Moderate

Advanced

Elite

Terrain	Any Urban or Ruins
Rarity	Rare
Role	Lurker / Solo
Organization	Solitary
Treasure	None

## Overview

An NPC known to the PCs is Targeted by the Diredamsel.

A military camp is plagued by killings; a bloodguise diredamsel is suspected.

## Description

Bloodguise Diredamsels appear as gaunt, hallowed, and pale versions of their former lives. Their eyes appear dead, and their flesh drained of life; it's not uncommon for them to be mistaken for vampires or other humanoid undead.

## Lore

**Common Lore (no check required):** Some wronged women perish with their accounts unsettled, and live on in vengeful undeath.

**Expanded Lore:** Diredamsels are a type of undead, spawned from the corpses of murdered or suicided women, who struggled with horrible adversity or betrayal in life. Although they begin their undeath seeking vengeance for their specific circumstances, their hatred soon grows to encompass all betrayal and mistreatment in general—real or imagined.

**Requires** **Knowledge (Religion)** or **Spellcraft** (and ability to cast at least one Necromancy spell) check DC 14 / 18 / 22 / 26.

## Environment

Bloodguise Diredamsels dwell in any occupied zone: typically they begin in the village they lived in or were murdered at. They may travel on occasion, but this is generally only in pursuit of their targets.

## Encounter Behavior

### Combat & Targeting

Once they have a Target, diredamsels will seek that target out, and will not rest until their needs are satisfied. Diredamsels will fight in self-defense, but will seek to escape whenever possible if their assailants do not count their Target among their number. Diredamsels who lack a current target, but for whom the attackers do not qualify, may stay and fight.

Bloodguise Diredamsels arise from violent, bloody deaths, often from intimate murders, muggings gone wrong, or innocent casualties of war. Inception Targets are whomever is responsible for the deaths that gave rise to the Bloodguise Diredamsel. Ongoing Targets are anyone else who participates in similar sorts of murder or deaths, which in certain types of establishment (e.g., military camps) may be in abundant supply.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

An NPC Targeted by a diredamsel hires the PCs to help defend them from the diredamsel's retribution.

One of the PCs is Targeted by the diredamsel.

## Actions & Special Qualities

**Vengeful Facade (aura, visual):** As a result, only those who were closest to a Diredamsel in life have a good chance to recognize her. The Diredamsel need not be aware of being observed, or even of the presence of the witnessing party, for her **Vengeful Facade** aura to apply.

In game terms, to recognize the specific, living individual who a Diredamsel was in life, each creature who sees the Diredamsel may make a

**Sense Motive** or **Perception** check (use the more favorable of the two skills) upon first glimpsing her. The GM should make the attempt in secret, resolving it before the Diredamsel is described to the players. Loved ones and immediate or close family members (and others, subject to the GM's assessment) attempt the check at DC 19 / 21 / 22

/ 23. All others must succeed in a check opposed by the Diredamsel's **Disguise** skill. Those who succeed in their check recognize the Diredamsel as a haunted, otherworldly version of the person they once knew. Those who fail see only a vaguely unsettling, potentially undead, woman. This check may be attempted once per encounter, at the start of that encounter, not more than once per hour. Once a creature succeeds in their check, that Diredamsel's **Vengeful Facade aura** no longer affects that creature.

**Blood Hunter:** A Bloodguise Diredamsel seeks its prey by tracking its blood. Only living creatures with a circulatory system may qualify as Targets for a Bloodguise Diredamsel. A Bloodguise Diredamsel has a +8 competence bonus on all Scent and Tracking attempts to follow one of its Targets.

**Bloodhunt Strike:** A Bloodguise Diredamsel strikes from the shadows in a brutal display of hostility. This functions as a Rogue's Sneak Attack ability, and inflicts an additional 3d6 damage to surprised opponents. In addition, the current Target of a Bloodguise Diredamsel counts as flat-footed in any round in which he did not inflict at least 1 point of damage on the Diredamsel on his prior turn.

**Bloody Strikes:** Wounds inflicted by a Bloodguise Diredamsel inflict ongoing Bleed damage of 1d4 points per round until the victim receives magical healing, or has their wounds tended to with a Heal check.

**Hypnotic Accusatory:** If a Bloodguise Diredamsel encounters her Target in a one-on-one setting, she will start to chant a ritual litany of her victim's misdeeds in a sibilant tone. This has the effect of a charm person spell, with DC 18; the Diredamsel will repeat her Accusatory each round (forcing another save attempt) until either the charm takes hold, the Target flees auditory range, or someone attacks the Diredamsel. Note that the DC increases if the Diredamsel has wounded the Target in a previous encounter.

**Taint of Vengeance:** Any creature who suffers damage from a Bloodguise Diredamsel's attacks, and survives the encounter, is still infused with a tiny portion of the wraith's vengeful energies. The Bloodguise Diredamsel who inflicted the damage gains the following benefits relative to her victims: Scent/Tracking bonus increases to +12; +1 competence bonus to hit; +1 competence bonus to damage; +1 competence bonus to Saves for abilities, spells, and effects suffered from the victim; +2 DC for abilities of the Diredamsel against the victim. These benefits last as long as the victim and the Bloodguise Diredamsel are both alive, and are not removed by magical healing, remove curse, restoration, or similar healing magicks.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>109</b>	<b>205</b>	<b>278</b>	<b>350</b>
<b>Speed</b>	Fly 30 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil	Large undead, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>	<b>STR 10 (+0)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 19 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 18 (+4)</b>	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Cold, diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	Vulnerability to Fire			
<b>Senses</b>	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 21
	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6	<b>Damage</b> 3d6
	<b>Chilling Touch</b> A Bloodguise Diredamsel's touch causes cold damage. Whenever a creature takes cold damage in this manner, it must make a Constitution save to avoid being staggered by the supernatural cold for 1 round. This duration stacks.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20	<b>Saving Throw</b> Wisdom DC 21
	<b>Fascinating Gaze</b> One target; fascinated for 1d4 rounds, range 30 feet, Wisdom save negates the effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Incorporeal</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Snowstorm</b> A Bloodguise Diredamsel is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and wind gusts cause disadvantage on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the Bloodguise Diredamsel, and functions as severe wind. A Bloodguise Diredamsel is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as control weather or control winds) cancels the snowstorm effect entirely.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard  
Actions**

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

Touches Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 4d6 (8) bludgeoning damage.

Claw Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d8 (8) slashing damage.

Touches Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 8d6 (10) bludgeoning damage.

Claw Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 1d8 (8) slashing damage.

Touches Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 8d6 (10) bludgeoning damage.

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

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



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**Illustration 25: Bloodguise Diredamsel**

# DIREDAMSEL (DUSKGLADE)



Low

Moderate

Advanced

Elite

Terrain	Any Forest
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	None

## Overview

### Diredamsels

All of the various forms of **Diredamsel** are restless spirits, typically female (but not always despite the “damsel” component of their common moniker), trapped in the material plane in a kind of limbo state similar to that of ghosts, revenants, and other beleaguered undead. Unsettled scores, unfinished business, and righteous zeal are but some of the driving forces that capture the divine essence of soul for these fallow-hearted and ruthless wisps.

Diredamsels have one or more Targets of their wrath. In some cases, a Target can be a singular individual, perhaps someone who did the diredamsel or her loved ones wrong in her mortal life. This is referred to as an Inception Target: The target is explicitly defined upon the diredamsel’s formation as an undead spectre.

Other diredamsels will Target more broadly, aiming their anger and retribution at various people that fit certain criteria. Each Diredamsel will describe how it selects Targets. These are called “Ongoing Targets”. Unless otherwise described in a diredamsel’s description, Inception Targets always take priority over Ongoing Targets if the diredamsel has the option of pursuing more than one type of target.

In game terms, typically, a diredamsel will typically Target one of the PCs, or an NPC with whom they are familiar, as part of a larger plot or story.

### Description

Often mistaken for a sylph or a dryad, these lithe creatures have bark-brown skin; their clothing and hair is indistinguishable at quick glance from foliage.

### Lore

**Common Lore (no check required):** In the forest dwell undead wronged maidens who seek vengeance.

**Expanded Lore:** Dryads they are not: Duskglade Diredamsels are creatures who were lured to the forest under alluring pretense toward a dark end, and who now

seek out vengeance.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any Forests. A Duskglade Diredamsel will begin life in the wood in which she was killed, but can travel to other forests, particularly those in which similar fates have befallen others.

### Encounter Behavior

### Combat & Targeting

A Duskglade Diredamsel will of course initially Target the person or people who slew her. However, it will default to wanting to kill any who generally fit the description of her killer.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A young woman picnicked in the forest with her beloved. Pressured into more intimate contact than was desired, she ran away, tripped, and struck her head. She now haunts that forest, hoping to happen upon the man who wronged her.

### Actions & Special Qualities

**Gladesense:** A Duskglade Diredamsel senses all who enter into her forest. Initially this is similar to a spider’s sense of the vibrations of a fly caught in its web...

**Gladesight:** ...but given this initial warning, she can see cast her gaze via any tree in the forest to see precisely what is occurring.



Illustration 26: Duskglade Diredamsel

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>53</b>	<b>109</b>	<b>194</b>	<b>244</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large plant, neutral evil	Large plant, neutral evil	Huge plant, neutral evil	Huge plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 16 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 21 (+5)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 19 (+4)</b>	<b>DEX 19 (+4)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 13 (+1)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Aklo, Common, Elvish, Sylvan			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Medicine Check</b> DC 17	<b>Medicine Check</b> DC 18	<b>Medicine Check</b> DC 20	<b>Medicine Check</b> DC 23
	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20	<b>Saving Throw</b> Wisdom DC 23
	<b>Calming Fragrance</b> A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an Duskglade Diredamsel to a radius of 60 feet. Any creature in this area of effect must make a Wisdom save at the start of its turn to avoid falling under the effects of calm emotions for 1 round. Creatures that could be attracted to the Duskglade Diredamsel's current apparent gender are at disadvantage on this Wisdom save. This is a mind-affecting effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Feed</b> An Duskglade Diredamsel's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence damage, and the Duskglade Diredamsel heals 3d6 points of damage. The victim's ability score damage is restored only via lesser restoration or more powerful healing magic.			
<b>Standard Actions</b>	Vines Melee weapon attack: +1 to hit, reach 10 ft., one target. Hit 1d10+2 (8) bludgeoning damage.	Vines Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d8/19-00 (820) bludgeoning damage.	Vines Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d8+8/19-00 (22) bludgeoning damage.	Vines Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+9/19-00 (22) bludgeoning damage.

# DIRE DAMSEL (GUNSLINGER)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Artillery / Elite

Organization

Solitary

Treasure

Double

## Overview

### Diredamsels

All of the various forms of **Diredamsel** are restless spirits, typically female (but not always despite the “damsel” component of their common moniker), trapped in the material plane in a kind of limbo state similar to that of ghosts, revenants, and other beleaguered undead. Unsettled scores, unfinished business, and righteous zeal are but some of the driving forces that capture the divine essence of soul for these fallow-hearted and ruthless wisps.

Diredamsels have one or more Targets of their wrath. In some cases, a Target can be a singular individual, perhaps someone who did the diredamsel or her loved ones wrong in her mortal life. This is referred to as an Inception Target: The target is explicitly defined upon the diredamsel’s formation as an undead spectre.

Other diredamsels will Target more broadly, aiming their anger and retribution at various people that fit certain criteria. Each Diredamsel will describe how it selects Targets. These are called “Ongoing Targets”. Unless otherwise described in a diredamsel’s description, Inception Targets always take priority over Ongoing Targets if the diredamsel has the option of pursuing more than one type of target.

In game terms, typically, a diredamsel will typically Target one of the PCs, or an NPC with whom they are familiar, as part of a larger plot or story.

### Description

A sturdy, mysterious figure wrapped in a thick cloak, underneath the billows of which you can see the dark-grey glint of threatening gunmetal.

### Lore

**Common Lore (no check required):** Dark spirits seek revenge with firearms.

**Expanded Lore:** Gunslinger Diredamsels are vengeful spirits armed with pistols, striding the land in search of those in need of killing in the name of justice. Just what

“justice” means to such a creature, however, is anyone’s guess.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land, though typically urban regions.

### Encounter Behavior

### Combat & Targeting

Unlike most other Diredamsels, a Gunslinger Diredamsel is not “born” with a singular Target. Instead, she prowls all sentient settlements, and arrives at her own mysterious conclusions as to which inhabitants are in need of lethal retribution. As she is drawn to evil and betrayal, often, the villages she pursues are so infested with dark secrets that even indiscriminant shooting is likely to find a viable target in this regard.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The PCs are enjoying a quiet meal in a tavern when pistol shots are heard. It’s a Gunslinger Diredamsel, in town to right wrongs as only she can.

### Actions & Special Qualities

**Vilesense:** A Gunslinger Diredamsel can Detect Evil at will. In addition to this ability, she can also detect secrets and in particular vile betrayals. She has an uncanny ability to peer into the very soul of her potential victims, so as to select targets that are at least in some manner deserving of her wrath. Any within range who have committed a vile act—GM’s discretion—are shot first.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>113</b>	<b>169</b>	<b>268</b>	<b>337</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Small undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 17 (+3)</b>	<b>STR 21 (+5)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 22 (+6)</b>	<b>DEX 23 (+6)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except bludgeoning and magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Pistols</b> A Gunslinger Diredamsel fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a Gunslinger Diredamsel's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a Gunslinger Diredamsel's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a Gunslinger Diredamsel wields functions as a +1 pistol. A Gunslinger Diredamsel does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from twoweapon fighting.			
<b>Special Abilities &amp; Qualities</b>	<b>Stranger's Luck</b> A Gunslinger Diredamsel gains a +3 luck bonus to AC and has no chance of misfire when using firearms.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 4d6</b>	<b>Damage 5d6</b>	<b>Damage 6d6</b>	<b>Damage 8d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Stranger's Shot</b> As a full-round action, a Gunslinger Diredamsel can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the Gunslinger Diredamsel threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals additional piercing damage.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Ranged weapon attack: +4 to hit, one target. Hit 1d8x4 (1) bludgeoning damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d3+1 (3) slashing damage.	Ranged weapon attack: +4 to hit, one target. Hit 1d8x4 (1) bludgeoning damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4+1 (4) slashing damage.	Ranged weapon attack: +5 to hit, one target. Hit 1d8/19-00/x4 (5) bludgeoning damage. Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Ranged weapon attack: +7 to hit, one target. Hit 2d6/19-00/x4 (620) bludgeoning damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d6+9 (12) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DIRE DAMSEL (HAREM)



Low

Moderate

Advanced

Elite

Terrain

Any Urban

Rarity

Rare

Role

Skirmisher / Elite

Organization

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

Treasure

Incidental

## Overview

### Diredamsels

All of the various forms of **Diredamsel** are restless spirits, typically female (but not always despite the “damsel” component of their common moniker), trapped in the material plane in a kind of limbo state similar to that of ghosts, revenants, and other beleaguered undead. Unsettled scores, unfinished business, and righteous zeal are but some of the driving forces that capture the divine essence of soul for these fallow-hearted and ruthless wisps.

Diredamsels have one or more Targets of their wrath. In some cases, a Target can be a singular individual, perhaps someone who did the diredamsel or her loved ones wrong in her mortal life. This is referred to as an Inception Target: The target is explicitly defined upon the diredamsel’s formation as an undead spectre.

Other diredamsels will Target more broadly, aiming their anger and retribution at various people that fit certain criteria. Each Diredamsel will describe how it selects Targets. These are called “Ongoing Targets”. Unless otherwise described in a diredamsel’s description, Inception Targets always take priority over Ongoing Targets if the diredamsel has the option of pursuing more than one type of target.

In game terms, typically, a diredamsel will typically Target one of the PCs, or an NPC with whom they are familiar, as part of a larger plot or story.

### Description

Dressed accordingly, a Harem Diredamsel has reshaped the flesh it had in life to be visually pleasing. A close inspection, however, reveals rotted flesh and an obvious undead facade.

### Lore

**Common Lore (no check required):** Paid companions mistreated in life often return as undead killers.

**Expanded Lore:** Harem Diredamsels are courtesans and others in the paid-companion line of work whose clients either mistreated and/or led directly to their demise.

In undeath, these creatures seek vengeance upon their abusers and others like them.

Requires Intelligence (Nature) check DC 14 /

18 / 22 / 26.

### Environment

Any urban, particularly large and corrupt cities.

### Encounter Behavior

### Combat & Targeting

Harem Diredamsels will initially Target all of their former clients who did not treat them well. Beyond that direct revenge, they will expand their portfolio of targets to any who mistreat paid companions.

It’s unusual but not unheard of, in fact, for large brothels to essentially have a Harem Diredamsel “on staff” as a sort of bizarre undead security precaution and deterrent to bad behavior.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The PCs are asked to intervene when things turn violent at a nearby brothel. It turns out that one of the workers is in fact a Harem Diredamsel, who has begun to enact vengeance upon disreputable and abusive clients there.

### Actions & Special Qualities

**Vilesense:** Harem Diredamsels can Detect Evil at will. In addition, they can sense when someone is fearful for their life: anyone within 60’ who legitimately thinks their life is in danger is immediately known to a Harem Diredamsel.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>140</b>	<b>243</b>	<b>360</b>	<b>445</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>
	<b>DEX 19 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 20 (+5)</b>	<b>DEX 19 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 14 (+2)</b>	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Common, Infernal			
<b>Challenge</b>	<b>10</b>	<b>17</b>	<b>22</b>	<b>27</b>
<b>Special Abilities &amp; Qualities</b>	<b>Absorb Blood</b> A Harem Diredamsel adjacent to a bleeding creature automatically accelerates the bleeding, dealing 1 point of Constitution damage to that creature once per round on its turn and absorbing the blood through its skin. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d2</b>	<b>Damage 1d3</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>
	<b>Blood Drain</b> The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
	<b>Lifesense</b> The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Create Spawn</b> When a Harem Diredamsel kills a humanoid or fey of at least one size category smaller than itself with its absorb blood or blood drain ability, the victim rises 24 hours later as a ghoul with the blood drain ability. The spawn is the Harem Diredamsel's slave until its master is destroyed.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) bludgeoning damage.</p> <p>Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d10 (10) piercing damage.</p> <p>Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d10 (10) slashing damage.</p>	<p>Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) bludgeoning damage.</p> <p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) slashing damage.</p>	<p>Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) bludgeoning damage.</p> <p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+4 (14) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+4 (14) slashing damage.</p>	<p>Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) bludgeoning damage.</p> <p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+9 (23) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>command undead (3/day); fog cloud (3/day); gaseous form (3/day); invisibility (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIRE DAMSEL (IRONHEART)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Elite

Organization

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

Treasure

Double

## Overview

### Diredamsels

All of the various forms of **Diredamsel** are restless spirits, typically female (but not always despite the “damsel” component of their common moniker), trapped in the material plane in a kind of limbo state similar to that of ghosts, revenants, and other beleaguered undead. Unsettled scores, unfinished business, and righteous zeal are but some of the driving forces that capture the divine essence of soul for these fallow-hearted and ruthless wisps.

Diredamsels have one or more Targets of their wrath. In some cases, a Target can be a singular individual, perhaps someone who did the diredamsel or her loved ones wrong in her mortal life. This is referred to as an Inception Target: The target is explicitly defined upon the diredamsel’s formation as an undead spectre.

Other diredamsels will Target more broadly, aiming their anger and retribution at various people that fit certain criteria. Each Diredamsel will describe how it selects Targets. These are called “Ongoing Targets”. Unless otherwise described in a diredamsel’s description, Inception Targets always take priority over Ongoing Targets if the diredamsel has the option of pursuing more than one type of target.

In game terms, typically, a diredamsel will typically Target one of the PCs, or an NPC with whom they are familiar, as part of a larger plot or story.

### Description

Clearly both a former soldier and a deceased one, these humanoids are often still garbed in battered armor and attired in the torn, blood-stained iconography of their former regiment.

### Lore

**Common Lore (no check required):** Undead soldiers brought to life by revenge will slay any living.

**Expanded Lore:** Ironheart Diredamsels are former soldiers, led to their demise by incompetent, villainous,

or uncaring leadership. Although most in their position know little of strategy, the certain knowledge of betrayal nevertheless runs deep in their undead veins.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

### Environment

Any land, particularly near battlefields.

### Encounter Behavior

### Combat & Targeting

Ironheart Diredamsels will of course first Target the leadership who led to their deaths in life. Beyond that, they will expand their reach to Target any incompetent or unfeeling military leadership, or those in authority dismissive of the lives of the common soldier or citizen.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Tales are spun late at night of a doomed regiment, sent to battle as a distraction so as to enable the majority of their army to escape unscathed. Commanded to certain death, some of the sacrificed soldiers have arisen anew to seek out revenge against the entire rest of the army who survived.

### Actions & Special Qualities

**Military Sense:** Ironheart Diredamsels can determine the presence of any armed military force with ease. Any formal armed forces within 10 miles are known to an Ironheart Diredamsel. This includes standing armies, marching forces, or even simple town militia or other security / police forces. Caravan guards, adventurers, and the like do not count unless they are mercenaries specifically in the employ of a regular armed force.

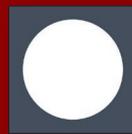
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>75</b>	<b>146</b>	<b>199</b>	<b>255</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil	Large undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 5 (-3)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except adamantite			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +7, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Can't be Disarmed</b> A creature with this ability cannot be disarmed.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19
<b>Special Abilities &amp; Qualities</b>	<b>Curse of Stone</b> Curse–touch; save Constitution; onset 1 minute; frequency 1/day; effect 1d6 Dexterity damage. A creature afflicted by the curse of stone slowly turns to stone, its skin turning an ashen gray and hardening into a stony texture. For every 3 points of Dexterity damage taken, the victim gains a +1 natural armor bonus. The curse of stone can only be cured by removing the curse followed by a stone to flesh spell to undo the damage it has done. If the curse is not removed first, stone to flesh only restores 1d3 points of Dexterity, though these can be lost again as the curse continues to spread. Ability damage suffered from this effect can only be restored via a restoration spell cast only after the target is cured of the curse.			
<b>Special Abilities &amp; Qualities</b>	<b>Petrified Body</b> The stony flesh of a Ironheart Diredamsel reacts to certain spells and effects differently. A transmute rock to mud spell deals 1d6 points of damage per caster level to a Ironheart Diredamsel, with no saving throw. Transmute mud to rock immediately heals any and all damage taken by a Ironheart Diredamsel. A stone to flesh spell does not actually change the Ironheart Diredamsel's structure, but negates its damage reduction and spell resistance for 1 round.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7/18-00 (10) bludgeoning damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p>	<p>Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/18-00 (14) bludgeoning damage.</p> <p>Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.</p>	<p>Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+16/18-00 (20) bludgeoning damage.</p> <p>Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+14 (21) bludgeoning damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.</p>	<p>Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+18/18-00 (22) bludgeoning damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) slashing damage.</p>
<b>Special Actions</b>	<p><b>Reconstitution</b> As long as the original curse that first afflicted the Ironheart Diredamsels remains unbroken, any Ironheart Diredamsel (animate or not) that is damaged or destroyed slowly returns to its undamaged form, even if parts of it were utterly destroyed or carried away. For a relatively undamaged Ironheart Diredamsel, this slow process can be completed in a week or so. For a Ironheart Diredamsel reduced to rubble, it might take years. If a Ironheart Diredamsel is destroyed while under the effects of a stone to flesh spell, it cannot reconstitute and is permanently destroyed.</p>			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DIRE DAMSEL (LUSTWAGE)



Low

Moderate

Advanced

Elite

Terrain	Any Urban
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	Incidental

## Overview

### Diredamsels

All of the various forms of **Diredamsel** are restless spirits, typically female (but not always despite the “damsel” component of their common moniker), trapped in the material plane in a kind of limbo state similar to that of ghosts, revenants, and other beleaguered undead. Unsettled scores, unfinished business, and righteous zeal are but some of the driving forces that capture the divine essence of soul for these fallow-hearted and ruthless wisps.

Diredamsels have one or more Targets of their wrath. In some cases, a Target can be a singular individual, perhaps someone who did the diredamsel or her loved ones wrong in her mortal life. This is referred to as an Inception Target: The target is explicitly defined upon the diredamsel’s formation as an undead spectre.

Other diredamsels will Target more broadly, aiming their anger and retribution at various people that fit certain criteria. Each Diredamsel will describe how it selects Targets. These are called “Ongoing Targets”. Unless otherwise described in a diredamsel’s description, Inception Targets always take priority over Ongoing Targets if the diredamsel has the option of pursuing more than one type of target.

In game terms, typically, a diredamsel will typically Target one of the PCs, or an NPC with whom they are familiar, as part of a larger plot or story.

### Description

An impoverished and filthy humanoid, Lustwage Diredamsels are often dressed in colorful rags that might once have been fashionable and expensive. Their gaze is desperate, and their gait is unnatural; they are unsettling in a very primal manner to all who see them.

### Lore

**Common Lore (no check required):** Those driven to destitution by their own lustful greed or material avarice sometimes walk the earth in vengefulness following their demise.

**Expanded Lore:** Lustwage Diredamsels are those who died, directly or indirectly, because of their unquenchable desires for more, more, more in life. Their rotting appearance and desperate, otherworldly manner is horrifying, and yet even upon casual glance, there is

enough common to them in us all so as to make them curious and attractive in a dark and deadly way.

Requires Intelligence (Nature) check DC  14 /

18 /  22 /  26.

### Environment

Any urban. Lustwage Diredamsels begin their un-life haunting the people and establishments they enjoyed in life.

### Encounter Behavior

### Combat & Targeting

Lustwage Diredamsels are somewhat unique among their brethren in that they Target not the sources of their misery or fall in life, but those like themselves, those who have begun a similar descent into destitution.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The fall of a prominent merchant family is a well-known, if softly whispered, cautionary tale to those on the rise in town. Some even claim they still see the downfallen matriarch, looming and lurching about the quay where once their ships were plentiful and laden with riches.

