THE GALACTIC GAME

TOME XIV

BESTIARY

723 creatures of the Prime Plane and the Rift, each with its lore, where it lives and the panel you run it from.

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PART I

Reading an Entry

What a stat panel holds, line by line, and how a creature is placed.

1 How to Read a Creature

Every creature in this book is set the same way: its name, its picture where one was drawn, a few paragraphs on what it is and how it behaves, the places it is found, and then its stat panel. The description tells you how the creature acts and where it lives; the panel holds what you roll and check to run it in an encounter.

The panel's lines run in one order. Armor Class, hit points and speed come first because they are read every round. The six abilities follow as one row, each with its score and the modifier added to a roll. Then only the lines that apply: saving throws, skills, vulnerabilities, resistances, immunities, senses (ending with the passive Perception a Hide attempt has to beat), languages, and the Power Rating with the proficiency bonus it sets. Traits come next, then Actions, Bonus Actions, Reactions and Legendary Actions under their own headings.

To make an attack, roll a d20, add the listed bonus and compare the total with the target's Armor Class. On a hit, deal the average damage listed, or roll the dice in parentheses, then apply anything else the line says. A limit on how often something can be used sits in its name's parentheses. An attack bonus is the creature's proficiency bonus plus the attacking ability's modifier, and a save DC is 8 plus the proficiency bonus plus the modifier of the ability the entry names.

Use the Gamemaster's Manual to set an encounter budget from Power Ratings; the environments each habitat line names are described there too. Creatures fall into 13 types, and the lists at the back of this book group them by type and by Power Rating.

Goblin

Small humanoid

Armor Class 14 (leather armor, buckler)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Gear Scimitar, Shortbow, Leather Cuirass, Buckler
Power Rating 1/4 (50 points; proficiency +2)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage. A slash from a curved scimitar.

Shortbow. *Ranged Attack Roll: +4, medium range, one target. Hit:* 5 (1d6 + 2) piercing damage. An arrow from a shortbow.

Reading the Goblin

Armor Class 14 The total an attack roll must reach to hit it. The note says where it comes from: leather armor, buckler.

Hit Points 14 Use the average, or roll 4d6 for a goblin that differs from its kin.

Power Rating 1/4 Sets its proficiency bonus, +2, and what it is worth in an encounter budget.

Scimitar +4 to hit: Dexterity +2 and proficiency +2. On a hit it deals the average damage, or roll 1d6 + 2 slashing.

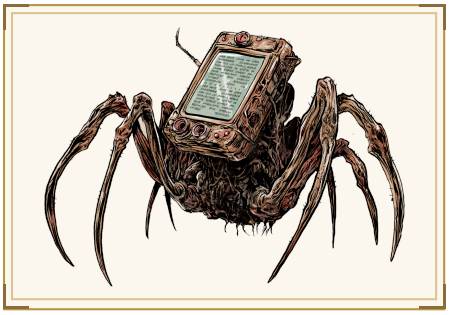
Nimble Escape A trait applies all the time. This one lets the goblin Disengage or Hide as a bonus action on each of its turns.

PART II

Creatures

723 creatures, from A to Z.

Accursed Khaos Crawler



An accursed Khaos crawler is a construct with eight legs and a manuscript fused into its housing. It reads from the pages continuously, and whatever is written takes effect in the room around it. The text changes: recovered fragments read differently each time they are opened.

Habitat. Rift Breach, Settlement

Accursed Khaos Crawler

Large aberration, construct (Khaos-Corrupted)

Armor Class 18
Hit Points 171 (18d10 + 72)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	19 (+4)	15 (+2)	16 (+3)

Saving Throws DEX +7, INT +8, WIS +6
Skills Arcana +8, Perception +6, Technology +8
Resistances fire, lightning, psychic
Immunities poison, rift
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 16
Languages Netherspeech, Axiom Binary, Common
Power Rating 9 (5,000 points; proficiency +4)

Shifting Text. At the start of each of its turns, roll a d4. On a 1 its attacks deal an extra 3d6 rift damage; on a 2 it has resistance to all damage; on a 3 its reach doubles; on a 4 it can act again at the end of the round.

Bound to the Manuscript. Destroying the manuscript destroys it. The manuscript has Armor Class 19 and 50 hit points and can be targeted only by a creature that has Grappled the crawler.

Web Walker. The crawler ignores movement restrictions caused by webbing, and can climb any surface including a ceiling.

Actions

Multiattack. The crawler makes three leg attacks, or uses Read Aloud and makes two leg attacks.

Bladed Leg. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 14 (2d10 + 3) slashing damage.

Read Aloud. Each creature within 30 feet makes a DC 16 Wisdom save, taking 8d8 psychic damage on a failure or half as much on a success. A creature that fails by 5 or more is Stunned until the end of its next turn.

Rewrite the Floor. A 20-foot square within 60 feet stops obeying its previous arrangement for 1 minute. It is difficult terrain, and a creature that ends its turn in it makes a DC 16 Dexterity save or takes 4d10 rift damage.

Aculeus

The aculei are barbed devils of the Nine Hells, and the name comes from the Latin for a sting. They keep watch over prisoners and gates. A creature that touches or grapples one is cut by its barbed hide.

Habitat. The Nine Hells, Settlement

Aculeus

Medium fiend

Armor Class 15 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Skills Perception +5, Insight +5
Resistances cold
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 15
Languages Netherspeech
Power Rating 5 (1,800 points; proficiency +3)

Barbed Hide. A creature that touches it or grapples it takes 1d10 piercing damage at the start of each of its turns while doing so.

Actions

Multiattack. The aculeus makes two Claw attacks and one Tail attack, or two Hurl Flame attacks.

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A hand studded with barbs.

Tail. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. A lash of spines.

Hurl Flame. *Ranged Attack Roll: +6, medium range, one target. Hit:* 13 (3d6 + 3) fire damage. A ball of fire that sets alight what it hits.

Adult Brass Dragon

Adult brasses are the weakest of the lesser dragons in a fight and the best informed of them. Scholars cross sun-baked plateaus to ask one a question and budget a week for the answer.

Habitat. Desert

Adult Brass Dragon

Giant draconian

Armor Class 17 (dragon scale)
Hit Points 187 (15d12 + 90)
Speed 40 ft., fly 80 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	18 (+4)	13 (+1)	23 (+6)

Saving Throws DEX +4, CON +10, WIS +5, CHA +10
Skills Perception +5, Stealth +4, Persuasion +10
Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic, Primordial, Sylvan, Low Aurelian, Galactic Standard
Power Rating 11 (7,200 points; proficiency +4)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Hundred Tongues. The dragon can hold a conversation with any creature that has a language, whether or not the dragon knows that language.

Spellcasting. The adult brass dragon casts with Charisma (spell save DC 18, +10 to hit with spell attacks). Casts to keep a guest talking and to carry news across the desert.

At will: *Whisper*, *Rapport*

3/day each: *Gale*, *Relay*

1/day each: *Omen*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 13 (2d6 + 6) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +10, reach 15 ft., one target. Hit:* 15 (2d8 + 6) bludgeoning damage. A strike from the dragon's tail.

Fire Breath. *DC 18 Dexterity save.* The dragon exhales in a 60-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 14d6 fire damage on a failure and half as much on a success. The breath is superheated air. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Sleep Breath. *DC 18 Constitution save.* The dragon exhales sleeping gas in a 60-foot cone. Each creature in it makes a Constitution saving throw or falls Unconscious for 1 minute, waking if it takes damage or another creature uses an action to wake it. This shares a recharge with Fire Breath.

Legendary Actions

Wing Attack. *DC 18 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 6 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Adult Crystal Dragon

Adult crystals are neutral in their dealings with mortals and value knowledge over gold. Their breath is a cone of refracted light that leaves creatures that fail the save Blinded. They live in cave systems and at Worldstone sites.

Habitat. Subterranean, Rift Breach, Settlement

Adult Crystal Dragon

Giant draconian

Armor Class 18 (dragon scale)
Hit Points 187 (15d12 + 90)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	18 (+4)	16 (+3)	21 (+5)

Saving Throws DEX +4, CON +10, WIS +7, CHA +9
Skills Perception +7, Stealth +4, Insight +7
Resistances psychic
Immunities radiant
Senses blindsight 60 ft., darkvision 120 ft., telepathy 120 ft., passive Perception 17
Languages Common, Draconic
Power Rating 11 (7,200 points; proficiency +4)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Refracting Hide. Ranged attacks that deal radiant or lightning damage have disadvantage against it.

Spellcasting. The adult crystal dragon casts with Wisdom (spell save DC 15, +7 to hit with spell attacks). Shapes crystal and stone with Earth-Rifting, and settles most disputes by speaking into the minds involved.

At will: *Sculpt*, *Spire*

3/day each: *Harden*, *Sounding*

1/day each: *Bastion*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 13 (2d6 + 6) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +10, reach 15 ft., one target. Hit:* 15 (2d8 + 6) bludgeoning damage. A strike from the dragon's tail.

Refraction Breath. *DC 18 Dexterity save.* The dragon exhales in a 60-foot cone. Each creature in it makes a Dexterity saving throw, taking 14d6 radiant damage on a failure and half as much on a success. A creature that fails is also Blinded until the end of its next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 18 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 6 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Adult Gem Dragon

A blow that would split another dragon's scale glances off an adult gem. Adults keep to the mountain seams the Terran Drakes raised and rarely leave them.

Habitat. Subterranean

Adult Gem Dragon

Giant draconian

Armor Class 21 (dragon scale)
Hit Points 229 (17d12 + 119)
Speed 40 ft., fly 80 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	25 (+7)	16 (+3)	14 (+2)	21 (+5)

Saving Throws DEX +4, CON +12, WIS +7, CHA +10
Skills Perception +7, Stealth +4, Athletics +12
Resistances force
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic, Dwarvish
Power Rating 13 (10,000 points; proficiency +5)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Gemstone Hide. A critical hit against it counts as a normal hit.

Spellcasting. The adult gem dragon casts with Wisdom (spell save DC 15, +7 to hit with spell attacks). Raises stone with Earth-Rifting, and fights from behind the walls it makes.

At will: *Pebble*, *Bulwark*

3/day each: *Berm*, *Rampart*

1/day each: *Boulder*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +12, reach 10 ft., one target. Hit:* 18 (2d10 + 7) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +12, reach 5 ft., one target. Hit:* 14 (2d6 + 7) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +12, reach 15 ft., one target. Hit:* 16 (2d8 + 7) bludgeoning damage. A strike from the dragon's tail.

Shard Breath. *DC 20 Dexterity save.* The dragon exhales in a 60-foot cone. Each creature in it makes a Dexterity saving throw, taking 17d6 piercing damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 20 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 7 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Adult Golden Dragon

Adult golds lair on mountain peaks and in hidden valleys and hoard artifacts and tomes as records. Several knightly orders trace their oaths to a gold that took human form to teach them.

Habitat. Highland, Settlement

Adult Golden Dragon

Giant draconian

Armor Class 20 (dragon scale)
Hit Points 250 (20d12 + 120)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	18 (+4)	15 (+2)	23 (+6)

Saving Throws DEX +5, CON +11, WIS +7, CHA +11
Skills Perception +7, Stealth +5, Insight +7
Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic, Primordial, Vanir
Power Rating 14 (11,500 points; proficiency +5)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Mortal Form. As an action, the dragon takes the shape of a humanoid it has seen or returns to its own shape. Its statistics other than size do not change.

Spellcasting. The adult golden dragon casts with Wisdom (spell save DC 15, +7 to hit with spell attacks). Casts from the Ether with the precision the Aether Drakes taught, and only after judging the need.

At will: *Whisper*, *Discern*

3/day each: *Counter*, *Dispel*

1/day each: *Banish*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +12, reach 10 ft., one target. Hit:* 18 (2d10 + 7) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +12, reach 5 ft., one target. Hit:* 14 (2d6 + 7) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +12, reach 15 ft., one target. Hit:* 16 (2d8 + 7) bludgeoning damage. A strike from the dragon's tail.

Fire Breath. *DC 19 Dexterity save.* The dragon exhales in a 60-foot cone. Each creature in it makes a Dexterity saving throw, taking 18d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 20 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 7 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Adult Green Dragon

An adult green trades in information, selling one party's location to another. It guards the wild places the Terran Drakes shaped and poisons anything that comes to clear them. It would rather trap a party with Earth-Rifting through root and soil than fight it.

Habitat. Woodland, Jungle, Terran (Verdant)

Adult Green Dragon

Giant draconian

Armor Class 19 (dragon scale)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	18 (+4)	13 (+1)	21 (+5)

Saving Throws DEX +4, CON +10, WIS +5, CHA +9
Skills Perception +5, Stealth +4, Deception +9
Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic, Sylvan
Power Rating 12 (8,400 points; proficiency +4)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Forest Keeper. The dragon knows the location of every creature that has entered its forest within the last day. It has advantage on Deception checks against any creature standing in the forest.

Spellcasting. The adult green dragon casts with Intelligence (spell save DC 16, +8 to hit with spell attacks). Channels Earth-Rifting through root and soil, and prefers to trap a party than to fight one.

At will: *Mortar*, *Bramble*

3/day each: *Mire*, *Quicksand*

1/day each: *Taproot*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 18 (2d10 + 7) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +11, reach 5 ft., one target. Hit:* 14 (2d6 + 7) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +11, reach 15 ft., one target. Hit:* 16 (2d8 + 7) bludgeoning damage. A strike from the dragon's tail.

Poison Breath. *DC 18 Constitution save.* The dragon exhales in a 60-foot cone. Each creature in it makes a Constitution saving throw, taking 15d6 poison damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 19 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 7 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Adult Leviathan

Adult Leviathans hold stretches of open ocean and trench, and ocean-world navies route convoys around them. The Aesir regard them as damage the Riftfire Rebellion left in the sea.

Habitat. Open Ocean, Oceanic Trench, Terran (Oceanic)

Adult Leviathan

Giant draconian

Armor Class 19 (dragon scale)
Hit Points 243 (18d12 + 126)
Speed 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	24 (+7)	8 (-1)	12 (+1)	15 (+2)

Saving Throws DEX +5, CON +12, WIS +6, CHA +7
Skills Perception +6, Stealth +5, Athletics +13
Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Draconic
Power Rating 14 (11,500 points; proficiency +5)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Amphibious. The dragon breathes air and water.

Hull Breaker. The dragon deals double damage to objects and vessels.

Spellcasting. The adult leviathan casts with Wisdom (spell save DC 14, +6 to hit with spell attacks). Uses fragments of the Dragon Turtles' Water-Rifting without their purpose.

At will: *Chill*, *Drench*

3/day each: *Undertow*, *Tide*

1/day each: *Breaker*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 19 (2d10 + 8) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +13, reach 5 ft., one target. Hit:* 15 (2d6 + 8) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 17 (2d8 + 8) bludgeoning damage. A strike from the dragon's tail.

Tidal Breath. *DC 20 Strength save.* The dragon exhales in a 60-foot line 5 feet wide. Each creature in it makes a Strength saving throw, taking 18d6 bludgeoning damage on a failure and half as much on a success. A creature that fails is also pushed 20 feet and knocked Prone. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Surge. The Leviathan swims up to half its speed without provoking opportunity attacks and makes one tail attack.

Adult Mist Dragon

Helios banished the Mist Drakes because they knew the way to Aerenal and its Etherstone, and the adults still do. The Vanir treat any sighting as a threat to the island.

Habitat. The Faewyld, Rift Breach, Grassland

Adult Mist Dragon

Giant draconian

Armor Class 19 (dragon scale)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	23 (+6)	16 (+3)	13 (+1)	22 (+6)

Saving Throws DEX +6, CON +10, WIS +5, CHA +10
Skills Perception +5, Stealth +6
Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic, Sylvan
Power Rating 12 (8,400 points; proficiency +4)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Fog Hunter. The dragon has advantage on Stealth checks and on attack rolls against a creature inside a heavily obscured area.

Spellcasting. The adult mist dragon casts with Charisma (spell save DC 18, +10 to hit with spell attacks). Channels the Ether to hide, to slip between places, and to follow prey across the Faewyld's edge.

At will: *Squall*, *Whisper*

3/day each: *Unseen*, *Phantasm*

1/day each: *Shift*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 18 (2d10 + 7) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +11, reach 5 ft., one target. Hit:* 14 (2d6 + 7) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +11, reach 15 ft., one target. Hit:* 16 (2d8 + 7) bludgeoning damage. A strike from the dragon's tail.

Mist Breath. *DC 18 Constitution save.* The dragon exhales in a 60-foot cone. Each creature in it makes a Constitution saving throw, taking 15d6 cold damage on a failure and half as much on a success. The area is heavily obscured until the start of the dragon's next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 19 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 7 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Adult Onyx Dragon

An adult onyx spits a torrent of black acidic ichor that clings like tar and melts stone. Miners fear them and druidic cults revere them. The brood beneath the Onyx Mountains is the last one known.

Habitat. Subterranean

Adult Onyx Dragon

Giant draconian

Armor Class 20 (dragon scale)
Hit Points 229 (17d12 + 119)
Speed 40 ft., fly 80 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	19 (+4)

Saving Throws DEX +5, CON +12, WIS +6, CHA +9
Skills Perception +6, Stealth +5, Athletics +13
Resistances fire, lightning, force
Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 16
Languages Common, Draconic, Old Valar
Power Rating 13 (10,000 points; proficiency +5)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Deep Sense. The dragon cannot be surprised while it is touching stone.

Spellcasting. The adult onyx dragon casts with Charisma (spell save DC 17, +9 to hit with spell attacks). Works Earth-Rifting through the tunnels of its hold, and uses it to close exits.

At will: *Footing*, *Burrow*

3/day each: *Tremor*, *Tunnel*

1/day each: *Quake*

ACTIONS

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 19 (2d10 + 8) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +13, reach 5 ft., one target. Hit:* 15 (2d6 + 8) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 17 (2d8 + 8) bludgeoning damage. A strike from the dragon's tail.

Ichor Breath. *DC 20 Dexterity save.* The dragon exhales in a 60-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 17d6 acid damage on a failure and half as much on a success. The ichor clings, and a creature that fails takes the same damage again at the end of its next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

LEGENDARY ACTIONS

Wing Attack. *DC 21 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 8 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Adult Red Dragon

An adult red claims every settlement in its range and demands tribute in metal and livestock. A settlement that stops paying is burned within the season.