### Actions & Special Qualities

**The Price of Avarice:** Those who face a Lustwage Diredamsel are placed at disadvantage proportional to their material wealth and good looks. When combat begins, the enemy of the Diredamsel whose gear and valuables are highest suffers a circumstance -4 penalty to attack and damage rolls against the Diredamsel. Similarly, those whose greed is more limited to the physical are prone to suffer: the Diredamsel foe with the highest Charisma receives the same -4 penalty. If the same creature is both wealthiest and has the highest Charisma, they suffer a -6 penalty.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>49</b>	<b>116</b>	<b>203</b>	<b>304</b>
<b>Speed</b>	<b>30 ft. Fly 50 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 19 (+4)</b>	<b>DEX 19 (+4)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft., Tongues			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Change Shape</b> You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p> <p><b>Tongues</b> You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Energy Drain</b> A Lustwage Diredamsel drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the Lustwage Diredamsel can use this ability. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Profane Gift</b> Once per day as a full-round action, a Lustwage Diredamsel may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a Lustwage Diredamsel at a time. As long as the profane gift persists, the Lustwage Diredamsel can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The Lustwage Diredamsel can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save; ability damage suffered in this manner can only be restored via restoration or more powerful healing magic).</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Speed Short Sword Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+19-00 (310) slashing damage. Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d6+1 (4) slashing damage.	Speed Short Sword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6/19-00 (10) slashing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+4 (8) slashing damage.	Speed Short Sword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) slashing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.	Speed Short Sword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+13/19-00 (18) slashing damage. Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm monster (at will); detect thoughts (at will); (1/day); etherealness (self plus lbs. of objects only) (at will); suggestion (at will); summon lesser demon (1 babau at 50%) (1/day); (self plus lbs. of objects only) (at will); tongues (at will); vampiric touch (at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIRE DAMSEL (MADDENING HAUNT)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Solo
Organization	Solitary
Treasure	None

## Overview

## Encounter Behavior

## Description

A ghost, in the most traditional, iconic sense: a vaguely humanoid apparition that only vaguely seems to exist in this world, surrounded by a filmy white mist that further obscures the specter from our sight. Though the exact form and garb of the ghost may escape us, there's no avoiding the precision of the eyes: well-formed, firm, and full of hate.

This is all illusory, though: the true form of a Maddening Haunt Diredamsel is of a ghostly yet corporeal spider, hiding behind the blurred robes of the ghostly ruse.

## Combat & Targeting

A Maddening Haunt Diredamsel will Target first those who led to her death, but then any living thing that ventures close (100') to the place of her killing. The complete destruction of

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

## Lore

**Common Lore (no check required):** Some ghosts are particularly vengeful.

**Expanded Lore:** A Maddening Haunt Diredamsel is like a ghost, in that she haunts the premises associated with her demise. However, such is her hate for the circumstances of her death that merely enacting revenge on those responsible is insufficient to quell their existence and grant them final peace: a Maddening Haunt Diredamsel's goal is the destruction and desecration not only of those who wronged her, but of the entire locale surrounding the act of betrayal, and all those nearby.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

A land developer wishes to build on the site of a current upper-middle-class residence. All have refused the work, however, claiming that the house is haunted. While he admits that it's common knowledge that the lord of the house was slain by his daughter after a fight involving her inheritance, the developer refuses to believe in such things as ghosts. The PCs are to be paid handsomely for helping pave the way for the developer to literally pave the way.

## Environment

Any land. More precisely, the locale of a wrongful demise. Maddening Haunt Diredamsels only exist in darkness: nighttime, or inside with no or minimal lighting present.

## Actions & Special Qualities

**Final Haunt:** If the region of her death (building, grounds, etc.) are completely razed to the ground and the earth salted so that nothing further may grow there, a Maddening Haunt Diredamsel will perish immediately.

**Maddening Haze:** The environment around a Maddening Haunt Diredamsel is enveloped in a psychic aura that generates madness. A minute after entering within 100' of the building or other region haunted by the Diredamsel, each creature must make a DC  19 /  20 /  22 /  23 Wisdom save. Failure means the victim suffers 1d4 points of Wisdom damage. Repeat this save every 10 minutes while in the area; increase the DC for every 1 hour spent in the region. Creatures that reach 0 Wisdom as a result of this effect are slain, and rise the next evening as Maddening Haunt Diredamsels themselves, dedicated to the same purpose as the original who slew them.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>53</b>	<b>119</b>	<b>186</b>	<b>293</b>
<b>Speed</b>	30 ft. Climb 50 ft. Swim 40 ft.			
<b>Size, Type, Alignment</b>	Small monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except cold iron and magic			
<b>Immunities</b>	poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Aklo, Common, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Change Shape</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22
<b>Special Abilities &amp; Qualities</b>	<b>Poison</b> Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d6 Wisdom damage; cure 3 saves. Ability damage suffered from this effect may be recovered via resotation or more potent healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Spider Legs</b> A Maddening Haunt Diredamsel's spider legs can emerge or retract as a free action. When a Maddening Haunt Diredamsel's spider legs are present, she gains advantage on Climb checks.			



Low



Moderate



Advanced



Elite

**Special Abilities & Qualities**

**Saving Throw** DC 18

**Saving Throw** DC 19

**Saving Throw** DC 20

**Saving Throw** DC 22

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

**Standard Actions**

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

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

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

Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.

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

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

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

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

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# DIRE DAMSEL (MOONSHADE)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Elite

Organization

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

Treasure

Incidental

## Overview

### Description

A Moonshade Diredamsel is only vaguely visible under most circumstances. In moonlight, she is revealed entire: a frolicking, seemingly happy and fruitful youth, whose garb scintillates in the bask of the sky's glowing orb. Yet look deeply into the face, and you notice the malevolence and hatred of the eyes staring back, never ceasing to lock upon your own... and you realize that the seeming capriciousness of the cavorting is a dance of approaching death.

### Lore

**Common Lore (no check required):** Those who die at festivals sometimes return to seek revenge.

**Expanded Lore:** Moonshade Diredamsels are innocent victims, slain during carnivals and festivals and celebrations. Weddings, coronations, traveling performing troupes, and seasonal events can all give rise to catastrophe: arson, murder, and revenge being all too common. Those slain, particularly those slain simply because they were in the wrong place at the wrong time during such horrors, may generate hatefulness sufficient to imbue them with life—and purpose—after death.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any land where a disastrous celebration has taken place.

### Encounter Behavior

### Combat & Targeting

Moonshade Diredamsels will target any creatures responsible for the carnage that slew them. They will then set upon any living creatures who attempt to stage another

celebration anywhere nearby.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A new queen is to be crowned! To mark the occasion, the city has planned a major celebration, months in the planning. However, workers helping get things ready have been injured, and in several cases, killed, by seeming mishaps. The PCs are asked to investigate, only to discover that decades ago, dozens were killed by a fire at a Harvest Festival on this very site; a Moonshade Diredamsel haunts these grounds.

### Actions & Special Qualities

**Leave Now:** As a swift action, a Moonshade Diredamsel may stab a finger at one living, sighted creature within 60' and eyesight. That creature must make a DC  19 /  20 /  22 /  23 Wisdom save or flee immediately. Frightened of the entire grounds haunted by the Diredamsel. This effect lasts for one hour. Dispel magic or similar effects that remove enchantments will return the victim to normal behavior, but they must still make the save again if they re-enter the region.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>53</b>	<b>119</b>	<b>186</b>	<b>293</b>
<b>Speed</b>	30 ft. Climb 50 ft. Swim 40 ft.			
<b>Size, Type, Alignment</b>	Small monstrosity, neutral evil	Medium monstrosity, neutral evil	Medium monstrosity, neutral evil	Large monstrosity, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except cold iron and magic			
<b>Immunities</b>	poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Aklo, Common, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19
	<b>Lashing Tail</b> A Moonshade Diredamsel's tail slap is a primary attack. In addition, each time a Moonshade Diredamsel damages a creature with her tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful Constitution save negates the Charisma damage. A long rest will restore ability damage suffered from this effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 15	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19
	<b>Manipulate Luck</b> Once per day, a Moonshade Diredamsel can manipulate another creature's luck by spending a full-round action, during which the Moonshade Diredamsel must remain in physical contact with the target creature. When the Moonshade Diredamsel uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains advantage on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck suffers disadvantage on all saving throws, attack rolls, and skill checks. A successful Wisdom save negates the effect. Moonshade Diredamsels cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Regeneration</b> You are difficult to kill. You heal damage at 3 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of 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
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**Standard Actions**

Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4+2 (4) slashing damage.  
 Bite Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d3+3 (5) piercing damage.

Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+4 (8) slashing damage.  
 Bite Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+4 (6) piercing damage.

Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) piercing damage.  
 Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+7 (10) slashing damage.

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

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# DIRE DAMSEL (POISONED AQUIFER)



Low

Moderate

Advanced

Elite

Terrain	Any Urban
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, or Well (3-10x)
Treasure	None

## Overview

## Description

Gaunt, malnourished, pox-ridden, and with sunken eyes: these former humanoids appear ravaged by disease and famine.

## Lore

**Common Lore (no check required):** Those who die of famine or disease due to poor water supply are likely to seek revenge.

**Expanded Lore:** Clean drinking water is taken for granted in many cities, but it's by no means assured. Many are the entire nations that have been laid low by poor water supply, and many too are those who have been victimized by poisoning. Poisoned Aquifer Diredamsels are revenants borne of famine or disease related to poisoned water, who yet walk the earth in search of those who have never suffered such horror.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any Urban, particularly those with poor aquifers, ancient wells, or other weaknesses in water supply.

## Encounter Behavior

## Combat & Targeting

Poisoned Aquifer Diredamsels will target those in charge of cities with poor water supplies, or those who have never had to worry about such a problem. Essentially, this limits things to anyone who lives in any city—either it is a problem, or it's not!

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

The mayor of the town has turned up brutally murdered, though no valuables were stolen in the attack. The PCs are called upon to investigate, and it seems to be retaliation by a Poisoned Aquifer Diredamsel for the town's water supply, which the mayor had skimmed on rebuilding.

## Actions & Special Qualities

**Befoul Liquid:** A Poisoned Aquifer Diredamsel can enact that which she so desperately seeks to revenge. As a move action once per day, she can befoul all liquids within a 40' radius. Drinking water and nonmagical imbibables (alcohol, water, juice, jams and liquid preserves, and so on) are automatically rendered poisonous; magical liquids (including all potions!) must make a DC 16 / 20 / 22 / 24 Constitution save or be rendered useless.

D

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>78</b>	<b>182</b>	<b>296</b>	<b>390</b>
<b>Speed</b>	30 ft. Swim 50 ft.			
<b>Size, Type, Alignment</b>	Large aberration, unaligned	Large aberration, unaligned	Huge aberration, unaligned	Huge aberration, unaligned
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 19 (+4)</b>	<b>DEX 21 (+5)</b>	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>
	<b>CON 17 (+3)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 22 (+6)</b>
	<b>INT 9 (-1)</b>	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>
	<b>WIS 15 (+2)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Aquan, Common			
<b>Challenge</b>	<b>8</b>	<b>14</b>	<b>20</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 23	<b>Saving Throw</b> Constitution DC 27
	<b>Poison</b> Bite-injury; save Constitution; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 saves. Ability damage suffered from this effect is recovered following a long rest.			
<b>Standard Actions</b>	Bite Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 2d6+5 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 3d6+11/19-00 (22) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+11/19-00 (22) piercing damage.
	Tail Slap Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d8+2 (6) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.	Tail Slap Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d6/19-00 (6/20) bludgeoning damage.	Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6/19-00 (6/20) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	Sorcerer Spells: <i>protection from energy; suggestion; acid arrow; invisibility; mirror image; expeditious retreat; magic missile; shield; true strike; acid splash; detect magic; light; mage hand</i>			
<b>Possessions</b>	-			

# DIRE DAMSEL (REAVERLORD)



Low

Moderate

Advanced

Elite

Terrain	Any Urban
Rarity	Rare
Role	Brute/ Solo
Organization	Solitary
Treasure	Double

## Overview

## Description

A thickly-muscled, well-armed titan of a humanoid, this monster just radiates deadliness.

## Lore

**Common Lore (no check required):** Warrior slaves forced to kill and die in the arena sometimes seek revenge after their own demise.

**Expanded Lore:** Reaverlord Diredamsels are former warriors, trained and often raised in the ring, to fight for the profit of others. Even those who escape servitude and win or buy their freedom may yet turn into these creatures, who prowl their former haunts in a quest to destroy the very institution that tortured them so.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any Urban, particularly places where slaves fight for wager.

## Encounter Behavior

## Combat & Targeting

Reaverlord Diredamsels will first target the slavemasters and bookkeepers who fuel the industry of slave fighting. They will then seek out any who have participated in such activities, for pleasure or for betting.

## Story Hooks

The following quest snippets or introductory story elements

can be used to insert this creature into any existing plot or campaign setting.

A wealthy merchant queen is rumored to hire gladiators to pleasure her, tiring quickly of one, then the other, and dooming fighter after fighter to rebuke and exile after her immediate wants were sated. The fighting pits have no procedure to re-introduce those who have been freed, so these tossed-aside servants of the flesh are often doomed to a swift death outside of town, unable to provide for themselves. The merchant queen hires the PCs, desperate and seeming somewhat mad, fearful that one of her one-time warrior lovers has returned from the grave to enact revenge.

## Actions & Special Qualities

**Burgeoning Bloodlust:** Once fueled by bloodlust and battlesport, a Reaverlord Diredamsel can now bring it about in others. Once every 1d4 rounds as a move action, a Reaverlord Diredamsel can generate a palpable aura of malice toward one's fellow man. All creatures within 60' must make a DC  19 /  21 /  24 /  26 Wisdom save or immediately turn against and attack the creature closest to them that is not the Reaverlord Diredamsel. This effect ends if the victim gets out of range of the source of the effect, or if it is dispelled, or if the victim is knocked unconscious. This is a mind-affecting effect.

D

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>22</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>156</b>	<b>303</b>	<b>429</b>	<b>572</b>
<b>Speed</b>	40 ft. Fly 60 ft. (Average)			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil	Huge fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 33 (+10)</b>
	<b>DEX 21 (+5)</b>	<b>DEX 19 (+4)</b>	<b>DEX 21 (+5)</b>	<b>DEX 20 (+5)</b>
	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>	<b>CON 26 (+8)</b>
	<b>INT 20 (+5)</b>	<b>INT 20 (+5)</b>	<b>INT 22 (+6)</b>	<b>INT 22 (+6)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except good and silver			
<b>Immunities</b>	Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
<b>Languages</b>	Celestial, Common, Draconic, Infernal, Telepathy 100 ft.			
<b>Challenge</b>	<b>12</b>	<b>20</b>	<b>25</b>	<b>30</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 8d6
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Devil Shaping</b> Three times per day, a Reaverlord Diredamsel can spend a minute to transform nearby lemures into other lesser devils. A Reaverlord Diredamsel can transform one lemure for every Hit Die the Reaverlord Diredamsel possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the Reaverlord Diredamsel, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the Reaverlord Diredamsel. Although Reaverlord Diredamsels can, technically, elevate a mass of 20 lemures into a new Reaverlord Diredamsel, most are hesitant to do so since they have no special control over a devil created in this manner.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22	<b>Saving Throw</b> Constitution DC 23	<b>Saving Throw</b> Constitution DC 26
<b>Special Abilities &amp; Qualities</b>	<b>Disease (Devil Chills)</b> Disease-Bite-injury; save Constitution; frequency 1/day; effect 1d4 Strength; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 22	<b>Saving Throw</b> Constitution DC 23	<b>Saving Throw</b> Constitution DC 26
<b>Special Abilities &amp; Qualities</b>	<b>Poison</b> Bite-injury; save Constitution; frequency 1/round for 10 rounds; effect 1d6 Con damage and is Poisoned; cure 3 consecutive saves. Ability score damage is healed in full only via restoration or more powerful healing magic.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 4d4+15 (25) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+10 (17) slashing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Wing Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d10+15 (20) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+13 (27) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+13 (22) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+6 (15) bludgeoning damage.</p> <p>Wing Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 4d8+16 (34) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+16 (20) slashing damage.</p> <p>Tail Slap Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d8+8 (22) bludgeoning damage.</p> <p>Wing Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+8 (18) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +11 to hit, reach 15 ft., one target. Hit 8d6+21 (49) piercing damage.</p> <p>Claw Melee weapon attack: +11 to hit, reach 15 ft., one target. Hit 2d6+21 (28) slashing damage.</p> <p>Tail Slap Melee weapon attack: +11 to hit, reach 15 ft., one target. Hit 4d8+10 (28) bludgeoning damage.</p> <p>Wing Melee weapon attack: +11 to hit, reach 15 ft., one target. Hit 4d6+10 (24) bludgeoning damage.</p>
<b>Special Actions</b>	<p><b>See in Darkness</b> Devils can see perfectly in darkness of any kind, even that created by magical darkness.</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p>			
<b>Special Actions</b>	<p><b>Regeneration</b> You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Evil weapons and effects cause your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.</p>			
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<p><i>create undead (at will); fireball (at will); hold monster (mass) (at will); invisibility (at will); meteor swarm (3/day); major image (at will); power word stun (at will); scorching ray (at will); scrying (greater) (at will); summon monster ix (any 1 cr 19 or lower devil, 100%) (1/day); soul cage (at will); wall of fire (at will); wish (1/year)</i></p>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DIRE DAMSEL (SKEWERED)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Skirmisher / Elite

Organization

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

Treasure

Standard

## Overview

### Description

A humanoid in a variety of forms, manners, and garb. Whether they are clad as commoners, dressed for a ball, disheveled from a recent affair, or fresh from the battlefield in full combat gear, all Skewered Diredamsels share one distinguishing feature: the gaping, oozing wound that transfixes them.

### Lore

**Common Lore (no check required):** Stabbed innocents may return for revenge.

**Expanded Lore:** Skewered Diredamsels are those slain by knife, sword, or other bladed weapon in the heat of the moment. Usually innocent of the crimes that caused the outrage, at minimum, the punishment of a cruel death far outweighs whatever caused the anguish to begin with.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any Land.

## Encounter Behavior

### Combat & Targeting

Skewered Diredamsels first Target their murderer. Next, they will seek vengeance on any who have committed a murder generally speaking. Finally, in an environment where they or others have addressed these problems in their entirety, they will simply fight anyone with a blade.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A wealthy merchant queen is hastily packing her belongings today, and there are whispers that she intends to flee the city as quickly as possible. Her husband and her paramour whom he recently discovered have both been not heard from since the weekend, and dark tales are spun as to their fate. It transpires that the merchant queen, faced with a violent confrontation with her two loves, murdered both men, partly out of a desire to protect but uncertainty whom she would prefer to protect, and partly because both here causing her no end of headache and frustration. Both men have arisen as Skewered Diredamsels, and hunger for her blood as revenge.

## Actions & Special Qualities

**Skewer:** As a full-round action, a Skewered Diredamsel may call forth a ghostly blade, the incarnation of the one that slew it, and thrust it forward with preternatural force. Roll to hit as normal with her highest melee attack bonus; a hit forces the victim to make a Constitution save (DC 19 / 20 / 22 / 23) or the strike automatically inflicts maximum damage. On a successful save, the victim still suffers damage from a single melee strike normally.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>114</b>	<b>177</b>	<b>287</b>	<b>360</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Small undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>
	<b>DEX 19 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
<b>Special Abilities &amp; Qualities</b>	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Infectious Laughter</b> As a full-round action, a Skewered Diredamsel can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a Wisdom saving thrown or be affected as the hideous laughter spell (CL 14th), except that a laughing creature is considered helpless to the Skewered Diredamsel. A creature that successfully saves against a Skewered Diredamsel's scornful laughter can't be affected by that same Skewered Diredamsel's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage. Hair Barb Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3) bludgeoning damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3) slashing damage. Hair Barb Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) slashing damage. Hair Barb Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12/19-00 (19) slashing damage. Hair Barb Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6/19-00 (13) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm monster (1/day); feather fall (3/day); levitate (3/day); ray of enfeeblement (3/day); charm monster (3/day); vampiric touch (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIREDAMSEL (SLAIN)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Elite

Organization

Solitary

Treasure

Incidental

## Overview

### Description

A shambling, zombielike corpse, given life and purpose by a thirst for revenge.

that will neither claim her life nor leave her well enough to conduct business. Her daughter is said to dote upon her and has taken charge of her care, but darker rumors suggest that the daughter is only interested in the inheritance, and indeed has even let her charge die some days ago. The magistrate, or perhaps another offspring with genuine affection for his mother, asks the PCs to investigate; they discover that the matron has arisen as a Slain Diredamsel.

### Lore

**Common Lore (no check required):** Those poisoned or left to die from sickness are no less inclined toward violent retribution when they arise as an undead stalker.

**Expanded Lore:** Slain Diredamsels are those who died unceremonious, often slow and laboriously painful, deaths, desperately alone and unlistened to. They now walk the earth in search of revenge against those who suffered similar fates.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Actions & Special Qualities

**Wasting Glare:** Once every 1d4 rounds, a Slain Diredamsel may fix a single target within 60' and in line of sight with her gaze, generating feelings of neglect, pain, loss, and misery in the target. The victim must make a Constitution or Wisdom save (use the **worse** of the two) with DC 19 / 20 / 22 / 23 or fall prone, unable to recover for 1d4 rounds thereafter. Once a creature has successfully saved against a Slain Diredamsel's Wasting Glare, they are immune to it for 24 hours thereafter.

### Environment

Any land, particularly in the region where they were slain.

### Encounter Behavior

### Combat & Targeting

Slain Diredamsels first target their murderers, and then turn their attention to any who have a history of murder, neglect, or abuse.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

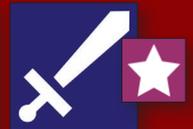
A wealthy matron lies abed, long riddled with illness

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>91</b>	<b>153</b>	<b>247</b>	<b>305</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Small undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 8 (-1)</b>	<b>STR 14 (+2)</b>	<b>STR 20 (+5)</b>
	<b>DEX 19 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
<b>Special Abilities &amp; Qualities</b>	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Infectious Laughter</b> As a full-round action, a Slain Diredamsel can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a Wisdom saving thrown or be affected as the hideous laughter spell (CL 14th), except that a laughing creature is considered helpless to the Slain Diredamsel. A creature that successfully saves against a Slain Diredamsel's scornful laughter can't be affected by that same Slain Diredamsel's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (4) slashing damage. Hair Barb Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (6) bludgeoning damage.	Claw Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (6) slashing damage. Hair Barb Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (8) bludgeoning damage.	Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) slashing damage. Hair Barb Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8/19-00 (15) slashing damage. Hair Barb Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6/19-00 (620) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm monster (1/day); feather fall (3/day); levitate (3/day); ray of enfeeblement (3/day); charm monster (3/day); vampiric touch (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIRE DAMSEL (SLICEKNIFE)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Skrimisher / Elite

Organization

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

Treasure

Incidental

## Overview

### Description

A tattered and ghoulish rogue, with bits of flesh and clothing missing, wielding two blades and grimacing as though every step here pain.

### Lore

**Common Lore (no check required):** Innocent victims of bandit assault sometimes come back to life to seek revenge.

**Expanded Lore:** Woe betide the bandits who murder for plunder along stretches of road or wilderness infused with necromantic magicks, for there is a chance their victims will rise again as violent, leathal undead marauders, in search of revenge: the Sliceknife Diredamsel.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any land, particularly regions frequented by travelers, caravans, and the like.

## Encounter Behavior

### Combat & Targeting

Sliceknife Diredamsels will first target their own murders, if they are available. Failing that opportunity, or afterwards if they are successful in it, they act as kind of roadside guardians for the stretch of travel on which they were murdered: any bandits or indeed any physical violence will be met with savagery from the Diredamsel.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Rumor tells of a stretch of road haunted by a lethal humanoid predator. Many are disinclined to believe such nonsense, particularly those innocents who have traveled that very road with no guards and no hardships. Hardened warriors, caravan guards, and even reformed bandits, however, tell a much different tale: one of flashes of blade, gnashed and rotted teeth, and a savage lethality of attack.

## Actions & Special Qualities

**See Alignment:** Sliceknife Diredamsels can automatically detect the alignment of any creature within 90' as a free action. Magical effects that obscure or misrepresent alignment must still be defeated in order for this ability to function.

**Smite Evil:** As a swift action 3x/day, a Sliceknife Diredamsel may Smite Evil, as the Paladin class ability of the same name. Use the Diredamsel's Hit Dice as equivalent to Paladin class levels to determine attack and damage bonuses.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>107</b>	<b>166</b>	<b>266</b>	<b>334</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Small undead, neutral evil	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 27 (+8)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
<b>Special Abilities &amp; Qualities</b>	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Infectious Laughter</b> As a full-round action, a Sliceknife Diredamsel can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a Wisdom saving thrown or be affected as the hideous laughter spell (CL 14th), except that a laughing creature is considered helpless to the Sliceknife Diredamsel. A creature that successfully saves against a Sliceknife Diredamsel's scornful laughter can't be affected by that same Sliceknife Diredamsel's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage. Hair Barb Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/19-00 (10) slashing damage. Hair Barb Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.	Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+10/19-00 (14) slashing damage. Hair Barb Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15/19-00 (22) slashing damage. Hair Barb Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+7/19-00 (14) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm monster (1/day); feather fall (3/day); levitate (3/day); ray of enfeeblement (3/day); charm monster (3/day); vampiric touch (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIRE DAMSEL (SORROWGLIMPSE)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Controller / Solo

Organization

Solitary

Treasure

Standard

## Overview

## Description

Shoulders hunched forward as though protecting the torso, entire spine warped forward, and ever surrounded by an atmosphere of burgeoning woe: the haunted, sunken eye depressions and dead-gaunt pallow face of these abominations is enough to send even the most stalwart soldiers fleeing in terror.

## Lore

**Common Lore (no check required):** Those who perish from a broken heart or despair may walk the earth wishing to inflict their terminal conditions to others.

**Expanded Lore:** Sorrowglimpse Diredamsels have the terrifying ability to create realistic nightmares of the worst-case scenario in their victims.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat & Targeting

Sorrowglimpse Diredamsels are somewhat unique among their brethren in that they do not target any other creatures specifically. Rather, any living being not immune to their aura and attack are fair game.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Crushed by the betrayal of their beloved, a maiden flings herself into the surf. She arises as a Sorrowglimpse Diredamsel to haunt the cliffs where she perished. The lighthouse keeper there rushes to the nearest city to report the terror he has felt and the apparition he has seen.

A young man in the prime of life is cut down by a sudden illness. Crippled and his goodwill exhausted, he intentionally overdoses on his medication in a desperate attempt for reprieve from his suffering. He haunts his friends and family and the house where he perished as a Sorrowglimpse Diredamsel.

## Actions & Special Qualities

**Glimpse of Sorrow:** Focusing her abilities into a single psychic blast, the Sorrowglimpse Diredamsel may transfix a single victim with visions of horror personalized to that creature's history, experience, and deepest fears. If this ability is used, the Sorrowful Aura does not function until the start of the Diredamsel's next turn. The victim must be within 90' and line of sight for this effect to work. If the victim fails a DC 18 / 20 / 22 / 23 Wisdom save, they crumple to the ground, unconscious, for 2d6 rounds. While the source of the effect lives and is within 120' of the victim, they may only be awoken via dispel magic; once the Diredamsel causing this effect is slain, or if the two creatures are separated by more than 120', the effect ends immediately. This is a mind-affecting illusion effect.