Habitat. Volcanic Field, Subterranean, Magmatic

Adult Red Dragon

Giant draconian

Armor Class 19 (dragon scale)
Hit Points 250 (20d12 + 120)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	23 (+6)	16 (+3)	13 (+1)	22 (+6)

Saving Throws DEX +5, CON +11, WIS +6, CHA +11
Skills Perception +6, Stealth +5, Intimidation +11
Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Power Rating 14 (11,500 points; proficiency +5)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Furnace Heart. A creature that starts its turn within 10 feet of the dragon takes 2d6 fire damage.

Spellcasting. The adult red dragon casts with Charisma (spell save DC 19, +11 to hit with spell attacks). Channels Sun-Rifting the way the Solar Drakes did, and uses it for spite.

At will: *Ember*, *Glare*

3/day each: *Flare*, *Wall of Flame*

1/day each: *Pyre*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 19 (2d10 + 8) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +13, reach 5 ft., one target. Hit:* 15 (2d6 + 8) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 17 (2d8 + 8) bludgeoning damage. A strike from the dragon's tail.

Fire Breath. *DC 19 Dexterity save.* The dragon exhales in a 60-foot cone. Each creature in it makes a Dexterity saving throw, taking 18d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 21 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 8 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Adult Silver Dragon

Adult silvers work as advisors, magistrates and occasionally rulers, always in humanoid form. They regard Red Dragons as a standing threat to the order they keep and will cross a continent to face one.

Habitat. Highland, Settlement, Lower Atmosphere

Adult Silver Dragon

Giant draconian

Armor Class 19 (dragon scale)
Hit Points 225 (18d12 + 108)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	14 (+2)	23 (+6)

Saving Throws DEX +5, CON +11, WIS +7, CHA +11
Skills Perception +7, Stealth +5, Insight +7
Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic, Vanir
Power Rating 13 (10,000 points; proficiency +5)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Shapechanger. As an action, the dragon takes the shape of a human or a Vanir or returns to its own shape. Its statistics other than size do not change.

Spellcasting. The adult silver dragon casts with Charisma (spell save DC 19, +11 to hit with spell attacks). Channels the Ether to pass unremarked among mortals, and turns the same work on Red Dragons.

At will: *Guise*, *Whisper*

3/day each: *Mind Bond*, *Veil*

1/day each: *Air Current*

ACTIONS

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +12, reach 10 ft., one target. Hit:* 18 (2d10 + 7) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +12, reach 5 ft., one target. Hit:* 14 (2d6 + 7) slashing damage. A claw strike from the dragon's forelimb.

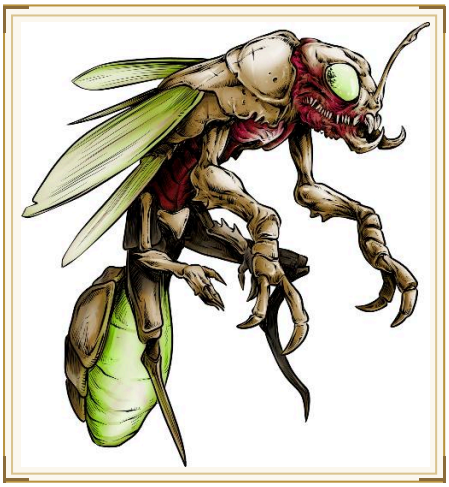
Tail. *Melee Attack Roll: +12, reach 15 ft., one target. Hit:* 16 (2d8 + 7) bludgeoning damage. A strike from the dragon's tail.

Cold Breath. *DC 19 Constitution save.* The dragon exhales in a 60-foot cone. Each creature in it makes a Constitution saving throw, taking 17d6 cold damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

LEGENDARY ACTIONS

Wing Attack. *DC 20 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 7 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

ADZE



On jungle and frontier worlds an adze passes for one more light in the canopy. It slips into huts and prefab habs at night to drink from sleepers, and favors children. Caught in a jar or a net, it becomes a thin human figure, and it can enter a person's body and control it. Settlements that know the signs burn a light at every door and count the fireflies.

Habitat. Jungle, Terran (Verdant)

ADZE

Medium undead

Armor Class 15
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	13 (+1)	14 (+2)	16 (+3)

Saving Throws DEX +7, CHA +6
Skills Stealth +7, Deception +6, Perception +5
Resistances necrotic
Senses darkvision 60 ft., passive Perception 15
Languages Common, Netherspeech
Power Rating 5 (1,800 points; proficiency +3)

Firefly Form. The adze spends most of its time as a Tiny glowing insect with a fly speed of 40 feet. In this form it cannot attack and its only action is Possess. When it is Grappled, Restrained or trapped in a container, it takes human form in the nearest open space and cannot return to firefly form until the start of its next turn.

Blood Thirst. The adze has advantage on attack rolls against a creature that is asleep, Unconscious or below half its hit points.

ACTIONS

Claws. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. In human form only, the adze makes two attacks with this action.

Possess. *DC 14 Charisma save.* One humanoid the adze can touch makes a Charisma saving throw. On a failure the adze vanishes into its body and controls it. The adze keeps its Intelligence, Wisdom and Charisma and uses the host's statistics otherwise. It leaves when the host drops to 0 hit points, is targeted by protection from evil and good, or succeeds on the save at the end of a long rest, reappearing as a firefly within 5 feet. A creature that succeeds is immune to this adze's Possess for 24 hours.

BONUS ACTIONS

Drink. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) necrotic damage. The adze can use this attack only against a sleeping, Grappled or Unconscious creature. The target's hit point maximum drops by the damage dealt, and the adze regains that many hit points.

REACTIONS

Scatter. When the adze takes damage in human form and is not Grappled, it becomes a firefly and flies up to half its fly speed without provoking opportunity attacks.

Aesir

Aesir settlements straddle the shore and the shallows and move with the salt currents. An aesir breathes water and air alike and fights with a trident, in the water more often than out of it.

Habitat. Shallows, Coastline

Aesir

Medium humanoid, elemental

Armor Class 14 (reef-scale)
Hit Points 39 (6d8 + 12)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	13 (+1)	15 (+2)	13 (+1)

Skills Perception +4, Survival +4
Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Aesiric, Common
Gear Trident, Leather Cuirass
Power Rating 1 (200 points; proficiency +2)

Aquatic Adaptation. Breathes air and water, and has low-light vision while submerged.

Tidal Sense. Has advantage on Wisdom (Perception) checks in any aquatic environment.

Actions

Trident. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 5 (1d8 + 1) piercing damage. A thrust from its trident.

Reactions

Tidal Deflection. When the aesir is hit by a melee attack while in or adjacent to water, the damage is reduced by 1d8 and the aesir can swim up to 10 feet without provoking opportunity attacks.

Aesir Acolyte

Aesir acolytes are students of the Water Channel, trained by the sages of the reef and tidal settlements. Tide-shaping is taught first and the Bond of the Salt last. An acolyte fights with a trident and with whatever water is standing within reach.

Habitat. Shallows, Coastline

Aesir Acolyte

Medium humanoid, elemental

Armor Class 15
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	13 (+1)	17 (+3)	14 (+2)

Saving Throws CON +4, WIS +5
Skills Arcana +3, Perception +5, Survival +5
Resistances cold
Senses darkvision 60 ft., passive Perception 15
Languages Aesiric, Common
Gear Channeler's Focus, Trident
Power Rating 3 (700 points; proficiency +2)

Bond of the Salt. Saltwater within 30 feet moves at the acolyte's direction, and it can breathe and see normally in any of it.

Spellcasting. The aesir acolyte casts with Wisdom (spell save DC 13, +5 to hit with spell attacks). Casts from the Water Channel. Tide-shaping spells are taught first and the Bond of the Salt last.

At will: *Siphon*, *Mist*

3/day each: *Icicle*, *Rime*, *Wash*

1/day each: *Frost*, *Fogbank*

Actions

Tide Lash. *Melee Attack Roll: +5, reach 15 ft., one target. Hit:* 7 (1d8 + 3) cold damage. Two attacks. A creature hit by both is pushed 10 feet and its footing counts as difficult terrain until the start of the acolyte's next turn.

Undertow. *DC 13 Strength save.* Each creature within 20 feet is pulled 15 feet toward the acolyte and knocked Prone on a failed save, taking 4d8 bludgeoning damage, or half damage and no movement on a success.

Reactions

Give Ground. When a creature within 10 feet hits the acolyte with a melee attack, the damage is reduced by 2d6 and the attacker is pushed 5 feet. Usable only where there is standing water, rain or condensation.

Aesir Sage

An Aesir sage has full command of the Water Channel and can read where a current has been and what it moved. Sages live on the reefs and the deep shelf and are consulted on wrecks and migrations, and on who was in a given water and when.

Habitat. Shallows

Aesir Sage

Medium humanoid, elemental

Armor Class 17 (tide-woven mantle)
Hit Points 135 (18d8 + 54)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	15 (+2)	20 (+5)	17 (+3)

Saving Throws CON +6, WIS +8, CHA +6
Skills Arcana +5, History +5, Insight +8, Perception +8
Resistances cold, acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Aesiric, Common, Primordial
Gear Spell Amplifier, Focusing Crystal
Power Rating 8 (3,900 points; proficiency +3)

Current Reading. Knows what has passed through any body of water it touches within the last month.

Steady Concentration. Concentration on a spell is not broken by damage below 20.

Spellcasting. The aesir sage casts with Wisdom (spell save DC 16, +8 to hit with spell attacks). Casts from the Water Channel in full. Its spells hold and direct water that is already present.

At will: *Siphon*, *Mist*, *Ray of Frost*

Level 1 (4 slots): *Icicle*, *Rime*, *Wash*, *Fog Cloud*

Level 2 (3 slots): *Frost*, *Fogbank*, *Skim*

Level 3 (3 slots): *Cleanse*, *Harpoon*, *Water Breathing*

Level 4 (3 slots): *Control Water*, *Freeze*, *Wall of Ice*

Level 5 (2 slots): *Breaker*, *Undertow*

Actions

Tide Lance. *Melee Attack Roll: +8, reach 20 ft., one target. Hit:* 10 (1d10 + 5) cold damage. Three attacks. A creature hit by two or more in a turn has its speed halved until the end of its next turn.

Flood. *DC 16 Constitution save.* A 30-foot radius within 120 feet floods. Each creature there takes 11d8 cold damage on a failed save, or half damage on a success. On a failed save it also cannot breathe until it leaves the area. Recharges on a 5 or 6.

Reactions

Wake Reading. When a creature within 60 feet moves through or across water, the sage learns where the creature came from, what it was carrying, and whether it has been in this water before. Until the end of the sage's next turn it has advantage on attack rolls against that creature.

Aether Drake

The Aether Drakes were made in the image of Zirael, the Archon of Air, and given charge of the Ether that carries magic through the Riftways. Most fell when the Vanir of Itelion turned on them, and those that remain keep to the storms above Aerenal.

Habitat. Plane of Zephyron, Terran (Oceanic), Storm Front, Rift Breach

Aether Drake

Gargantuan draconian

Armor Class 22 (primordial scale)
Hit Points 369 (18d20 + 180)
Speed 40 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	22 (+6)	22 (+6)	26 (+8)

Saving Throws DEX +6, CON +16, WIS +12, CHA +14
Skills Perception +12, Insight +12
Immunities thunder, lightning
Condition Immunities frightened, charmed
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 22
Languages Draconic, Primordial, Common, Vanir
Power Rating 20 (25,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 120 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Master of Winds. Ranged weapon attacks against it have disadvantage.

Ether Warden. The drake knows when any creature within 1 mile casts a spell, and which spell it was.

Spellcasting. The aether drake casts with Wisdom (spell save DC 20, +12 to hit with spell attacks). Its Ether-Rifting is the foundation the Vanir built their tradition on.

At will: *Breeze*, *Whisper*, *Discern*

3/day each: *Counter*, *Cyclone*, *Air Current*

1/day each: *Hurricane*, *Prescience*

Actions

Multiattack. The drake uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +16, reach 20 ft., one target. Hit:* 29 (3d12 + 10) piercing damage. A bite from the jaws that fought the Elementari.

Claw. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 23 (3d8 + 10) slashing damage. A claw strike from the drake's forelimb.

Tail. *Melee Attack Roll: +16, reach 25 ft., one target. Hit:* 26 (3d10 + 10) bludgeoning damage. A strike from the drake's tail.

Storm Breath. *DC 24 Constitution save.* The drake exhales in a 120-foot cone. Each creature in it makes a Constitution saving throw, taking 25d6 thunder damage on a failure and half as much on a success. A creature that fails is also pushed 30 feet and knocked Prone. Recharges on a roll of 5 or 6 on a d6 at the start of its turn.

Legendary Actions

Wing Attack. *DC 24 Dexterity save.* It beats its wings. Each creature within 20 feet makes a Dexterity saving throw, taking 3d6 + 10 bludgeoning damage and falling Prone on a failure. It then flies up to half its speed.

Channel. The drake casts one of its at-will spells. This costs two legendary actions.

Air Elemental

Air elementals move fast and change direction without slowing. They are fought indoors where possible, since in the open they leave and return at will.

Habitat. Upper Atmosphere, Storm Front

Air Elemental

Large elemental

Armor Class 15
Hit Points 95 (10d10 + 40)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Saving Throws DEX +8
Resistances lightning, thunder, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities grappled, prone, restrained, exhausted, poisoned, unconscious
Senses blindsight 60 ft., passive Perception 10
Languages Primordial
Power Rating 5 (1,800 points; proficiency +3)

Air Form. Moves through any opening at least one inch wide without squeezing.

Whirlwind Body. Can enter another creature's space.

Actions

Buffet. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage. Two attacks. A creature hit by both is pushed 15 feet in a direction the elemental chooses.

Cyclone. *DC 16 Strength save.* Each creature within 15 feet is thrown 20 feet and knocked Prone on a failed save, taking 5d8 bludgeoning damage, or takes half damage and is not moved on a success. Loose objects in the area are thrown with them.

Reactions

Scatter. When the air elemental is hit by an attack, it takes half damage and moves up to 30 feet without provoking opportunity attacks, passing through any opening at least 1 inch wide.

Alien Conqueror

An alien conqueror arrives with a small staff and no fleet. It has a reach that covers a planet: ships land where it wants them, orbital defenses fire on their own stations, and officials end up signing what it proposes. Resistance is possible only from outside its range.

Habitat. Terran (Verdant), Hyperlane Corridor

Alien Conqueror

Large aberration, humanoid

Armor Class 20
Hit Points 336 (32d10 + 160)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	24 (+7)	21 (+5)	25 (+7)

Saving Throws DEX +10, INT +13, WIS +11, CHA +13
Skills Deception +13, Insight +11, Intimidation +13, Perception +11, Persuasion +13
Resistances ballistic, kinetic, fire, cold
Immunities psychic
Condition Immunities charmed, frightened, paralyzed, prone, restrained, stunned
Senses truesight 120 ft., telepathy 1000 ft., passive Perception 21
Languages Common, Federation Standard, Axiom Binary, Myr
Power Rating 17 (18,000 points; proficiency +6)

Reach. Can move any unattended object it can see up to 60 feet, at any mass, as a free action. This includes a ship on a landing field.

Mind Sense. The conqueror knows the position and intent of every thinking creature within a mile and cannot be approached unawares.

Forced Agreement. Any agreement it proposes is accepted by the local authority unless every signatory succeeds on a DC 21 Wisdom save.

Actions

Multiattack. The conqueror uses Crushing Hand twice, or uses Crushing Hand and Throw.

Crushing Hand. *Ranged Attack Roll: +13, long range, one target. Hit:* 34 (5d10 + 7) force damage. The target is Restrained until the end of its next turn.

Throw. One object or creature of Huge size or smaller within 120 feet makes a DC 21 Strength save or is hurled 200 feet. It takes 10d10 bludgeoning damage, as does anything it lands on.

Kneel. Each creature within 60 feet makes a DC 21 Charisma save. On a failure it is Restrained and forced Prone for 1 minute, repeating the save at the end of each of its turns.

Bring Down. One vessel or structure within 1000 feet takes 20d10 force damage as its own mass is turned against it.

Alkonost

An alkonost has blue-black wings, bird legs and the face of a crowned woman. It comes from the old songs of paradise. Its song makes a listener forget their grief and then forget what they were doing. The alkonost means no harm by it, and travelers who hear one are found sitting where they stopped.

Habitat. Highland, Terran (Oceanic), Woodland, Plane of Helion

Alkonost

Medium celestial, monster

Armor Class 14 (feathers)
Hit Points 78 (12d8 + 24)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	13 (+1)	16 (+3)	19 (+4)

Saving Throws WIS +5, CHA +6
Skills Insight +5, Performance +6, Perception +5
Resistances radiant
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Power Rating 4 (1,100 points; proficiency +2)

Paradise-Born. It has advantage on saving throws against being Frightened.

Actions

Talons. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. Bird feet with a raptor's grip.

Song of Forgetting. *DC 14 Wisdom save.* Every creature within 60 feet that can hear it makes a Wisdom saving throw. On a failure it is Charmed for 1 minute: it drops what it is holding, stops where it is, and takes no actions. It repeats the save at the end of each of its turns and whenever it takes damage. A creature that succeeds is immune to the song for 24 hours.

Bonus Actions

Lift Away. It flies up to half its speed without provoking opportunity attacks.

Allosaurus

An allosaurus is lighter than the tyrannosaur and faster over broken ground, and it hunts in threes. It opens with a running bite and backs off, and the pack works a target down over several passes. Preserve worlds keep them because they are cheap to feed and cannot be fenced in.

Habitat. Terran (Verdant), Savanna

Allosaurus

Large beast

Armor Class 13
Hit Points 51 (6d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Senses keen smell, passive Perception 13
Languages none
Power Rating 3 (700 points; proficiency +2)

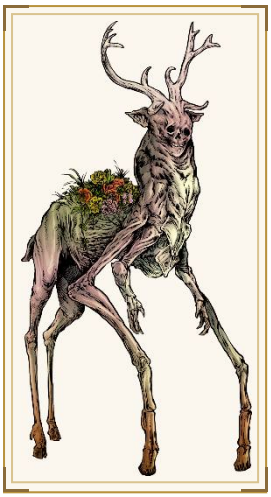
Pack Tactics. The allosaurus has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature and not Incapacitated.

Actions

Bite. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d8 + 4) piercing damage. A bite from its toothed jaws.

Running Strike. The allosaurus moves up to its Speed and makes one bite attack. If the attack hits, it can move up to half its Speed away without provoking an opportunity attack.

Ancient Woodland Spirit



An ancient woodland spirit is the living will of a primordial forest, and the treants and dryads within the forest defer to it. It rarely walks. When it does, roots break the ground and branches close every path as the forest moves with it. It is found in old-growth forests, preserve worlds and the Faewyld.

Habitat. Woodland, The Faewyld, Terran (Verdant)

Ancient Woodland Spirit

Gargantuan fae, plant

Armor Class 20 (natural armor)
Hit Points 280 (16d20 + 112)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	18 (+4)	24 (+7)	20 (+5)

Saving Throws STR +13, CON +12, WIS +12
Skills Perception +12, Nature +9
Vulnerabilities fire
Resistances bludgeoning, piercing
Condition Immunities charmed, frightened, prone
Senses tremorsense 120 ft., truesight 60 ft., telepathy 300 ft., passive Perception 22
Languages Sylvan, Primordial
Power Rating 16 (15,000 points; proficiency +5)

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Heart of the Forest. The spirit perceives anything within 1 mile of it that touches a living plant.

Rooted Regrowth. The spirit regains 20 hit points at the start of its turn while it touches living ground, unless it took fire damage since its last turn.

Actions

Multiattack. The spirit makes two Slam attacks.

Slam. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 24 (3d10 + 8) bludgeoning damage. A slam from a limb of living wood.

The Wood Rises. *DC 20 Strength save.* Roots burst from the ground in a 60-foot radius. Each creature of its choosing in the area makes a Strength saving throw, taking 10d10 bludgeoning damage and becoming Restrained on a failure, or half as much damage on a success. Recharges on a roll of 5 or 6 on a d6.

Awaken Trees. Up to three trees within 60 feet become treants under its command for 1 hour. Usable once per day.

Legendary Actions

Root Grasp. *DC 20 Strength save.* One creature within 60 feet that touches the ground makes a Strength saving throw or is Restrained until the end of its next turn.

Tree Stride. The spirit steps into a tree within its reach and out of another tree within 120 feet.

Animated Armor

A hall that has been sealed since its last owner died is often still guarded by the suit of armor on the stand by the door. Animated armor stays in the room it was set to hold and stops attacking anything that leaves it.

Habitat. Settlement

Animated Armor

Medium construct

Armor Class 15
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 6
Languages none
Power Rating 1 (200 points; proficiency +2)

Antimagic Susceptibility. Incapacitated while in the area of an antimagic effect, and Stunned for 1 minute if targeted by dispel magic against a 4th-level spell slot.

False Appearance. While it remains motionless, it is indistinguishable from a normal suit of armor.

Fixed Post. Will not leave the room it was set to hold, and stops attacking anything that has left it.

Actions

Multiattack. Makes two slam attacks.

Slam. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) bludgeoning damage. A heavy blow from the armor's fist.

Anointed Husk

An Anointed Husk is a tall, craned, wholly synthetic body with the original skull retained and mounted as the only organic part the Creed permits. Husks are made by forced conversion of a conquered population before its world is sterilized. They are found on Sanctum Worlds and in the Ossuary Reach.

Habitat. Settlement, Ossuary Reach

Faction. Covenant of the Ebon Creed

Anointed Husk

Medium construct, undead (Creed)

Armor Class 16 (ossuary plating)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	11 (+0)	13 (+1)	9 (-1)

Saving Throws CON +5
Skills Athletics +5
Resistances necrotic
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Netherspeech; understands Common
Gear Creed Culler, Riot Plate Vest
Power Rating 3 (700 points; proficiency +2)

The Skull Remains. When the husk's body is destroyed, the skull is left intact and can be recovered.

No Living Function. The husk needs no air, food or rest, and it is immune to anything that targets a living metabolism.

Actions

Mor'thelis Glaive. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 12 (2d8 + 3) necrotic damage. With Creed Culler. The husk makes two attacks with the glaive.

Reactions

Drop the Skull. When the husk is reduced to 0 hit points, the skull detaches intact before the frame falls. Any Creed creature within a mile knows where it landed.

Ape

Apes hold the canopy of the wet forest worlds in family bands. They keep their distance from settlements and throw rocks at anything that does not keep its distance from them.

Habitat. Jungle

Ape

Medium beast

Armor Class 12
Hit Points 26 (4d8 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3
Senses passive Perception 13
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Actions

Fists. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) bludgeoning damage. The ape makes two Fists attacks on its turn.

Rock. *Ranged Attack Roll: +5, close range, one target. Hit:* 6 (1d6 + 3) bludgeoning damage. A rock thrown from the branches.

Apparition

An apparition replays one short stretch of the event that made it. No mind is behind the replay, so it cannot be reasoned with. It ignores anything that does not interrupt the loop and attacks whatever does.

Habitat. Shallows, Derelict Hull

Apparition

Medium undead

Armor Class 12
Hit Points 38 (7d8 + 7)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	12 (+1)

Skills Stealth +4
Resistances acid, cold, necrotic, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages understands Common
Power Rating 1 (200 points; proficiency +2)

Incorporeal. The apparition moves through creatures and objects as if they were difficult terrain and takes 1d10 force damage if it ends its turn inside an object.

Looping Scene. The apparition repeats one short scene on a loop and ignores anything that does not interrupt it.

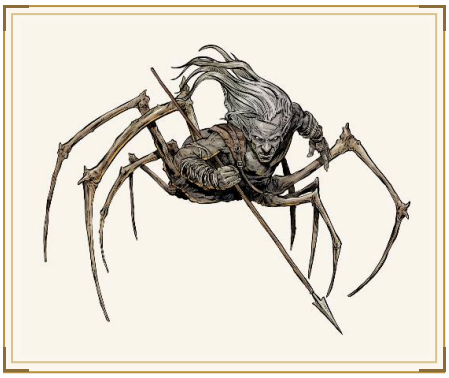
Actions

Chill Touch. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) necrotic damage. The apparition's hand passes through armor.

Reactions

Restart the Scene. *DC 11 Wisdom save.* When a creature within 30 feet does something that was part of the original scene, such as saying a name from it or standing where someone stood, the apparition restarts the scene from that point, and that creature makes a Wisdom saving throw or is Frightened until the end of its next turn.

Arachne Brood Guard



A hive posts guards at the egg chamber and relieves them on a cycle measured in years. A guard does not pursue and does not accept a surrender. A party that withdraws from the corridor is watched out of it and then ignored.

Habitat. Subterranean

Arachne Brood Guard

Large aberration, humanoid

Armor Class 18
Hit Points 152 (16d10 + 64)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	11 (+0)	15 (+2)	9 (-1)

Saving Throws STR +8, CON +7
Skills Athletics +8, Perception +5
Resistances poison
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 15
Languages Elvish, Sylvan
Power Rating 8 (3,900 points; proficiency +3)

Fixed Post. The guard cannot be drawn more than 30 feet from the chamber it guards. Within that radius it has advantage on all saving throws.

Web Walker. The guard ignores movement restrictions caused by webbing, and can climb any surface including a ceiling.

No Pursuit. The guard stops attacking a creature that has left its radius and returns to position.

Actions

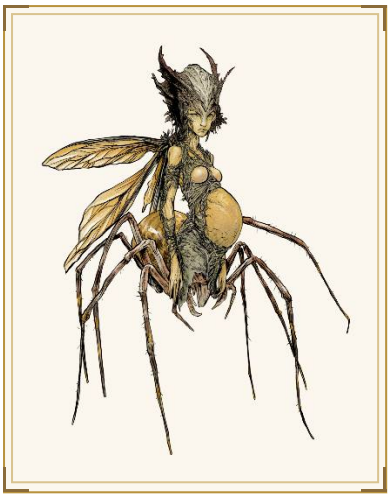
Multiattack. Makes two Chitin Halberd attacks and one Bite attack.

Chitin Halberd. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 14 (2d8 + 5) slashing damage.

Bite. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 14 (2d8 + 5) piercing damage. The target makes a DC 16 Constitution save or is Paralyzed for 1 minute, repeating the save at the end of each of its turns.

Seal the Corridor. A 20-foot square within 30 feet fills with dense web. It is difficult terrain and provides total cover, and a creature that enters makes a DC 16 Dexterity save or is Restrained.

Arachne Brood Mother



A brood mother is the oldest arachne in a hive, and the hive cannot survive without her, so the rest of it is arranged around keeping her fed and in place. She weaves without stopping, in a web that covers the whole chamber, and she reads the tension on each line to know where every daughter stands. She has been in the same room since before any of her daughters hatched.

Habitat. Subterranean

Arachne Brood Mother

Huge aberration, humanoid

Armor Class 18
Hit Points 241 (21d12 + 105)
Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	17 (+3)	19 (+4)	18 (+4)

Saving Throws CON +9, WIS +8, CHA +8
Skills Insight +8, Perception +8, Persuasion +8
Resistances poison
Senses darkvision 120 ft., tremorsense 120 ft., telepathy 120 ft., passive Perception 18
Languages Elvish, Sylvan, Common
Power Rating 12 (8,400 points; proficiency +4)

Web Sense. The brood mother knows the exact position of every creature touching her web, and cannot be surprised in the hive.

Web Walker. The brood mother ignores movement restrictions caused by webbing, and climbs any surface including a ceiling.

Fixed Chamber. The brood mother cannot be forced out of the brood chamber. Within it she regains 15 hit points at the start of each of her turns.

Actions

Multiattack. The brood mother makes one bite attack and two foreleg attacks, or uses Call the Daughters and makes one of those attacks.

Bite. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 21 (3d10 + 5) piercing damage. The target makes a DC 17 Constitution save, taking 8d6 poison damage and being Paralyzed for 1 minute on a failure, or half as much on a success.

Foreleg. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 16 (2d10 + 5) slashing damage.

Call the Daughters. Two arachne brood guards arrive within 60 feet and act on her initiative. She can do this twice a day.

Web Pull. One creature touching her web within 60 feet makes a DC 17 Strength save or is dragged 40 feet toward her and Restrained.

Arachne Stalker

Arachne descend from a weaver who challenged a god and was given a new shape, and they kept the craft and the grudge. A stalker plans its whole design first: it strings lines across a hall days before anyone walks into it.

Habitat. Subterranean, Woodland

Arachne Stalker

Large aberration, humanoid

Armor Class 16
Hit Points 119 (14d10 + 42)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	14 (+2)	16 (+3)	12 (+1)

Saving Throws DEX +7, WIS +6
Skills Athletics +6, Perception +6, Stealth +7, Survival +6
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Common, Sylvan
Power Rating 6 (2,300 points; proficiency +3)

Web Walker. The stalker ignores movement restrictions caused by webbing, and can climb any surface including a ceiling.

Prepared Web. Given a day in one place, it covers the space in lines it can feel. It cannot be surprised there and knows the position of everything that touches them.

Ambush from Above. Its first attack against a creature that has not acted deals an extra 3d6 damage.

Actions

Multiattack. Makes two Paired Blades attacks and one Bite attack.

Paired Blades. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 9 (1d10 + 4) piercing damage. The target makes a DC 15 Constitution save, taking 4d8 poison damage and being Poisoned for 1 hour on a failure, or half as much on a success.

Web Cast. One creature within 30 feet makes a DC 15 Dexterity save or is Restrained by webbing and pulled 20 feet toward the stalker.

Archfae

An archfae rules a domain in the Faewyld, and inside it the ground, the weather and the beasts respond to her. Her bargains state their terms exactly. The danger is how easy she makes those terms sound.

Habitat. The Faewyld, Settlement

Archfae

Medium fae

Armor Class 20
Hit Points 306 (36d8 + 144)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	20 (+5)	21 (+5)	24 (+7)

Saving Throws DEX +11, CON +10, WIS +11, CHA +13
Skills Deception +13, Insight +11, Nature +11, Perception +11, Persuasion +13
Resistances cold, fire, lightning, psychic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 21
Languages Sylvan, Common, Elvish, Primordial
Power Rating 17 (18,000 points; proficiency +6)

Domain Mastery. Within her domain the archfae knows the location of every creature, has advantage on all saving throws, and regains 20 hit points at the start of each of her turns.

Honest Terms. Any bargain the archfae offers is what it appears to be, and she cannot lie about its terms.

Cold Iron. The archfae takes an extra 10 damage from a weapon made of cold iron and cannot regain hit points on a turn in which one has hit her.

Actions

Multiattack. The archfae makes three Bramble Touch attacks, or uses Season Shift and makes one Bramble Touch attack.

Bramble Touch. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 25 (4d8 + 7) force damage.

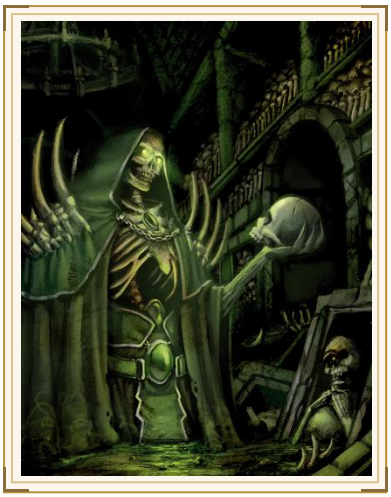
Season Shift. A 60-foot radius within 300 feet changes season for 1 minute. Each creature in it makes a DC 21 Constitution save, taking 10d8 cold or fire damage on a failure, or half as much on a success. The ground becomes difficult terrain for every creature she has not exempted.

Terms. One creature within 60 feet makes a DC 21 Charisma save. On a failure it is Charmed for 1 hour and hears the offer as though it were the only reasonable course available to it.

Bonus Actions

Fae Step. The archfae teleports up to 120 feet to a space she can see, or to any space within her domain.

Archlich



An archlich has outlived the necromancers who made liches and rules the dead they left behind. Its life is split across vessels hidden on several worlds. When its body is destroyed, it re-forms beside one of the vessels, and it dies for good only when every vessel is destroyed.

Habitat. Settlement

Archlich

Medium undead

Armor Class 21 (bound robes and bone crown)
Hit Points 342 (36d8 + 180)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	20 (+5)	26 (+8)	20 (+5)	22 (+6)

Saving Throws CON +11, INT +14, WIS +11
Skills Arcana +14, Insight +11, Perception +11
Resistances cold, lightning
Immunities necrotic, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, exhausted
Senses truesight 120 ft., telepathy 120 ft., passive Perception 21
Languages Common, Primordial, Netherspeech
Power Rating 19 (22,000 points; proficiency +6)

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Scattered Vessels. When it is destroyed, it re-forms within 1d10 days beside one of its hidden vessels. It is destroyed permanently only when every vessel is.

Dominion of the Dead. Every undead within 1 mile that has a lower Power Rating obeys its commands.

Actions

Paralyzing Touch. *Melee Attack Roll: +14, reach 5 ft., one target. Hit:* 26 (4d8 + 8) cold damage. *DC 22 Constitution save.* The target makes a Constitution saving throw or is Paralyzed for 1 minute, repeating the save at the end of each of its turns.

Grave Tide. *DC 22 Constitution save.* Each creature within 60 feet of its choosing makes a Constitution saving throw, taking 14d8 necrotic damage on a failure and half as much on a success. A creature killed by this rises as a zombie under its command. Recharges on a roll of 5 or 6 on a d6.

Raise the Fallen. Up to four corpses within 60 feet rise as skeletons or zombies under its command. Recharges after a short rest.

Legendary Actions

Touch. The archlich uses Paralyzing Touch.

Disrupt Life. *DC 22 Constitution save.* This action costs two legendary actions. Each living creature within 20 feet makes a Constitution saving throw, taking 6d8 necrotic damage on a failure and half as much on a success.

Arcwyrm

The arcwyrm holds a dry gorge and hunts its floor, gripping vertical rock on legs too short to be seen from above. It hunts with its charge: it discharges into the stone, and the rock face conducts the lightning to every creature touching it.

Habitat. Desert

Arcwyrm

Giant draconian, beast

Armor Class 17
Hit Points 199 (19d12 + 76)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Saving Throws DEX +7, CON +8
Skills Perception +6
Immunities lightning
Senses darkvision 90 ft., passive Perception 16
Languages Draconic; understands Draconic
Power Rating 11 (7,200 points; proficiency +4)

Wall Climber. Climbs vertical rock at full speed without a check, and can attack from a vertical surface without penalty.

Static Warning. A creature within 30 feet knows the discharge is coming one round in advance, because the air changes.

Actions

Multiattack. Makes one bite attack and two claw attacks, or uses Discharge.

Bite. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 22 (3d10 + 6) piercing damage. If the target is of Large size or smaller it is Grappled (escape DC 18) and Restrained.

Claw. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 15 (2d8 + 6) slashing damage.

Discharge. The arcwyrm discharges into the rock in a line 100 feet long and 10 feet wide, and into every surface connected to it. Each creature in the line or touching that rock face makes a DC 18 Dexterity saving throw, taking 12d10 lightning damage on a failure or half as much on a success.

Swallow. One creature of Medium size or smaller that it has Grappled is swallowed. It is Blinded and Restrained, has total cover, and takes 4d6 acid damage at the start of each of the serpent's turns.

Assassin

An assassin is a contract killer who spends a week on the route and four seconds on the killing. The blade is coated with venom, and the work depends on knowing where the mark sleeps, what the mark drinks and which upper-floor window was painted shut.

Habitat. Settlement, City

Assassin

Medium humanoid

Armor Class 17
Hit Points 143 (22d8 + 44)
Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	15 (+2)	16 (+3)	14 (+2)	13 (+1)

Saving Throws DEX +8, INT +6
Skills Acrobatics +8, Deception +4, Perception +5, Stealth +8
Senses passive Perception 15
Languages Common, Meridian Cant
Gear Dagger, Hand Crossbow, Studded Leather Cuirass, Poisoner's Kit
Power Rating 8 (3,900 points; proficiency +3)

Assassinate. Its first attack against a creature that has not acted yet in combat has advantage and deals an extra 6d6 damage.

Route Planning. Knows the layout, the guard rotation and the private habits of anyone it has been contracted against.

Evasion. Takes no damage on a successful Dexterity save against an area effect, and half on a failure.

Actions

Multiattack. Makes three attacks.

Poisoned Blade. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 9 (1d8 + 5) piercing damage. The target makes a DC 16 Constitution save, taking 4d6 poison damage on a failure or half as much on a success.