**Sorrowful Aura:** Creatures within 30' of a Sorrowglimpse Diredamsel must make a Wisdom save with DC 17 / 19 / 21 / 22 at the start of their turn or be besieged by such visions of suffering and despair that they may take no actions until their next turn. Each creature within the radius must make this save each round, regardless of prior successes or failures. This is a mind-affecting psychic effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>123</b>	<b>182</b>	<b>277</b>	<b>352</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Small undead, chaotic evil	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 21 (+5)</b>	<b>CHA 21 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Common, Infernal			
<b>Challenge</b>	<b>12</b>	<b>17</b>	<b>22</b>	<b>27</b>
<b>Special Abilities &amp; Qualities</b>	<b>Absorb Blood</b> A Sorrowglimpse Diredamsel adjacent to a bleeding creature automatically accelerates the bleeding, dealing 1 point of Constitution damage to that creature once per round on its turn and absorbing the blood through its skin. Ability damage suffered from this effect must be recovered via restoration or more potent healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d2</b>	<b>Damage 1d3</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Blood Drain</b> The creature drains blood at the end of its turn if it is attached to a foe, inflicting Constitution damage.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Lifesense</b> The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Create Spawn</b> When a Sorrowglimpse Diredamsel kills a humanoid or fey of at least one size category smaller than itself with its absorb blood or blood drain ability, the victim rises 24 hours later as a ghoul with the blood drain ability. The spawn is the Sorrowglimpse Diredamsel's slave until its master is destroyed.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d10+1 (6) piercing damage.</p> <p>Claw Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d10+1 (6) slashing damage.</p>	<p>Bite Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 2d6+1 (8) slashing damage.</p>	<p>Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+4 (14) piercing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3d6+4 (14) slashing damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+9 (23) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d6+9 (23) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>command undead (3/day); fog cloud (3/day); gaseous form (3/day); invisibility (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIRE DAMSEL (STONESOUL)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Elite

Organization

Solitary

Treasure

Standard

## Overview

## Description

A resolute, stolid, and visibly hardened individual, Stonesoul Diredamsels are often dressed simply, in ceremonial or religious vestments, or a simple tunic or frock of common and cheap design. While not attacking, they can be seen chanting in place, praying, or walking slowly with arms in a prayerful gesture.

## Lore

**Common Lore (no check required):** Those killed in peaceful service to the gods often arise to fulfill vengeful duties.

**Expanded Lore:** The legend goes that Stonesoul Diredamsels are brought back to life by their deity after meeting a terrible fate. Whether this is a reward for peaceful service, or a punishment for a lack of preparation to ward off the attack, is a matter of spiritual introspection.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land, particularly around a church, shrine, or other location of religious significance to their god.

## Encounter Behavior

## Combat & Targeting

Stonesoul Diredamsels act as regional protectors, somewhat similar to Sliceknife Diredamsels: any physical violence (or, at the GM's discretion, even an Intimidate check!) immediately causes the Diredamsel to attack the aggressor. In situations in which religious iconography or adherence is clear, the Diredamsel will defend their fellow faith-followers;

in cases where there is simply an armed conflict, the creature will attack whomever is winning the battle.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A church in the woods hosts a special relic: a Stonesoul Diredamsel, a former priest slain decades ago by bandits hoping to help themselves to the contents of the collection box, she is now a helpful haunt who helps protect the church. Though off-putting to those new to the experience, it is certainly a tale to share when one bends the knee for services alongside an animated corpse!

One of the statues in the transept of the church in town is in fact a Stonesoul Diredamsel, ready to protect the area if any violence should occur.

## Actions & Special Qualities

**Stone Embrace:** As a standard action, a Stonesoul Diredamsel may embrace an opponent. Make a single attack roll as normal, using the Diredamsel's highest attack bonus. If this attack hits, the victim suffers no damage, but must make a DC 17 / 19 / 20 / 21 Constitution save or immediately turn to stone. *Stone to flesh*, *dispel magic*, or similar effects for restoring petrified victims apply normally. If the Diredamsel petrifies a victim in this manner, she herself also turns to stone, irrevocably; no amount of magic short of a *wish* or *miracle* will bring the Diredamsel back to animated form.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>63</b>	<b>133</b>	<b>187</b>	<b>233</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Medium undead, neutral evil	Medium undead, neutral evil	Large undead, neutral evil	Large undead, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 14 (+2)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>	<b>WIS 17 (+3)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except adamantite			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Can't be Disarmed</b> A creature with this ability cannot be disarmed.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 19
<b>Special Abilities &amp; Qualities</b>	<b>Curse of Stone</b> Curse–touch; save Constitution; onset 1 minute; frequency 1/day; effect 1d6 Dexterity damage. A creature afflicted by the curse of stone slowly turns to stone, its skin turning an ashen gray and hardening into a stony texture. For every 3 points of Dexterity damage taken, the victim gains a +1 natural armor bonus. The curse of stone can only be cured by removing the curse followed by a stone to flesh spell to undo the damage it has done. If the curse is not removed first, stone to flesh only restores 1d3 points of Dexterity, though these can be lost again as the curse continues to spread. Ability damage suffered from this effect can only be restored via a restoration spell cast only after the target is cured of the curse.			
<b>Special Abilities &amp; Qualities</b>	<b>Petrified Body</b> The stony flesh of a Stonesoul Diredamsel reacts to certain spells and effects differently. A transmute rock to mud spell deals 1d6 points of damage per caster level to a Stonesoul Diredamsel, with no saving throw. Transmute mud to rock immediately heals any and all damage taken by a Stonesoul Diredamsel. A stone to flesh spell does not actually change the Stonesoul Diredamsel's structure, but negates its damage reduction and spell resistance for 1 round.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Scimitar Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7/18-00 (10) bludgeoning damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.</p> <p>Slam Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p>	<p>Frost Scimitar Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+17/18-00 (22) slashing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) slashing damage.</p>	<p>Frost Scimitar Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+17/18-00 (22) slashing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) slashing damage.</p>	<p>Frost Scimitar Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+18/18-00 (22) slashing damage.</p> <p>Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+14 (18) slashing damage.</p>
<b>Special Actions</b>	<p><b>Reconstitution</b> As long as the original curse that first afflicted the Stonesoul Diredamsels remains unbroken, any Stonesoul Diredamsel (animate or not) that is damaged or destroyed slowly returns to its undamaged form, even if parts of it were utterly destroyed or carried away. For a relatively undamaged Stonesoul Diredamsel, this slow process can be completed in a week or so. For a Stonesoul Diredamsel reduced to rubble, it might take years. If a Stonesoul Diredamsel is destroyed while under the effects of a stone to flesh spell, it cannot reconstitute and is permanently destroyed.</p>			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIREDAMSEL (TORN)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Leader / Elite

Organization

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

Treasure

Incidental

## Overview

## Description

Clothes tattered, bones broken and limbs appearing at vicious angles: Torn Diredamsels look as though they have just survived a massive catastrophe.

## Lore

**Common Lore (no check required):** Those suffering painful deaths en masse as part of a vehicular tragedy are likely to rise again for vengeance if the circumstances are right.

**Expanded Lore:** Wagons crashing, horses dying underfoot, boats sinking, or structures falling apart: there are many catastrophes which could have been avoided, if only construction standards were adhered to, care taken when crossing a river, or other precautions acknowledged. Torn Diredamsels are the risen victims of such tragedies, living again to enact revenge on those responsible for their deaths.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land; the source of an accident of some kind that befell them.

## Encounter Behavior

## Combat & Targeting

First, the Torn Diredamsel will besiege those responsible for their deaths. If none such survive, or once they have been slain, they will prowl the region in which they died; they will not protect or defend the site like Sliceknife or Stonesoul Diredamsels, but will instead seek to re-enact the tragic event that slew them, gaining temporary satisfaction in the

killing of others in similar manner.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A river barge sank decades ago in a particularly dangerous part of a broad river; dozens perished. They say you can still see the drowned victims at night, grasping at new river boats and seeking to drown more victims. Whether this tale is true, or whether perhaps the river is simply dangerous at this point, is up for debate; not up for debate but a matter of record is the disproportionate number of accidents that have occurred here.

Every city has that one place in town that just can't seem to survive. This year, it's an apothecary, and it burns to the ground. Another year, the same location houses a brothel, and it's the source for a terrible smallpox outbreak and has to be closed down. Yet another establishment, this time a tavern, opens up in the same place... only to shut down once it's discovered that they were cooking diseased rats and passing it off as mutton. A local mystic has a far-fetched notion that this particular place's misfortunes are the fault not of bungles or bad management or simple bad luck, but instead to do with the Torn Diredamsels that haunt the place, having perished in a fire there themselves a hundred years ago. His theory is put to the test when he hires the PCs to slay the demons that haunt this place so he can open an inn.

## Actions & Special Qualities

**Invoke Mishap:** With a gesture, a Torn Diredamsel may generate a truly unfortunate mishap involving a manmade structure, vehicle, or machine. Exactly what the mishap is is left to the GM and the circumstances of the surroundings; mechanically, all creatures within 20' of the spot pointed to must make a DC 19 / 21 / 22 / 24 Dexterity save or suffer bludgeoning damage from the debris ( 2d6 / 4d6 / 8d6 / 14d6). A given Torn Diredamsel may attempt this ability only once per encounter.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>102</b>	<b>195</b>	<b>259</b>	<b>324</b>
<b>Speed</b>	30 ft. Fly 100 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> <b>17 (+3)</b>	<b>STR</b> <b>20 (+5)</b>	<b>STR</b> <b>25 (+7)</b>	<b>STR</b> <b>26 (+8)</b>
	<b>DEX</b> <b>16 (+3)</b>	<b>DEX</b> <b>18 (+4)</b>	<b>DEX</b> <b>17 (+3)</b>	<b>DEX</b> <b>17 (+3)</b>
	<b>CON</b> <b>10 (+0)</b>	<b>CON</b> <b>10 (+0)</b>	<b>CON</b> <b>10 (+0)</b>	<b>CON</b> <b>10 (+0)</b>
	<b>INT</b> <b>11 (+0)</b>	<b>INT</b> <b>15 (+2)</b>	<b>INT</b> <b>15 (+2)</b>	<b>INT</b> <b>15 (+2)</b>
	<b>WIS</b> <b>10 (+0)</b>	<b>WIS</b> <b>14 (+2)</b>	<b>WIS</b> <b>14 (+2)</b>	<b>WIS</b> <b>14 (+2)</b>
	<b>CHA</b> <b>20 (+5)</b>	<b>CHA</b> <b>22 (+6)</b>	<b>CHA</b> <b>22 (+6)</b>	<b>CHA</b> <b>22 (+6)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except good or silver			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	Light Sensitivity			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Common			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Blood Drain</b> The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered to this effect may be restored following a long rest.			
<b>Special Abilities &amp; Qualities</b>	<b>Separate</b> During the day, a Torn Diredamsel looks like a living human woman. She does not detect as undead during the day, but is still an undead creature. At night, her upper torso rips away (this is a full round action that occurs at sunset), leaving her lower torso behind. Her lower torso is helpless, but her upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the helpless lower portion is damaged, the Torn Diredamsel is immediately aware of the attack. Since Torn Diredamsels can be destroyed by damage to their lower bodies, they prefer to hide their lower torsos when separated. A Torn Diredamsel must return to its lower torso and reattach to it (a full-round action) within the hour before sunrise—each round a Torn Diredamsel remains separated after sunrise, it takes 1d6 points of damage until it rejoins its lower torso or it crumbles into dust.			
<b>Standard Actions</b>	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) slashing damage. Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8+5 (10) piercing damage.	Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) slashing damage. Bite Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+8 (15) piercing damage.	Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13 (24) slashing damage. Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.	Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+14 (24) slashing damage. Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+14 (24) piercing damage.

# DIRE DAMSEL (VIVISECTED)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, or Laboratory (3-8x)
Treasure	None

## Overview

## Description

Sliced apart and put back together again, but seemingly inexpertly, Vivisected Dire damsels are gruesome assemblages of destroyed meat even by the standards of their zombielike brethren.

## Lore

**Common Lore (no check required):** Experiments gone awry may end up in deaths. Deaths from experiments may end up in revenge.

**Expanded Lore:** It is perhaps faint praise of sentient races that Vivisected Dire damsels are the rarest of all their brethren. Experiments, torture, and malpracticed medicine are nevertheless present in the Realm, and often result in demise. The dead from such horrors can arise anew, to seek out revenge against those who performed the horrors.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat & Targeting

Vivisected Dire damsels will first seek revenge upon those directly responsible for their murder. They will then set upon **any** in that same line of business, legitimate or not, making them an unpredictable plague upon decent society, no matter their origins.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A local apothecary is said to craft some of his concoctions from sources and methods not overly legitimate or legal in the strictest sense. The potions work, however, so most folk turn a blind eye to the rumors; the very worst most do is simply go elsewhere for their alchemical needs. One day, however, the apothecary turns up horrifically murdered, sliced apart and then stitched back together in manner altogether different. Another, legitimate and honest, apothecary approaches the PCs, revealing the legend of Vivisected Dire damsels, and the indiscriminate horror they wreak upon decent folk. He begs the PCs to protect him.

## Actions & Special Qualities

**Vivisect:** If a Vivisected Dire damsel hits with at least two melee attacks in a round, it may tear flesh apart with its claws in gruesome and devastating manner. It automatically makes an additional Claw attack, and rolls the damage dice twice, taking the higher of the two results to inflict. A Dire damsel who has Grabbed an opponent needs only one successful melee strike in a round to inflict Vivisect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>136</b>	<b>238</b>	<b>320</b>	<b>386</b>
<b>Speed</b>	30 ft. Fly 100 ft. (Good) Swim 30 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except good or silver			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	Light Sensitivity			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Common			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Blood Drain</b> The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered to this effect may be restored following a long rest.			
<b>Special Abilities &amp; Qualities</b>	<b>Separate</b> During the day, a Vivisected Diredamsel looks like a living human woman. She does not detect as undead during the day, but is still an undead creature. At night, her upper torso rips away (this is a full round action that occurs at sunset), leaving her lower torso behind. Her lower torso is helpless, but her upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the helpless lower portion is damaged, the Vivisected Diredamsel is immediately aware of the attack. Since Vivisected Diredamsels can be destroyed by damage to their lower bodies, they prefer to hide their lower torsos when separated. A Vivisected Diredamsel must return to its lower torso and reattach to it (a full-round action) within the hour before sunrise—each round a Vivisected Diredamsel remains separated after sunrise, it takes 1d6 points of damage until it rejoins its lower torso or it crumbles into dust.			
<b>Standard Actions</b>	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: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) piercing damage. Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d6+7 (14) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12 (22) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 3d6+12 (22) slashing damage.	Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage. Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+13 (24) slashing damage.

# DIRE DAMSEL (WRONGRIGHTER)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Soldier / Solo

Organization

Solitary

Treasure

Double

## Overview

## Description

Crusaders, vigilantes, and soldiers: Wrongrighter Diredamsels are the Paladins of their brethren, incarnated in undeath as a means of restoring justice and bringing villains to their doom. They come in all manners of garb and visage, but are most often seen in some sort of armor. No matter their gear, they all share the same appearance of determination and resolute devotion to the task at hand.

## Lore

**Common Lore (no check required):** For the most vile of murderers, justice comes in the form of their victims, reborn in undeath.

**Expanded Lore:** Wrongrighter Diredamsels are the righteous soldiers of the undead ranks, committed to slaying those in need of the deed. But do not fall victim to the mistake of assuming they are on the side of the good or the right: their morals and conclusions are quite subjective, and in today's shades-of-gray world of day-to-day necessity, a wide spectrum of behavior falls within their definitions for what requires vindication.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any land, particularly Urban environments.

## Encounter Behavior

## Combat & Targeting

Wrongrighter Diredamsels seek out those who murdered them, but also any who have committed a vile act. However, they have no "end state" or condition that dictates any cessation to this pursuit; consequently, their metrics shift as viable targets are addressed.

Mechanically, this means that Wrongrighter Diredamsels will

somewhat indiscriminately attack creatures based on the following priority (i.e., they will seek out the topmost targets until all such are exhausted in the region, then they will seek out the next-topmost targets, and so on):

- Evil creatures who have murdered a sentient creature (i.e., an NPC)
- Creatures of any alignment who have murdered a sentient creature
- Evil creatures, regardless of behavior
- Chaotic creatures who have committed a crime
- Chaotic creatures, regardless of behavior
- Neutral creatures who have committed a crime
- Neutral creatures, regardless of behavior
- Neutral Good creatures. When there are no creatures meeting any of the above definitions remaining, the Diredamsel will move on to the next town, village, etc.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A town cheered when an undead vigilante stalked into town, and began bringing bandits, thieves, and murderers to bloody justice. They grew uneasy when their would-be savior started killing those accused of more moderate crimes, and have begun to panic outright now that the creature has commenced butchering those who are relatively innocent. The PCs are asked to intervene.

## Actions & Special Qualities

**See Alignment:** Wrongrighter Diredamsels can automatically detect the alignment of any creature within 90' as a free action. Magical effects that obscure or misrepresent alignment must still be defeated in order for this ability to function.

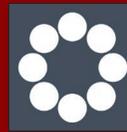
**Smite Target:** As a swift action 3x/day, a Wrongrighter Diredamsel may Smite, as the Paladin's Smite Evil ability. Use the Diredamsel's Hit Dice as equivalent to Paladin class levels to determine attack and damage bonuses. What types of creature may be Smited using this ability is driven by where the Diredamsel is in her targeting (see above).

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>118</b>	<b>186</b>	<b>284</b>	<b>352</b>
<b>Speed</b>	20 ft.			
<b>Size, Type, Alignment</b>	Small undead, lawful evil	Medium undead, lawful evil	Medium undead, lawful evil	Large undead, lawful evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 17 (+3)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Infectious Laughter</b> As a full-round action, a Wrongrighter Diredamsel can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a Wisdom saving thrown or be affected as the hideous laughter spell (CL 14th), except that a laughing creature is considered helpless to the Wrongrighter Diredamsel. A creature that successfully saves against a Wrongrighter Diredamsel's scornful laughter can't be affected by that same Wrongrighter Diredamsel's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15 <b>Damage 1d6</b>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Axiomatic Bastard Sword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10/19-00 (5/10) slashing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) slashing damage.</p> <p>Hair Barb Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) bludgeoning damage.</p>	<p>Axiomatic Bastard Sword Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+6/19-00 (12) slashing damage.</p> <p>Hair Barb Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) slashing damage.</p>	<p>Axiomatic Bastard Sword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+10/19-00 (16) slashing damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+8/19-00 (12) slashing damage.</p> <p>Hair Barb Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d8/19-00 (5) bludgeoning damage.</p>	<p>Axiomatic Bastard Sword Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d8+16/19-00 (25) slashing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) slashing damage.</p> <p>Hair Barb Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+6/19-00 (13) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm monster (1/day); feather fall (3/day); levitate (3/day); ray of enfeeblement (3/day); charm monster (3/day); vampiric touch (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DIREDRIZZLE



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, or Storm (3-6x)
Treasure	None

## Overview

## Description

A malvolent, elephant-sized stormcloud shaded a translucent and nauseating mixture of grey, red, and lime green; the colors shift and pulse and give the general impression of the cloud being an organ for something incorporeal and filled with hatred.

## Lore

**Common Lore (no check required):** Unsanitary environmental conditions may give rise to horrid and semi-sentient stormclouds.

**Expanded Lore:** Diredrizzles are willful, hateful cloud-creatures formed by a combination of necrotic energy and disease-fueled malaise. They ravage the countryside in search of life to destroy.

Requires **Intelligence (Nature)** check DC  14 /   
18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

Diredrizzles will attack anything living. They prefer creatures and animals, but they will make do with plant life if necessary; on their way between settlements or caravans, the monsters will sap entire groves of life and foliage.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Travelers report a rotted, destroyed grove of trees a day's ride distant. If the PCs discuss the matter with a learned elder, she will tell of Diredrizzles, and will suspect that the creature is on its way into town.

A caravan approaches the party, desperate and beleaguered by a Diredrizzle attack.

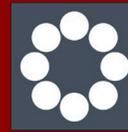
## Actions & Special Qualities

**Lifesense:** A Diredrizzle can detect life in a general manner within 10 miles of its location. It knows the direction of anything living, and gets a sense of the "magnitude" of that life—settlements and sentient creatures, and those clustered, feel stronger; plant life feels weaker.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>12</b> (natural armor)	<b>13</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)
<b>Hit Points</b>	<b>71</b>	<b>144</b>	<b>236</b>	<b>304</b>
<b>Speed</b>	Fly 15 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Huge ooze, chaotic evil	Huge ooze, chaotic evil	Gargantuan ooze, chaotic evil	Gargantuan ooze, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 2 (-4)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>	<b>DEX 6 (-2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	Acid, Critical Hits, Electricity, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, Sonic, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>12</b>	<b>17</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Amorphous</b> Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.</p> <p><b>Compression</b> The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Disease</b> Tumor Infestation: Injury; save Constitution; onset 1 minute; frequency 1/day; effect 1d2 Constitution damage and 1d2 Charisma damage; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a Diredrizzle 1d4 hours later.			
<b>Special Abilities &amp; Qualities</b>	<b>Monstrous Growth</b> A Diredrizzle gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the Diredrizzle or 1 minute if it is larger. Each time a Diredrizzle reaches 5 growth points, it gains +2 Strength, +2 Constitution, and +2 to its attack and damage rolls. These effects stack with themselves each time the Diredrizzle gains another 5 growth points. When it stops gaining growth points, a Diredrizzle loses a single application of this effect for each hour that passes.			

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Standard Actions</b>	Touch Melee weapon attack: +2 to hit, reach 15 ft., one target. Hit 6d6+3 (24) bludgeoning damage.	Touch Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 6d8+6 (33) bludgeoning damage.	Touch Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 12d6+11 (53) bludgeoning damage.	Touch Melee weapon attack: +6 to hit, reach 20 ft., one target. Hit 12d6+12 (54) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIREKIN



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Uncommon

Role

Skirmisher / Elite

Organization

Solitary, Pair, or Darkness (3-10x)

Treasure

Incidental

## Overview

### Description

Hunched, grimy humanoids shaped and warped by their subterranean environs, Direkin bear little resemblance to the dwarves, gnomes, humans, gnolls, and half-orcs their ancestors were when they ventured down into the Fissures.

### Lore

**Common Lore (no check required):** Grimy humanoids have evolved underneath the earth into creatures well suited to the depths... but not to civil discourse.

**Expanded Lore:** “Direkin” is a group term applied to all manner of humanoids who have grown accustomed to the depths of the Fissures, and have adapted their senses and abilities accordingly. Though they are fiercely territorial and fight constantly over their own small labyrinthine fiefdoms, they band together immediately in their loathefulness of outsiders and surface-dwellers.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any underground; particularly, the Fissures of Aquilae.

## Encounter Behavior

### Combat

Direkin will attack any non-Direkin on sight. When a single creature is reduced to half its maximum hit points, or when a group is reduced to half its starting number, they will attempt to flee.

Direkin will relent their attack if their opponents flee the area.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- In a cave related to another purpose or quest, the PCs encounter a group of Direkin. They had not counted on a full-on assault by an entire subterranean race, and must navigate the fight accordingly.
- Miners have refused to work any longer unless something is done to make the depths safe. They claim sightings of and attacks by a grimy subterranean race of humanoids who slay without mercy to defend their homes.

## Actions & Special Qualities

- Fissuresense:** Born to the darkness, a Direkin’s highly-evolved senses are a matter of survival. They receive advantage on Perception checks while underground. They may use this skill up to a range of 100’ underground, no matter what the impediments, so long as there is an air pathway between what they might sense and themselves.
- Hyper-Awareness:** Direkin are accustomed to always being “on edge” and aware of their surroundings. So long as they are conscious and capable of movement, they are immune to precision damage such as sneak attacks.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>47</b>	<b>105</b>	<b>183</b>	<b>282</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Small fey, neutral evil	Medium fey, neutral evil	Medium fey, neutral evil	Large fey, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>
	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except cold iron and magic			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	Light Blindness			
<b>Senses</b>	Passive Perception +14, Darkvision 120 ft.	Passive Perception +16, Darkvision 120 ft.	Passive Perception +19, Darkvision 120 ft.	Passive Perception +20, Darkvision 120 ft.
<b>Languages</b>	Aklo, Common, Elvish, Sylvan			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Bane</b> Once per day as a swift action, a Direkin can imbue one of its weapons with the bane weapon special ability. It must select one creature type (and subtype, if choosing humanoid or outsider) when it uses this ability. This lasts for 1 hour. This ability only functions while the Direkin wields the weapon.			
<b>Special Abilities &amp; Qualities</b>	<b>Light Blindness</b> You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.			
<b>Standard Actions</b>	Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 2d6 (7) bludgeoning damage. Heavy Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d10/19-00 (10) piercing damage. Dagger Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage. Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4/19-00 (3) piercing damage.	Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d12+2 (8) bludgeoning damage. Heavy Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d10/19-00 (10) piercing damage. Dagger Melee weapon attack: +0 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage. Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (3) piercing damage.	Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d12+7 (14) bludgeoning damage. Heavy Crossbow Ranged weapon attack: +5 to hit, one target. Hit 1d10/19-00 (10) piercing damage. Dagger Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) piercing damage. Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.	Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+15 (26) bludgeoning damage. Heavy Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d10/19-00 (10) piercing damage. Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+9/19-00 (12) piercing damage. Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+9/19-00 (12) piercing damage.

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Legendary  
Actions**

-

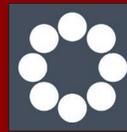
**Innate  
Spellcasting**

*chill touch (at will); corrosive touch (at will); force punch (1/day); chill touch (3/day); invisibility (greater) (1/day); ray of enfeeblement (1/day); vanish (3/day)*



Illustration 27: Direkin

# DIRELING



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Uncommon

Role

Lurker / Normal

Organization

Solitary, Pair, or Brace (3-16x)

Treasure

Incidental

## Overview

### Description

Direlings are small humanoids, grimy like the Direkin they usually accompany, but typically with horns and/or a tail, or barbs along their limbs. Direlings are often mistaken for the immature offspring of Direkin; in fact, they are a distinct creature: whereas Direkin are the evolutionary product of surface-dwellers who migrated long ago to the Fissures, Direlings have always been of the depths and darkness, sourced from demonic origins, or so the story goes.

### Lore

**Common Lore (no check required):** Demon children accompany grimy humanoid murderers in the depths of the earth.

**Expanded Lore:** Direlings are half-demon humanoids who work alongside Direkin. They are the servitors, the workers, and the disposable warrior class in the subterranean power structure, but lethal nevertheless.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any underground.

## Encounter Behavior

### Combat

Direlings will fight at but a word from their Direkin allies. They have greater variety than their brethren; the profile given is for a Direling Fighter, which is overwhelmingly common, but theoretically, Direlings may be of any class.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A tiefling miner reported seeing what looked like a juvenile of his own race in the depths. Though nobody else believes his story, he asks the party's help in finding the youngling. Unfortunately for both the tiefling and the PCs, what he saw was actually a Direling, and that demonic youngster was hardly alone.

## Actions & Special Qualities

**Dark Scuttle:** When underground, Direlings may ignore movement penalties for difficult terrain. They also gain a Climb speed equal to their normal movement speed.