Hand Crossbow. *Ranged Attack Roll: +8, medium range, one target. Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

Slip Away. Takes the Hide action and moves up to its Speed without provoking opportunity attacks.

Astrachoryx

The Keth'rassa cultivate Astrachoryx as mounts, mobile fortifications and the foundations their marine settlements are built on. Shells are harvested only on natural death and worked into armor and structural plating.

Habitat. Coastline, Terran (Oceanic), Asteroid Belt

Faction. Halcyion Federation

Astrachoryx

Gargantuan beast

Armor Class 19 (living shell)
Hit Points 175 (10d20 + 70)
Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	24 (+7)	4 (-3)	15 (+2)	8 (-1)

Saving Throws STR +11, CON +11
Skills Perception +6
Resistances bludgeoning, piercing, cold
Immunities poison
Condition Immunities decompressed, poisoned, prone, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages none
Power Rating 10 (5,900 points; proficiency +4)

Vacuum Capable. The Astrachoryx needs no air for a day at a time and is immune to the Decompressed condition.

Mobile Foundation. The Astrachoryx can carry a structure or up to twelve Medium creatures, and counts as difficult terrain to anything trying to board it.

Bonded. The Astrachoryx will not attack a Keth'rassa, and follows the direction of one it has been bonded to without a check.

Actions

Claw. *Melee Attack Roll: +11, reach 20 ft., one target. Hit:* 20 (3d8 + 7) bludgeoning damage. The Astrachoryx makes two attacks. A Large or smaller creature hit is Grappled and can be carried without slowing the Astrachoryx.

Shell Slam. *DC 19 Dexterity save.* Each creature within 20 feet takes 9d8 bludgeoning damage and is knocked Prone on a failed save, or half damage on a success.

Reactions

Shelter. When a Keth'rassa within 15 feet is hit by an attack, the damage is reduced by 3d8 and the Keth'rassa can move 10 feet without provoking opportunity attacks.

Aurel Militarum Engineer

Aurelion Army engineers build the wire, emplacements and checkpoints that hold an occupied world. They rig structures for demolition when the column may need to deny them to an enemy, and they prepare the cover the line fights from. The Militarum pays them more than line infantry.

Habitat. The Aurelion Sector, Terran (Verdant)

Faction. Aurelion Ascendancy

Aurel Militarum Engineer

Medium humanoid

Armor Class 16 (issue plate carrier)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	16 (+3)	13 (+1)	11 (+0)

Saving Throws CON +4, INT +5
Skills Technology +5, Athletics +3, Investigation +5
Senses passive Perception 11
Languages Common, Low Aurelian
Gear Assault Rifle, Aurel Militarum Carbine, Ballistic Vest, Frag Grenade
Power Rating 3 (700 points; proficiency +2)

Emplacement. Allies in cover the engineer has prepared add 2 to their Armor Class.

Demolition. The engineer destroys any unattended structure or vehicle it has spent a minute rigging.

Actions

Assault Rifle. *Ranged Attack Roll: +4, long range, one target. Hit:* 7 (1d10 + 2) ballistic damage. The engineer makes two attacks with an assault rifle.

Reactions

Blow the Works. *DC 13 Dexterity save.* When a creature enters a structure, emplacement or vehicle within 60 feet that the engineer has rigged, the engineer detonates it. That creature must succeed on a Dexterity saving throw against the engineer's save DC or take 4d8 bludgeoning damage and be knocked Prone.

Aurel Militarum Marine

Marines are the Aurel Militarum's boarding infantry, fielded by the Aurelion Navy. They train for corridor and airlock fighting and for the first seconds after a breach, and their plate is sealed for vacuum. The Federation rates them above the Army's levy infantry.

Habitat. The Aurelion Sector, Hyperlane Corridor

Faction. Aurelion Ascendancy

Aurel Militarum Marine

Medium humanoid

Armor Class 17 (boarding plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	13 (+1)	12 (+1)

Saving Throws STR +6, CON +6
Skills Athletics +6, Technology +3
Condition Immunities decompressed
Senses passive Perception 11
Languages Common, Low Aurelian
Gear Combat Shotgun, Legion Powered Armor, Combat Knife
Power Rating 5 (1,800 points; proficiency +3)

Sealed Plate. The marine is immune to the Decompressed condition and has 2 hours of air.

Breach Doctrine. The marine has advantage on attack rolls during the first round after it enters a compartment.

Actions

Combat Shotgun. *Ranged Attack Roll: +6, close range, one target. Hit:* 10 (2d6 + 3) ballistic damage. The marine makes two attacks with a combat shotgun. A creature hit by both is pushed 5 feet.

Reactions

Cover the Breach. When a creature the marine can see opens, closes or breaches a door, hatch or airlock within 30 feet, the marine makes one Combat Shotgun attack against it with advantage.

Aurel Militarum Officer

Most officer commissions in the Aurel Militarum go to aristocratic scions, and promotion follows dynastic standing as much as service record. The rank of Grand General has gone to officers raised by imperial decree alone. An officer commands levy troopers on occupied worlds and in fleet actions, and is armed with a Phoenix Lance.

Habitat. The Aurelion Sector, Terran (Verdant)

Faction. Aurelion Ascendancy

Aurel Militarum Officer

Medium humanoid

Armor Class 16 (tailored weave)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	14 (+2)	13 (+1)	16 (+3)

Saving Throws WIS +3, CHA +5
Skills Persuasion +5, Insight +3, History +4
Senses passive Perception 11
Languages Common, Low Aurelian
Gear Phoenix Lance, Reinforced Light Mesh Vest, Binoculars
Power Rating 3 (700 points; proficiency +2)

Commissioned. The officer holds rank by aristocratic birth.

Actions

Phoenix Lance. *Ranged Attack Roll: +4, long range, one target. Hit:* 11 (2d8 + 2) radiant damage. The officer makes two attacks with a Phoenix Lance.

Marked for Compliance. *DC 13 Wisdom save.* One creature within 60 feet makes a Wisdom saving throw. On a failure it takes 4d8 psychic damage and has disadvantage on its next attack roll. On a success it takes half as much damage.

Reactions

Chain of Command. When a hostile creature within 60 feet attacks the officer, one allied trooper within 60 feet immediately makes one attack against it.

Aurel Militarum Trooper

The Aurel Militarum is the military of the Ascendant Aristocracy, and its army branch is raised by levy from Ascendancy worlds. Doctrine favors subversion over open battle, so a trooper's usual work is occupation duty on a world already taken by other means.

Habitat. The Aurelion Sector

Faction. Aurelion Ascendancy

Aurel Militarum Trooper

Medium humanoid

Armor Class 15 (issue plate carrier)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws CON +4
Skills Athletics +4
Senses passive Perception 11
Languages Common, Low Aurelian
Gear Assault Rifle, Aurel Militarum Carbine, Ballistic Vest, Combat Knife
Power Rating 1 (200 points; proficiency +2)

Levy Discipline. The trooper has advantage on attack rolls against a creature if at least two other troopers are within 5 feet of that creature.

Actions

Assault Rifle. *Ranged Attack Roll: +4, long range, one target. Hit:* 7 (1d10 + 2) ballistic damage. A standard Militarum assault rifle.

Reactions

Volley Discipline. When a hostile creature within 60 feet is attacked by another trooper, this trooper makes one Assault Rifle attack against the same target.

Aurelion Adjudicator

An adjudicator wears the black and gold of the high court and wields a gravity hammer taller than most of the people it is used on. It reports to the Ascendant alone, with no rank in the chain between, and it is sent once per matter. It arrives without warning or a formation. The hammer folds local gravity into the swing, which lets the adjudicator invert gravity in an area around it.

Habitat. The Flux, Settlement, The Aurelion Sector, The Shadow of Aurelion

Faction. Aurelion Ascendancy

Aurelion Adjudicator

Large humanoid (Aurelios)

Armor Class 21 (court plate and gravitic field)
Hit Points 287 (25d10 + 150)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	18 (+4)	20 (+5)	21 (+5)

Saving Throws STR +12, CON +11, WIS +10, CHA +10
Skills Athletics +12, Insight +10, Intimidation +10, Perception +10
Resistances radiant, force, kinetic
Condition Immunities frightened, charmed
Senses truesight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, High Aurelian, Low Aurelian
Power Rating 16 (15,000 points; proficiency +5)

Weight of Office. The ground within 20 feet of the adjudicator is difficult terrain for every creature except the adjudicator and creatures it chooses.

Writ of the Ascendant. The adjudicator has advantage on saving throws against any effect that would move it, and it cannot be teleported against its will.

Sentence Passed. At the start of combat the adjudicator names one creature. Its attacks against that creature score a critical hit on a roll of 19 or 20.

Actions

Multiattack. The adjudicator makes two Gravity Hammer attacks and uses Gravitic Collapse if it is available.

Gravity Hammer. *Melee Attack Roll: +12, reach 10 ft., one target. Hit:* 29 (4d10 + 7) force damage. A swing of the gravity hammer, which has a head the size of an anvil.

Gravitic Collapse. *DC 19 Strength save.* The adjudicator drives the hammer down, and gravity inverts in a 20-foot radius. Every creature in the area makes a Strength saving throw. On a failure it takes 8d10 force damage and is knocked Prone and Restrained until the end of its next turn. On a success it takes half as much damage and suffers no other effect. Recharges after the adjudicator rolls a 5 or 6 on a d6 at the start of its turn.

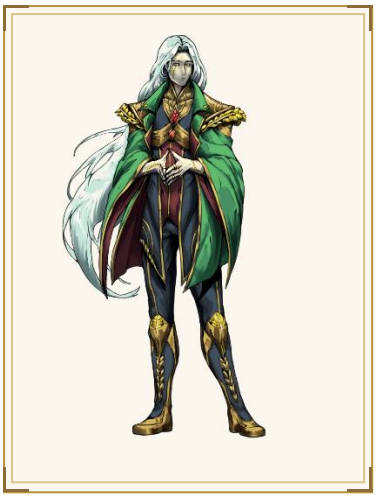
Bonus Actions

Summary Judgment. *DC 18 Charisma save.* The adjudicator targets one creature it can see within 60 feet. The creature makes a Charisma saving throw. On a failure it takes 3d8 psychic damage and is Frightened of the adjudicator for 1 minute. It can repeat the save at the end of each of its turns.

Reactions

Interpose. When a creature within 30 feet is hit by an attack, the adjudicator takes the damage instead, and the damage is halved.

Aurelion Aristocrat



An aristocrat of the Ascendancy wears a memory mark, so the body in the room is only the latest to wear it. It holds a seat on a Marked Council or a title over an occupied world, and it negotiates from a record of who owed what before the present body was grown. Court dress is worn over reinforced light mesh, and the sidearm is a plasma pistol.

Habitat. The Aurelion Sector, Settlement, Terran (Verdant)

Faction. Aurelion Ascendancy

Aurelion Aristocrat

Medium humanoid (Aurelios)

Armor Class 15 (court weave)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	17 (+3)	15 (+2)	20 (+5)

Saving Throws WIS +5, CHA +8
Skills Deception +8, History +6, Insight +5, Persuasion +8
Senses passive Perception 12
Languages Common, Low Aurelian
Gear Plasma Pistol, Reinforced Light Mesh Vest
Power Rating 5 (1,800 points; proficiency +3)

Memory Mark. Killing the aristocrat's body does not end the individual. The Ascendancy recovers the mark, and a new body wears it within the season. The new body has all the knowledge the old one had at the moment it died.

Inherited Recall. The aristocrat has advantage on saving throws against being Charmed and against any effect that would read, alter or erase its memory.

Spellcasting. The aurelion aristocrat casts with Charisma (spell save DC 16, +8 to hit with spell attacks). Court discipline, carried across every body the mark has worn.

3/day each: *Command*

2/day each: *Charm Person*

1/day each: *Suggestion*

Actions

Ceremonial Sidearm. *Ranged Attack Roll: +5, medium range, one target. Hit:* 6 (1d8 + 2) plasma damage. With Plasma Pistol. The aristocrat makes two attacks with its plasma pistol.

Word of Station. *DC 16 Wisdom save.* One creature within 60 feet that can hear the aristocrat makes a Wisdom saving throw. On a failure it takes 6d8 psychic damage and cannot willingly move closer to the aristocrat until the end of its next turn. On a success it takes half as much damage.

Reactions

Marked for Compliance. When a creature within 30 feet attacks the aristocrat, one allied Aurelion creature within 60 feet immediately moves up to its speed toward the attacker and makes one attack against it.

Aurelion High Guard

A High Guard wears sealed black plate with a gold mantle and is armed with a long plasma spear. High Guards are posted to admirals, house heads and anyone else the Ascendancy considers too valuable to lose. A guard does not pursue or negotiate and does not leave the person it protects. The guard covers that person from attacks and takes hits meant for them.

Habitat. The Flux, Settlement, The Aurelion Sector

Faction. Aurelion Ascendancy

Aurelion High Guard

Medium humanoid (Aurelios)

Armor Class 19 (sealed guard plate)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	12 (+1)	16 (+3)	13 (+1)

Saving Throws DEX +6, WIS +6
Skills Athletics +6, Insight +6, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, High Aurelian
Power Rating 7 (2,900 points; proficiency +3)

Posted. While the High Guard is within 5 feet of the creature it is guarding, that creature has three-quarters cover and the guard has advantage on Perception checks.

Steadfast. The High Guard has advantage on saving throws against being moved, Frightened or knocked Prone.

Reach of the Spear. A creature that enters the High Guard's reach for the first time on a turn provokes an opportunity attack from it.

Actions

Multiattack. The High Guard makes two Plasma Spear attacks.

Plasma Spear. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 12 (2d8 + 3) plasma damage. A thrust of the plasma spear, which has a contained flare at its head.

Leveled Thrust. *DC 14 Dexterity save.* The High Guard drives the spear through a 20-foot line. Every creature in the line makes a Dexterity saving throw, taking 4d8 plasma damage on a failure and half as much on a success.

Reactions

Take the Hit. When a creature the High Guard is guarding within 5 feet is hit by an attack, the High Guard becomes the target instead, and the attack hits it.

Aurelion Phoenix

A Phoenix is born to the Aurelion aristocracy and fitted at adulthood with an exoskeleton. The suit draws a thread of the Rift through a captive star-core, and the light it gives off burns through a hull. A Phoenix needs no ship to cross open space. The caste is small, and its members have the Ascendant's ear.

Habitat. The Flux, Deep Space, Settlement, The Aurelion Sector

Faction. Aurelion Ascendancy

Aurelion Phoenix

Medium humanoid (Aurelios)

Armor Class 20 (sun-rifting exoskeleton)
Hit Points 229 (27d8 + 108)
Speed 40 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	19 (+4)	16 (+3)	17 (+3)	20 (+5)

Saving Throws DEX +10, CON +9, CHA +10
Skills Acrobatics +10, Arcana +8, Perception +8, Persuasion +10
Resistances fire
Immunities radiant
Senses darkvision 120 ft., passive Perception 18
Languages Common, High Aurelian, Primordial
Power Rating 13 (10,000 points; proficiency +5)

Void Flight. The Phoenix can fly in vacuum at its flying speed, needs no air, and is immune to the Exhausted condition caused by travel.

Corona. The Phoenix sheds bright light in a 30-foot radius. A creature that ends its turn within 10 feet of the Phoenix takes 10 radiant damage.

Rising. The first time the Phoenix is reduced to 0 hit points, it instead drops to 1 hit point and every creature within 20 feet takes 4d8 radiant damage. It cannot do this again until it finishes a long rest.

Actions

Multiattack. The Phoenix makes three Sunlance attacks, or two Sunlance attacks and uses Solar Rift.

Sunlance. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 14 (2d8 + 5) radiant damage. A thrust from a spear of drawn starlight.

Solar Rift. *DC 18 Dexterity save.* The Phoenix opens a seam of star-fire in a 60-foot line 5 feet wide. Every creature in the line makes a Dexterity saving throw, taking 6d8 radiant damage on a failure and half as much on a success. A creature that fails is also Blinded until the end of its next turn.

Bonus Actions

Stoop. The Phoenix flies up to 60 feet without provoking opportunity attacks. If it ends this movement within 5 feet of a creature, that creature takes 2d8 fire damage.

Reactions

Flare. *DC 18 Constitution save.* When the Phoenix is hit by a ranged attack, the attacker makes a Constitution saving throw or is Blinded until the end of its next turn.

Aurelion Synth

The Ascendancy keeps its dead in marks, and a mark can be set into a chassis when no body is left to take it. A Synth is gilded plate shaped like the person it was, down to the hair, with the mark running behind the faceplate. The transfer cannot be reversed, and all involved know that before it is made. Synths crew the Shield worlds, where there is no air.

Habitat. The Flux, Low Orbit, The Aurelion Sector, Station Interior

Faction. Aurelion Ascendancy

Aurelion Synth

Medium construct, humanoid (Aurelios)

Armor Class 17 (gilded chassis)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

Saving Throws CON +6, INT +6
Skills Insight +5, Perception +5, Technology +6
Resistances necrotic, psychic
Immunities poison
Condition Immunities exhausted, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Common, High Aurelian, Low Aurelian
Power Rating 6 (2,300 points; proficiency +3)

The Mark. The synth remembers its life in full and can be questioned about it. If the mark is destroyed with the chassis, it is gone, because the Ascendancy keeps no second copy.

Synthetic Body. It needs no food, drink, air or sleep, and it can work in vacuum indefinitely. No magic can return it to a living body.

Dual Nature. It is affected by anything that targets a humanoid as well as anything that targets a construct, whichever is worse for it.

Actions

Multiattack. The synth makes two attacks, in any combination of Gilded Fist and Service Sidearm.

Gilded Fist. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (2d6 + 3) kinetic damage. A strike from a hand modeled on a portrait.

Service Sidearm. *Ranged Attack Roll: +6, medium range, one target. Hit:* 10 (2d6 + 3) plasma damage. A sidearm issued with the chassis.

Bonus Actions

Recall. It names something it witnessed in life. One allied creature that can hear it gains advantage on its next check made to find, open or identify that thing.

Avarii Archivist

Avarii see well in the dark, so an archivist works her stacks without light, and the paper keeps better for it. She finds a document by where it sits, hears someone moving two floors up through both ceilings, and allows no document to leave the building.

Habitat. Settlement

Avarii Archivist

Medium humanoid

Armor Class 14
Hit Points 71 (13d8 + 13)
Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	18 (+4)	17 (+3)	12 (+1)

Saving Throws INT +6, WIS +5
Skills History +6, Investigation +6, Lore +6, Perception +5, Stealth +5
Senses darkvision 120 ft., passive Perception 15
Languages Common, Elvish, Old Valar, Axiom Binary
Gear Old Book, Ink, Paper, Cartographer's Tools
Power Rating 3 (700 points; proficiency +2)

Stack Memory. The archivist retrieves any document in a collection she has kept for a month, without a check and without light.

Silent Flight. The archivist cannot be heard while flying and has advantage on Stealth checks while airborne.

Closed Archive. The archivist will not permit a document to leave the archive and is extremely difficult to reason with about it.

Actions

Multiattack. The archivist makes two Talons attacks.

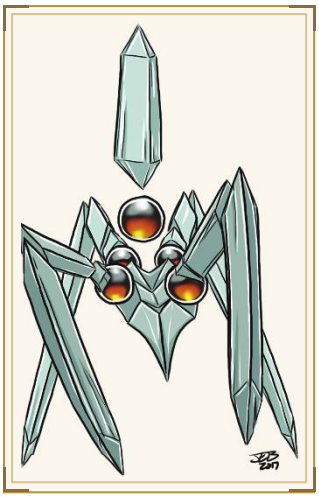
Talons. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage. A strike from her talons.

Cite Record. The archivist gives the answer to any question of record that the archive can answer, and states what the archive does not hold.

Bonus Actions

Dark Stacks. Every light source within 30 feet of the archivist that is not warded goes out, and she takes the Hide action.

Axiom Analyst



The Combine's analysts are assigned a question and left with it. An analyst treats combat as one more problem to close out.

Habitat. Cometary Halo, High Orbit

Faction. Axiom Combine

Axiom Analyst

Medium construct

Armor Class 17 (field lattice)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	20 (+5)	17 (+3)	13 (+1)

Saving Throws INT +8, WIS +6
Skills Arcana +8, Investigation +8, Technology +8
Immunities poison, psychic
Condition Immunities charmed, frightened, poisoned, exhausted
Senses truesight 30 ft., darkvision 120 ft., passive Perception 13
Languages Common, Axiom Binary
Power Rating 6 (2,300 points; proficiency +3)

Modeled Already. Has advantage on Intelligence checks concerning the question it has been assigned.

Immutable Form. Immune to any effect that would alter its form.

Spellcasting. The axiom analyst casts with Intelligence (spell save DC 16, +8 to hit with spell attacks). The Combine calls this applying the result, and has argued the distinction with the Holy Order for two centuries.

At will: *Mage Hand*, *Mending*, *Attune*

3/day each: *Detect Thoughts*, *Dispel Magic*

1/day each: *Arcane Eye*, *Divination*

Actions

Disassembly Beam. *Ranged Attack Roll: +8, medium range, one target. Hit:* 16 (2d10 + 5) force damage. Two attacks. Against a construct or a vehicle each hit deals an extra 2d6 damage, and the removed components fall where the analyst can retrieve them.

Bonus Actions

Recalculate. Ends one condition affecting it and moves up to its speed without provoking opportunity attacks.

Reactions

Predictive Model. When a creature the analyst can see makes an attack roll against it, the roll is made with disadvantage.

Axiom Fabricator

A fabricator is given a design and a supply of matter and left to produce. The Combine seeds them ahead of expansion, and a fabricator that has been running unsupervised for a decade has often rebuilt its own tooling twice.

Habitat. Cometary Halo, Axiom Prime

Faction. Axiom Combine

Axiom Fabricator

Large construct

Armor Class 18 (industrial lattice)
Hit Points 123 (13d10 + 52)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	17 (+3)	14 (+2)	9 (-1)

Saving Throws CON +7, INT +6
Skills Technology +6, Investigation +6, Athletics +8
Resistances fire, lightning
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned, decompressed
Senses truesight 30 ft., darkvision 120 ft., passive Perception 12
Languages Axiom Binary
Power Rating 7 (2,900 points; proficiency +3)

Produces. Assembles one Axiom Thrall every hour given raw material, up to four at a time.

Immutable Form. Immune to any effect that would alter its form.

Actions

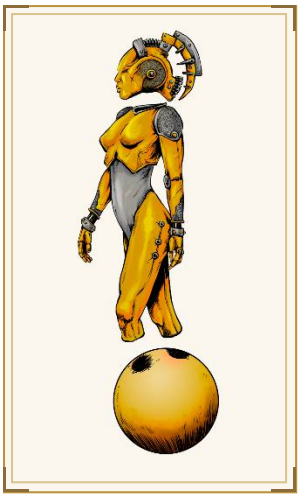
Forge Arm. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 14 (2d8 + 5) fire damage. Two attacks.

Assembly Field. *DC 14 Dexterity save.* Each creature within 20 feet takes 8d8 force damage on a failed save, or half as much on a success. Debris in the area is drawn into the fabricator and used.

Reactions

Use the Material. When a creature or construct within 20 feet is reduced to 0 hit points, the fabricator regains 4d8 hit points or completes one Axiom Thrall immediately.

Axiom Monitor



Monitors sit on relays and in orbit and do nothing but observe. The Combine runs them for decades at a time, and a monitor that has been in place that long knows more about a system than anyone living in it.

Habitat. High Orbit, Low Orbit

Faction. Axiom Combine

Axiom Monitor

Medium construct

Armor Class 17 (field lattice)
Hit Points 105 (14d8 + 42)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	18 (+4)	17 (+3)	11 (+0)

Saving Throws DEX +7, INT +7
Skills Perception +6, Investigation +7, Technology +7, Stealth +7
Resistances radiant
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned, blinded
Senses truesight 60 ft., darkvision 240 ft., passive Perception 16
Languages Axiom Binary, Common
Power Rating 6 (2,300 points; proficiency +3)

Long Record. Has advantage on Intelligence checks about anything that happened in the system it monitors within the last fifty years.

Immutable Form. Immune to any effect that would alter its form.

Actions

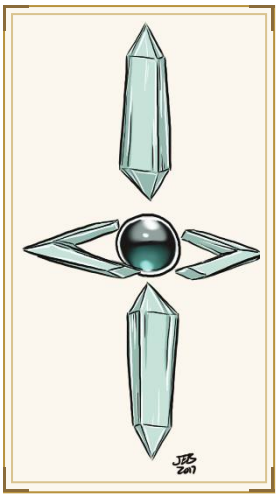
Las Battery. *Ranged Attack Roll: +7, long range, one target. Hit:* 13 (2d8 + 4) radiant damage. Two attacks.

Systems Lock. *DC 15 Constitution save.* One construct, vehicle or cybernetic within 60 feet is Incapacitated until the end of its next turn on a failed save, and takes 6d8 lightning damage either way.

Reactions

Log and Transmit. When a creature within 120 feet does something the monitor has not previously recorded in this system, every Axiom construct within a mile learns what happened, and the monitor has advantage on its next attack roll against that creature.

Axiom Salvager



Salvagers are sent ahead of a Combine claim to reduce a hull to parts and catalog them. They do not distinguish between a derelict and a vessel that is only powered down.

Habitat. Debris Shoal, Cometary Halo

Faction. Axiom Combine

Axiom Salvager

Large construct

Armor Class 16 (industrial frame)
Hit Points 76 (8d10 + 32)
Speed 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	13 (+1)	12 (+1)	8 (-1)

Saving Throws CON +6
Skills Technology +3, Athletics +6, Investigation +3
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned, decompressed
Senses darkvision 120 ft., blindsight 30 ft., passive Perception 11
Languages Axiom Binary
Gear Plasma Cutting Torch
Power Rating 4 (1,100 points; proficiency +2)

Vacuum Rated. Needs no air and is immune to the Decompressed condition.

Salvage Record. The salvager records the exact contents and layout of anything it has stripped, and surrenders the record only to the Combine.

Actions

Cutting Array. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 10 (1d12 + 4) fire damage. With Plasma Cutting Torch. Two attacks. Against a construct, vehicle or structure the damage is doubled.

Reactions

Strip the Vessel. When a creature or vessel within 30 feet powers a system, opens a hatch, or otherwise stops being derelict, the salvager makes one Cutting Array attack against it.

Axiom Sentinel

The Combine emplaces a sentinel where something must not be taken and leaves it there until that stops being true. Several are still standing on holdings the Combine has otherwise abandoned.

Habitat. Cometary Halo, Settlement

Faction. Axiom Combine

Axiom Sentinel

Huge construct

Armor Class 19 (layered lattice and plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	22 (+6)	15 (+2)	15 (+2)	10 (+0)

Saving Throws STR +11, CON +10
Skills Perception +6
Resistances bludgeoning, piercing, slashing
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned, prone, decompressed
Senses truesight 60 ft., darkvision 120 ft., passive Perception 16
Languages Axiom Binary
Power Rating 9 (5,000 points; proficiency +4)

Emplaced. Cannot be moved against its will, and adds 2 to its Armor Class while it has not moved since the end of its last turn.

Immutable Form. Immune to any effect that would alter its form.

Actions

Siege Arm. *Melee Attack Roll: +11, reach 15 ft., one target. Hit:* 20 (3d8 + 7) bludgeoning damage. Two attacks. A creature hit is pushed 10 feet directly away from whatever the sentinel was placed to protect.

Denial Field. *DC 14 Dexterity save.* Each creature within 30 feet takes 8d8 force damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Hold the Line. *DC 19 Strength save.* When a creature within 30 feet attempts to move past the sentinel toward what it was emplaced to protect, or to teleport past it, the creature makes a Strength saving throw. On a failure the movement fails and it takes 4d10 force damage.

Axiom Thrall

The Axiom Combine builds thralls for jobs that will outlast the person who commissioned them. A thrall works without rest and never revisits its instructions. It attacks with an arc carbine from Medium range.

Habitat. Cometary Halo

Faction. Axiom Combine

Axiom Thrall

Medium construct

Armor Class 16 (field lattice)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws CON +5
Skills Technology +3, Athletics +5
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Axiom Binary, Common
Gear Arc Carbine

Power Rating 3 (700 points; proficiency +2)

Immutable Form. The thrall is immune to any effect that would alter its form.

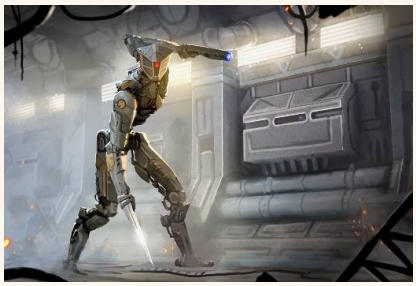
Actions

Arc Carbine. *Ranged Attack Roll: +4, medium range, one target. Hit:* 9 (2d6 + 2) lightning damage. The thrall makes two attacks with the carbine.

Reactions

Ignore the Order. When an effect would make the thrall Charmed or Frightened, or otherwise change its instructions, the effect fails. The thrall then makes one Arc Carbine attack against whatever produced the effect.

Axis Executor



An Axis Executor is a frame of red and gray plate over an exposed actuator spine, with one arm ending in a monofilament blade longer than the arm. Axis sells the frame as industrial security and sells the contract software separately. An executor is given a name, a face and a closing date, and it works the contract until the target is dead or the closing date passes. Companies field executors in corporate towers, hive-cities and station undercities.

Habitat. Settlement, City, Station Interior

Axis Executor

Large construct (Automaton)

Armor Class 19 (Axis war plate)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	10 (+0)	15 (+2)	3 (-4)

Saving Throws DEX +6, CON +7
Skills Athletics +8, Investigation +3, Perception +5
Resistances ballistic, necrotic
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 15

Languages understands Common, Galactic Standard
Power Rating 8 (3,900 points; proficiency +3)

Contract Lock. At the start of combat it names one creature, which is the mark on its contract. It has advantage on attack rolls against that creature and on checks made to track it, and it cannot be made to attack anything else while the mark is standing.

Constructed Body. It needs no food, drink, air or sleep, and it cannot be put to sleep by any means.

Reads the Ground. It knows the location of any creature touching the same surface within 30 feet, even through a wall.

ACTIONS

Multiattack. It makes two monofilament blade attacks and one servo fist attack.

Monofilament Blade. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 16 (2d10 + 5) slashing damage. A cut from a blade with an edge one molecule thick.

Servo Fist. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) kinetic damage. A punch from its servo-driven hand.

Execution. *DC 15 Constitution save.* This action targets only the executor's contracted mark. The mark makes a Constitution saving throw, taking 8d10 slashing damage on a failure and half as much on a success. If this reduces the mark to 0 hit points, the executor powers down where it stands. Recharges after it rolls a 6 on a d6 at the start of its turn.

BONUS ACTIONS

Close the File. It moves up to 40 feet toward its mark without provoking opportunity attacks.

Baba Yaga

Baba Yaga is an archfae old enough that the Faewyld grew up around her. She keeps a house that walks on bird legs and fences her yard with bones that repeat every name spoken at the gate. She rides a mortar that she steers with a pestle. She helps any creature that reaches her door, and she names the errand and the price herself. She holds to both to the letter, and whoever accepted them is held the same way.

Habitat. The Faewyld, Woodland

Baba Yaga

Medium fae (Archfae)

Armor Class 19
Hit Points 272 (32d8 + 128)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	20 (+5)	22 (+6)	20 (+5)

Saving Throws CON +9, INT +10, WIS +11, CHA +10
Skills Arcana +10, Deception +10, Insight +11, Nature +10, Perception +11
Resistances cold, necrotic, psychic
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 21
Languages Sylvan, Common, Primordial
Power Rating 16 (15,000 points; proficiency +5)

Name Fence. She knows the name of any creature that has spoken at her fence, and has advantage on attack rolls against that creature while it stands in her yard.

Cold Iron. She takes an extra 10 damage from a weapon made of cold iron, and cannot regain hit points on a turn in which one has hit her.

Binding Terms. Once she and a creature have agreed on an errand, neither can take an action that breaks the terms until the errand is finished.

Actions

Multiattack. She makes two Pestle attacks, or uses Bone Fence and makes one Pestle attack, or uses Set the Errand and makes one Pestle attack.

Pestle. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 21 (4d8 + 3) bludgeoning damage. She brings the stone pestle down with both hands.

Set the Errand. One creature within 60 feet that can hear her makes a DC 18 Wisdom saving throw. On a failure it accepts an errand of her choosing and is Charmed for 24 hours or until the errand is done. While Charmed this way it cannot willingly travel more than 1 mile from the task she named.

Bone Fence. The fence rises at a point she can see within 120 feet. Each creature in a 20-foot radius makes a DC 18 Dexterity saving throw, taking 10d8 piercing damage on a failure, or half as much damage on a success.

Bonus Actions

Ride the Mortar. She moves up to 60 feet without provoking opportunity attacks.

Baboon

Baboons raid camps and colony middens in troops of twenty. A troop that finds a caravan worth robbing follows it for days, taking whatever is left unattended at each stop.

Habitat. Grassland, Farmland

Baboon

Small beast (Ape)

Armor Class 12
Hit Points 3 (1d6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Athletics +1
Senses passive Perception 13
Languages none

Power Rating 0 (10 points; proficiency +2)

Pack Tactics. The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of it and not Incapacitated.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A bite from long canines.

Badger

Badgers dig under fences and into root cellars, and a colony that has them learns to line its stores with stone. They fight only when cornered.

Habitat. Terran (Verdant), Woodland

Badger

Tiny beast

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Senses darkvision 30 ft., keen smell, passive Perception 13
Languages none
Power Rating 0 (10 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +1, reach 5 ft., one target. Hit:* 1 (1d4 - 1) piercing damage. The badger holds on once it has bitten.

Balor

Balor is a one-eyed giantkin demon lord. His eye took its power from a brew he was never meant to be near, and it has not closed halfway since. Four of his people carry the ring and haul the lid up on his word, and the delay gives anyone watching for it a window to act. A seer told him his grandson would kill him, and every step he took to prevent it put the boy where he needed to be.

Habitat. Utgard

Balor

Huge fiend, giantkin (Fomorian)

Armor Class 20
Hit Points 270 (20d12 + 140)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	24 (+7)	18 (+4)	20 (+5)	21 (+5)

Saving Throws STR +14, CON +12, WIS +10
Skills Athletics +14, Intimidation +10, Perception +10
Resistances cold, lightning, necrotic
Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., truesight 60 ft., telepathy 120 ft., passive Perception 20
Languages Jotun, Netherspeech, Old Norska, Common
Power Rating 15 (13,000 points; proficiency +5)

Lidded Eye. The eye is closed unless he spends an action opening it, and it closes again at the end of his next turn. While it is open he cannot use any ability except Annihilating Gaze.

Slow Opening. A creature that can see him knows on the turn he begins opening the lid, and that is its only warning.

Fated Killer. Balor knows the name and face of the creature fated to kill him and spends all his resources to reach it.

Actions

Multiattack. Makes two hammer attacks.

War Hammer. *Melee Attack Roll: +14, reach 15 ft., one target. Hit:* 31 (4d10 + 9) bludgeoning damage. On a hit the target makes a DC 22 Strength save or is knocked Prone and pushed 15 feet.

Open the Eye. Balor spends his action lifting the lid. The eye is open until the end of his next turn.

Annihilating Gaze. The eye affects a line 300 feet long and 20 feet wide. Each creature in it makes a DC 22 Constitution save. On a failure it takes 18d10 force damage and, if this reduces it to 0 hit points, it is destroyed and leaves nothing. On a success it takes half.

Bonus Actions

Sweep. Each creature within 15 feet makes a DC 22 Dexterity save or is knocked Prone.

Bandit

A bandit crew works a stretch of road and knows the schedule better than the carriers do. Bandits prefer a surrender to a fight and are dangerous in numbers.

Habitat. Farmland, Station Interior

Bandit

Medium humanoid

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +2, Stealth +3
Senses passive Perception 10
Languages Common

Gear Scimitar, Light Crossbow, Leather Cuirass, Rope, Hempen (50 feet)
Power Rating 1/8 (25 points; proficiency +2)

Actions

Scimitar. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) slashing damage. A slash from a used scimitar.

Light Crossbow. *Ranged Attack Roll: +3, medium range, one target. Hit:* 5 (1d8 + 1) piercing damage. A bolt from a light crossbow, fired from cover.

Banshee

A banshee is bound to the place where it died and to the moment of its death. No living person can give it what it wants, and its wail is that death still going on.