**Ichor Stab:** Though typically untrained in the practice themselves, Direlings are quick to mimic the actions of others. In a round in which one of their allies performs a Sneak Attack against an opponent, a Direling may also make a melee Sneak Attack against that same opponent.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>49</b>	<b>110</b>	<b>183</b>	<b>245</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium fiend, neutral evil	Medium fiend, neutral evil	Large fiend, neutral evil	Large fiend, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>
	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>
	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Common			
<b>Challenge</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>
<b>Standard Actions</b>	<p>Shortspear Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+4 (8) piercing damage.</p> <p>Shortspear Ranged weapon attack: +0 to hit, one target. Hit 1d6+4 (8) piercing damage.</p> <p>Light Wooden Shield Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+1 (3) bludgeoning damage.</p> <p>Claw Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+3 (6) slashing 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: +0 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Shortbow Ranged weapon attack: +0 to hit, one target. Hit 1d6/x3 (6) piercing damage.</p>	<p>Shortspear Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) piercing damage.</p> <p>Shortspear Ranged weapon attack: +3 to hit, one target. Hit 1d6+8 (12) piercing damage.</p> <p>Light Wooden Shield Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d3+2 (4) bludgeoning damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.</p> <p>Dagger Melee weapon attack: +5 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>Shortspear Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+15 (20) piercing damage.</p> <p>Shortspear Ranged weapon attack: +0 to hit, one target. Hit 1d8+15 (20) piercing damage.</p> <p>Shield Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10 (14) slashing damage.</p> <p>Shortbow Ranged weapon attack: +0 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10/19-00 (14) piercing damage.</p> <p>Dagger Ranged weapon attack: +0 to hit, one target. Hit 1d6+10/19-00 (14) piercing damage.</p>	<p>Shortspear Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+16 (20) piercing damage.</p> <p>Shortspear Ranged weapon attack: +1 to hit, one target. Hit 1d8+16 (20) piercing damage.</p> <p>Shield Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) bludgeoning damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11 (14) slashing damage.</p> <p>Shortbow Ranged weapon attack: +1 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11/19-00 (14) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d6+11/19-00 (14) piercing damage.</p>



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Innate  
Spellcasting

*darkness (3/day)*

D



Illustration 28: Direling

# DIREPIKE



Low

Moderate

Advanced

Elite

Terrain

Any Water

Rarity

Uncommon

Role

Lurker / Elite

Organization

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

Treasure

None

## Overview

## Description

An enormous, sleek, and razor-toothed fish with a taste for blood.

## Lore

**Common Lore (no check required):** Giant pike are more dangerous than their normal-sized brethren.

**Expanded Lore:** Direpikes are enormous, lethal versions of the smaller fish, often born of dark energies that bubble up from the depths in places where the Fissures come close to aqueous regions on the surface.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any water.

## Encounter Behavior

## Combat

Direpike will wait for an opportunity to strike a single creature at a time when they venture into the water. Enemies who do not step foot in the water, and who do not otherwise harass the creatures, are likely to be safe from Direpike.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Fishers in the lakes and rivers near the city have reported massive, lethal fish invading the waters and preventing successful production. As the town relies upon seafood for trade and food, it commissions the party to investigate.

The party is venturing through a marshlike region, and one of the PCs trips and falls into the water. A Direpike attacks.

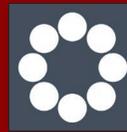
## Actions & Special Qualities

**Darting Strike:** The first round of combat, whether it is a surprise round or not, a Direpike attacks with extra lethality. It may roll its damage dice twice, accepting the higher of the values rolled.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>77</b>	<b>157</b>	<b>245</b>	<b>323</b>
<b>Speed</b>	Swim 60 ft.			
<b>Size, Type, Alignment</b>	Huge beast, unaligned	Huge beast, unaligned	Gargantuan beast, unaligned	Gargantuan beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 30 (+10)</b>	<b>STR 31 (+10)</b>
	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>	<b>CON 24 (+7)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>	<b>CHA 4 (-3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>11</b>	<b>15</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d6</b>	<b>Damage 3d6</b>	<b>Damage 4d6</b>
	<b>Swallow Whole</b> If you begin your turn with an opponent grappled in your mouth, you can attempt a new grapple check. If you succeed, you swallow your prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than you. Being swallowed causes a creature to take bludgeoning damage each round. A swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. The Armor Class of your interior is normally 5 + 1/2 of your AC. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in your mouth, where it may be bitten or swallowed again.			
<b>Standard Actions</b>	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+15 (22) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+19/19-00 (26) piercing damage.	Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+27/19-00 (41) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 4d6+28/19-00 (42) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DIREPUFF



Low

Moderate

Advanced

Elite

Terrain

Temperate Forests

Rarity

Rare

Role

Lurker / Normal

Organization

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

Treasure

None

## Overview

## Description

Direpuffs appear as person-sized balls of puffy, soft-looking sprouts, similar to a mammoth cloud of dandelion seeds.

## Lore

**Common Lore (no check required):** Plants appearing as puffy clouds may be dangerous.

**Expanded Lore:** Direpuffs are carnivorous plants who use their cloudlike spores to destroy enemies.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Temperate forests.

## Encounter Behavior

## Combat

A Direpuff faced with a group of enemies will wait until all of them are within range of its Cloud attack, and will begin with that.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Ingredient harvesters have reported a new threat in the forests: fluffy clouds. Most laugh at this story, and

increasingly, the harvesters have become embarrassed and second-guessing themselves... until some of them fail to return from their treks. The PCs are offered a discount on apothecary products if they investigate.

## Actions & Special Qualities

**Fluffcloud:** The Direpuff may, as a standard action, burst forth its soft seeds in an explosion of puff. Creatures within 40' must make a DC 14 / 17 / 19 / 21 Constitution or Dexterity save (use the *worse* of the two) or fall asleep instantly. This is a sleep effect.

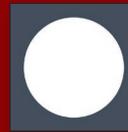
D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>31</b>	<b>88</b>	<b>164</b>	<b>222</b>
<b>Speed</b>	20 ft. Climb 20 ft.			
<b>Size, Type, Alignment</b>	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned	Large plant, unaligned
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 6 (-2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>
	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 11 (+0)</b>	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	Vulnerability to Fire			
<b>Senses</b>	Passive Perception +5, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +6, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +6, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +6, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Amorphous</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Choking Staff</b> A Direpuff constantly releases particles of plant matter that form a cloud of choking dust around it. Creatures beginning their turns adjacent to a Direpuff are coated with this dust, revealing invisible creatures (as glitterdust, though without any of that spell's other effects) and dazzling creatures as long as they remain adjacent to it and for 1d3 rounds thereafter. In addition, creatures that breathe that begin their turns adjacent to the Direpuff are sickened for the same duration (Constitution save negates). Creatures that hold their breath before being exposed to the choking chaff aura are immune to the sickening effect for as long as they hold their breath. A Direpuff's choking chaff aura is burned off when it takes fire damage, and does not become active again until the end of the Direpuff's next turn.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Engulf</b> 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.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Flammable</b> Direpuffs and the particulate cloud surrounding them are highly flammable, causing any damaging flame around them to flare up in gouts of fire. Any creature adjacent to a Direpuff (including creatures engulfed by it) when it takes fire damage must succeed at a Dexterity save or take half as much fire damage as that dealt to the Direpuff.			
<b>Standard Actions</b>	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+10/19-00 (14) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+18/19-00 (22) bludgeoning damage.	Slam Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+19/19-00 (24) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DIREWIFE



Low

Moderate

Advanced

Elite

Terrain	Any Urban
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary
Treasure	None

## Overview

### Description

A Direwife is a ghoulish haunt, a zombielike vestige of one scorned in life, and out not to destroy their former beloved, but to drive them insane and to take their own lives.

Despite the suffix, Direwives exist in both male and female versions, and no formal union need have existed between the horrible creature and the living victim they torture.

### Lore

**Common Lore (no check required):** Loved ones scorned in life may return for ill purpose.

**Expanded Lore:** Direwives seek to drive their former lovers insane.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any urban.

## Encounter Behavior

### Combat

Direwives will not themselves slay the target of their vengeance. They will, however, torture, maim, mutilate, haunt, and otherwise make their target a living hell, with the aim of making their target take their own life.

They will attack anyone who seems to be helping their target, or who seems to be likely to kill their target.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A farmer was suspected to have mistreated his wife. When she died one day in a farming accident, most thought that her torment was over. The farmer has been showing up increasingly haggard and insane when he comes to town for supplies, and has been heard to speak of his deceased wife haunting him. The PCs may wish to investigate, or may wish to leave the man to a fate he seemingly deserves.

An NPC known to the party dies in what seems to be an accident. However, when he shows up to haunt and mutilate his widowed spouse, the legitimacy of her accident is called into question.

## Actions & Special Qualities

**Spouselink:** A Direwife instinctively knows the exact location of her beloved. *Dispel magic* and anti-scraying effects can be used to mask the location of the target for up to 1 minute per spell level of the effect employed. This ability does not function across planes, though the Direwife does know whether the target is on the same plane or is on another plane.

**Erode Sanity:** As a full-round action, a Direwife within line of sight to and 30' of a target may focus her psychic energies and vengeful malevolence to degrade the victim's sanity. The target—which is typically her spouse, but can be any creature—must succeed in a Wisdom save of DC 15 / 18 / 19 / 20 or suffer 1d3 points of Wisdom damage. A Direwife may use this ability once per day.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>56</b>	<b>110</b>	<b>197</b>	<b>243</b>
<b>Speed</b>	30 ft. Fly 50 ft. (Average) Swim 30 ft.			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft., Tongues			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Change Shape</b> You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p> <p><b>Tongues</b> You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Energy Drain</b> A Direwife drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the Direwife can use this ability. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Profane Gift</b> Once per day as a full-round action, a Direwife may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a Direwife at a time. As long as the profane gift persists, the Direwife can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The Direwife can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save; ability damage suffered in this manner can only be restored via restoration or more powerful healing magic).</p>			



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Standard  
Actions**

Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 2d4x4 (1) bludgeoning damage.

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

Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 2d4+8/x4 (13) bludgeoning damage.

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

Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+16/x4 (23) bludgeoning damage.

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

Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+19/x4 (26) bludgeoning damage.

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

**Legendary  
Actions**

-

**Innate  
Spellcasting**

*charm monster (at will); detect thoughts (at will); etherealness (self plus lbs. of objects only) (at will); suggestion (at will); summon lesser demon (1 babau at 50%) (1/day); tongues (at will); vampiric touch (at will)*



Illustration 29: Direwife

# DISFIGURED NIGHTMARE



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Elite

Organization

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

Treasure

None

## Overview

## Description

A semi-amorphous, semi-translucent assemblage of damaged and eroded bits and pieces of people, places, creatures, and objects that you've seen in dreams across your entire life, a Disfigured Nightmare is like a vivisection of your worst dreams, spun on the axis of reality so as to be barely—but yet intimately—recognizable.

Perhaps obviously, the creature appears completely differently to each observer. A non-sleeping observer cannot perceive a Disfigured Nightmare (see **Stuff of Dreams**, below).

## Lore

**Common Lore (no check required):** The very worst of your nightmares, given form, can be shocking to the point of death.

**Expanded Lore:** Disfigured Nightmares are psychological horrors capable of reducing the most hardened warrior into a babbling mess through psychic attacks.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

Disfigured Nightmares will tend to attack the most psychologically strong first: those with the highest Wisdom are targets, until they are taken out of play. Typically, a Disfigured Nightmare will not kill anyone unless it absolutely

has to in self-defense; as it feeds on terror, its goal is to reduce smart people to ruin and torture them to sustain itself.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A once-respected wizard has been causing unease of late. At first, she seemed merely preoccupied and disoriented, showing up to taverns asking for alchemical ingredients; and arriving at an apothecary's demanding ale. Then, a few days later, she was seen on all fours in the muck with pigs, rooting among them as though a pig herself. Although some suspect foul play, there is one mystic who believes he knows the culprit. The PCs are asked to investigate to see if a Disfigured Nightmare is to blame.

## Actions & Special Qualities

**Stuff of Dreams:** As it incarnates its appearance based on the psychological substance of the observer, those who do not dream (assume all creatures who sleep, dream) cannot normally see a Disfigured Nightmare. This poses a mixed blessing: the Disfigured Nightmare and such an observer cannot attack each other nor target each other with effects or spells. A non-sleeping observer also cannot detect or see the Nightmare.

**Feed on Terror:** Any time a creature fails a Wisdom save or suffers Wisdom or Intelligence damage within 60' of a Disfigured Nightmare, it heals 2d6 hit points. In addition, when sharing a square with an incapacitated creature, it may spend a full-round action to suck 1d4 points of Wisdom damage out of the victim; this heals it 4d6 hit points instead.

**Nightmare Assault:** As a standard or as a move action, a Disfigured Nightmare can reveal to a victim their darkest dreams. The target must be within line of sight and 40' of the Nightmare, and must make a DC  18 /  20 /  22 /  23 Wisdom save or become Panicked. A successful save means the target is still Shaken for 1d4 rounds.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	85	189	282	373
<b>Speed</b>	10 ft. Swim 20 ft.			
<b>Size, Type, Alignment</b>	Medium aberration, unaligned	Large aberration, unaligned	Large aberration, unaligned	Large aberration, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 12 (+1)	<b>STR</b> 19 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 21 (+5)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)
	<b>CON</b> 21 (+5)	<b>CON</b> 23 (+6)	<b>CON</b> 23 (+6)	<b>CON</b> 23 (+6)
	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)	<b>INT</b> 6 (-2)
	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except bludgeoning			
<b>Immunities</b>	Critical Hits, Precision Damage			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Aklo			
<b>Challenge</b>	<b>6</b>	<b>12</b>	<b>18</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Amorphous</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Blood Drain</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Engulf</b> This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the Disfigured Nightmare's body, where several of its mouths continue to feed and drain blood. A Disfigured Nightmare 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 16	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 19	<b>Saving Throw</b> Wisdom DC 21
	<b>Gibbering</b> As a free action, a Disfigured Nightmare can emit a cacophony of maddening sound. All creatures other than Disfigured Nightmares 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.			
<b>Standard Actions</b>	Bite Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d4+2 (4) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+7/19-00 (12) piercing damage.	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8/19-00 (12) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9/19-00 (14) piercing damage.
<b>Special Actions</b>	<b>Ground Manipulation</b> At will as a standard action, a Disfigured Nightmare 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 Disfigured Nightmare can move through these areas with ease, but other creatures treat them as difficult terrain.			

⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

**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 Disfigured Nightmare 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.



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Illustration 30: Disfigured Nightmare

# DOG (GAUNT)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Minion

Organization

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

Treasure

None

## Overview

### Description

An almost skeletal dog, much larger than you'd expect and covered in sores and welts as though diseased.

### Lore

**Common Lore (no check required):** Diseased and miasmatic canines can attack in packs.

**Expanded Lore:** Gaunt Dogs frequent places where disease runs rampant and people discard only putrid and foul food.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land, particularly those stricken by poverty and/or disease.

## Encounter Behavior

### Combat

Gaunt Dogs will follow groups of creatures at a distance, waiting until they are already wounded or stop for a rest to attack, preferably by surprise. Against a single foe, they will attack immediately.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A scout approaches the PCs; she's clearly been riding her horse almost to death to arrive as quickly as possible. She brings word of a caravan, not too distant, being harassed by a pack of enormous, disease-ridden dogs. They offer a sizable reward for aid.

## Actions & Special Qualities

**Miasmatic Bite:** When a creature suffers damage from a Gaunt Dog's bite, it must make a DC 11 / 14 / 17 / 19 Constitution save or suffer an additional 2d4 points of acid damage and 1d3 points of Constitution damage. Though it inflicts no lasting condition or disease in a formal sense, this is a disease effect. A given creature may only suffer from Miasmatic Bite once per round, regardless of the number of times it is bitten by Gaunt Dogs.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	4	41	100	144
<b>Speed</b>	50 ft.			
<b>Size, Type, Alignment</b>	Medium beast, unaligned	Medium beast, unaligned	Large beast, unaligned	Large beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 14 (+2)	<b>STR</b> 18 (+4)	<b>STR</b> 23 (+6)	<b>STR</b> 24 (+7)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 6 (-2)	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)	<b>CHA</b> 10 (+0)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>7</b>	<b>12</b>	<b>17</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19
	<b>Allergic Reaction</b> Your dander is highly irritating. A 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.			
<b>Standard Actions</b>	Bite Melee weapon attack: +3 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+9 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+16/19-00 (23) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+18/19-00 (25) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

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# DOUBLE WORM



Low

Moderate

Advanced

Elite

Terrain

Any Underground

Rarity

Rare

Role

Brute / Solo

Organization

Solitary

Treasure

None

## Overview

## Description

A massive blackish-purple worm, with a tooth-ringed maw at either end of its house-sized body.

depths which threatens their production. The PCs are commissioned to intervene and ensure efficiency of the operation.

An armorer wishes to forge lightweight yet sturdy carapace pieces, fashioned from the hide and chitinous plates of a rare Double Worm.

## Lore

**Common Lore (no check required):** Some purple worms are even more vile than their normal counterparts.

**Expanded Lore:** Double Worms are rare mutations in the purple worm physiology: They bear a hideously deadly cloaca at either end of their body.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Actions & Special Qualities

**Double-Ended Bite:** In any round in which a Double Worm makes a full-round attack, it may make one additional Bite attack at its highest attack bonus. This bonus bite attack must target a creature different than its other bite attack this round.

**Double-Headed Awareness:** A Double Worm sees in all directions, and cannot be flanked.

## Environment

Any underground.

## Encounter Behavior

## Combat

Double Worms are voracious, ever hungry, and will attack anything living on sight, relenting only if reduced to 1/4 their maximum hit points or lower.

## Story Hooks

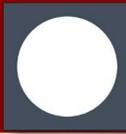
The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Miners complain of a segmented abomination in the

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>73</b>	<b>144</b>	<b>231</b>	<b>328</b>
<b>Speed</b>	20 ft. Burrow 20 ft. Swim 10 ft.			
<b>Size, Type, Alignment</b>	Huge monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned	Gargantuan monstrosity, unaligned
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 33 (+10)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 8 (-1)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 10 (+0)</b>	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>
	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>	<b>INT 1 (-5)</b>
	<b>WIS 6 (-2)</b>	<b>WIS 6 (-2)</b>	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +12, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +13, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20	<b>Saving Throw</b> Constitution DC 23
	<b>Poison Sting</b> - 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> DC 17 <b>Damage</b> 2d6	<b>Saving Throw</b> DC 18 <b>Damage</b> 4d6	<b>Saving Throw</b> DC 20 <b>Damage</b> 6d6	<b>Saving Throw</b> DC 23 <b>Damage</b> 8d6
	<b>Swallow Whole</b> 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.			
<b>Standard Actions</b>	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+16/19-00 (30) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+13/19-00 (31) piercing damage.	Bite Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 8d6+16/19-00 (44) piercing damage.	Bite Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 12d6+21/19-00 (63) piercing damage.
	Sting Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+16 (23) piercing damage.	Sting Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 2d8+13 (22) piercing damage.	Sting Melee weapon attack: +8 to hit, reach 20 ft., one target. Hit 3d8+16 (30) piercing damage.	Sting Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 4d8+21 (39) piercing damage.
<b>Legendary Actions</b>	-			

# DRAGON (NOCTURNE, ADULT)



Low

Moderate

Advanced

Elite

Terrain

Any Mountains or Underground

Rarity

Rare

Role

Lurker / Elite

Organization

Solitary

Treasure

Double

## Overview

## Description

A shadowy, leather-winged beast, dripping in shadow and gloom, and spreading a pervading sense of disquieting darkness amidst its foul and bittersweet presence.

can be used to insert this creature into any existing plot or campaign setting.

- Tales from miners and explorers alike in the mountains to the north tell of a shadowy dragon without mercy or remorse.
- A Nocturne Dragon has been harassing shipping lanes and caravan routes west of the city. Rumor and claim is that immense shadows swooped from on high to destroy all in their path; although this source of the misery sounds far-fetched, the destruction is real.

## Lore

**Common Lore (no check required):** Shadowy dragons can easily sneak up on you in the darkness.

**Expanded Lore:** Nocturne Dragons are creatures of shadow and darkness, typically born of evil and suffering, who seek to visit those curses upon the living.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Actions & Special Qualities

**Bittersweet Aura:** Creatures starting their turn within 60' of a Nocturne Dragon must make a DC 18 / 21 / 24 / 25 Wisdom save or become distracted by thoughts of melancholy, sadness, regret, or nostalgia. Mechanically, this takes the form of being Fatigued until they pass a subsequent save. Each creature in range must attempt the save each round, regardless of prior successes or failures. This is a mind-affecting fear effect.

## Environment

Any Mountains or Underground.

## Encounter Behavior

## Combat

Nocturne Dragons prefer to sneak up on their victims, following them for several minutes to size up their abilities and weaknesses, and attacking from ambush wherever possible. Ideally, Nocturne Dragons will wait until the PCs are fighting another group of creatures, or have just finished a fight, and will then pounce.

## Story Hooks

The following quest snippets or introductory story elements

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Illustration 31: Nocturne Dragon

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>65</b>	<b>189</b>	<b>311</b>	<b>459</b>
<b>Speed</b>	40 ft. Fly 150 ft. (Average)			
<b>Size, Type, Alignment</b>	Small dragon, neutral evil	Huge dragon, neutral evil	Gargantuan dragon, neutral evil	Gargantuan dragon, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 32 (+10)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 11 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>
	<b>CON 6 (-2)</b>	<b>CON 16 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 22 (+6)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 20 (+5)</b>	<b>INT 21 (+5)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 21 (+5)</b>	<b>WIS 22 (+6)</b>
	<b>CHA 19 (+4)</b>	<b>CHA 21 (+5)</b>	<b>CHA 24 (+7)</b>	<b>CHA 25 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Electricity, all physical attacks except magic			
<b>Immunities</b>	Cold, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +24, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Abyssal, Common, Draconic, Undercommon			
<b>Challenge</b>	<b>10</b>	<b>17</b>	<b>22</b>	<b>27</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Constitution 14; <b>Damage</b> 8d8	<b>Save</b> Constitution 16; <b>Damage</b> 12d8	<b>Save</b> Constitution 20; <b>Damage</b> 16d8	<b>Save</b> Constitution 23; <b>Damage</b> 20d8
	<b>Breath Weapon</b> 70' Cone of Necrotic Energy, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Although it deals negative energy damage, this breath weapon does not heal undead creatures.			
	<b>Shadow Breath</b> Three times per day, an Nocturne Dragon can breathe a cone of shadows. Creatures who fail a Constitution save are blinded for 1d4 rounds and take 2d4 points of Strength damage. A successful save negates the blindness and reduces Strength damage to 1d2 points. Restoration or more powerful healing magic is required to restore the drained Strength from this effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Ghost Bane</b> An Nocturne Dragon's physical attacks deal damage to incorporeal creatures normally.			
	<b>Negative Energy Affinity</b> The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.			
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 14; <b>Damage</b> 2d6	<b>Save</b> Dexterity 16; <b>Damage</b> 3d6	<b>Save</b> Dexterity 20; <b>Damage</b> 4d6	<b>Save</b> Dexterity 23; <b>Damage</b> 6d6
	<b>Crush</b> A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d6/19-00 (6) piercing damage.</p> <p>Claws Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d4 (4) slashing damage.</p> <p>Wing Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+10/19-00 (19) piercing damage.</p> <p>Claws Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+10 (17) bludgeoning damage.</p> <p>Wing Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d8+18/19-00 (36) piercing damage.</p> <p>Claws Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+12 (26) slashing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d8+18 (32) bludgeoning damage.</p> <p>Wing Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+6 (16) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 8d6+30/19-00 (58) piercing damage.</p> <p>Claws Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+20 (38) slashing damage.</p> <p>Tail Slap Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+30 (48) bludgeoning damage.</p> <p>Wing Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d6+10 (24) bludgeoning damage.</p>
<b>Special Actions</b>	<p><b>Save</b> Wisdom DC 14</p> <p><b>Frightful Presence</b> Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.</p>	<p><b>Save</b> Wisdom DC 16</p>	<p><b>Save</b> Wisdom DC 20</p>	<p><b>Save</b> Wisdom DC 23</p>
<b>Special Actions</b>	<p><b>Save</b> Dexterity 14; <b>Damage</b> 2d4</p>	<p><b>Save</b> Dexterity 16; <b>Damage</b> 3d4</p>	<p><b>Save</b> Dexterity 20; <b>Damage</b> 4d4</p>	<p><b>Save</b> Dexterity 23; <b>Damage</b> 6d4</p>
<b>Innate Spellcasting</b>	<p><i>darkness (at will); finger of death (3/day); project image (at will); (at will); vampiric touch (at will)</i></p>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DRAGON (STONEWING, ADULT)



	Low	Moderate	Advanced	Elite
Terrain	Any Mountain or Underground			
Rarity	Rare			
Role	Controller / Elite			
Organization	Solitary			
Treasure	Double			

## Overview

## Description

A colossal gargoyle given horrid animation, spreading horror with each movement.

## Lore

**Common Lore (no check required):** Some gargoyles are dragonlike in appearance and abilities.

**Expanded Lore:** Though commonly mistaken for a massive gargoyle, Stonewing Dragons are in fact variants of Copper Dragons who have undergone a transformation. This may result from too many *polymorph* effects or experimentations, suffering from too many flesh to stone or similar effects, or even voluntary.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any Mountains or Underground.

## Encounter Behavior

## Combat

Stonewing Dragons will remain immobile until their advantage is certain, or until their ruse is likely to be seen through.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

A local cathedral is well-known for its enormous gargoyle statues atop the narthex. One day, churchgoers are presented with a horrifying and shocking revelation: the largest of the statues is missing.

A local farmer complains of incursions against his livestock, claiming the culprit is a gigantic stone gargoyle. As he is a well-known drunkard, nobody pays his claims much mind until a second such farmer comes forward.

## Actions & Special Qualities

**Stonetouch:** Once every 1d4 rounds, a Stonewing Dragon who makes at least one successful Claw attack may try and turn the victim to stone. Damage is inflicted as normal from all the dragon's attacks this round; in addition, one victim of one claw attack must make a DC 17 / 20 / 22 / 26 Constitution save or be turned to stone, per the *flesh to stone* spell.

**Stone Facade:** A Stonewing Dragon may always Take 20 to appear as a gargoyle statue, and receives a +10 competence bonus to do so.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>21</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>101</b>	<b>226</b>	<b>367</b>	<b>536</b>
<b>Speed</b>	40 ft. Fly 150 ft. (Average) Swim 40 ft., Climb Stone			
<b>Size, Type, Alignment</b>	Small dragon, neutral evil	Large dragon, neutral evil	Huge dragon, neutral evil	Gargantuan dragon, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b> <b>DEX 13 (+1)</b> <b>CON 16 (+3)</b> <b>INT 12 (+1)</b> <b>WIS 10 (+0)</b> <b>CHA 12 (+1)</b>	<b>STR 22 (+6)</b> <b>DEX 7 (-2)</b> <b>CON 20 (+5)</b> <b>INT 16 (+3)</b> <b>WIS 14 (+2)</b> <b>CHA 16 (+3)</b>	<b>STR 27 (+8)</b> <b>DEX 9 (-1)</b> <b>CON 23 (+6)</b> <b>INT 19 (+4)</b> <b>WIS 18 (+4)</b> <b>CHA 19 (+4)</b>	<b>STR 35 (+10)</b> <b>DEX 7 (-2)</b> <b>CON 26 (+8)</b> <b>INT 20 (+5)</b> <b>WIS 19 (+4)</b> <b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except magic			
<b>Immunities</b>	Acid, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Common, Draconic, Elvish, Gnomish, Halfling			
<b>Challenge</b>	<b>9</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 14; <b>Dmg</b> 16d6 <b>Breath Weapon</b> 60' Cone of Slow, for 1d6+6 rounds, usable with Recharge 2. Breath weapons allow a Dexterity save; success indicates no effect. You are immune to your own breath weapon. <b>Breath Weapon</b> 120' Line of Acid, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon.	<b>Save</b> Dexterity 16; <b>Dmg</b> 18d6	<b>Save</b> Dexterity 19; <b>Dmg</b> 20d6	<b>Save</b> Dexterity 22; <b>Dmg</b> 24d8
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 14; <b>Dmg</b> 2d6 <b>Crush</b> A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.			
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 16; <b>Dmg</b> 3d6 <b>Climb Stone</b> A Stonewing Dragon can climb on stone surfaces as though using the spider climb spell. <b>Trap Master</b> A Stonewing Dragon receives advantage on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps. <b>Uncanny Dodge</b> A Stonewing Dragon is always looking out for an ambush. He can never be surprised.			

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

**Bite** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d10+9/19-00 (14) piercing damage.

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

**Claws** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.

**Tail Slap** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

**Wing** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.

**Bite** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) piercing damage.

**Claw** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+10/19-00 (14) slashing damage.

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

**Tail Slap** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.

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

**Bite** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 4d8+22/19-00 (40) piercing damage.

**Claw** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15/19-00 (22) slashing damage.

**Claws** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+15 (28) slashing damage.

**Tail Slap** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+22 (36) bludgeoning damage.

**Wing** Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+8 (18) bludgeoning damage.

**Bite** Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 8d6+34/19-00 (62) piercing damage.

**Claw** Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 3d6+23/19-00 (34) slashing damage.

**Claws** Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 4d8+23 (41) slashing damage.

**Tail Slap** Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 4d8+34 (52) bludgeoning damage.

**Wing** Melee weapon attack: +10 to hit, reach 15 ft., one target. Hit 4d6+12 (26) bludgeoning damage.

**Special Actions****Save** Wisdom DC 14

**Frightful Presence** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22**Special Actions****Save** Wisdom DC 14

**Slow Aura** A Stonewing Dragon is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Wisdom save or be affected as per slow for 1d4 rounds. A Stonewing Dragon can suppress or activate this aura at will as a free action.

**Save** Wisdom DC 16**Save** Wisdom DC 19**Save** Wisdom DC 22**Special Actions****Save** Dexterity 14; **Dmg** 1d6**Save** Dexterity 16; **Dmg** 2d6**Save** Dexterity 19; **Dmg** 4d6**Save** Dexterity 22; **Dmg** 6d6

**Tail Sweep** A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.

**Innate Spellcasting**

*grease (at will); hideous laughter (at will); stone shape (at will); wall of stone (at will)*

**Spellcasting**

Sorcerer Spells: *dispel magic; major image; glitterdust; invisibility; find traps; alarm; identify; magic missile; shield; silent image; detect magic; light; message; mage hand; prestidigitation*

**Possessions**

-



# DRAKE (ARID)



Low

Moderate

Advanced

Elite

Terrain

Any Hot Land

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

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

Treasure

None

## Overview

## Description

A thin and long, sinewy, snakelike drake, with thin scales coated in a brown, filmy dust.

## Lore

**Common Lore (no check required):** Hot-weather drakes frequent oases.

**Expanded Lore:** Arid Drakes circle places of respite from the elements, preying upon those already ill-suited to the wastes.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any hot land.

## Encounter Behavior

## Combat

Arid Drakes will wait until their adversaries are encamped for the night before attacking with surprise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Caravans have been lost in recent months, with little explanation as to why. Scouting parties sent in search of

the missing convoys were also never heard from again. One recent caravan limped to its destination, massacred, but with a handful of guards still living; they reported attacks from a clutch of drakes.

## Actions & Special Qualities

**Sandsight:** Arid Drakes never suffer ill effects from sandstorms and other environmental effects specific to hot-weather climates.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)
<b>Hit Points</b>	<b>77</b>	<b>148</b>	<b>260</b>	<b>323</b>
<b>Speed</b>	30 ft. Burrow 20 ft. Fly 60 ft. (Average)			
<b>Size, Type, Alignment</b>	Large dragon, neutral evil	Large dragon, neutral evil	Huge dragon, neutral evil	Huge dragon, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 16 (+3)</b>	<b>DEX 18 (+4)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 13 (+1)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Electricity			
<b>Immunities</b>	Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +16, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +17, Darkvision 60 ft., Tremorsense 30 ft.	Passive Perception +18, Darkvision 60 ft., Tremorsense 30 ft.
<b>Languages</b>	Draconic			
<b>Challenge</b>	<b>9</b>	<b>14</b>	<b>19</b>	<b>24</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20	<b>Saving Throw</b> Dexterity DC 22
	<b>Damage</b> 2d6 + 2d6 electricity	<b>Damage</b> 3d6 + 3d6 electricity	<b>Damage</b> 4d6 + 4d6 electricity	<b>Damage</b> 6d6 + 6d6 electricity
	<b>Sandstorm Breath</b> As a standard action, a Arid Drake can spit a ball of electrically charged sand that bursts into a cloud. This attack has a range of 60 feet and deals bludgeoning damage plus an equal amount of additional electricity damage in a 15-foot-radius spread (Dexterity save halves both amounts). The cloud remains for 1d4 rounds, dealing no damage but otherwise acting as obscuring mist. Once a Arid Drake uses its breath, it cannot do so again for Recharge 1.			
<b>Standard Actions</b>	Bite Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 2d6+4 (11) piercing damage. Tail Slap Melee weapon attack: +4 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 3d6+7 (18) piercing damage. Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+7 (14) bludgeoning damage.	Bite Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 4d6+12 (26) piercing damage. Tail Slap Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12 (22) bludgeoning damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+13 (27) piercing damage. Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) bludgeoning damage.
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DRAKE (DREAD)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Normal

Organization

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

Treasure

Standard

## Overview

## Description

A skeletonized, zombified version of a shadowy, darkened drake.

## Lore

**Common Lore (no check required):** Some drakes appear as undead horrors.

**Expanded Lore:** Although giving every appearance of being an undead drake, Dread Drakes are in fact mortal and corporeal, and share more in common with their standard-issue cousins the Mist Drake than anything from beyond the grave.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

Dread Drakes rely upon their horrific visage to turn large groups into smaller, more manageable ones. Faced with a full party of fearless foes, a Dread Drake will likely flee, to return another time.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Travelers have reported sightings of a horrific undead drake along common routes. The PCs are sent in to try and make things safe again.

## Actions & Special Qualities

**Dread Visage:** Creatures starting their turn within 60' of a Dread Drake must make a DC 15 / 17 / 19 / 21 Wisdom save at the start of each of their turns or become Frightened. Each creature attempts the check each turn, regardless of prior failures or successes. This is a mind-affecting fear effect.

**Dread Breath:** Once per day, a Dread Drake may make a breath weapon attack (40' cone); the effect and save DC is the same as its Dread Visage, but any affected suffer the condition for 1d4+1 rounds and cannot recover using a save like they can from Dread Visage. Creatures are subject to Dread Breath whether or not they successfully saved against a Dread Drake's Dread Visage effect that round.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>72</b>	<b>156</b>	<b>257</b>	<b>340</b>
<b>Speed</b>	30 ft. Fly 80 ft. (Average) Swim 30 ft.			
<b>Size, Type, Alignment</b>	Large dragon, chaotic evil	Large dragon, chaotic evil	Huge dragon, chaotic evil	Huge dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 7 (-2)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Magical unconscious, paralyzed, unconscious			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Draconic			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Reflex DC 12	<b>Saving Throw</b> Reflex DC 15	<b>Saving Throw</b> Reflex DC 17	<b>Saving Throw</b> Reflex DC 19
	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 5d6	<b>Damage</b> 6d6
<b>Special Abilities &amp; Qualities</b>	<b>Fogburst</b> As a standard action, a Dread Drake can expel a ball of solid mist that explodes into a cloud of fog upon impact. This attack has a range of 60 feet and deals bludgeoning damage to all creatures in a 20-foot radius (Dexterity save halves). A flying creatures that fails its Dexterity save is pushed 1d4 × 5 feet from the center of the fogburst's area of effect (taking 1d6 points of damage per 10 feet if it strikes a solid object), while creatures on the ground are knocked prone on a failed save. The area of effect of the fogburst is filled with mist (as obscuring mist) for 1d4 rounds after impact. Once a Dread Drake has used its fogburst attack, it cannot do so again for Recharge 1.			
	<b>Fogvision</b> A Dread Drake can see normally through any form of natural or magical mist, fog, or precipitation. <b>Misty Camouflage</b> A Dread Drake can use Stealth to hide whenever it is in or adjacent to an area of mist, even while being observed.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<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 1d6+6 (10) slashing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+3 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 3d6+13 (24) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+9 (14) slashing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+4 (11) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d6+21 (35) piercing damage.</p> <p>Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+14 (21) slashing damage.</p> <p>Tail Slap Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 4d6+22 (36) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+15 (22) slashing damage.</p> <p>Tail Slap Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+7 (18) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DRAKE (FELL)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Elite

Organization

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

Treasure

None

## Overview

can be used to insert this creature into any existing plot or campaign setting.

## Description

A Fell Drake, or Felldrake, is a nightmarish, evil creature bent on destroying all life.

Scouts from a caravan a half-day's ride to the south approach, bloodied and nearly dead. They report that they have been harangued for four days now by a black winged horror that seems to be playing with them; certainly, it will finish with them and kill the entire remaining caravan before it reaches the city.

## Lore

**Common Lore (no check required):** A black, sinewy, loathesome drake may strike at night.

**Expanded Lore:** Felldrakes are midnight horrors, terrorizing all who stand in its path. Despite its capabilities, however, a Felldrake is much more likely to ransack a farm than to approach a village; it's not that it is shy or uncertain, but rather it delights in a certain kill.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Actions & Special Qualities

**Divestrike:** Felldrakes who begin and end their turn in flight may move up to their full Fly speed and may make a full-round attack at any point during that movement. All attacks attempted in this manner suffer a -2 circumstance penalty, but the attacks otherwise count as a full-round action. A Felldrake performing a Divestrike may distribute its full-round attacks amongst any number of targets during its movement.

## Environment

Any land, preferably where there are few, but not many, people to kill.

## Encounter Behavior

## Combat

A Felldrake will strike from afar, inflict the maximum possible damage, and then escape. Soon thereafter—a minute, an hour, a day—it will return to strike again, harrowing its prey until they are defeated and it may feast.

## Story Hooks

The following quest snippets or introductory story elements

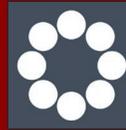
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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>50</b>	<b>100</b>	<b>186</b>	<b>263</b>
<b>Speed</b>	<b>20 ft. Fly 60 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Medium dragon, chaotic evil	Large dragon, chaotic evil	Large dragon, chaotic evil	Large dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 13 (+1)</b>	<b>DEX 17 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 7 (-2)</b>	<b>INT 7 (-2)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Fire, Magical unconscious, paralyzed, unconscious			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Draconic			
<b>Challenge</b>	<b>8</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 20
	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 8d6
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Reflex DC 13	<b>Saving Throw</b> Reflex DC 14	<b>Saving Throw</b> Reflex DC 17	<b>Saving Throw</b> Reflex DC 20
	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 10d6
<b>Special Abilities &amp; Qualities</b>	<b>Magma Shake</b> Whenever a lava drake exits from being submerged in molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every direction. All creatures within a 30-foot radius of the lava drake take fire damage from the shower of scalding rock; a successful Dexterity save halves the damage. Performing a magma shake clears the drake's scales of all excess molten rock and it must resubmerge itself in order to use this attack again.			
	<b>Pyroclastic Vomit</b> As a standard action, a lava drake can vomit forth a ball of molten rock that explodes upon striking a target, showering the target and adjacent creatures in magma. This attack has a range of 100 feet, and deals fire damage (Dexterity save halves) to the primary target and half that amount in fire damage to any creatures within 20 feet of the primary target. The magma continues to burn for 1d3 rounds, dealing an additional half the original amount of fire damage per round to the primary target and half of THAT residual amount of fire damage per round to any secondary targets. After the magma cools, it crumbles to dust. Once a lava drake has used its pyroclastic vomit, it cannot do so again for Recharge 1.			
<b>Special Abilities &amp; Qualities</b>	<b>Vulnerability to Cold</b> You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+4 (8) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+11 (18) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+5 (12) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) piercing damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.</p> <p>Tail Slap Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6 (13) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DRAKE (ICHOR)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Terrain

Any Land

Rarity

Rare

Role

Artillery / Normal

Organization

Solitary, Pair, or Glob (3-10x)

Treasure

None

## Overview

## Description

Ichor Drakes are foul-smelling horrors that can be sensed a mile off, but whose disgusting ichor strikes often before they are even seen.

## Lore

**Common Lore (no check required):** Putrid-smelling drakes are the scourge of the unaware.

**Expanded Lore:** Ichor Drakes can fling globs of acidic goo great distances, often killing their dinner before it's even truly aware of them.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

Ichor Drakes will circle and fling goo at their victims, preferring this approach to anything melee-focused. If ranks are closed and forced to fight hand-to-hand, Ichor Drakes will attempt to flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Caravans have been harangued increasingly by horrific-smelling mini-dragons, an accurate description of which eludes even the sharpest-eyed of survivors.

## Actions & Special Qualities

**Ichor Ball:** Ichor Drakes may make a ranged attack as a standard action once every 1d3 rounds. This attack has a 120' range, and produces a 10' radius splash effect upon contact. Creatures in the effect must make a DC 15 / 17 / 19 / 20 Dexterity or Constitution save (victim's choice); failure means they become Nauseated for 1d4 rounds. Each creature attempts the check each time they are struck, regardless of prior failures or successes.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>39</b>	<b>101</b>	<b>155</b>	<b>217</b>
<b>Speed</b>	20 ft. Fly 90 ft. (Perfect) Swim 20 ft.			
<b>Size, Type, Alignment</b>	Tiny dragon, chaotic evil	Tiny dragon, chaotic evil	Small dragon, chaotic evil	Small dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 10 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>	<b>CON 17 (+3)</b>
	<b>INT 9 (-1)</b>	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 16 (+3)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Cold, Magical unconscious, paralyzed, unconscious			
<b>Vulnerabilities</b>	Light Sensitivity, Vulnerability to Fire			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +14, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.
<b>Languages</b>	Common, Draconic			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 2d10	<b>Damage</b> 3d10	<b>Damage</b> 5d10	<b>Damage</b> 7d10
	<b>Clinging Corrosion</b> As a standard action, a Ichor Drake can spit a ball of caustic gas that bursts into a cloud upon impact. This attack has a range of 60 feet and deals acid damage to all creatures within the resulting 15-foot-radius spread. Additionally, any creature damaged by this attack is affected as though by the spell slow for 1d4 rounds. A successful Dexterity save halves the damage and negates the slowing effect. Once a Ichor Drake uses its breath weapon, it cannot do so again for Recharge 1.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3+1 (3) piercing damage.</p> <p>Claw Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d2+1 (2) slashing damage.</p> <p>Tail Slap Melee weapon attack: +0 to hit, reach 0 ft., one target. Hit 1d3 (4) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d4+4 (6) piercing damage.</p> <p>Claw Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d3+4 (6) slashing damage.</p> <p>Tail Slap Melee weapon attack: +3 to hit, reach 0 ft., one target. Hit 1d4+2 (4) bludgeoning damage.</p>	<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>Tail Slap Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+3 (6) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8 (10) slashing damage.</p> <p>Tail Slap Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+4 (8) bludgeoning damage.</p>
<b>Legendary Actions</b>	-	-	-	-
<b>Innate Spellcasting</b>	-	-	-	-
<b>Spellcasting</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-

# DREAD CAPTAIN



Low

Moderate

Advanced

Elite

Terrain	Any Coastal or Water
Rarity	Rare
Role	Leader / Normal
Organization	Solitary or Ship (1x+)
Treasure	Double

## Overview

## Description

Leading the most awful of ghostly ships and haunting naval lanes through the dark of night is often a Dread Captain, an undead humanoid of formidable visage and capability who often leads a small army of skeletons, zombies, and other undead minions and crew.

## Lore

**Common Lore (no check required):** Undead captains helm haunted ships.

**Expanded Lore:** Dread Captains are awful horrors who burgeon the abilities of undead surrounding them.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any coastal or water.

## Encounter Behavior

## Combat

Dread Captains will only attack voluntarily if leading a crew and commanding attention or surprise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Ships have been destroyed or showing up with all crew massacred, with nothing of value stolen. The PCs are asked to investigate.

A merchant prince approaches the party, asking their help in accompanying a trade ship through uncertain waters.

## Actions & Special Qualities

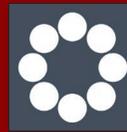
**Dread Leadership:** Undead creatures within 30' of a Dread Captain benefit from a +2 competency bonus on attack and damage rolls, and treat natural attacks as one size category larger. This effect does not stack with multiple Dread Captains, and Dread Captains themselves do not benefit from this aura.

**Mistsight:** Dread Captains never suffer hampered vision or sensory capabilities due to weather conditions.

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>33</b>	<b>86</b>	<b>132</b>	<b>182</b>
<b>Speed</b>	30 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 12 (+1)</b>	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>	<b>INT 11 (+0)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Fire, all physical attacks except bludgeoning or slashing			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17
	<b>Negative Level</b> A creature that is damaged by a Dread Captain must make a Constitution save or have its current and maximum hit points reduced by 1d6. The Dread Captain can even bestow a negative level via a weapon it wields, but if it gains multiple attacks with a weapon, it can only bestow 1 negative level per round in this manner. The maximum hit point reduction may only be restored via a restoration spell, or more powerful healing magic.			
<b>Standard Actions</b>	Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+7/18-00 (10) bludgeoning damage.  Slam Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+9 (14) bludgeoning damage.  Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+6 (8) slashing damage.	Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+9/18-00 (12) bludgeoning damage.  Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d8+10 (19) bludgeoning damage.  Claw Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d6+7 (10) slashing damage.	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+18 (32) bludgeoning damage.  Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+12 (16) slashing damage.	Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+17/18-00 (22) bludgeoning damage.  Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d8+19 (32) bludgeoning damage.  Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13 (18) slashing damage.

# DREADFLY



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Uncommon

Role

Skirmisher / Elite

Organization

Solitary, Pair, or Doom (3-8x)

Treasure

None

## Overview

## Description

Enormous black mosquitoes with pulsing red eyes, viscous mandibles, and a stinger dripping with ichor.

## Lore

**Common Lore (no check required):** Some demonic mosquitoes are truly horrid.

**Expanded Lore:** Dreadflies swarm in natural places infused with demonic presence. Their poison is particularly lethal to Good creatures.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

Dreadflies will attack Good creatures first, preferring them to others. Their last target preference is Evil creatures, but they will not avoid them altogether.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Farmers are reporting attacks by brutal giant black

mosquitoes. The PCs are asked to help.

A church retreat seems to be attracting record quantities of a new species of horrible black giant mosquito. The party's Paladin has heard of many deaths attributed to them.

## Actions & Special Qualities

**Goodsense:** Dreadflies can *detect good*, and *detect evil*, per the spells, at will.

**Goodbane:** Against Good opponents, Dreadflies inflict an additional 2d4 damage per attack. In addition, the DC of any effect associated with the Dreadfly increases by 4 against Good creatures.

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	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>66</b>	<b>149</b>	<b>238</b>	<b>303</b>
<b>Speed</b>	20 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Medium vermin, unaligned	Medium vermin, unaligned	Large vermin, unaligned	Large vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 18 (+4)</b>	<b>DEX 20 (+5)</b>	<b>DEX 19 (+4)</b>	<b>DEX 19 (+4)</b>
	<b>CON 16 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 4 (-3)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
<b>Special Abilities &amp; Qualities</b>	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
<b>Standard Actions</b>	<b>Disease</b> Malaria: Bite - injury; save Constitution; onset 1d3 days; frequency 1 day; effect 1d3 Constitution damage and 1d3 Wisdom damage; cure 2 consecutive saves. Ability damage suffered from this condition must be restored via a restoration spell or more potent healing magic.			
<b>Standard Actions</b>	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+9 (14) piercing damage.	Bite Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 2d6+12 (19) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+19 (30) piercing damage.	Bite Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 3d6+21 (32) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DREADFLY LARVA SWARM



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Skirmisher / Minion

Organization

Solitary, Pair, or Nest (3-10x)

Treasure

None

## Overview

their entirety recently. Livestock, people, and crops are all picked clean. The PCs are asked to defend what seems to be the next farm in the line of devastation.

## Description

Hundreds of disgusting grublets, minor yet deadly versions of the black mosquito-things they will soon become.

## Actions & Special Qualities

**Lifesense:** Dreadfly Larva Swarms can detect any life within 120'.

## Lore

**Common Lore (no check required):** Demonic mosquito larvae may swarm and cause immense damage.

**Expanded Lore:** In their young state, Dreadfly Larvae can destroy crops, livestock, and even entire small villages swiftly.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

Dreadfly Larva Swarms are largely mindless, and will attack anything that looks like food, persisting until they are destroyed.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A village is distraught to have lost several small farms in

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>48</b>	<b>131</b>	<b>218</b>	<b>307</b>
<b>Speed</b>	5 ft. Fly 40 ft. (Good)			
<b>Size, Type, Alignment</b>	Tiny vermin, unaligned			
<b>Ability Scores / Saves</b>	<b>STR</b> 1 (-5)	<b>STR</b> 3 (-4)	<b>STR</b> 6 (-2)	<b>STR</b> 7 (-2)
	<b>DEX</b> 12 (+1)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 14 (+2)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)	<b>CON</b> 21 (+5)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 10 (+0)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)	<b>WIS</b> 14 (+2)
	<b>CHA</b> 7 (-2)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	Critical Hits, Flanking, psychic, Weapon Damage			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>12</b>	<b>17</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d4	<b>Damage</b> 1d6	<b>Damage</b> 2d4	<b>Damage</b> 2d6
<b>Special Abilities &amp; Qualities</b>	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 10	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
<b>Special Abilities &amp; Qualities</b>	<b>Disease</b> Malaria: Bite - injury; save Constitution; onset 1d3 days; frequency 1 day; effect 1d3 Constitution damage and 1d3 Wisdom damage; cure 2 consecutive saves. Ability damage suffered from this condition must be restored via a restoration spell or more potent healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 10	<b>Saving Throw</b> Constitution DC 12	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 18
<b>Standard Actions</b>	<b>Distraction</b> You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
<b>Standard Actions</b>	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.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			

# DREADHAWK



Low

Moderate

Advanced

Elite

Terrain

Any Hills or Mountains

Rarity

Uncommon

Role

Skirmisher / Normal

Organization

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

Treasure

None

## Overview

## Encounter Behavior

## Description

Viscious-looking fanged hawks, larger than typical critters of its ilk, with elaborately barbed wings.

## Combat

Dreadhawks prefer to attack in a pack, and with surprise; ideally, they attack in ambush or once their prey has fallen asleep.

## Lore

**Common Lore (no check required):** Barb-winged hawks are the scourge of many a lone traveler in the Realm.

**Expanded Lore:** Dreadhawks, also known as “Barbed-Winged Hawks”, prey upon the weak and lonely in hills and mountains.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Campers are failing to return to a base camp long established as a fun diversion. When the corpse of one missing hiker is discovered by an adventurer, the mystery deepens, and panic sets in. The PCs are asked to find the source of the deaths and put an end to them.

## Environment

Any hills or mountains.

## Actions & Special Qualities

**Barbed Wings:** Melee attacks from a Dreadhawk count as both slashing and piercing as needed to overcome damage resistance and immunities. In addition, against enemies with no natural armor bonus, each melee attack from a Dreadhawk inflicts an additional 2d4 points of damage.



Illustration 32: Dreadhawk

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>40</b>	<b>99</b>	<b>169</b>	<b>216</b>
<b>Speed</b>	10 ft. Fly 80 ft. (Average)			
<b>Size, Type, Alignment</b>	Large monstrosity, neutral good	Large monstrosity, neutral good	Huge monstrosity, neutral good	Huge monstrosity, neutral good
<b>Ability Scores / Saves</b>	<b>STR</b> 17 (+3)	<b>STR</b> 20 (+5)	<b>STR</b> 25 (+7)	<b>STR</b> 26 (+8)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 16 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 10 (+0)	<b>CON</b> 14 (+2)	<b>CON</b> 17 (+3)	<b>CON</b> 17 (+3)
	<b>INT</b> 11 (+0)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)
	<b>WIS</b> 13 (+1)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Auran, Cannot Speak			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Evasion</b> You can avoid damage from many area-effect attacks. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.			
<b>Standard Actions</b>	Bite Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+5 (8) 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+8 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+13 (20) piercing damage. Claw Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+13 (24) slashing damage.	Bite Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+14 (21) piercing damage. Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+14 (24) slashing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting Possessions</b>	-			

# DREAMMOLD



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Normal
Organization	Solitary, Pair, or Dreadpool (3-8x)
Treasure	None

## Overview

mercy. The PCs are asked to investigate.

## Description

Black, viscous sludge with pulsing veins of red permeate all surfaces before you—ceiling, walls, and floor alike.

## Actions & Special Qualities

**Wallclimb:** Dreadmold may climb and stick to sheer surfaces, including ceilings. They are never impeded by difficult terrain or other terrain-based movement effects.