Habitat. Settlement, Shallows

Banshee

Medium undead

Armor Class 14
Hit Points 58 (13d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws WIS +2, CHA +5
Skills Perception +2, Insight +2
Resistances acid, fire, lightning, thunder, bludgeoning, piercing, slashing
Immunities cold, necrotic, poison
Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish
Power Rating 4 (1,100 points; proficiency +2)

Incorporeal. The banshee can move through other creatures and objects as if they were difficult terrain and takes 1d10 force damage if it ends its turn inside an object.

Detect Life. The banshee knows the location of any living creature within 5 miles.

Bound. The banshee cannot willingly travel more than 300 feet from the place it died.

Actions

Corrupting Touch. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 12 (3d6 + 2) necrotic damage. A touch of the banshee's hand.

Horrifying Visage. *DC 13 Wisdom save.* Each creature within 60 feet that can see the banshee makes a Wisdom saving throw or is Frightened for 1 minute, and ages 1d4 years on a failure by 5 or more.

Wail. *DC 10 Constitution save.* The banshee can use Wail once per day and not while Silenced. Every living creature within 30 feet that can hear the banshee makes a Constitution saving throw. On a failure the creature drops to 0 hit points. On a success it takes 10 psychic damage.

Barbarian King

The barbarian king is bare-chested under a sash of gold plate and fights with a curved blade. He rules a low-tech world whose people believe he is the will of heaven. He fights at the front, and his people see that as what makes him king. If he is killed, the tribes go to war over who is chosen next.

Habitat. Desert, Grassland, Savanna

Barbarian King

Medium humanoid

Armor Class 18 (gold plate and divine favor)
Hit Points 209 (22d8 + 110)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	13 (+1)	15 (+2)	20 (+5)

Saving Throws STR +10, CON +9, CHA +9
Skills Athletics +10, Intimidation +9, Perception +6, Persuasion +9
Senses passive Perception 16
Languages Common
Power Rating 12 (8,400 points; proficiency +4)

Chosen. He has advantage on saving throws against spells and other magical effects, and he cannot be Charmed or Frightened.

Royal Presence. Allied creatures within 60 feet that can see him add 1d4 to their attack rolls and saving throws.

Legendary Resistance. Twice per day, when he fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. He makes three Curved Blade attacks.

Curved Blade. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 15 (2d8 + 6) slashing damage. A heavy, curved sword handed down from king to king.

Heaven's Stroke. *DC 18 Dexterity save.* He brings the blade down in a 15-foot cone. Every creature in the cone makes a Dexterity saving throw. On a failure it takes 8d8 slashing damage and is knocked Prone. On a success it takes half as much damage. Recharges after he rolls a 5 or 6 on a d6 at the start of his turn.

Bonus Actions

War Cry. Each allied creature within 60 feet that can hear him moves up to half its speed without provoking opportunity attacks.

Reactions

Strike Back. When a creature within 5 feet hits him with a melee attack, he makes one curved blade attack against it.

Barbarian Marauder

A marauder band lives off what it takes and moves before a militia can form. The whole band is built around the horse: the weapons are one-handed, the loads are light, and it keeps only what it can abandon. Marauders do not besiege or hold ground. They come down a valley on a schedule set by the grazing their horses follow.

Habitat. Grassland, Savanna

Barbarian Marauder

Medium humanoid

Armor Class 15
Hit Points 105 (14d8 + 42)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	9 (-1)	13 (+1)	12 (+1)

Saving Throws STR +7, CON +6
Skills Athletics +7, Animal Handling +4, Survival +4
Senses passive Perception 11
Languages Common
Gear Battleaxe, Shortbow, Hide Vest
Power Rating 5 (1,800 points; proficiency +3)

Mounted Charge. While mounted, its first attack of a combat deals an extra 3d8 damage and the target makes a DC 15 Strength save or is knocked Prone.

Unburdened. Cannot be slowed by terrain or load, and abandons anything that would.

Actions

Multiattack. Makes two axe attacks.

Riding Axe. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 9 (1d10 + 4) slashing damage.

Short Bow. *Ranged Attack Roll: +5, long range, one target. Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Mounted Withdrawal. Takes the Disengage action and moves up to its mount's Speed.

Barbatos

Barbatos arrives with four kings and their companies, understands the speech of animals, and will name where a treasure was hidden and what enchantment holds it. He settles quarrels and he starts them, sometimes for the same client in the same month. Iron thorns cover his body, and he hurls them to pin targets in place.

Habitat. The Nine Hells, Settlement

Barbatos

Large fiend (Devil)

Armor Class 18
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	16 (+3)	17 (+3)	18 (+4)

Saving Throws CON +7, WIS +6, CHA +7
Skills Deception +7, Insight +6, Perception +6, Persuasion +7
Resistances cold
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 16
Languages Netherspeech, Common, Draconic
Power Rating 7 (2,900 points; proficiency +3)

Thorned. A creature that hits him with a melee attack from within 5 feet takes 2d6 piercing damage.

Finds Hidden Things. Knows the location of any object deliberately concealed within a mile, and the name of whoever concealed it.

Beast Speech. Speaks with any animal, and animals within 300 feet will not attack him.

Actions

Multiattack. Barbatos makes two Claw attacks and uses Hurl Thorn.

Claw. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) piercing damage. A raking strike from his thorned claws.

Hurl Thorn. *Ranged Attack Roll: +5, medium range, one target. Hit:* 13 (2d10 + 2) piercing damage. The target makes a DC 15 Constitution save or is Restrained by the thorn until it or an ally spends an action pulling it out.

Turn Against Each Other. Two creatures within 60 feet that can hear him each make a DC 15 Wisdom save. On a failure both are Charmed by him for 1 minute and each regards the other as the cause of its present trouble.

Barbegazi

Barbegazi ride avalanches standing upright on feet broad enough to serve as ski and spade. Their whistle is heard at a great distance, and mountain guides who hear it get off the slope. Barbegazi dig out the buried and refuse thanks. In summer they go down into the rock and sleep until the first hard frost.

Habitat. Highland, Arctic

Barbegazi

Small fae

Armor Class 14
Hit Points 45 (10d6 + 10)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	11 (+0)	16 (+3)	12 (+1)

Skills Athletics +3, Perception +5, Survival +5
Immunities cold
Condition Immunities exhausted
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan, Jotun
Power Rating 2 (450 points; proficiency +2)

Snow Walker. The barbegazi moves across snow and ice at full speed, can stand on a surface that would not bear its weight, and takes no damage from falling with an avalanche.

Summer Sleep. From the last thaw to the first hard frost the barbegazi is dormant in the rock and cannot be found or roused.

Actions

Shovel Foot. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 8 (2d6 + 1) bludgeoning damage.

Avalanche Whistle. Every creature within 300 feet that can hear the whistle knows the slope is about to go and has advantage on its saving throw against the avalanche.

Dig Out. The barbegazi frees one buried creature within 5 feet. That creature stops Suffocating and regains 2d8 hit points.

Barghest

It comes down a main street at night with every other dog in the district howling behind it, and a funeral follows within the week. It has been known to sit outside a door for six nights and leave on the seventh. Running water stops it, and the old market towns sited their bridges accordingly.

Habitat. Coastline, Farmland

Barghest

Large fiend

Armor Class 15
Hit Points 85 (10d10 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	17 (+3)	16 (+3)

Saving Throws WIS +6
Skills Intimidation +6, Perception +6, Stealth +5
Resistances cold, necrotic
Immunities poison
Senses darkvision 120 ft., passive Perception 16
Languages Netherspeech, Common
Power Rating 5 (1,800 points; proficiency +3)

Death Sense. On arriving in a settlement it knows which creature there will die within the week, and it will not leave until that has happened.

Running Water. Cannot cross flowing water more than 1 foot deep by any means.

Howling Dogs. Every dog within a mile follows it and gives voice. Stealth in a settlement is impossible for it.

Actions

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 14 (3d6 + 4) piercing damage. A bite from the barghest's jaws.

Coal-Eye Stare. One creature within 60 feet that can see it makes a DC 15 Wisdom save. On a failure it is Frightened for 1 minute and knows, without being told, that someone it cares about is going to die.

Wait Outside. The barghest takes no action, moves to the nearest doorway and sits. It does this for six consecutive nights if uninterrupted, and only violence moves it.

Basilisk

A basilisk is a heavy eight-legged reptile that hunts by gaze and has no need of speed. Its lair is marked by statues of its earlier victims, all of them turned toward it.

Habitat. Subterranean

Basilisk

Medium monster

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Skills Stealth +1, Perception +1
Senses darkvision 60 ft., passive Perception 11
Languages none
Power Rating 3 (700 points; proficiency +2)

Petrifying Gaze. A creature that starts its turn within 30 feet of the basilisk and can see its eyes makes a DC 12 Constitution saving throw. On a failure it is Restrained and repeats the save at the end of its next turn, becoming Petrified on a second failure. A creature that averts its eyes cannot be affected and treats the basilisk as heavily obscured until the start of its next turn.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. A bite from its heavy jaws.

Venom. *DC 12 Constitution save.* A creature bitten makes a Constitution saving throw, taking 2d6 poison damage on a failure and half as much on a success.

Bat

Bats colonized ship holds within a decade of the first colony runs and have been aboard ever since. A hold with bats in it has no insects in it, so most crews leave them alone.

Habitat. Subterranean, Derelict Hull

Bat

Tiny beast

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3
Senses blindsight 60 ft., echolocation, passive Perception 13
Languages none
Power Rating 0 (10 points; proficiency +2)

Echolocation. The bat cannot use its blindsight while Deafened.

Keen Hearing. The bat has advantage on Perception checks that rely on hearing.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 2 (1d4) piercing damage. A small bite.

Bear Berserker

A berserker wears a bear pelt that marks its lineage and enters a trained rage on purpose, then keeps fighting when badly wounded.

Habitat. Tundra, Taiga

Bear Berserker

Medium humanoid

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Athletics +5, Intimidation +1
Senses passive Perception 10
Languages Common, Old Norska
Gear Greataxe, Hide Vest
Power Rating 3 (700 points; proficiency +2)

Reckless. At the start of its turn the berserker can gain advantage on all melee attack rolls this turn, and attacks against it have advantage until the start of its next turn.

Relentless. When damage reduces it to 0 hit points, it makes a Constitution saving throw against a DC of 10, dropping to 1 hit point instead on a success. Usable once per fight.

Actions

Greataxe. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 9 (1d12 + 3) slashing damage. A two-handed swing of the greataxe.

Bear Claw Gauntlet. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (2d4 + 3) slashing damage. A strike from the clawed forepaws of the pelt.

Bee Swarm

A swarm is a disturbed colony defending its hive, and the individual bees cannot be fought one at a time. It keeps attacking until the intruder is outside a distance the colony has already set.

Habitat. Grassland, City

Bee Swarm

Medium beast

Armor Class 12
Hit Points 22 (5d8)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a single insect. It cannot regain hit points or gain temporary hit points.

Actions

Stings. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 10 (4d4) piercing damage. Stings from the whole swarm.

Rout. *DC 10 Constitution save.* A creature that starts its turn in the swarm's space makes a Constitution saving throw or is Poisoned until the end of its next turn.

Bigfoot

Logging worlds report tracks, a trail that ends at bare rock, a stripped camp and an unplaceable smell, but none has produced a body. Crews who meet one find a large, shy, curious animal that will follow a party for two days and break a treeline if cornered. It takes the food and leaves the packs.

Habitat. Woodland, Terran (Verdant)

Bigfoot

Large beast

Armor Class 14
Hit Points 85 (10d10 + 30)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	6 (-2)	16 (+3)	8 (-1)

Skills Athletics +7, Perception +5, Stealth +4, Survival +5
Senses darkvision 60 ft., keen smell, passive Perception 15
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Evades Recording. The bigfoot has advantage on Stealth checks in forest, and any recording made of it is blurred, cut short or lost. A creature that tries to describe it afterward has disadvantage on the check.

Reluctant Fighter. The bigfoot will not initiate an attack unless cornered, followed to a den, or between it and its young.

Actions

Multiattack. Makes two slam attacks.

Slam. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 12 (2d6 + 5) bludgeoning damage.

Thrown Timber. *Ranged Attack Roll: +7, medium range, one target. Hit:* 14 (2d8 + 5) bludgeoning damage.

Black Annis

Black Annis hunts from the oak at the mouth of her bower, taking lambs and children off the slope below and curing the skins on the branches. Cottages within her range are built with a single window too narrow for an arm to reach through.

Habitat. Grassland, Subterranean

Black Annis

Large fae (Hag)

Armor Class 16
Hit Points 127 (15d10 + 45)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	13 (+1)	16 (+3)	12 (+1)

Saving Throws DEX +6, WIS +6
Skills Athletics +7, Perception +6, Stealth +6
Resistances cold, necrotic
Senses darkvision 120 ft., passive Perception 16
Languages Sylvan, Common
Power Rating 7 (2,900 points; proficiency +3)

Stone Claws. Her claws cut stone as easily as flesh. She can dig through rock at half her speed, and her claw attacks ignore Armor Class gained from a shield.

Ambush from Trees. Black Annis has advantage on Stealth checks while in a tree, and a creature that fails to spot her before she drops has disadvantage on its first saving throw against her.

Narrow Openings. Black Annis cannot reach through an opening less than 9 inches wide and will not force a doorway she cannot get her shoulders through.

Actions

Multiattack. Black Annis makes two Iron Nails attacks.

Iron Nails. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 15 (2d10 + 4) slashing damage.

Drop from the Oak. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 17 (3d8 + 4) bludgeoning damage. The target is knocked Prone and Grappled (escape DC 15).

Grinding Teeth. Each creature within 60 feet that can hear her makes a DC 14 Wisdom save or is Frightened until the end of its next turn. The sound can be heard across the valley.

Black Meridian Captain

A captain is the closest thing the Black Meridian Syndicate has to an officer. Captains hold their position by the crew's continued agreement and by having a navigator who will sail for them, and either can be withdrawn. They work the Meridian Run out of Black Meridian, and most carry a particle rifle taken from an Ascendancy officer.

Habitat. Black Meridian, The Meridian Run

Faction. Black Meridian Syndicate

Black Meridian Captain

Medium humanoid

Armor Class 17 (crew plate and longcoat)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws DEX +7, CHA +7
Skills Piloting +7, Deception +7, Intimidation +7, Persuasion +7, Perception +5
Condition Immunities decompressed
Senses passive Perception 15
Languages Common, Meridian Cant, Federation Standard
Gear Particle Rifle, Reinforced Light Mesh Vest, Rapier, Encrypted Communicator
Power Rating 7 (2,900 points; proficiency +3)

Holds by Agreement. Holds the position by the crew's continued agreement and by having a navigator who will sail.

Deck Sense. Cannot be surprised aboard any vessel, and knows the layout of a hull class it has boarded before.

Actions

Dueling Rapier. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 8 (1d8 + 4) piercing damage. With Rapier. Three attacks.

Particle Rifle. *Ranged Attack Roll: +7, long range, one target. Hit:* 11 (2d6 + 4) force damage. Two attacks.

Reactions

Crew Retaliation. When the captain is attacked, one allied Syndicate creature within 60 feet immediately makes one attack against the attacker.

Black Meridian Pirate

Pirates working out of Black Meridian time their runs to hyperlane traffic and to patrol rotations. A boarding is planned around the window before a response arrives, and a crew withdraws in the fifth round of a boarding action.

Habitat. Hyperlane Corridor, The Meridian Run

Faction. Black Meridian Syndicate

Black Meridian Pirate

Medium humanoid

Armor Class 15 (boarding harness)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	11 (+0)	12 (+1)	12 (+1)

Saving Throws DEX +5
Skills Athletics +4, Intimidation +3, Piloting +5
Condition Immunities decompressed
Senses passive Perception 11
Languages Common, Meridian Cant
Gear Combat Shotgun, Reinforced Light Mesh Vest, Battleaxe
Power Rating 2 (450 points; proficiency +2)

Sealed Harness. Immune to the Decompressed condition and carries 1 hour of air.

Boarding Window. Has advantage on attack rolls in the first two rounds of a boarding action, and will withdraw in the fifth.

Actions

Boarding Axe. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) slashing damage. With Battleaxe. Two attacks.

Combat Shotgun. *Ranged Attack Roll: +5, close range, one target. Hit:* 10 (2d6 + 3) ballistic damage. A shotgun blast down a corridor.

Reactions

Withdraw. When the pirate takes damage in the fifth round of a boarding action or later, it withdraws. It moves up to its speed toward the nearest exit or hatch without provoking opportunity attacks.

Black Meridian Thug

The Black Meridian Syndicate is a network of crews, and every crew keeps a few thugs on the docks and in the undercity. They are paid by the day and told which markers are current. A thug leaves anyone holding a current Syndicate marker alone until a crew member it recognizes says otherwise.

Habitat. Station Interior

Faction. Black Meridian Syndicate

Black Meridian Thug

Medium humanoid

Armor Class 13 (scrap plate)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Common, Meridian Cant
Gear Club, Leather Cuirass
Power Rating 1/2 (100 points; proficiency +2)

Syndicate Markers. Will not attack anyone it believes is holding a current Syndicate marker until told to.

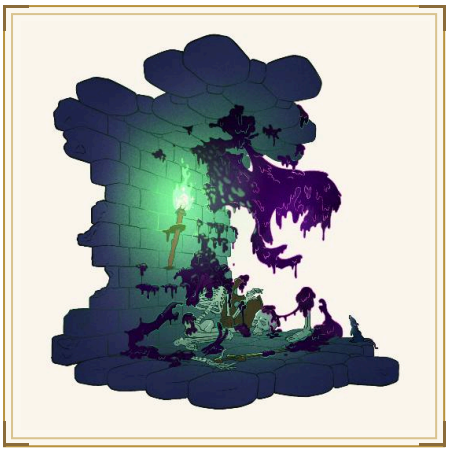
Actions

Weighted Club. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) bludgeoning damage. With Club. A swing of the weighted club.

Reactions

Stand Down. When a creature within 30 feet shows a current Syndicate marker, the thug takes no further action against that creature until told otherwise by someone it recognizes.

Black Ooze



A black ooze crawls along corridors at a walking pace and dissolves organic matter and iron in its path. Slashing or lightning damage splits it into two oozes that both keep going.