## Lore

**Common Lore (no check required):** Demonic sludge can kill swiftly.

**Expanded Lore:** Dreadmold is a semi-sentient ooze formed of demonic energies. It can move over any surface and kills quickly, absorbing energies of its victims.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

Dreadmold attacks any moving creature and will continue to do so unto its own demise.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Explorers report a hideous ooze that attacks without

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	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>13</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)	<b>14</b> (natural armor)
<b>Hit Points</b>	<b>28</b>	<b>88</b>	<b>159</b>	<b>221</b>
<b>Speed</b>	<b>20 ft.</b>			
<b>Size, Type, Alignment</b>	Large ooze, neutral evil	Large ooze, neutral evil	Huge ooze, neutral evil	Huge ooze, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 16 (+3)</b>	<b>STR 19 (+4)</b>	<b>STR 24 (+7)</b>	<b>STR 25 (+7)</b>
	<b>DEX 6 (-2)</b>	<b>DEX 10 (+0)</b>	<b>DEX 8 (-1)</b>	<b>DEX 8 (-1)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	Critical Hits, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 19	<b>Saving Throw</b> Constitution DC 21
	<b>Disease</b> Fungal rot: Slam - contact; save Constitution; onset 1 day; frequency 1/day; effect 1d2 Strength damage and 1 Constitution damage and fatigue; cure 1 save. Any creature that touches a Dreadmold with an unarmed strike or a natural attack is also exposed to this foul disease. Ability damage suffered to this effect can only be recovered via restoration or more potent healing magic applied once the disease itself has been removed.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 19	<b>Saving Throw</b> Dexterity DC 21
	<b>Engulf</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Freeze</b> The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains advantage on all Stealth checks to hide in plain sight as this kind of inanimate object.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	Slam Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d6+6 (10) bludgeoning damage.	Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+10 (14) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+18/19-00 (25) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+19/19-00 (26) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DREADNOUGHT (FROZEN)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any Cold Land			
Rarity	Rare			
Role	Brute / Solo			
Organization	Solitary			
Treasure	Double			

## Overview

## Description

A massive, imposing, formidable humanoid, formed seemingly of solid ice, with razor-sharp icicles protruding from every surface.

## Lore

**Common Lore (no check required):** Frozen behemoths can eviscerate even the toughest foes.

**Expanded Lore:** Frozen Dreadnoughts are constructs formed of ice and powerful magic. Their hate and cold make them quite dangerous.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any cold land.

## Encounter Behavior

## Combat

A Frozen Dreadnought attacks anything living and persists until its own destruction. This behavior may be countermanded by someone with control over the creature.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

They speak of treasure in the frozen reaches of the northern mountains... but they speak also of the ice-barbed guardian, ensorcelled of olde to guard the treasure.

## Actions & Special Qualities

**Cold Aura:** Creatures within 10' of a Frozen Dreadnought suffer 2d4 cold damage at the start of their turn.

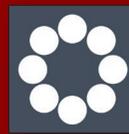
**Icespikes:** Creatures inflicting melee damage against a Frozen Dreadnought are automatically impaled on its spikes and suffer 1d6 piercing damage. Each melee attack from a Frozen Dreadnought inflicts an additional 1d6 piercing damage and 1d6 cold damage.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>19</b> (natural armor)	<b>19</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)
<b>Hit Points</b>	<b>100</b>	<b>140</b>	<b>169</b>	<b>214</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Huge construct, chaotic neutral	Gargantuan construct, chaotic neutral	Gargantuan construct, chaotic neutral	Gargantuan construct, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 23 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 28 (+9)</b>	<b>STR 33 (+10)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 11 (+0)</b>	<b>DEX 15 (+2)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 1 (-5)</b>	<b>CHA 1 (-5)</b>	<b>CHA 3 (-4)</b>	<b>CHA 3 (-4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except adamantite			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.	Passive Perception +13, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Special Abilities &amp; Qualities</b>	<b>Fast Healing</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>	<b>Damage 3d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Flaming Burst</b> The Frozen Dreadnought's slam attack inflicts additional fire damage, and twice that amount on a critical hit. Its vicious trample attack deals this additional fire damage as well.			
<b>Special Abilities &amp; Qualities</b>	<b>Soul-Powered</b> When a Frozen Dreadnought kills a creature with at least 5 Hit Dice and an alignment two or more steps away from the Frozen Dreadnought's alignment, it gains a kill point. Add its current total kill points as a bonus on its attack rolls, combat maneuver checks, caster level checks, and skill checks. Add half its current total kill points as a bonus to its natural armor and spell resistance. The Frozen Dreadnought loses 1 kill point every 24 hours.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity 13 <b>Damage 4d6</b>	<b>Saving Throw</b> Dexterity 14 <b>Damage 6d6</b>	<b>Saving Throw</b> Dexterity 15 <b>Damage 8d6</b>	<b>Saving Throw</b> Dexterity 16 <b>Damage 12d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Vicious Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			



	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Standard Actions</b>	Slam Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d4+16 (26) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+16 (34) bludgeoning damage.	Slam Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 4d8+16 (34) bludgeoning damage.	Slam Melee weapon attack: +10 to hit, reach 30 ft., one target. Hit 8d6+21 (49) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>wall of water (3/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DREADSUCKER SWARM



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Rare
Role	Brute / Elite
Organization	Solitary, Pair, or Doom (3-8x)
Treasure	None

## Overview

Spelunkers have returned with harrowing tales of swarms of horrible creatures from which they barely escaped.

## Description

What appear to be hundreds of engorged, black-red leeches swarm toward you, searching for blood.

## Actions & Special Qualities

**Bleed Dry:** A Dreadsucker Swarm that begins its turn occupying the same square as another creature automatically strikes that creature in melee, and rolls its damage dice twice, picking the higher results.

## Lore

**Common Lore (no check required):** Demonic leech swarms are terrifying.

**Expanded Lore:** Dreadsucker Swarms are small versions of creatures that turn out to be much worse... demonic leeches are often what they are called; this is somewhat accurate, as they are leechlike creatures who feed on blood and who are born of demonic energies deep within the Fissures of the Realm.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any underground.

## Encounter Behavior

## Combat

Dreadsucker Swarms attack anything living and will persist until their own destruction.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

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	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>75</b>	<b>155</b>	<b>247</b>	<b>305</b>
<b>Speed</b>	30 ft. Climb 30 ft.			
<b>Size, Type, Alignment</b>	Tiny vermin, chaotic evil			
<b>Ability Scores / Saves</b>	<b>STR 7 (-2)</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 17 (+3)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 9 (-1)</b>	<b>WIS 9 (-1)</b>	<b>WIS 13 (+1)</b>	<b>WIS 13 (+1)</b>
	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>10</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d2</b>	<b>Damage 1d3</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>
	<b>Blood Drain</b> The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Ability damage suffered to this effect must be recovered via restoration or more powerful healing magic.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 13	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 17	<b>Saving Throw</b> Dexterity DC 20
	<b>Cling</b> If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a Dexterity save. At least 10 points of damage from any area effect destroys all clinging ticks.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 20
	<b>Disease</b> Bite - injury; save Constitution; onset 1 day; frequency 1/day; effect 1d4 Constitution damage and 1 Charisma damage, fatigue; cure 2 consecutive saves. Ability damage lost to this effect must be restored via restoration or more potent healing magic following removal of the disease itself.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 13	<b>Saving Throw</b> Constitution DC 14	<b>Saving Throw</b> Constitution DC 17	<b>Saving Throw</b> Constitution DC 20
	<b>Distraction</b> You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Constitution save negates the effect.			
<b>Standard Actions</b>	Swarm Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.	Swarm Melee weapon attack: -1 to hit, reach 0 ft., one target. Hit 4d6 (8) bludgeoning damage.	Swarm Melee weapon attack: +4 to hit, reach 0 ft., one target. Hit 4d8 (10) bludgeoning damage.	Swarm Melee weapon attack: +5 to hit, reach 0 ft., one target. Hit 8d6 (10) bludgeoning damage.

# DRECKSLUDGE



Low

Moderate

Advanced

Elite

Terrain

Any Water

Rarity

Rare

Role

Lurker / Elite

Organization

Solitary, Pair, or Pool (3-10x)

Treasure

None

## Overview

## Description

Imagine the stickiest substance in the world. Now imagine that goop is trying to digest you alive.

## Lore

**Common Lore (no check required):** Sticky slime can kill.

**Expanded Lore:** Drecksludge is often formed near wrecks of ships carrying alchemical ingredients. It is a semi-sentient goo that adheres to nearly everything, and can kill swiftly if not dealt with.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any water.

## Encounter Behavior

## Combat

Drecksludge will usually not attack unless it is attacked or trod upon first. If it detects fighting nearby, it will ooze forth in search of victims.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Mercenaries are called in to help clean up the wreck of a merchant ship that was carrying alchemical cargo. Several of them disappear under the water and drown inexplicably. Now, the remaining workers refuse to do anything until the menace, whatever it is, is dealt with.

## Actions & Special Qualities

**Adhere:** Once a melee strike is successfully made against a target, a Drecksludge sticks to that victim. Victims gain the Grappled condition, though the Drecksludge does not. The Drecksludge automatically hits its stuck victim each round. A single Drecksludge may stick to multiple victims, so long as each victim is adjacent to one of the squares it occupies. A single victim may similarly be stuck to by multiple Drecksludges.

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	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>72</b>	<b>152</b>	<b>269</b>	<b>379</b>
<b>Speed</b>	30 ft. Burrow 20 ft.			
<b>Size, Type, Alignment</b>	Large ooze, neutral evil	Huge ooze, neutral evil	Huge ooze, neutral evil	Gargantuan ooze, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 7 (-2)</b>	<b>DEX 11 (+0)</b>	<b>DEX 11 (+0)</b>
	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 22 (+6)</b>	<b>CON 24 (+7)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>	<b>CHA 15 (+2)</b>	<b>CHA 15 (+2)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold, all physical attacks except magic			
<b>Immunities</b>	Acid, Critical Hits, Electricity, Fire, Flanking, psychic, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	Vulnerability to Cold			
<b>Senses</b>	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +5, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +6, Blindsight 60 ft., Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>7</b>	<b>12</b>	<b>17</b>	<b>22</b>
<b>Special Abilities &amp; Qualities</b>	<b>Stone Burrow</b> A Drecksledge can burrow through solid stone at half its normal burrow speed.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 21
	<b>Excruciating Burn</b> A living creature that takes fire damage from a Drecksledge must succeed at a Constitution save or be staggered for 1 round. This is a fire effect.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 15	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 21
	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 3d6	<b>Damage</b> 4d6
	<b>Molten Form</b> A Drecksledge's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a Drecksledge take fire damage. Anyone striking a Drecksledge with a natural weapon or unarmed strike takes double this fire damage. A creature that grapples a Drecksledge or is grappled by one takes triple this fire damage each round the grapple persists. A creature that strikes a Drecksledge with a weapon can attempt a Dexterity save; if it fails, it's unable to pull the weapon away from the Drecksledge's molten body quickly enough, and the weapon takes double the listed fire damage. Unattended objects in contact with a Drecksledge take double the listed fire damage per round. Damage caused to weapons and unattended objects is not halved.			

**Low****Moderate****Advanced****Elite****Special Abilities & Qualities****Damage** 1d6**Damage** 2d6**Damage** 3d6**Damage** 4d6

**Slag Blades** Each round, a Dreckslydgel manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal additional fire damage. Additionally, the slag blades are natural weapons, so a Dreckslydgel can use them to attack creatures it grapples. Due to a Dreckslydgel's constantly roiling molten body, the slag blades melt away at the end of the Dreckslydgel's turn each round to be immediately replaced by 1d4+2 new slag blades.

**Standard Actions**

Slag Blades Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+9 (12) bludgeoning damage.

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

Slag Blades Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 2d6+11 (18) bludgeoning damage.

Slag Blades Melee weapon attack: +7 to hit, reach 20 ft., one target. Hit 3d6+16 (26) bludgeoning damage.

**Legendary Actions**

-

**Innate**

-

**Spellcasting**

-

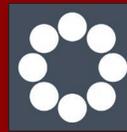
**Spellcasting**

-

**Possessions**

-

# DRIZZLEDEATH



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Artillery / Elite

Organization

Solitary, Pair, or Cloudburst (3-10x)

Treasure

None

## Overview

### Description

A black stormcloud riddled with veins of pulsing purplish-red looms high overhead.

### Lore

**Common Lore (no check required):** Acid rain can actually kill.

**Expanded Lore:** Drizzledeaths are malevolent clouds, formed when a great deal of acidic lava bursts forth from demonic reaches far beneath the surface of the Realm. Volcanoes which reach down into the Fissures are known to produce Drizzledeaths in their vicinity.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any land, though most prominently around mountains and especially volcanoes.

## Encounter Behavior

### Combat

Drizzledeaths amble along. Unlike most other monsters, they don't care much about their targets; they will hold their rain until they see something moving underneath, and will change course to drop their rain upon victims, but are otherwise unconcerned about what happens on the surface.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Acidic horror has befallen town after town, driving people either to death or fleeing. The PCs are asked to put a stop to the horrible stormcloud causing the disaster before it strikes the next city in line.

## Actions & Special Qualities

**Doomdrizzle:** As a full-round action, a Drizzledeath may blanket the entire region around it in a horrific acid rain. Creatures within 30' must make a Dexterity or Constitution save (pick the worse of the two) with DC   
19 / 20 / 22 / 25 or suffer 2d6 / 4d6 /  
 8d6 / 10d6 acid damage. A Drizzledeath may use this ability once every 1d3 rounds.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>136</b>	<b>179</b>	<b>278</b>	<b>453</b>
<b>Speed</b>	50 ft. Climb 30 ft. Swim 50 ft.			
<b>Size, Type, Alignment</b>	Large ooze, chaotic neutral	Large ooze, chaotic neutral	Huge ooze, chaotic neutral	Gargantuan ooze, chaotic neutral
<b>Ability Scores / Saves</b>	<b>STR 22 (+6)</b>	<b>STR 22 (+6)</b>	<b>STR 24 (+7)</b>	<b>STR 32 (+10)</b>
	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>	<b>DEX 21 (+5)</b>	<b>DEX 23 (+6)</b>
	<b>CON 18 (+4)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 24 (+7)</b>
	<b>INT 3 (-4)</b>	<b>INT 3 (-4)</b>	<b>INT 3 (-4)</b>	<b>INT 7 (-2)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Acid, all physical attacks except magic			
<b>Immunities</b>	Blindness, Charm, Cold, Critical Hits, Deafness, Flanking, paralyzed, poisoned, Polymorph, unconscious, Sneak Attacks, Sonic, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +16, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +17, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.	Passive Perception +20, Blindsight 60 ft., Darkvision 120 ft., Tremorsense 60 ft.
<b>Languages</b>	Aklo			
<b>Challenge</b>	<b>13</b>	<b>18</b>	<b>23</b>	<b>28</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6	<b>Damage</b> 8d6
<b>Special Abilities &amp; Qualities</b>	<p><b>Constrict</b> You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).</p> <p><b>Saving Throw</b> Dexterity DC 18</p> <p><b>Damage</b> 2d6</p> <p><b>Engulf</b> 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> <p><b>Fast Healing</b> 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>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Saving Throw</b> Dexterity DC 21</p> <p><b>Damage</b> 4d6</p> <p><b>Saving Throw</b> Dexterity DC 23</p> <p><b>Damage</b> 6d6</p> <p><b>Saving Throw</b> Dexterity DC 26</p> <p><b>Damage</b> 8d6</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 21	<b>Saving Throw</b> Wisdom DC 23	<b>Saving Throw</b> Wisdom DC 26
	<b>Maddening Cacophony</b> As a free action, a Drizzledeath 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 Drizzledeath'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.			
<b>Standard Actions</b>	Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+15/19-00 (22) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15/19-00 (22) bludgeoning damage.	Slam Melee weapon attack: +6 to hit, reach 15 ft., one target. Hit 3d6+12/19-00 (22) bludgeoning damage.	Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 6d6+20/19-00 (41) bludgeoning damage.
<b>Special Actions</b>	<b>Saving Throw</b> Dexterity DC 18  <b>Damage</b> 2d8	<b>Saving Throw</b> Dexterity DC 21  <b>Damage</b> 4d8	<b>Saving Throw</b> Dexterity DC 23  <b>Damage</b> 6d8	<b>Saving Throw</b> Dexterity DC 26  <b>Damage</b> 8d8
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DRYAD (CLOUD)



Low

Moderate

Advanced

Elite

Terrain

Any Forest

Rarity

Rare

Role

Skirmisher / Elite

Organization

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

Treasure

None

## Overview

## Description

A lithe, almost-there humanoid whose clothes and hair seem to be only casually present, formed by wisps of cloudstuff, and then gone entire.

## Lore

**Common Lore (no check required):** The forest hosts humanoids who dance and cavort among the clouds.

**Expanded Lore:** Cloud Dryads spend most of their time in the air atop the forest canopy. They descend to the earth to replenish their waters, drawing from pools, rivers, or from the earth itself.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

## Environment

Any forests, particularly those hosting rivers or lakes.

## Encounter Behavior

## Combat

Cloud Dryads will not fight unless circumstances demand it. They will seek to flee at every opportunity unless it would mean increasing their risk of death.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Travelers in a nearby forest have reported cloud maidens scampering out of range just as one reaches for them. A Druid in the party is curious, and recommends the party investigate.

## Actions & Special Qualities

**Cloudstuff:** Once every 1d4 rounds, a Cloud Dryad may become incorporeal as an immediate action. She resumes her normal corporeal form at the start of her next turn, whenever that is. A Cloud Dryad may activate this ability at any time, during any creature's turn.

D

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>33</b>	<b>90</b>	<b>169</b>	<b>226</b>
<b>Speed</b>	35 ft.			
<b>Size, Type, Alignment</b>	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good	Large fey, chaotic good
<b>Ability Scores / Saves</b>	<b>STR 11 (+0)</b>	<b>STR 16 (+3)</b>	<b>STR 21 (+5)</b>	<b>STR 22 (+6)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 22 (+6)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except cold iron			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	Tree Dependent			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan, Speak with Plants			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Speak with Plants</b> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Tree Dependent</b> A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Constitution save (DC 15) to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 15 Wisdom save. Lost ability score damage from this effect is recovered following a long rest.			
<b>Special Abilities &amp; Qualities</b>	<b>Tree Meld</b> A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<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: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p> <p>Composite Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8/x3 (8) piercing damage.</p>	<p>Longbow Ranged weapon attack: +5 to hit, one target. Hit 1d8x3 (1) 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: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p>	<p>Longbow Ranged weapon attack: +4 to hit, one target. Hit 2d6x3 (1) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d4+9/19-00 (12) piercing damage.</p>	<p>Longbow Ranged weapon attack: +6 to hit, one target. Hit 2d6/19-00/x3 (620) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6/19-00 (6) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4+11/19-00 (14) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm person (3/day); sleep (3/day); entangle (at will); speak with plants (at will); suggestion (1/day); tree shape (at will); tree stride (/day); (1 lb. only) (10, at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DRYAD (COFFIN)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary
Treasure	None

## Overview

### Description

A slender, haunted humanoid whose sunken eyes stare into your very soul. Coffin Dryads have milky, ash-colored skin, almost translucent in consistency, and are surrounded by a haze of gritty visual debris that makes onlookers rub their eyes.

### Lore

**Common Lore (no check required):** Those who perish in the forest while seeking to despoil it may rise as horrible guardians.

**Expanded Lore:** Coffin Dryads are the reborn, undead remnants of vile creatures who sought to despoil nature, but were slain by its defenders. Terrible, dark energies of the forest are then woven over the corpse, so that the foe may rise again, this time as a sentinel warding against others of its ilk.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any land, particularly forests.

## Encounter Behavior

### Combat

Coffin Dryads are bound to remain within 100' of the site of their original death. Within that range, they will seek to destroy any living creature that is not demonstrably good to nature. They will call out a warning before attacking, and will relent if their foes flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Woodcutters thought to clear-cut a grove nearby. They were never heard from again. Their business partner has heard tales of wanderers in the wood seeing their leader, in a slightly altered form, and who attacked interlopers. He hires the PCs to ascertain what is truly happening in the forest, and what happened to his partner.

## Actions & Special Qualities

**Warden of Nature:** While defending nature, a Coffin Dryad receives a +4 bonus to Constitution and Strength. "Defending nature" is not merely protecting the region it patrols, but actively fighting off those who would harm the environs.

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>21</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	124	234	3/19	429
<b>Speed</b>	Fly 50 ft. (Perfect)			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)	<b>DEX</b> 21 (+5)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)
	<b>INT</b> 14 (+2)	<b>INT</b> 17 (+3)	<b>INT</b> 17 (+3)	<b>INT</b> 17 (+3)
	<b>WIS</b> 12 (+1)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)	<b>WIS</b> 16 (+3)
	<b>CHA</b> 20 (+5)	<b>CHA</b> 23 (+6)	<b>CHA</b> 24 (+7)	<b>CHA</b> 25 (+7)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	diseased, exhaustion, fatigued, Fire, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Auran, Common, Giant			
<b>Challenge</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>
<b>Standard Actions</b>	Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d6 (10) bludgeoning damage.  Witchflame Bolt Ranged weapon attack: +5 to hit, one target. Hit 8d6 (10) bludgeoning damage.	Incorporeal Touch Melee weapon attack: -1 to hit, reach 5 ft., one target. Hit 8d6 (10) bludgeoning damage.  Witchflame Bolt Ranged weapon attack: +5 to hit, one target. Hit 8d6 (10) bludgeoning damage.	Incorporeal Touch Melee weapon attack: +0 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.  Witchflame Bolt Ranged weapon attack: +4 to hit, one target. Hit 16d6 (14) bludgeoning damage.	Incorporeal Touch Melee weapon attack: +2 to hit, reach 10 ft., one target. Hit 16d6 (14) bludgeoning damage.  Witchflame Bolt Ranged weapon attack: +7 to hit, one target. Hit 16d6 (14) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>dancing lights (at will); disguise self (at will); invisibility (at will); pyrotechnics (at will); ray of enfeeblement (at will); summon lesser demon (2 will-o'-wisp 50%) (1/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DRYAD (GAMADRYAD)



Low

Moderate

Advanced

Elite

Terrain

Any Forest

Rarity

Rare

Role

Leader / Normal

Organization

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

Treasure

Double

## Overview

## Description

A lithe female, impossibly tall, preternaturally silent, and with a firm resolve. About her brow lies a circlet of living wood, the fronds of which mesh with her hair in a manner that is both charming and unsettling.

## Lore

**Common Lore (no check required):** The strongest of forest folk are some of its strongest defenders.

**Expanded Lore:** The strongest and most venerable of dryads are elevated to the stature of the Gamadryad, the elite forest defender. As with so much of the natural way, the Gamadryad's prowess lies not in her own abilities, but in that which she makes possible in others.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Environment

Any forest.

## Encounter Behavior

## Combat

Gamadryads are not the best combatants, and know it; they prefer to lie in wait, burgeoning the powers of their allies.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Deep in the forest, ingredient harvesters have picked too greedily, and are now being harassed and outright attacked. One harvester, upon returning from such an expedition and fright, reported a dryad of stature and power greater than that known of ordinary such creatures.

## Actions & Special Qualities

**Forest Formidability:** Animals, Magical Beasts, Vermin, Plants, and Fey within 60' of a Gamadryad receive a +4 sacred bonus to Strength, Constitution, Dexterity, and Charisma. This effect does not stack with multiple Gamadryads in play, but it does apply to other Gamadryads.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>36</b>	<b>86</b>	<b>165</b>	<b>218</b>
<b>Speed</b>	<b>30 ft.</b>			
<b>Size, Type, Alignment</b>	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good	Large fey, chaotic good
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 12 (+1)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 12 (+1)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>	<b>INT 16 (+3)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 12 (+1)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>	<b>CHA 16 (+3)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except cold iron			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	Tree Dependent			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan, Speak with Plants			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Speak with Plants</b> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Tree Dependent</b> A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Constitution save (DC 15) to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 15 Wisdom save. Lost ability score damage from this effect is recovered following a long rest.			
<b>Special Abilities &amp; Qualities</b>	<b>Tree Meld</b> A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Halberd Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10x3 (1) slashing 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: +1 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p>	<p>Halberd Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d10+10/x3 (16) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +5 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>Halberd Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d8+18/19-00/x3 (27) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +1 to hit, one target. Hit 1d4+11/19-00 (14) piercing damage.</p>	<p>Halberd Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+22/19-00/x3 (31) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +3 to hit, one target. Hit 1d4+12/19-00 (14) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm person (3/day); sleep (3/day); entangle (at will); speak with plants (at will); suggestion (1/day); tree shape (at will); tree stride (1/day); (1 lb. only) (10, at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DRYAD (RAINBOW)



Low

Moderate

Advanced

Elite

Terrain	Cold or Temperate Land
Rarity	Rare
Role	Artillery / Normal
Organization	Solitary, Pair, or Kaleidoscope (3-10x)
Treasure	Standard

## Overview

virtues.

## Description

A lithe, frail-looking humanoid female whose flesh scintillates with the sparkle of the sun, and with hues that vacillate as quickly as you can try and interpret them. As she turns, she almost looks translucent; you can swear you can see through her arm for a moment. She looks, for all the world, as though she is a living rainbow.

## Lore

**Common Lore (no check required):** Multi-hued dryads are defenders of all land and nature, not merely forests.

**Expanded Lore:** Freed of their typical tree servitude, Rainbow Dryads are instead bound to the elements, and to moisture in the air. Arid locales are deadly to these fascinating, and formidable, variants.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Cold or temperate land. Rainbow Dryads suffer 1d6 points of damage each minute they are in hot or arid locales. At the GM's discretion, spells and effects that remove moisture, such as *cup of dust*, may inflict damage on a Rainbow Dryad; typically this will be 1d6 times the spell level, plus 2 points per caster level of the effect.

## Encounter Behavior

## Combat

Rainbow Dryads will attack any interlopers they see, unless the group bears a Druid or other representative who can speak to the party's natural inclinations and protecting

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Travelers and merchant caravans have been harangued and attacked by living rainbows. Some have reported these creatures as dryads, but many of the locales involved are far too removed from trees for that to be accurate... right?

## Actions & Special Qualities

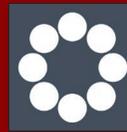
**Prismatic Breath:** Once every 1d4 rounds, a Rainbow Dryad may make a breath weapon attack in a 40' cone. Creatures struck are affected as by a *prismatic spray* (DC 14 / 17 / 18 / 20).

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>19</b>	<b>61</b>	<b>122</b>	<b>173</b>
<b>Speed</b>	35 ft.			
<b>Size, Type, Alignment</b>	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good	Large fey, chaotic good
<b>Ability Scores / Saves</b>	<b>STR</b> <b>12 (+1)</b>	<b>STR</b> <b>17 (+3)</b>	<b>STR</b> <b>22 (+6)</b>	<b>STR</b> <b>23 (+6)</b>
	<b>DEX</b> <b>17 (+3)</b>	<b>DEX</b> <b>19 (+4)</b>	<b>DEX</b> <b>18 (+4)</b>	<b>DEX</b> <b>18 (+4)</b>
	<b>CON</b> <b>8 (-1)</b>	<b>CON</b> <b>12 (+1)</b>	<b>CON</b> <b>16 (+3)</b>	<b>CON</b> <b>16 (+3)</b>
	<b>INT</b> <b>12 (+1)</b>	<b>INT</b> <b>16 (+3)</b>	<b>INT</b> <b>16 (+3)</b>	<b>INT</b> <b>16 (+3)</b>
	<b>WIS</b> <b>10 (+0)</b>	<b>WIS</b> <b>14 (+2)</b>	<b>WIS</b> <b>14 (+2)</b>	<b>WIS</b> <b>14 (+2)</b>
	<b>CHA</b> <b>13 (+1)</b>	<b>CHA</b> <b>17 (+3)</b>	<b>CHA</b> <b>17 (+3)</b>	<b>CHA</b> <b>17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks except cold iron			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan, Speak with Plants			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<b>Speak with Plants</b> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Tree Dependent</b> A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Constitution save (DC 15) to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 15 Wisdom save. Lost ability score damage from this effect is recovered following a long rest.			
<b>Special Abilities &amp; Qualities</b>	<b>Tree Meld</b> A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Short Sword Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) slashing damage.</p> <p>Buckler Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d3+2 (4) bludgeoning 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: +5 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p>	<p>Buckler Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+5 (7) bludgeoning damage.</p> <p>Short Sword Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d4+6/19-00 (8) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+6/19-00 (8) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6/19-00 (3/10) bludgeoning damage.</p>	<p>Buckler Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d3 (4) bludgeoning damage.</p> <p>Short Sword Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d8+12/19-00 (16) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+7/19-00 (10) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +4 to hit, one target. Hit 1d6+12/19-00 (16) bludgeoning damage.</p>	<p>Buckler Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4 (4) bludgeoning damage.</p> <p>Short Sword Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+14/19-00 (18) bludgeoning damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d6+14/19-00 (18) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+14/19-00 (18) bludgeoning damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm person (3/day); sleep (3/day); entangle (at will); speak with plants (at will); suggestion (1/day); tree shape (at will); tree stride (1/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DRYAD (WIND)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Controller / Normal
Organization	Solitary, Pair, or Sirocco (3-10x)
Treasure	None

## Overview

### Description

Particulates trapped in an updraft, darting to and fro before your eyes in a mini maelstrom of happenstance wind, seem for a moment to form the silhouette of a tall, thin woman—but then the particles flux, and the illusion is gone... for illusion it had been, after all, right?

### Lore

**Common Lore (no check required):** When some dryads perish, their remains reform to some extent to carry on the protection.

**Expanded Lore:** Wind Dryads are formed from the dead matter of regular dryads, given life and purpose by air elementals or other air creatures friendly to the natural cause.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

### Environment

Any land.

## Encounter Behavior

### Combat

Wind Dryads prefer to strike with surprise, harrying their foes and retreating before they themselves suffer damage, then returning some time later to continue the siege.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Caravans have limped home to report being attacked and nearly destroyed. They claim a “thousand tiny cuts” attack consisting of enemies barely seen over several days of time.

## Actions & Special Qualities

**Wind Form:** A Wind Dryad may assume wind form at will as a standard action. Treat this as *gaseous form*.

**Wind Blast:** 3x/day, a Wind Dryad may manifest a blast of focused wind. Treat this as an 80' line-shaped breath weapon with a Dexterity save of DC 15 / 17 / 18 / 20. Those failing the save suffer 3d6 / 6d6 / 9d6 / 12d6 slashing damage; those succeeding in the save suffer half this amount. Each time a Wind Dryad uses this ability, she herself suffers one-quarter the damage dice above as part of her essence is expended for the blast.

**Remnants of Life:** The traditional manufactured ranged and melee weapons described in the Wind Dryad's profile are vestiges of her former, much more corporeal, existence. They function exactly as their normal counterparts, but are formed of wind and particulate matter. They may be disarmed as normal, but a Wind Dryad may reform all of her wargear as a swift action.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>19</b> (natural armor)	<b>19</b> (natural armor)
<b>Hit Points</b>	<b>28</b>	<b>76</b>	<b>128</b>	<b>172</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Medium fey, chaotic good	Medium fey, chaotic good	Large fey, chaotic good	Large fey, chaotic good
<b>Ability Scores / Saves</b>	<b>STR</b> 7 (-2)	<b>STR</b> 12 (+1)	<b>STR</b> 19 (+4)	<b>STR</b> 20 (+5)
	<b>DEX</b> 18 (+4)	<b>DEX</b> 21 (+5)	<b>DEX</b> 22 (+6)	<b>DEX</b> 22 (+6)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 12 (+1)	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)	<b>INT</b> 16 (+3)
	<b>WIS</b> 14 (+2)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)	<b>WIS</b> 17 (+3)
	<b>CHA</b> 14 (+2)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>Saving Throws</b>	-			
<b>Resistances</b>	all physical attacks except cold iron			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +15, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Common, Elvish, Sylvan, Speak with Plants			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Speak with Plants</b> You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them, as per the spell Speak with Plants, as a constant ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Tree Dependent</b> A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Constitution save (DC 15) to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 15 Wisdom save. Lost ability score damage from this effect is recovered following a long rest.			
<b>Special Abilities &amp; Qualities</b>	<b>Tree Meld</b> A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8/19-00 (5) bludgeoning damage.</p> <p>Dagger Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4+0/19-00 (2) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4/19-00 (4) piercing damage.</p>	<p>Longbow Ranged weapon attack: +6 to hit, one target. Hit 1d8/19-00 (5) bludgeoning 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: +6 to hit, one target. Hit 1d4/19-00 (3) piercing damage.</p>	<p>Longbow Ranged weapon attack: +5 to hit, one target. Hit 2d6/19-00 (620) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +4 to hit, reach 10 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +5 to hit, one target. Hit 1d4+8/19-00 (10) piercing damage.</p>	<p>Longbow Ranged weapon attack: +6 to hit, one target. Hit 2d6/19-00 (620) bludgeoning damage.</p> <p>Dagger Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4/19-00 (4) piercing damage.</p> <p>Dagger Ranged weapon attack: +6 to hit, one target. Hit 1d4+8/19-00 (10) piercing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm person (3/day); sleep (3/day); entangle (at will); speak with plants (at will); suggestion (1/day); tree shape (at will); tree stride (/day)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DULLOX



Low

Moderate

Advanced

Elite

Terrain

Any Plains or Forest

Rarity

Common

Role

Brute / Minion

Organization

Solitary, Pair, or Stampede (3-20x)

Treasure

None

## Overview

### Description

A Dullox appears as though an orc was grafted onto a horse: basically a centaur with a more monstrously humanoid component. They are proficient with weapons and are sometimes even armor-clad, though they lack the technique and skill required to fashion and craft such gear themselves.

### Lore

**Common Lore (no check required):** Orc-horses are much feared by those living in the savannah.

**Expanded Lore:** Dulloxen (for that is their plural) are semi-intelligent orc-centaurs who pillage and ravage small towns. They don't often cluster in groups for much more than a quick attack; such groupings are not indicative of clans, fiefs, or any other long-term alliance, but of point-in-time necessity.

Requires **Intelligence (Nature)** check DC 14 /

18 / 22 / 26.

### Environment

Any plains or forest, particularly the northern savannahs of the Realm.

## Encounter Behavior

### Combat

Dulloxen don't like to attack individually, and will avoid it if they can. Otherwise, they will attack fiercely, relenting only when reduced to fewer than 1/4 their original number.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Several small towns have gathered what little currency they have as a bounty on the centaur-orc creatures that have been stealing their treasures and slaying their livestock.

### Actions & Special Qualities

**Wield:** Dulloxen may wear light armor and wield simple weapons. They cannot effectively wield martial weapons, nor bows. Axes and hammers are often favored.

D



Illustration 33: Dullox

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>24</b>	<b>77</b>	<b>158</b>	<b>225</b>
<b>Speed</b>	40 ft.			
<b>Size, Type, Alignment</b>	Large beast, unaligned	Large beast, unaligned	Huge beast, unaligned	Huge beast, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 19 (+4)	<b>STR</b> 22 (+6)	<b>STR</b> 27 (+8)	<b>STR</b> 28 (+9)
	<b>DEX</b> 8 (-1)	<b>DEX</b> 12 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 16 (+3)	<b>CON</b> 18 (+4)	<b>CON</b> 20 (+5)	<b>CON</b> 20 (+5)
	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)	<b>INT</b> 1 (-5)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 10 (+0)	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)	<b>CHA</b> 14 (+2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +15, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>3</b>	<b>8</b>	<b>13</b>	<b>18</b>
<b>Special Abilities &amp; Qualities</b>	<b>Stampede</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Dexterity DC 14	<b>Saving Throw</b> Dexterity DC 16	<b>Saving Throw</b> Dexterity DC 18	<b>Saving Throw</b> Dexterity DC 20
	<b>Damage</b> 1d6+4	<b>Damage</b> 1d6+8	<b>Damage</b> 2d6+10	<b>Damage</b> 4d6+14
	<b>Trample</b> As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than yourself. Targets of a trample take bludgeoning damage. Targets of a trample can make an attack of opportunity, but at disadvantage. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Dexterity save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.			
<b>Standard Actions</b>	Gore Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 2d6+15 (22) piercing damage.	Gore Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+22 (32) piercing damage.	Gore Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 3d6+24 (34) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			

# DUSK ELEMENTAL (MEDIUM)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Normal

Organization

Solitary, Pair, or Midnight (3-8x)

Treasure

None

## Overview

### Description

Dusk Elementals are difficult to perceive. When glimpsed directly, they are invisible, but the entirety of one's field of vision darkens, as though one is descending into the edge of a perfectly ordinary evening. Peripheral vision reveals the location of a Dusk Elemental as a dark, amorphous smudge on one's vision. Either manner of perception is disconcerting to say the least.

### Lore

**Common Lore (no check required):** Bringers of night incarnate, black shadows can drive you insane.

**Expanded Lore:** Stare too long at a Dusk Elemental, and one may question one's sanity. Either flee, or destroy it quickly.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any land.

## Encounter Behavior

### Combat

A Dusk Elemental is used to letting its aura nullify any threats, so that it may feed without danger. Faced head-on with an actual challenge, they will likely flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Folk in local farms have been dying in bizarre ways: dropping dead in the fields, or at dinner, or otherwise in the middle of ordinary days, with no valuables stolen and no visible signs of death. The PCs are asked to intervene.

## Actions & Special Qualities

**Half-Glimpsed Haze:** Creatures that start their turn within 80' of a Dusk Elemental, with line of sight to it, must make a DC 15 / 19 / 20 / 21 Wisdom or Constitution save (use the worse of the two). Failure means the victim suffers 1d2 points of Intelligence damage, and is so uncertain of the source's location that they may not fully perceive any Dusk Elementals this turn: this means that they cannot attack, cannot target the creatures with effects or spells, and so on. Success means the victim may attack the nearest Dusk Elemental this turn. Each creature attempts the check each turn, regardless of prior failures or successes. The auras of multiple Dusk Elementals do not stack; each creature in range of at least one Dusk Elemental suffers this effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>43</b>	<b>103</b>	<b>196</b>	<b>263</b>
<b>Speed</b>	Fly 100 ft. (Perfect) Walk 100 ft. Swim 100 ft.			
<b>Size, Type, Alignment</b>	Medium elemental, neutral evil	Medium elemental, neutral evil	Large elemental, neutral evil	Large elemental, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 14 (+2)</b>	<b>STR 18 (+4)</b>	<b>STR 23 (+6)</b>	<b>STR 24 (+7)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 18 (+4)</b>	<b>DEX 18 (+4)</b>
	<b>CON 16 (+3)</b>	<b>CON 18 (+4)</b>	<b>CON 20 (+5)</b>	<b>CON 20 (+5)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 21 (+5)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Air Mastery</b> Airborne creatures suffer disadvantage on attack and damage rolls against a dusk elemental.			



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

**Special Abilities & Qualities**

**Saving Throw**

Dexterity DC 12

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 19

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

**Standard Actions**

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

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

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

Slam Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+9 (14) bludgeoning damage.

Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+11 (16) slashing damage.

Slam Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.

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

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+18 (25) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

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

**Spellcasting**

-

**Possessions**

-

# DUSK ELEMENTAL (ELDER)



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Lurker / Elite
Organization	Solitary, Pair, or Midnight (3-8x)
Treasure	None

## Overview

## Description

Dusk Elementals are difficult to perceive. When glimpsed directly, they are invisible, but the entirety of one's field of vision darkens, as though one is descending into the edge of a perfectly ordinary evening. Peripheral vision reveals the location of a Dusk Elemental as a dark, amorphous smudge on one's vision. Either manner of perception is disconcerting to say the least.

## Lore

**Common Lore (no check required):** Bringers of night incarnate, black shadows can drive you insane.

**Expanded Lore:** Stare too long at a Dusk Elemental, and one may question one's sanity. Either flee, or destroy it quickly.

Requires **Intelligence (Nature)** check DC  14 /  18 /  22 /  26.

## Environment

Any land.

## Encounter Behavior

## Combat

A Dusk Elemental is used to letting its aura nullify any threats, so that it may feed without danger. Faced head-on with an actual challenge, they will likely flee.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Folk in local farms have been dying in bizarre ways: dropping dead in the fields, or at dinner, or otherwise in the middle of ordinary days, with no valuables stolen and no visible signs of death. The PCs are asked to intervene.

## Actions & Special Qualities

**Half-Glimpsed Haze:** Creatures that start their turn within 80' of a Dusk Elemental, with line of sight to it, must make a DC  20 /  21 /  24 /  25 Wisdom or Constitution save (use the worse of the two). Failure means the victim suffers 1d4 points of Intelligence damage, and is so uncertain of the source's location that they may not fully perceive any Dusk Elementals this turn: this means that they cannot attack, cannot target the creatures with effects or spells, and so on. Success means the victim may attack the nearest Dusk Elemental this turn. Each creature attempts the check each turn, regardless of prior failures or successes. The auras of multiple Dusk Elementals do not stack; each creature in range of at least one Dusk Elemental suffers this effect.

D

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>Armor Class</b>	<b>20</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>22</b> (natural armor)
<b>Hit Points</b>	<b>102</b>	<b>231</b>	<b>339</b>	<b>478</b>
<b>Speed</b>	Fly 100 ft. (Perfect) Walk 100 ft. Swim 100 ft.			
<b>Size, Type, Alignment</b>	Large elemental, neutral evil	Huge elemental, neutral evil	Huge elemental, neutral evil	Gargantuan elemental, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 22 (+6)</b>	<b>STR 25 (+7)</b>	<b>STR 30 (+10)</b>
	<b>DEX 24 (+7)</b>	<b>DEX 24 (+7)</b>	<b>DEX 26 (+8)</b>	<b>DEX 26 (+8)</b>
	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 23 (+6)</b>	<b>CON 25 (+7)</b>
	<b>INT 17 (+3)</b>	<b>INT 17 (+3)</b>	<b>INT 19 (+4)</b>	<b>INT 19 (+4)</b>
	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 20 (+5)</b>	<b>WIS 20 (+5)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	all physical attacks			
<b>Immunities</b>	Critical Hits, Flanking, paralyzed, poisoned, unconscious, Sneak Attacks, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +22, Darkvision 60 ft.	Passive Perception +23, Darkvision 60 ft.
<b>Languages</b>	Auran			
<b>Challenge</b>	<b>9</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Air Mastery</b> Airborne creatures suffer disadvantage on attack and damage rolls against a dusk elemental.			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**Special Abilities & Qualities**

**Saving Throw**

Dexterity DC 12

**Saving Throw**

Dexterity DC 15

**Saving Throw**

Dexterity DC 17

**Saving Throw**

Dexterity DC 19

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

**Standard Actions**

Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+8 (12) slashing damage.

Slam Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+12 (19) bludgeoning damage.

Claw Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 1d8+10 (14) slashing damage.

Slam Melee weapon attack: +5 to hit, reach 15 ft., one target. Hit 2d8+10 (19) bludgeoning damage.

Claw Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+13 (20) slashing damage.

Slam Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d8+13 (26) bludgeoning damage.

Claw Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 3d6+18 (28) slashing damage.

Slam Melee weapon attack: +9 to hit, reach 20 ft., one target. Hit 4d8+18 (36) bludgeoning damage.

**Legendary Actions**

-

**Innate Spellcasting**

-

**Spellcasting**

-

**Possessions**

-



# DUSK FLASK



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Minion

Organization

Solitary

Treasure

Incidental

## Overview

### Description

A small, potion-sized container, typically fashioned of glass or metal, with a stopper composed of pure onyx or obsidian. Glass-hulled versions show an ever-swirling mix of black and silver gunk within.

### Lore

**Common Lore (no check required):** Some potions are actually malevolent creatures.

**Expanded Lore:** Dusk Flasks may appear to be potions or even thrown alchemical weapons, but are actually semi-sentient creatures who voluntarily ensconce themselves within a container, staying in torpor or hibernation until unstopped, at which point they attack.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

### Environment

Any land.

## Encounter Behavior

### Combat

Dusk Flasks will not attack on their own initiative. Instead, they will wait until they are collected or opened. If opened, they will attack immediately. If collected and pocketed, they will wait until their new owner is asleep or resting, and then attack. In either case, a Dusk Flask persists until its own destruction.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

- The PCs come across an array of treasure, including a mysterious potion with a black stopper.
- An alchemist has not been heard from in a few days. The PCs investigate, to find him bludgeoned to death with no visible invasion or valuables taken. Nearby is an array of potions, no surprise there, including one with a black stopper, splashed with what appears to be the alchemist's blood.

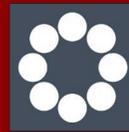
## Actions & Special Qualities

- Duskbreath:** The round it is unstopped, a Dusk Flask may cast *darkness* / *deeper darkness* as an immediate action. It also gains surprise this round unless the creature opening it makes a DC 12 / 15 / 16 / 18 Dexterity save.
- Of Dusk:** Dusk Flasks can see through magical darkness (including that which they themselves create, via the above effect) perfectly.
- Gather Darkness:** Dusk Flasks may summon other creatures to their fight. Although this does not necessarily take the form of a formal spell or even spell effect, the GM is encouraged to have any conflict involving a Dusk Flask attract any monsters that happen to be in the region. If none is present, then a roll on a random encounter table is suggested.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>11</b>	<b>43</b>	<b>80</b>	<b>111</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Tiny construct, unaligned	Tiny construct, unaligned	Small construct, unaligned	Small construct, unaligned
<b>Ability Scores / Saves</b>	<b>STR 6 (-2)</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 18 (+4)</b>
	<b>DEX 10 (+0)</b>	<b>DEX 14 (+2)</b>	<b>DEX 12 (+1)</b>	<b>DEX 12 (+1)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 1 (-5)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>	<b>WIS 3 (-4)</b>
	<b>CHA 10 (+0)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>	<b>CHA 14 (+2)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, necrotic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +5, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.	Passive Perception +6, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>2</b>	<b>7</b>	<b>12</b>	<b>17</b>
<b>Standard Actions</b>	Claw Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) slashing damage. Slam Melee weapon attack: -3 to hit, reach 0 ft., one target. Hit 1d2+0 (2) bludgeoning damage.	Claw Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+2 (4) slashing damage. Slam Melee weapon attack: +1 to hit, reach 0 ft., one target. Hit 1d3+2 (4) bludgeoning damage.	Claw Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage. Slam Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+5 (8) bludgeoning damage.	Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+6 (8) slashing damage. Slam Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d4+6 (8) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# DUSKDRINKER



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Lurker / Normal

Organization

Solitary, Pair, or Midnight (3-8x)

Treasure

Standard

## Overview

### Description

A hunched humanoid, dressed in tattered clothing and peeling, rotted flesh, whose arms and legs are disturbingly, unnaturally elongated. As you watch, you can see a small vortex surrounding its toothless, gaping, blackened maw; darkness seems to be sucked into the aperture in a swirl.

### Lore

**Common Lore (no check required):** Some zombies actually eat darkness.

**Expanded Lore:** Duskdrinkers are zombielike humanoid undead whose powers grow as they imbibe darkness.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

### Environment

Any land.

## Encounter Behavior

### Combat

Duskdrinkers will avoid light and daylight wherever possible. They will attack anything living if it's dark out, or if underground. They will flee immediately if presented with direct sunlight or an equivalent effect.

### Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

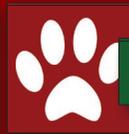
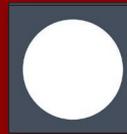
Adventurers are reporting horrible creatures they follow into the darkness of caverns, only to be ambushed by formidable undead.

## Actions & Special Qualities

**Duskdrink:** Any amount of darkness beyond dusk causes a Duskdrinker to grow in power. Each round they spend in at least partial darkness, they gain +2d4 hit points. This effect may take a Duskdrinker beyond their normal HP maximum. So long as they are within darkness of at least dusk levels, they benefit from a +4 circumstance bonus to their Strength and Dexterity. This ability score effect does not stack with itself; the creature either does, or does not, gain the boost depending on if it is in darkness.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>17</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>55</b>	<b>118</b>	<b>173</b>	<b>227</b>
<b>Speed</b>	45 ft. Climb 20 ft. Swim 40 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 25 (+7)</b>	<b>STR 25 (+7)</b>	<b>STR 26 (+8)</b>
	<b>DEX 14 (+2)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>	<b>DEX 16 (+3)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 8 (-1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 16 (+3)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>	<b>WIS 18 (+4)</b>
	<b>CHA 17 (+3)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>	<b>CHA 19 (+4)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Fire, all physical attacks except good			
<b>Immunities</b>	diseased, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +16, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +21, Darkvision 60 ft.
<b>Languages</b>	Common			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d4</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>
<b>Special Abilities &amp; Qualities</b>	<b>Bleed</b> You can cause wounds that continue to bleed, inflicting additional acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Medicine skill check or through the application of any magical healing.			
<b>Special Abilities &amp; Qualities</b>	<b>Cursed Claws</b> A Duskdirker's claws count as both cold iron and magic for the purpose of bypassing resistance.			
<b>Special Abilities &amp; Qualities</b>	<b>Genie-Kin</b> For all race-related effects (such as a ranger's favored enemy), a Duskdirker is considered a genie even though its type is undead.			
<b>Special Abilities &amp; Qualities</b>	<b>Damage 1d6</b>	<b>Damage 2d4</b>	<b>Damage 2d6</b>	<b>Damage 2d8</b>
<b>Special Abilities &amp; Qualities</b>	<b>Rend</b> 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.			
<b>Standard Actions</b>	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+5 (8) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+5 (8) slashing damage.	Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8/19-00 (12) piercing damage. Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8/19-00 (10) slashing damage.	Bite Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+13/19-00 (20) piercing damage. Claw Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d8+13/19-00 (18) slashing damage.	Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+14/19-00 (21) piercing damage. Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+14/19-00 (18) slashing damage.

# EARTHEN HORROR



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Brute / Solo
Organization	Solitary
Treasure	Double

## Overview

## Description

This hideous amalgam of rock, soil, and mud looks like an Arbor Elemental turned evil: red pulsating veins lie like diseased roots within its earthen arms.

Merchants have hired workers to clear-cut a grove, to expand farming operations. The initiative ended quickly, however, when what appears to be an evil Arbor Elemental ravaged the majority of the workers. The merchants are paying well for anyone who can resolve the horror.

## Actions & Special Qualities

**Horrific Aura:** Creatures within 30' must make a DC 14 / 18 / 22 / 26 Wisdom save at the start of each of their turns or become Shaken. Each creature attempts the check each turn, regardless of prior failures or successes. Those who fail two rounds in succession suffer from being Frightened instead.

## Lore

**Common Lore (no check required):** Some Arbor Elementals can turn evil.

**Expanded Lore:** Earthen Horrors are more undead than outsider/elemental, though they may have begun life as the latter, necromantic energies and demonic forces have perverted the creature's original incarnation and purpose.

Requires **Intelligence (Nature)** check DC 14 / 18 / 22 / 26.

## Environment

Any land.

## Encounter Behavior

## Combat

Earthen Horrors attack anything living, and will persist until their own destruction.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

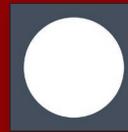
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>101</b>	<b>195</b>	<b>245</b>	<b>305</b>
<b>Speed</b>	30 ft. Burrow 15 ft. Swim 30 ft.			
<b>Size, Type, Alignment</b>	Medium undead, chaotic evil	Medium undead, chaotic evil	Large undead, chaotic evil	Large undead, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 20 (+5)</b>	<b>STR 23 (+6)</b>	<b>STR 28 (+9)</b>	<b>STR 29 (+9)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 11 (+0)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>	<b>INT 15 (+2)</b>
	<b>WIS 17 (+3)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>	<b>CHA 20 (+5)</b>
<b>Saving Throws</b>	-			
<b>Resistances</b>	Cold, all physical attacks except bludgeoning			
<b>Immunities</b>	diseased, Electricity, exhaustion, fatigued, psychic, paralyzed, poisoned, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +17, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +19, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +21, Darkvision 60 ft., Tremorsense 60 ft.	Passive Perception +22, Darkvision 60 ft., Tremorsense 60 ft.
<b>Languages</b>	Abysal, Common			
<b>Challenge</b>	<b>11</b>	<b>16</b>	<b>21</b>	<b>26</b>
<b>Special Abilities &amp; Qualities</b>	<b>Broken Ground</b> The ground in a 30-foot radius around a Earthen Horror ripples and shudders unnaturally. This transforms the area surrounding a Earthen Horror into difficult terrain. A Earthen Horror can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a magic circle against chaos or a magic circle against evil.			
<b>Special Abilities &amp; Qualities</b>	<b>Channel Resistance</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Fast Healing</b> 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.			
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Wisdom DC 17	<b>Saving Throw</b> Wisdom DC 18	<b>Saving Throw</b> Wisdom DC 20	<b>Saving Throw</b> Wisdom DC 21
<b>Special Abilities &amp; Qualities</b>	<b>Misfortune</b> A creature struck by a Earthen Horror must make a Wisdom save or become permanently cursed with misfortune. The victim of this curse suffers disadvantage on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a Earthen Horror hits a creature already suffering from this curse, the victim must make a Wisdom save or be staggered for 1 round. This is a curse effect.			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+8 (12) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d4+8 (10) slashing damage.</p> <p>Slams Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+8 (12) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 2d6+11 (18) piercing damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d6+11 (14) slashing damage.</p> <p>Slams Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 1d8+11 (16) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 3d6+16 (26) piercing damage.</p> <p>Claw Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 1d8+16 (20) slashing damage.</p> <p>Slams Melee weapon attack: +8 to hit, reach 10 ft., one target. Hit 2d6+16 (23) bludgeoning damage.</p>	<p>Bite Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 3d6+17 (28) piercing damage.</p> <p>Claw Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 1d8+17 (22) slashing damage.</p> <p>Slams Melee weapon attack: +9 to hit, reach 10 ft., one target. Hit 2d6+17 (24) bludgeoning damage.</p>
<b>Legendary Actions</b>	-	-	-	-
<b>Innate Spellcasting</b>	-	-	-	-
<b>Spellcasting</b>	-	-	-	-
<b>Possessions</b>	-	-	-	-



# EBON SEDUCTRESS



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Terrain	Any Land			
Rarity	Rare			
Role	Skirmisher / Solo			
Organization	Solitary			
Treasure	Double			

## Overview

typically flee, preferring to return under more favorable circumstances.