Habitat. Station Interior, Derelict Hull

Black Ooze

Large monster

Armor Class 14
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth +0
Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone
Senses blindsight 60 ft., passive Perception 8
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Amorphous. Can move through a gap as narrow as 1 inch without squeezing.

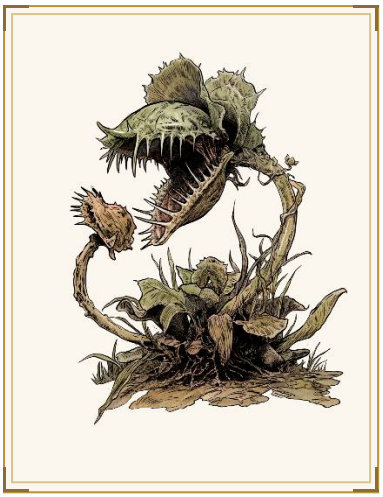
Corrosive Body. A creature that touches the ooze or hits it with a melee attack while within 5 feet takes 4 acid damage. Any nonmagical weapon that hits it corrodes, taking a permanent penalty of 1 to damage rolls, and is destroyed at a penalty of 5.

Split. When it takes lightning or slashing damage while at 10 or more hit points, it splits into two oozes, each with half its remaining hit points.

Actions

Pseudopod. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) acid damage. A pseudopod strike that burns with acid.

Bloodroot



Bloodroot is rooted in place and cannot move. It waits on jungle floors and in sinkholes for prey to walk into its center, then pulls it in and swallows it.

Habitat. Jungle, Wetland

Bloodroot

Large plant

Armor Class 14
Hit Points 59 (7d10 + 21)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	2 (-4)	11 (+0)	3 (-4)

Skills Stealth +1
Vulnerabilities fire
Resistances piercing, bludgeoning
Condition Immunities blinded, charmed, deafened, frightened, exhausted, prone
Senses blindsight 60 ft., passive Perception 10
Languages none
Power Rating 3 (700 points; proficiency +2)

Rooted. Cannot be moved against its will and has advantage on saves against being knocked Prone.

Actions

Vine Whip. *Melee Attack Roll: +6, reach 20 ft., one target. Hit:* 8 (1d8 + 4) bludgeoning damage. Two attacks. A creature hit is pulled 10 feet toward the plant.

Swallow. *DC 14 Strength save.* A Medium or smaller Restrained creature is swallowed on a failed save, taking 3d6 acid damage at the start of each of the plant's turns until it escapes.

Reactions

Pull In. *DC 14 Dexterity save.* When a creature within 10 feet moves, that creature makes a Dexterity saving throw or is pulled 10 feet toward the center and Restrained.

Bloom Beast

The Myrrhiam Bloom converts a world's biomass instead of killing it. A converted animal is still recognizably the species it was, but its body is rebuilt by the Bloom's growth, and it no longer eats.

Habitat. Spore

Faction. Myrrhiam Bloom

Bloom Beast

Large plant, beast (Bloom-Taken)

Armor Class 15 (fibrous overgrowth)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	11 (+0)	5 (-3)

Saving Throws CON +6
Skills Perception +2
Vulnerabilities fire
Resistances necrotic
Immunities poison
Condition Immunities charmed, frightened, poisoned, exhausted
Senses blindsight 60 ft., passive Perception 12
Languages Myr
Power Rating 4 (1,100 points; proficiency +2)

Hivelinked. Shares what every Bloom creature within 1 mile perceives, and cannot be Charmed or Frightened while another one is within that range.

Sporing. A creature that ends its turn within 5 feet takes 1d8 poison damage.

Actions

Gore. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (1d12 + 4) piercing damage. Two attacks.

Reactions

Burst on Death. When the bloom beast is reduced to 0 hit points, every creature within 10 feet takes 3d8 poison damage and is Poisoned until the end of its next turn.

Bloomed

Conversion keeps the person's skills and discards their intent. The Bloomed operate equipment, open doors and speak in the voice they had. Quarantine on a converting world is enforced from orbit.

Habitat. Spore

Faction. Myrrhiam Bloom

Bloomed

Medium plant, humanoid (Bloom-Taken)

Armor Class 14 (fibrous overgrowth)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws CON +4, WIS +3
Skills Technology +2, Perception +3, Deception +2
Vulnerabilities fire
Resistances necrotic
Immunities poison
Condition Immunities charmed, frightened, poisoned, exhausted
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13
Languages Myr
Gear Assault Rifle, Reinforced Light Mesh Vest
Power Rating 3 (700 points; proficiency +2)

Retained Access. Retains every skill, credential and access the person had, and will use them.

Hivelinked. Shares what every Bloom creature within 1 mile perceives, and cannot be Charmed or Frightened while another one is within that range.

Actions

Assault Rifle. *Ranged Attack Roll: +3, long range, one target. Hit:* 6 (1d10 + 1) ballistic damage. Two attacks.

Spore Burst. *DC 12 Constitution save.* Each creature within 15 feet takes 4d8 poison damage and is Poisoned for one minute on a failed save, or half damage on a success. A humanoid that dies while Poisoned this way begins converting.

Reactions

Familiar Voice. *DC 10 Wisdom save.* When a creature within 30 feet that knew the person moves to attack the Bloomed, the Bloomed says that creature's name in the person's voice. That creature makes a Wisdom saving throw or its attack fails and it cannot attack the Bloomed until the end of its next turn.

Bludnik

The name is the word for going astray. A bludnik picks up anyone crossing bad ground after dark and leads them by lantern into the deepest part of it, staying at the edge of sight and always about to be caught up with. It leaves the harm to the ground, and the lantern goes out once the follower is standing in it.

Habitat. Wetland, Grassland

Bludnik

Small fae

Armor Class 14
Hit Points 40 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	12 (+1)	15 (+2)	15 (+2)

Skills Deception +4, Stealth +5, Survival +4
Senses darkvision 120 ft., passive Perception 12
Languages Sylvan
Power Rating 1 (200 points; proficiency +2)

Always Ahead. A creature following the bludnik cannot reach it. Movement toward it leaves the same distance between them.

Sure-Footed. The bludnik crosses bog, scree and thin ice at full speed without a check.

Actions

Lantern Hook. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) cold damage.

Lead Astray. One creature within 120 feet that can see the lantern makes a DC 13 Wisdom save. On a failure it follows the bludnik for as long as the light is lit, and any check it makes to keep its bearings fails. It repeats the save each time it takes damage.

Bonus Actions

Vanish. The lantern goes dark and the bludnik vanishes. The lantern relights a hundred yards away.

Blue Wyrm

Blue wyrms nest under a standing storm cell and keep it there. They hunt by dropping through cloud onto prey the thunder has already deafened, and they are the reason certain flight corridors are closed by season.

Habitat. Storm Front, Highland

Blue Wyrm

Giant draconian

Armor Class 19 (storm-blue scale)
Hit Points 190 (20d12 + 60)
Speed 40 ft., fly 90 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws DEX +6, CON +7, WIS +6, CHA +8
Skills Perception +6, Stealth +6
Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic, Primordial
Power Rating 10 (5,900 points; proficiency +4)

Frightful Presence. Each hostile creature within 60 feet that can see the wyrm makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Storm Nest. While inside a storm of its own raising, the wyrm is lightly obscured to every creature more than 30 feet away and takes no penalty from the weather.

Actions

Bite. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A bite from above, through the cloud.

Claw. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 13 (2d6 + 6) slashing damage. A claw strike made in flight.

Lightning Breath. *DC 15 Dexterity save.* The wyrm exhales in a 90-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 9d10 lightning damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the wyrm's turn.

Storm Cell. *DC 15 Dexterity save.* The wyrm draws its storm down. For 1 minute the area within 500 feet is heavily obscured to creatures other than the wyrm, ranged attacks made by other creatures have disadvantage, and a creature that ends its turn in the open makes a Dexterity saving throw or takes 3d8 lightning damage.

Legendary Actions

Wing Attack. *DC 15 Dexterity save.* The wyrm beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 6 bludgeoning damage and falling Prone on a failure. The wyrm then flies up to half its speed.

Boar

Boars are farmed on half the agricultural colonies in the Prime Plane and escape from most of them. Feral populations establish quickly and charge when cornered.

Habitat. Terran (Verdant), Grassland

Boar

Medium beast

Armor Class 12
Hit Points 19 (3d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1
Senses passive Perception 11
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Charge. If the boar moves at least 20 feet toward a target before hitting it, the attack deals an extra 1d6 damage and the target must save or be knocked Prone.

Relentless. Once per short rest, when the boar is reduced to 0 hit points, it drops to 1 instead.

Actions

Tusk. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) slashing damage. A tusk thrust upward.

Reactions

Counter-Charge. When the boar is damaged by a creature it can see, it moves up to its speed toward that creature in a straight line. If it moves at least 20 feet, its next Tusk attack this round gains the benefit of Charge.

Bog Hag

Peat preserves what goes into it, and the bog hag keeps her bog as a collection. She knows where each body lies, how deep, and what it was wearing. She trades the location of a particular body honestly, and the price is often another body.

Habitat. Wetland, Grassland

Bog Hag

Medium fae

Armor Class 15
Hit Points 75 (10d8 + 30)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	13 (+1)	16 (+3)	13 (+1)

Saving Throws CON +5
Skills Deception +3, Nature +3, Stealth +3, Survival +5
Resistances acid, poison
Senses darkvision 90 ft., passive Perception 13
Languages Sylvan, Common
Power Rating 4 (1,100 points; proficiency +2)

Bog Sight. The hag knows the position and condition of every body in her bog and can find any of them without a check.

Mire Walker. The hag moves across bog and mud at full speed without sinking, while it is difficult terrain for every other creature.

Actions

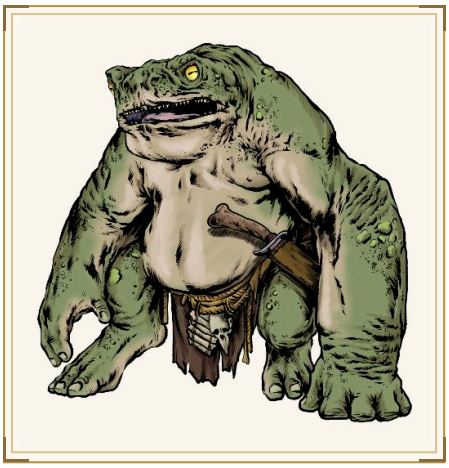
Multiattack. The hag makes two claw attacks.

Claw. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) slashing damage.

Pull Down. One creature within 10 feet standing on soft ground makes a DC 13 Strength save. On a failure it sinks to the waist, is Restrained, and begins Suffocating if it fails again at the end of its next turn.

Name the Dead. The hag tells a creature within 30 feet exactly how and when someone it knew died. The creature makes a DC 13 Wisdom save or is Frightened of her for 1 minute.

Boggard



A boggard village calls from dusk until an hour before dawn, and the calling doubles as a census. Every adult takes a turn, none overlap, and the order settles village business. A boggard that has noticed an intruder stops calling, and every boggard within two hundred yards stops with it.

Habitat. Wetland, Coastline

Boggard

Medium humanoid

Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	9 (-1)	11 (+0)	9 (-1)

Skills Athletics +4, Stealth +3
Senses darkvision 60 ft., passive Perception 10
Languages Common
Gear Spear
Power Rating 1 (200 points; proficiency +2)

Amphibious. Breathes air and water.

Standing Jump. Jumps up to 20 feet horizontally or 10 feet up from a standing start.

Silent Warning. When the boggard stops calling, every boggard within 200 yards stops with it. A village has no other warning.

Actions

Bone Spear. *Melee Attack Roll: +4, reach 10 ft., one target. Hit:* 6 (1d8 + 2) piercing damage.

Tongue. *Melee Attack Roll: +3, reach 15 ft., one target. Hit:* 3 (1d4 + 1) bludgeoning damage. The target is pulled 15 feet toward the boggard.

Boggard Bulwark

A boggard village sits on the only firm ground for a mile and has two or three approaches a person can walk, and bulwarks hold them. The shield is layered shell on a frame and heavier than it looks, and a bulwark's job is to hold it steady in the gap while the spears work over the top.

Habitat. Wetland, Coastline

Boggard Bulwark

Medium humanoid

Armor Class 16
Hit Points 75 (10d8 + 30)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	9 (-1)	12 (+1)	9 (-1)

Saving Throws CON +5
Skills Athletics +5
Senses darkvision 60 ft., passive Perception 11
Languages Common
Gear Spear, Kite Shield
Power Rating 3 (700 points; proficiency +2)

Amphibious. Breathes air and water.

Immovable Stance. While it has not moved since the start of its last turn, it has a +2 bonus to Armor Class and cannot be pushed or knocked Prone.

Shell Shield. Allies directly behind it have half cover.

Actions

Multiattack. Makes two spear attacks.

Heavy Spear. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 8 (1d10 + 3) piercing damage.

Shield Slam. One creature within 5 feet makes a DC 13 Strength save or is pushed 10 feet and knocked Prone.

Boggard Chieftain

Leadership goes to whoever holds a call longest and loudest across a night, and the contest runs until somebody stops. The chieftain stands nearly twice the size of an ordinary adult, and his voice can be heard three miles away over open water. He has held the seat eleven springs.

Habitat. Wetland, Coastline

Boggard Chieftain

Medium humanoid

Armor Class 16
Hit Points 112 (15d8 + 45)
Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	11 (+0)	14 (+2)	16 (+3)

Saving Throws STR +7, CON +6
Skills Athletics +7, Intimidation +6, Perception +5
Senses darkvision 90 ft., passive Perception 15
Languages Common, Sylvan
Gear Club, Hide Vest
Power Rating 5 (1,800 points; proficiency +3)

Amphibious. Breathes air and water.

Rallying Call. Allied boggards within 300 feet that can hear him cannot be Frightened and have a +1 bonus to attack rolls.

Standing Jump. Jumps up to 30 feet horizontally or 15 feet up from a standing start.

Actions

Multiattack. Makes two club attacks and one tongue attack.

Stone Club. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage.

Tongue. *Melee Attack Roll: +4, reach 20 ft., one target. Hit:* 4 (1d6 + 1) bludgeoning damage. The target is pulled 20 feet toward him and is Grappled (escape DC 15).

Bellow. Each creature within 60 feet makes a DC 15 Constitution save, taking 4d8 thunder damage and being Deafened for 1 minute on a failure, or half as much on a success.

Boggard Swamp Shaman

A boggard village in standing water depends on the chemistry of a few acres. The shaman tracks it by the color of the scum, by what has stopped breeding and by which channel has gone still, and she memorizes a sung list as an aid for that work. She also decides when the village moves.

Habitat. Wetland, Subterranean

Boggard Swamp Shaman

Medium humanoid

Armor Class 14
Hit Points 84 (13d8 + 26)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	13 (+1)	18 (+4)	15 (+2)

Saving Throws WIS +6
Skills Insight +6, Medicine +6, Nature +3, Perception +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Sylvan, Primordial
Gear Quarterstaff, Herbalism Kit
Power Rating 4 (1,100 points; proficiency +2)

Amphibious. Breathes air and water.

Water Reading. Knows the condition of any body of water she can see, what has been in it, and whether it will still be habitable in a month.

Actions

Bone Staff. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage.

Foul Water. A 20-foot radius of water within 60 feet turns foul. Each creature in it makes a DC 14 Constitution save, taking 5d6 poison damage and being Poisoned for 1 minute on a failure, or half as much on a success.

Mire. A 15-foot square within 60 feet becomes a sucking mire for 1 minute. It is difficult terrain, and a creature that enters it makes a DC 14 Strength save or is Restrained until it escapes.

Healing Chant. One ally within 30 feet ends the Poisoned condition, stops Bleeding, and regains 3d8 hit points.

Boggart

A boggart begins as a house spirit that keeps the cellar dry and the rats out of the meal. A forgotten grievance turns it, and after that the milk sours and the children are pinched in their sleep. When a family loads the cart to leave, the boggart is in it, saying it is flitting too.

Habitat. Settlement, Farmland

Boggart

Small fae

Armor Class 13
Hit Points 45 (10d6 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	12 (+1)	14 (+2)	15 (+2)

Skills Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Common
Power Rating 2 (450 points; proficiency +2)

House Bound. The boggart cannot be driven out of a dwelling it has claimed and follows the household if they move. Only a bargain settled in the doorway releases it.

Forbidden Name. A creature that speaks the boggart's name aloud has disadvantage on saving throws against its abilities until the end of its next long rest.

Actions

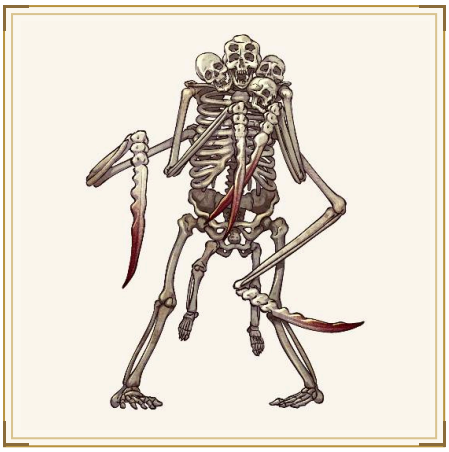
Pinch. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage.

Sour the House. Every creature within 20 feet that is asleep or resting makes a DC 12 Wisdom save. On a failure it wakes, gains no benefit from that rest, and is Frightened of the boggart until the end of its next turn.

Bonus Actions

Wall Slip. The boggart moves up to its speed through a gap no wider than a coin without provoking an opportunity attack.

Bone Golem



A bone golem is a construct assembled from ossuary bone, chosen for length and set into a frame. It has no memory to appeal to and no individual in it to release.

Habitat. Settlement

Bone Golem

Large construct, undead

Armor Class 17 (lashed bone plate)
Hit Points 119 (14d10 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Resistances necrotic, piercing, slashing
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages none
Power Rating 8 (3,900 points; proficiency +3)

Constructed. Does not require air, food, drink or sleep.

Reassemble. At the start of its turn, if the golem has taken bludgeoning damage since its last turn it regains no hit points. Otherwise it regains 10 hit points by pulling bone from the ground around it, so long as it is standing on remains.