## Description

A fascinating, pristine, incredible specimen of whatever humanoid race, culture, and gender it is impersonating at the moment, an Ebon Seductress appears differently to each creature that perceives it, in service to the preferences, background, and personality of the observer. One thing is shared in common across these impersonations, however: its eyes are black-on-black.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A wealthy merchant turns up dead one morning. There is no sign of a struggle in a combat sense, and no valuables have been taken. This incident joins a string of such deaths, leading back several weeks. The PCs are asked to investigate.

## Lore

**Common Lore (no check required):** Demons seduce mortals in many forms, but some are more dangerous and difficult to resist than others.

**Expanded Lore:** The most vile, cruel, and formidable of all succubi undergo a transformation into an elevated rendition of the beast known as an Ebon Seductress. Though typically garnished with a feminine suffix in this manner, the creature can appear as male, female, or anything else required so as to meet the desires of their prey... for evil itself has no gender.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

## Actions & Special Qualities

**Dark Phasing:** An Ebon Seductress can phase through solid matter. 3x/day, it may spend a full-round action moving through any material up to its full normal Speed. It returns to full corporeality at the end of this movement, so it must end its round in the free and clear. If for some reason a phasing Ebon Seductress ends its round in solid matter, it is destroyed.

## Environment

Any land.

## Encounter Behavior

## Combat

An Ebon Seductress will prefer to strike at night, ideally while their intended prey is alone and asleep. When faced with an out-and-out battle with many opponents, it will





Illustration 34: Ebon Seductress

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>16</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)	<b>18</b> (natural armor)
<b>Hit Points</b>	<b>88</b>	<b>178</b>	<b>279</b>	<b>352</b>
<b>Speed</b>	<b>30 ft. Fly 50 ft. (Average)</b>			
<b>Size, Type, Alignment</b>	Medium fiend, chaotic evil	Medium fiend, chaotic evil	Large fiend, chaotic evil	Large fiend, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 8 (-1)</b>	<b>STR 14 (+2)</b>	<b>STR 20 (+5)</b>	<b>STR 21 (+5)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 21 (+5)</b>
	<b>INT 16 (+3)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>	<b>INT 18 (+4)</b>
	<b>WIS 12 (+1)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>	<b>WIS 16 (+3)</b>
	<b>CHA 22 (+6)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Acid, all physical attacks except cold iron or good			
<b>Immunities</b>	Electricity, Fire, poisoned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.	Passive Perception +20, Darkvision 60 ft.
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, Telepathy 100 ft., Tongues			
<b>Challenge</b>	<b>8</b>	<b>13</b>	<b>18</b>	<b>23</b>
<b>Special Abilities &amp; Qualities</b>	<p><b>Change Shape</b> You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).</p> <p><b>Telepathy</b> You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.</p> <p><b>Tongues</b> You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Energy Drain</b> A Ebon Seductress drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the Ebon Seductress can use this ability. Each successful energy drain reduces the victim's maximum and current hit points by 2d4 points. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction. Restoration or more powerful healing magic will remove the maximum hit point reduction.</p>			
<b>Special Abilities &amp; Qualities</b>	<p><b>Profane Gift</b> Once per day as a full-round action, a Ebon Seductress may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a Ebon Seductress at a time. As long as the profane gift persists, the Ebon Seductress can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The Ebon Seductress can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save; ability damage suffered in this manner can only be restored via restoration or more powerful healing magic).</p>			



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p>Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) bludgeoning damage.</p> <p>Ranged weapon attack: -1 to hit, one target. Hit 1d4/19-00 (3) bludgeoning damage.</p> <p>Claw Melee weapon attack: -3 to hit, reach 5 ft., one target. Hit 1d6 (6) slashing damage.</p>	<p>Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d4/19-00 (3) bludgeoning damage.</p> <p>Ranged weapon attack: +4 to hit, one target. Hit 1d4/19-00 (3) bludgeoning damage.</p> <p>Claw Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 1d8+3 (8) slashing damage.</p>	<p>Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 1d6+11/17-00 (14) bludgeoning damage.</p> <p>Ranged weapon attack: +2 to hit, one target. Hit 1d6+11/17-00 (14) bludgeoning damage.</p> <p>Claw Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit 2d6+8 (15) slashing damage.</p>	<p>Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+14/17-00 (18) bludgeoning damage.</p> <p>Ranged weapon attack: +3 to hit, one target. Hit 1d6+14/17-00 (18) bludgeoning damage.</p> <p>Claw Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+9 (16) slashing damage.</p>
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<i>charm monster (at will); detect thoughts (at will); (1/day); etherealness (self plus lbs. of objects only) (at will); suggestion (at will); summon lesser demon (1 babau at 50%) (1/day); tongues (at will); vampiric touch (at will)</i>			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# EBONTENDRIL



Low

Moderate

Advanced

Elite

Terrain	Any Underground
Rarity	Rare
Role	Brute / Normal
Organization	Solitary, Pair, or Morass (3-10x)
Treasure	Standard

## Overview

## Description

Erupting through the cracked earth beneath you is a blackened tentacle moving preternaturally rapidly. Amidst its movement you can see pustules and veins of pulsing red vileness just underneath the surface.

## Lore

**Common Lore (no check required):** Black tentacles can burst forth from below to destroy the living.

**Expanded Lore:** Ebontendrils are often advance scouts from Fissure-based demonic energies. They will choke the life from anything living, indiscriminately.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any underground.

## Encounter Behavior

## Combat

Ebontendrils will attack anything moving except other ebontendrils. They persist until reduced to 1/4 their maximum hit points, at which point they will try to slink back into the earth.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Adventurers, miners, or explorers have reported being attacked randomly by black tendrils of horror.

## Actions & Special Qualities

**Burst Forth:** Ebontendrils erupt from the ground. Until they do, they are impossible to detect using normal senses. The round in which they burst forth, potential victims must make a DC 13 / 17 / 18 / 19 Dexterity save to avoid being surprised for a full round of attacks. During its surprise round, Ebontendrils gain a +4 circumstance bonus to attack and damage rolls.

**Slink Away:** Once per day, an Ebontendrils may gain Burrow 100' as a movement option for one round. In the round in which it activates this ability, it must use this movement option and must use it to flee a combat.



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)	<b>15</b> (natural armor)
<b>Hit Points</b>	<b>21</b>	<b>60</b>	<b>125</b>	<b>161</b>
<b>Speed</b>	15 ft. Climb 15 ft.			
<b>Size, Type, Alignment</b>	Medium plant, neutral evil	Medium plant, neutral evil	Large plant, neutral evil	Large plant, neutral evil
<b>Ability Scores / Saves</b>	<b>STR 12 (+1)</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 23 (+6)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 16 (+3)</b>	<b>DEX 14 (+2)</b>	<b>DEX 14 (+2)</b>
	<b>CON 8 (-1)</b>	<b>CON 12 (+1)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>	<b>WIS 12 (+1)</b>
	<b>CHA 13 (+1)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>	<b>CHA 17 (+3)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Cold			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +9, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.	Passive Perception +11, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Blood Sense</b> A Ebontendril can sense badly wounded creatures, including those at less than half their normal hit point total or suffering from bleed damage, as if it had the scent ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Seal Wound</b> A Ebontendril instinctively latches on to a creature that suffers from bleed damage or is at less than half its normal hit point total. When it attempts to seal wounds in this way, it must make a normal vine attack but gains the attach ability. If it successfully attaches to the target (dealing damage as normal), any bleed damage currently suffered by the target immediately ends. The Ebontendril remains attached for 24 hours, gaining nutrients from sipping at the victim's blood but never enough to cause any further damage. The vine drops off automatically once a target has no hit point damage or 24 hours have passed, whichever comes first. A Ebontendril can seal wounds in this manner only once per day.			
<b>Standard Actions</b>	Vine Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit 1d2+3 (4) bludgeoning damage.	Vine Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d3+7 (9) bludgeoning damage.	Vine Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 1d4+15/19-00 (18) bludgeoning damage.	Vine Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d4+16/19-00 (18) bludgeoning damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# EBONWYRM (ADULT)



Low

Moderate

Advanced

Elite

Terrain

Any Land

Rarity

Rare

Role

Controller / Solo

Organization

Solitary

Treasure

Triple

## Overview

### Description

An enormous, serpentine dragon with black-leather wings dripping in ichor and pus; its eyes pulse with a dark red malevolence, and streams of purplish-red veins run just underneath the translucent inkiness of its skin.

### Lore

**Common Lore (no check required):** Demonic dragons are bad news.

**Expanded Lore:** Ebonwyrms begin life as umbral dragons, and are further warped by demonic forces deep within the Fissures. Some delve more deeply voluntarily, seeking out ever-richer treasures and gemstones; others are tricked or trapped into the transformation. Whatever the origins, when they emerge, the newly-born Ebonwyrms are a servant of the energies which created it.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any land. Ebonwyrms begin life in the Fissures, but once born of those demesnes, they escape to their purpose: wreaking havoc upon the land.

## Encounter Behavior

### Combat

Ebonwyrms are voracious eaters and fierce combatants. They will attack at a moment's opportunity, and will only consider fleeing if reduced to 1/4 their maximum HP.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

Villagers, travelers, and explorers have had destruction visited upon them by a horrible black dragon. The surrounding cities grow desperate as these attacks occur closer and closer to the formal structures of town. They have offered a sizable bounty on the assailant.

## Actions & Special Qualities

**Ebonbreath:** An Ebonwyrms may, as a swift action, emit a breath of pure evil darkness. This takes the form of a 90' cone which counts as *deeper darkness* per the spell. It inflicts no damage, but is seen as evil by any using *detect evil* capabilities. Although this counts as a swift action, and not as a breath weapon attack, an Ebonwyrms cannot use another breath weapon in the same round it uses Ebonbreath.

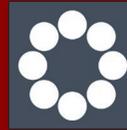


	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>18</b> (natural armor)	<b>20</b> (natural armor)	<b>21</b> (natural armor)	<b>23</b> (natural armor)
<b>Hit Points</b>	<b>109</b>	<b>217</b>	<b>349</b>	<b>497</b>
<b>Speed</b>	40 ft. Fly 150 ft. (Average)	40 ft. Fly 200 ft. (Poor)	40 ft. Fly 250 ft. (Clumsy)	40 ft. Fly 250 ft. (Clumsy)
<b>Size, Type, Alignment</b>	Medium dragon, chaotic evil	Huge dragon, chaotic evil	Gargantuan dragon, chaotic evil	Gargantuan dragon, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 17 (+3)</b>	<b>STR 22 (+6)</b>	<b>STR 27 (+8)</b>	<b>STR 35 (+10)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 8 (-1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 8 (-1)</b>
	<b>CON 12 (+1)</b>	<b>CON 18 (+4)</b>	<b>CON 21 (+5)</b>	<b>CON 24 (+7)</b>
	<b>INT 14 (+2)</b>	<b>INT 17 (+3)</b>	<b>INT 20 (+5)</b>	<b>INT 21 (+5)</b>
	<b>WIS 10 (+0)</b>	<b>WIS 14 (+2)</b>	<b>WIS 18 (+4)</b>	<b>WIS 19 (+4)</b>
	<b>CHA 18 (+4)</b>	<b>CHA 20 (+5)</b>	<b>CHA 23 (+6)</b>	<b>CHA 24 (+7)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	Electricity, all physical attacks except magic			
<b>Immunities</b>	Cold, Magical unconscious, paralyzed			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +14, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +18, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +21, Blindsight 60 ft., Darkvision 120 ft.	Passive Perception +22, Blindsight 60 ft., Darkvision 120 ft.
<b>Languages</b>	Abyssal, Common, Draconic, Undercommon			
<b>Challenge</b>	<b>12</b>	<b>17</b>	<b>22</b>	<b>27</b>
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Constitution 14; <b>Damage</b> 8d8	<b>Save</b> Constitution 16; <b>Damage</b> 12d8	<b>Save</b> Constitution 20; <b>Damage</b> 16d8	<b>Save</b> Constitution 23; <b>Damage</b> 20d8
	<p><b>Breath Weapon</b> 70' Cone of Necrotic Energy, usable with Recharge 2. Breath weapons allow a Dexterity save for half damage. You are immune to your own breath weapon. Although it deals negative energy damage, this breath weapon does not heal undead creatures.</p> <p><b>Shadow Breath</b> Three times per day, an Ebonwyrms can breathe a cone of shadows. Creatures who fail a Constitution save are blinded for 1d4 rounds and take 2d4 points of Strength damage. A successful save negates the blindness and reduces Strength damage to 1d2 points. Restoration or more powerful healing magic is required to restore the drained Strength from this effect.</p>			
<b>Special Abilities &amp; Qualities</b>	<b>Ghost Bane</b> An Ebonwyrms physical attacks deal damage to incorporeal creatures normally.			
	<b>Negative Energy Affinity</b> The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.			
<b>Special Abilities &amp; Qualities</b>	<b>Save</b> Dexterity 14; <b>Damage</b> 2d6	<b>Save</b> Dexterity 16; <b>Damage</b> 3d6	<b>Save</b> Dexterity 20; <b>Damage</b> 4d6	<b>Save</b> Dexterity 23; <b>Damage</b> 6d6
	<p><b>Crush</b> A flying or jumping dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a grapple check. Pinned foes take damage from the crush each round if they don't escape.</p>			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Standard Actions</b>	<p><b>Bite</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d10+7/19-00 (12) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+5 (8) slashing damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d6+7 (10) bludgeoning damage.</p> <p><b>Wing</b> Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 1d4+3 (6) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d8+15/19-00 (24) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+10 (17) slashing damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+15 (22) bludgeoning damage.</p> <p><b>Wing</b> Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+5 (10) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 4d8+22/19-00 (40) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+15 (28) slashing damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d8+22 (36) bludgeoning damage.</p> <p><b>Wing</b> Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+8 (18) bludgeoning damage.</p>	<p><b>Bite</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 8d6+34/19-00 (62) piercing damage.</p> <p><b>Claws</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+23 (41) slashing damage.</p> <p><b>Tail Slap</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d8+34 (52) bludgeoning damage.</p> <p><b>Wing</b> Melee weapon attack: +10 to hit, reach 20 ft., one target. Hit 4d6+12 (26) bludgeoning damage.</p>
<b>Special Actions</b>	<b>Save</b> Wisdom DC 14	<b>Save</b> Wisdom DC 16	<b>Save</b> Wisdom DC 20	<b>Save</b> Wisdom DC 23
	<p><b>Frightful Presence</b> Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Wisdom save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.</p>			
<b>Special Actions</b>	<b>Save</b> Dexterity 14; <b>Damage</b> 2d4	<b>Save</b> Dexterity 16; <b>Damage</b> 3d4	<b>Save</b> Dexterity 20; <b>Damage</b> 4d4	<b>Save</b> Dexterity 23; <b>Damage</b> 6d4
	<p><b>Tail Sweep</b> A dragon of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Dexterity save to halve the damage they receive.</p>			
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	<p><i>darkness (at will); finger of death (3/day); project image (at will); vampiric touch (at will)</i></p>			
<b>Spellcasting</b>	<p>Known Arcane Spells: <i>charm monster (mass); incendiary cloud; fire storm; disintegrate; fog cloud; banshee blast; circle of death; blood tentacles; dispel evil and good; flame strike; black spot; gust of wind; ice storm; accursed glare; dispel magic; fireball; flame arrows; acid arrow; blur; dark whispers; enthrall; flaming sphere; alarm; barbed chains; charm person; chill touch; doom; acid splash; detect magic; light; mage hand</i></p>			
<b>Possessions</b>	-			



# ELDER WASPWING



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Rare
Role	Skirmisher / Normal
Organization	Solitary, Pair, or Swarm (3-12x)
Treasure	None

## Overview

## Description

A gigantic wasp with barbed mandibles, translucent wings with a greenish-red gloss, and a hideous stinger dripping with black ichor.

## Lore

**Common Lore (no check required):** Demonic wasps can attack in droves.

**Expanded Lore:** Lethal poison is the specialty of Elder Waspwings, wasplike demons from the Fissures that erupt violently and cause devastation whenever they happen to find a way to the surface.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any land. Although the Fissures are the native environs to Elder Waspwings, they travel far distances once they erupt to the surface.

## Encounter Behavior

## Combat

Elder Waspwings will attack anything living, and will persist unto their own destruction.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or

campaign setting.

Farms, small towns, and travelers have been attacked, and mostly slain, by gigantic black wasps in the roads near the northern mountains. The PCs are commissioned to investigate, and to make the way safe once again.

## Actions & Special Qualities

**Violent Stings:** Creatures suffering damage from two or more Elder Waspwings in a single turn must make a DC 15 / 16 / 17 / 17 Constitution save or become Nauseated for 1d4 rounds in addition to other effects and damage.

**Fissure-Born:** Elder Waspwings count as both Vermin and as Outsiders.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>15</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>16</b>	<b>58</b>	<b>117</b>	<b>155</b>
<b>Speed</b>	20 ft. Fly 60 ft. (Good)			
<b>Size, Type, Alignment</b>	Large vermin, unaligned	Large vermin, unaligned	Huge vermin, unaligned	Huge vermin, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 16 (+3)	<b>STR</b> 19 (+4)	<b>STR</b> 24 (+7)	<b>STR</b> 25 (+7)
	<b>DEX</b> 11 (+0)	<b>DEX</b> 16 (+3)	<b>DEX</b> 14 (+2)	<b>DEX</b> 14 (+2)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +18, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Saving Throw</b> Constitution DC 15	<b>Saving Throw</b> Constitution DC 16	<b>Saving Throw</b> Constitution DC 18	<b>Saving Throw</b> Constitution DC 20
	<b>Poison</b> 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.			
<b>Standard Actions</b>	Sting Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 1d6+6 (10) piercing damage.	Sting Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 1d8+10 (14) piercing damage.	Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+18/19-00 (25) piercing damage.	Sting Melee weapon attack: +7 to hit, reach 10 ft., one target. Hit 2d6+19/19-00 (26) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# ELETAUR



Low

Moderate

Advanced

Elite

Terrain	Any Land
Rarity	Uncommon
Role	Soldier / Normal
Organization	Solitary, Pair, or Herd (3-10x)
Treasure	None

## Overview

### Description

A huge humanoid with the head of an elephant, massive muscles, and a determined will.

### Lore

**Common Lore (no check required):** Half-elephant, half-human soldiers are formidable and prevalent.

**Expanded Lore:** Eletaurs are the result of a terrible experiment to manufacture a super-soldier hybrid via magic. After an initial disaster, the subjects of the experiment proceeded to reproduce; now, hundreds of years later, Eletaurs are present in every region of the Realm, most commonly in the desert wastes of the western meridian.

Requires **Intelligence (Nature)** check DC  14 /

18 /  22 /  26.

### Environment

Any land; most commonly, desert or hot climates.

## Encounter Behavior

### Combat

Eletaurs make exceptional mercenaries and soldiers, and are therefore almost always fighting in the service of a commanding force of some kind. They will obey pretty much without exception, up to but not including their own destruction.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

A bandit lord has arranged to hire several squads of Eletaurs for her own design, ransacking larger and larger cities along the edge of the desert realm. Security forces of those towns have banded together to fund an intervention of adventurers.

## Actions & Special Qualities

**Animal Fortitude:** An Eletaurs who fails a Constitution saving throw may choose instead to succeed in the attempt as an immediate action. Whenever an Eletaurs uses this ability, it suffers 2d4 psychic damage that cannot be prevented or redirected.



Illustration 35: Eletaur

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)	<b>16</b> (natural armor)
<b>Hit Points</b>	<b>46</b>	<b>111</b>	<b>185</b>	<b>247</b>
<b>Speed</b>	30 ft.			
<b>Size, Type, Alignment</b>	Large monstrosity, chaotic evil	Large monstrosity, chaotic evil	Huge monstrosity, chaotic evil	Huge monstrosity, chaotic evil
<b>Ability Scores / Saves</b>	<b>STR 18 (+4)</b>	<b>STR 21 (+5)</b>	<b>STR 26 (+8)</b>	<b>STR 27 (+8)</b>
	<b>DEX 7 (-2)</b>	<b>DEX 12 (+1)</b>	<b>DEX 10 (+0)</b>	<b>DEX 10 (+0)</b>
	<b>CON 14 (+2)</b>	<b>CON 17 (+3)</b>	<b>CON 19 (+4)</b>	<b>CON 19 (+4)</b>
	<b>INT 6 (-2)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 11 (+0)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>	<b>WIS 15 (+2)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>	<b>CHA 12 (+1)</b>
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	-			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +13, Darkvision 60 ft.	Passive Perception +16, Darkvision 60 ft.	Passive Perception +17, Darkvision 60 ft.	Passive Perception +19, Darkvision 60 ft.
<b>Languages</b>	Giant			
<b>Challenge</b>	<b>6</b>	<b>11</b>	<b>16</b>	<b>21</b>
<b>Special Abilities &amp; Qualities</b>	<b>Damage</b> 1d6	<b>Damage</b> 2d6	<b>Damage</b> 4d6	<b>Damage</b> 6d6
	<b>Powerful Charge</b> When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.			
<b>Standard Actions</b>	Warhammer Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+6/x3 (13) bludgeoning damage. Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d6+3 (6) piercing damage.	Warhammer Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 2d6+19-00/x3 (620) bludgeoning damage. Gore Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 1d8+4 (8) piercing damage.	Warhammer Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 3d6+16/19-00/x3 (26) bludgeoning damage. Gore Melee weapon attack: +7 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.	Warhammer Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 3d6+10/19-00/x3 (20) bludgeoning damage. Gore Melee weapon attack: +8 to hit, reach 15 ft., one target. Hit 2d6+7 (14) piercing damage.
<b>Legendary Actions</b>	-			
<b>Innate Spellcasting</b>	-			
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



# ELM (DARTLEAF)



Low

Moderate

Advanced

Elite

Terrain

Any Forest

Rarity

Uncommon

Role

Artillery / Normal

Organization

Solitary, Pair, or Grove (3-14x)

Treasure

None

## Overview

Ingredient harvesters have had to steer clear of a certain grove of trees, hostile ones that can shoot leaves. Alchemy guilds have gathered funds to hire adventurers to clear the way.

## Description

A standard elm tree, at first glance: however, the leaves are clustered in tendrils that appear to be gatherings of razor-sharp barbs.

## Lore

**Common Lore (no check required):** Some trees can shoot leaves from afar.

**Expanded Lore:** Dartleaf Elms aren't intelligent, but can defend themselves by ejecting sharp leaves at intruders. They have learned through long suffering that pretty much any humanoid creature counts as an intruder.

Requires **Intelligence (Nature)** check DC 14 /   
18 / 22 / 26.

## Environment

Any forests.

## Encounter Behavior

## Combat

Dartleaf Elms will attack any humanoid creatures they are aware of.

## Story Hooks

The following quest snippets or introductory story elements can be used to insert this creature into any existing plot or campaign setting.

## Actions & Special Qualities

**Dartleaf Fling:** The crossbow shown in the Dartleaf Elm's profile represents its standard dartleaf attack. It is mechanically identical to the traditional crossbow weapon, but the Elm cannot have this attack disarmed.

**Dartleaf Spray:** As a standard action once every 1d3 rounds, a Dartleaf Elm may make a ranged attack with an increment of 40' against 1d3 targets. Each of these uses the highest melee attack bonus of the Elm, and inflicts 1d6 / 2d6 / 3d6 / 4d6 slashing damage.

**Dartleaf Barrage:** Once every 1d4 rounds, a Dartleaf Elm may fire a flurry of hundreds of leaves in all directions as a full-round action. Non-Plant creatures within a 30' radius must make a Dexterity saving throw at DC 11 / 15 / 18 / 19 or suffer 2d6 / 4d6 / 6d6 / 8d6 slashing damage.



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>Armor Class</b>	<b>14</b> (natural armor)	<b>16</b> (natural armor)	<b>17</b> (natural armor)	<b>17</b> (natural armor)
<b>Hit Points</b>	<b>20</b>	<b>59</b>	<b>120</b>	<b>157</b>
<b>Speed</b>	15 ft. Climb 15 ft.			
<b>Size, Type, Alignment</b>	Medium plant, unaligned	Medium plant, unaligned	Large plant, unaligned	Large plant, unaligned
<b>Ability Scores / Saves</b>	<b>STR</b> 2 (-4)	<b>STR</b> 8 (-1)	<b>STR</b> 17 (+3)	<b>STR</b> 17 (+3)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 18 (+4)	<b>DEX</b> 20 (+5)
	<b>CON</b> 8 (-1)	<b>CON</b> 12 (+1)	<b>CON</b> 16 (+3)	<b>CON</b> 16 (+3)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 3 (-4)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>Saving Throws</b>	-	-	-	-
<b>Resistances</b>	-			
<b>Immunities</b>	psychic, paralyzed, poisoned, Polymorph, unconscious, stunned			
<b>Vulnerabilities</b>	-			
<b>Senses</b>	Passive Perception +10, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.	Passive Perception +12, Darkvision 60 ft.
<b>Languages</b>	-			
<b>Challenge</b>	<b>4</b>	<b>9</b>	<b>14</b>	<b>19</b>
<b>Special Abilities &amp; Qualities</b>	<b>Blood Sense</b> A Dartleaf Elm can sense badly wounded creatures, including those at less than half their normal hit point total or suffering from bleed damage, as if it had the scent ability.			
<b>Special Abilities &amp; Qualities</b>	<b>Seal Wound</b> A Dartleaf Elm instinctively latches on to a creature that suffers from bleed damage or is at less than half its normal hit point total. When it attempts to seal wounds in this way, it must make a normal vine attack but gains the attach ability. If it successfully attaches to the target (dealing damage as normal), any bleed damage currently suffered by the target immediately ends. The Dartleaf Elm remains attached for 24 hours, gaining nutrients from sipping at the victim's blood but never enough to cause any further damage. The vine drops off automatically once a target has no hit point damage or 24 hours have passed, whichever comes first. A Dartleaf Elm can seal wounds in this manner only once per day.			
<b>Standard Actions</b>	Light Crossbow Ranged weapon attack: +3 to hit, one target. Hit 1d8/19-00 (8) piercing damage. Vine Melee weapon attack: -7 to hit, reach 5 ft., one target. Hit 1d2+0 (2) bludgeoning damage.	Heavy Crossbow Ranged weapon attack: +4 to hit, one target. Hit 1d10/19-00 (10) piercing damage. Vine Melee weapon attack: -2 to hit, reach 5 ft., one target. Hit 1d3 (4) bludgeoning damage.	Seeking Heavy Crossbow Ranged weapon attack: +5 to hit, one target. Hit 2d8/19-00 (8/20) piercing damage. Vine Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+7 (10) bludgeoning damage.	Seeking Heavy Crossbow Ranged weapon attack: +4 to hit, one target. Hit 2d8/19-00 (8/20) piercing damage. Vine Melee weapon attack: +3 to hit, reach 10 ft., one target. Hit 1d4+7 (10) bludgeoning damage.
<b>Spellcasting</b>	-			
<b>Possessions</b>	-			



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