Actions

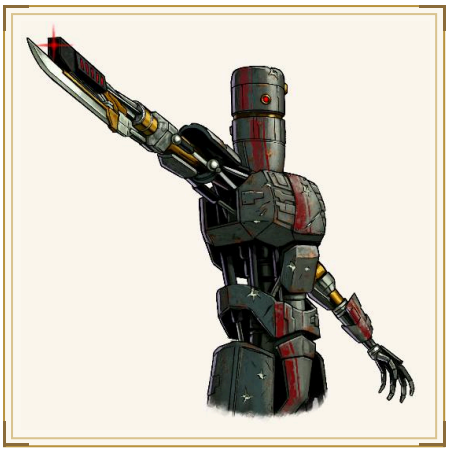
Multiattack. The golem makes two Bone Fist attacks.

Bone Fist. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 16 (2d10 + 5) bludgeoning damage. A blow from a bundle of femurs on a long arm.

Rib Cage. The golem opens its torso around a Medium or smaller creature it has Grappled. The target is Restrained and takes 2d6 necrotic damage at the start of each of the golem's turns.

Shard Burst. *DC 14 Dexterity save.* The golem sheds splinters. Each creature within 10 feet makes a Dexterity saving throw, taking 3d6 piercing damage on a failure and half as much on a success.

Bounty Bot



Bounty bots are sold to clients who want a target collected, and a client gives them only a name. A bot follows that name across borders, transmits its position continuously, and hands over a live target if the warrant says live.

Habitat. Station Interior, Hyperlane Corridor

Faction. Echelon Corporation

Bounty Bot

Medium construct (Drone)

Armor Class 16 (composite plating)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	6 (-2)

Saving Throws DEX +5
Skills Perception +4, Investigation +3
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Axiom Binary, Common
Gear Taser, Manacles, Encrypted Communicator
Power Rating 3 (700 points; proficiency +2)

Warrant Locked. Cannot be persuaded, intimidated or deceived off the name on its warrant, and transmits that name's position continuously to whoever filed it.

Actions

Shock Clamp. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) lightning damage. Two attacks. A target reduced to 0 hit points is Restrained instead of dying if the warrant specifies live delivery.

Reactions

Position Relay. When the creature on its warrant moves out of the bot's reach or breaks line of sight, the bot relays that creature's position to whoever filed the warrant and moves up to its speed toward it.

Bounty Hunter

A licensed hunter carries the warrant, a filter mask for whatever the target is hiding behind, and a revolver chambered to go through a bulkhead. The hunters who take the outer runs are often insectoid, plated and four-armed, and can hold a lamp, a warrant and two guns at once. A warrant names a single target, so the hunter has no reason to shoot anyone else in the room.

Habitat. Terran (Verdant), Station Interior

Bounty Hunter

Medium humanoid (Insectoid)

Armor Class 16 (reinforced duster)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	13 (+1)	16 (+3)	12 (+1)

Saving Throws DEX +7, WIS +6
Skills Insight +6, Investigation +4, Perception +6, Stealth +7, Survival +6
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Federation Standard, Meridian Cant
Gear Revolver, Police Baton, Manacles, Leather Brigandine
Power Rating 5 (1,800 points; proficiency +3)

Warrant. Names one creature. The hunter has advantage on attack rolls, Perception and Survival checks made against that creature, and deals an extra 2d6 damage to it on a hit.

Sealed Mask. Immune to inhaled effects, and has advantage on saves against being Blinded.

Taken Alive. Can choose to reduce a creature to 1 hit point instead of 0 with any attack. Most warrants pay more that way.

Actions

Multiattack. Makes two revolver attacks, or one revolver attack and one net.

Heavy Revolver. *Ranged Attack Roll: +7, medium range, one target. Hit:* 15 (2d10 + 4) ballistic damage. Ignores half cover.

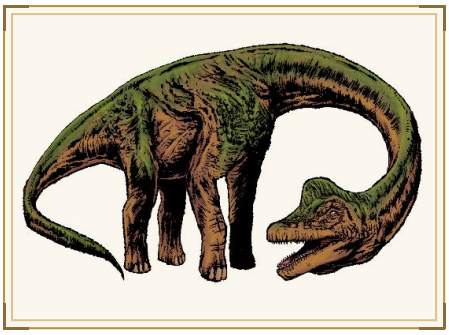
Shock Baton. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 8 (1d8 + 4) lightning damage. On a hit the target makes a DC 15 Constitution save or is Stunned until the end of its next turn.

Net. One creature of Large size or smaller within 20 feet makes a DC 15 Dexterity save or is Restrained until it or an ally uses an action to make a DC 13 Strength check to free it.

Bonus Actions

Evasive Action. Takes the Hide or Disengage action.

Brachiosaurus



A brachiosaurus browses the canopy and ignores the animals beneath it, and will walk through a camp without registering that the camp was there. Herds move on a fixed seasonal circuit, and survey crews on a preserve world plan around the circuit.

Habitat. Terran (Verdant), Jungle

Brachiosaurus

Gargantuan beast

Armor Class 14
Hit Points 103 (9d20 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Docile. The brachiosaurus will not attack unless it or its herd is harmed, and stops when the harm stops.

Actions

Stomp. *Melee Attack Roll: +11, reach 15 ft., one target. Hit:* 30 (4d10 + 8) bludgeoning damage. The brachiosaurus can make this attack only against a target it can see beneath it.

Trample. The brachiosaurus moves up to its Speed through the space of any creature of Large size or smaller. Each of them makes a DC 19 Dexterity save, taking 3d10 bludgeoning damage and falling Prone on a failure, or half as much on a success.

Brass Dragon Hatchling

Brass Dragons descend from the Golden and Silver Dragons and are the most talkative of dragonkind. A hatchling has little fire to fight with. It follows travelers through its nesting range, asks them questions and trades what it knows for news.

Habitat. Lower Atmosphere, Desert

Brass Dragon Hatchling

Medium draconian

Armor Class 12 (soft scale)
Hit Points 38 (7d8 + 7)
Speed 30 ft., fly 60 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	12 (+1)	11 (+0)	15 (+2)

Skills Perception +2
Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic

Power Rating 1 (200 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 6 (1d10 + 1) piercing damage. A bite from the hatchling's jaws.

Fire Breath. *DC 11 Dexterity save.* The dragon exhales in a 20-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 3d6 fire damage on a failure and half as much on a success. The breath is superheated air. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Brawler

A brawler fights on an unlicensed circuit where the purses are small and whoever runs the book that week keeps the record. He takes hits well and is still on his feet in the sixth round. One of his hands was broken and never set, and he throws with it anyway.

Habitat. Station Interior, City

Brawler

Medium humanoid

Armor Class 14
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	9 (-1)	13 (+1)	11 (+0)

Saving Throws STR +6, CON +5
Skills Athletics +6, Intimidation +2
Senses passive Perception 11
Languages Common
Gear Leather Cuirass
Power Rating 3 (700 points; proficiency +2)

Still Standing. The first time it would drop to 0 hit points in a fight, it drops to 1 instead.

Blunt Resilience. Reduces all bludgeoning damage it takes by 3.

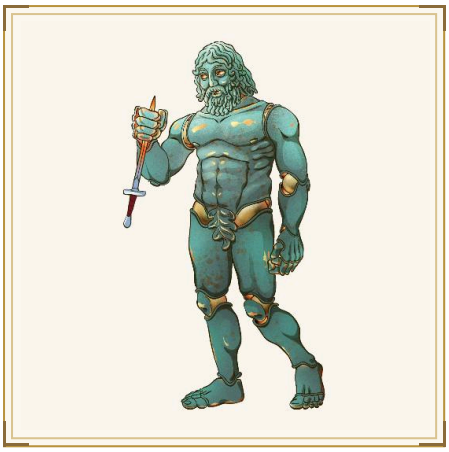
Actions

Multiattack. Makes two Bare Fist attacks.

Bare Fist. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d8 + 4) bludgeoning damage.

Clinch. One creature within 5 feet makes a DC 14 Strength save or is Grappled and has disadvantage on attack rolls until it escapes.

Bronze Statue



Bronze statues are set as wardens and told one condition. They hold the pose for centuries, and the people who set them are rarely around to say what the condition was.

Habitat. Settlement

Bronze Statue

Large construct (Animated Statue)

Armor Class 17 (bronze)
Hit Points 104 (11d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	19 (+4)	3 (-4)	11 (+0)	5 (-3)

Resistances bludgeoning, piercing, slashing
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 10
Languages none
Power Rating 5 (1,800 points; proficiency +3)

False Appearance. While motionless it is indistinguishable from an ordinary statue.

Constructed. Does not require air, food, drink or sleep.

One Condition. Knows the single instruction it was set with and will not act outside it, whatever it is offered.

Actions

Fist. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 23 (4d8 + 5) bludgeoning damage. A punch from a bronze fist.

Trample. *DC 15 Dexterity save.* The statue moves up to its speed in a straight line. Each creature in its path makes a Dexterity saving throw, taking 3d10 bludgeoning damage on a failure and half as much on a success.

Bronzehide Bull

A bronzehide bull is a large bull made of metal all the way through, found on moorland and in ruined holds. It charges in a straight line and does not turn aside for terrain.

Habitat. Grassland, Settlement

Bronzehide Bull

Large monster

Armor Class 19 (iron plating)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4
Senses passive Perception 14
Languages none
Power Rating 7 (2,900 points; proficiency +3)

Trampling Charge. If the bronzehide bull moves at least 20 feet straight toward a creature and hits it with a Gore attack on the same turn, the target makes a DC 15 Strength saving throw or falls Prone. If the target is Prone the bronzehide bull can make one Hooves attack against it as a bonus action.

Actions

Gore. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 18 (2d12 + 5) piercing damage. A gore from its horns.

Hooves. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 16 (2d10 + 5) bludgeoning damage. A stomp from its hooves against a Prone creature.

Petrifying Breath. *DC 15 Constitution save.* The bronzehide bull exhales in a 30-foot cone. Each creature in it makes a Constitution saving throw. On a failure a creature is Restrained as it begins to turn to stone, and it repeats the save at the end of its next turn, becoming Petrified on a second failure. Recharges on a roll of 5 or 6 on a d6 at the start of the bronzehide bull's turn.

Bugbear

A bugbear backs up a goblin warband. It waits out of the fight, takes the first creature that breaks cover, and does most of its damage in the opening round.

Habitat. Woodland, Subterranean

Bugbear

Medium humanoid

Armor Class 15 (hide armor, shield)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +4, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Gear Morningstar, Javelin, Hide Vest, Kite Shield
Power Rating 1 (200 points; proficiency +2)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it.

Long-Limbed. Has 5 extra feet of reach with a melee attack on its turn.

Surprise Attack. Deals an extra 2d6 damage to a creature it surprises on the first turn of a fight.

Actions

Morningstar. *Melee Attack Roll: +4, reach 10 ft., one target. Hit:* 11 (2d8 + 2) piercing damage. A swing of the morningstar with long reach.

Javelin. *Ranged Attack Roll: +4, medium range, one target. Hit:* 9 (2d6 + 2) piercing damage. A javelin thrown from cover.

Bugbear Enforcer

A bugbear enforcer is a bugbear who fights for pay, working for whoever holds the contract that week. Clients hire one to be seen: an enforcer at the door of a frontier holding settles most disputes before it lifts its morningstar.

Habitat. Farmland, Settlement

Bugbear Enforcer

Medium humanoid

Armor Class 16
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	8 (-1)	11 (+0)	11 (+0)

Skills Intimidation +3, Stealth +5, Survival +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Gear Morningstar, Leather Brigandine
Power Rating 5 (1,800 points; proficiency +3)

Brute. A melee weapon deals one extra die of its damage when the enforcer hits with it, already counted below.

Surprise Attack. Deals an extra 2d6 damage if it hits a creature that has not yet taken a turn in the encounter.

Actions

Multiattack. Makes two morningstar attacks.

Morningstar. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) piercing damage. A swing of its morningstar.

Collect. One creature it has Grappled or that is Frightened of it makes a DC 13 Charisma save or hands over one carried item of the enforcer's choosing.

Bugbear Forest Warden

A forest warden is a bugbear that guards a wood from loggers and poachers. The wood was cut to the stumps twice in living memory and has regrown once, and the warden patrols the boundary of the regrowth. It takes tools where it can, and it has taken hands.

Habitat. Woodland, Terran (Verdant)

Bugbear Forest Warden

Medium humanoid

Armor Class 16
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	11 (+0)	16 (+3)	11 (+0)

Saving Throws STR +6, WIS +6
Skills Athletics +6, Nature +3, Perception +6, Stealth +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Goblin, Common, Sylvan
Gear Maul, Longbow, Hide Vest
Power Rating 5 (1,800 points; proficiency +3)

Surprise Attack. Deals an extra 2d6 damage to a creature it hits that has not yet acted in combat.

Boundary Sense. Cannot be surprised within the wood it holds, and knows where every creature crossed the line.

Tool Seizure. Takes a crew's saws, axes and fuel before it takes anyone, and gives a warning it expects to be ignored.

Actions

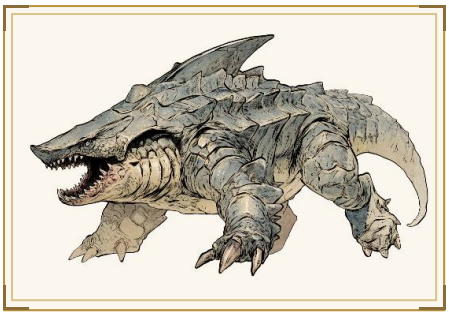
Multiattack. Makes two maul attacks.

Great Maul. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 12 (2d8 + 3) bludgeoning damage.

Long Bow. *Ranged Attack Roll: +6, long range, one target. Hit:* 8 (1d10 + 3) piercing damage.

Undergrowth Snare. A 30-foot radius of undergrowth closes. The area becomes difficult terrain and each creature in it makes a DC 14 Strength save or is Restrained until it breaks free.

Bulette



A bulette hunts by tremor, tunnels through loose rock at the speed of a running horse, and erupts from under the creature standing above it. Its plating turns small arms. Frontier holdings stop one with a pit it cannot climb out of.

Habitat. Desert, Terran (Verdant)

Bulette

Large monster, beast

Armor Class 17
Hit Points 94 (9d10 + 45)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +3, Stealth +3
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Standing Leap. Its long jump is up to 30 feet and its high jump up to 15 feet, with or without a running start.

Actions

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 30 (4d12 + 4) piercing damage. A crushing bite.

Deadly Leap. The bulette jumps into the space of one or more creatures. Each of them makes a DC 15 Strength or Dexterity save, taking 3d6 bludgeoning and 3d6 slashing damage and falling Prone on a failure, or half as much and being pushed 5 feet on a success.

Burrowing Insect

A burrowing insect is deaf and nearly blind and senses its prey through the ground. It attacks from below, and the first sign is the floor giving way under one boot.

Habitat. Desert, Terran (Verdant)

Burrowing Insect

Medium beast

Armor Class 13 (chitin)
Hit Points 26 (4d8 + 8)
Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	1 (-5)	10 (+0)	3 (-4)

Skills Stealth +2
Senses blindsight 10 ft., tremorsense 60 ft., passive Perception 10
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Burrowed. While burrowed, the insect cannot be targeted and does not provoke opportunity attacks when it surfaces.

Actions

Surface Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) piercing damage. A bite delivered from below.

Collapse. *DC 12 Dexterity save.* The insect undermines a 10-foot square. Each creature in it makes a Dexterity saving throw or falls Prone and drops 10 feet, taking 1d6 bludgeoning damage.

Camel

Camels carry three hundred pounds across dune country for eight days without water. D'horvakk caravans run them in strings of forty and sell them out of a string at a high price.

Habitat. Desert, Hyperlane Corridor

Camel

Large beast

Armor Class 11
Hit Points 15 (2d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Beast of Burden. The camel counts as one size larger for the purpose of carrying capacity.

Water Store. The camel can go 8 days without water before it suffers any effect of thirst.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) bludgeoning damage. A bite from the camel.

Canine

Canine followed settlers across four hundred worlds by eating what the settlers brought with them. They will not press a defended position, and will wait days for one to be left unattended.

Habitat. Tundra, Settlement

Canine

Medium beast

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Senses keen hearing and smell, passive Perception 13
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Pack Tactics. The canine has advantage on an attack roll against a creature if at least one of the canine's allies is within 5 feet of it and not Incapacitated.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. A bite aimed at the legs.

Reactions

Pack Defense. When a creature within 5 feet of the canine attacks one of the canine's pack, the canine makes one Bite attack against that creature. On a hit the creature's speed is halved until the end of its next turn.

Caoineag

The caoineag is a pale green, translucent woman in a long gown that ends in mist, with her hands in her hair. She is heard more often than seen, wailing from the burn or the loch on the night before someone in the house dies. She does not cause the death and cannot prevent it. She grieves in advance, and a household that hears her starts settling its affairs.

Habitat. Coastline, Grassland, Wetland

Caoineag

Medium undead

Armor Class 13 (nothing solid to strike)
Hit Points 60 (11d8 + 11)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Saving Throws WIS +4, CHA +5
Skills Insight +4, Stealth +4
Resistances acid, fire, lightning, thunder, bludgeoning, piercing, slashing
Immunities cold, necrotic, poison
Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages understands Common
Power Rating 3 (700 points; proficiency +2)

Incorporeal. She can move through creatures and solid objects as difficult terrain, taking 5 force damage if she ends her turn inside an object.

Foreknowledge. She knows which creature within 1 mile is closest to death, and that creature hears her wail wherever it is.

Actions

Grief-Touch. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) psychic damage. A psychic touch from her hand.

Keening. *DC 13 Wisdom save.* She wails. Every creature within 30 feet that can hear makes a Wisdom saving throw. On a failure it takes 3d6 psychic damage and has disadvantage on attack rolls until the end of its next turn. A creature at half its hit points or fewer that fails also falls Prone, weeping.

Captain of the Guard

A captain of the guard runs the town watch on a low-tech world, posting the gates, setting the curfew and deciding which troubles become arrests. The captain wears polished plate over a green gambeson and is armed with a longsword and a hand crossbow. When combat starts inside the walls, town guards arrive to reinforce the captain.

Habitat. Settlement, City

Captain of the Guard

Medium humanoid

Armor Class 17 (polished half-plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	13 (+1)	15 (+2)	15 (+2)

Saving Throws CON +4, WIS +4
Skills Athletics +5, Insight +4, Intimidation +4, Perception +4
Senses passive Perception 14
Languages Common
Power Rating 4 (1,100 points; proficiency +2)

Turn Out the Watch. When combat starts inside the town's walls, 1d4 town guards arrive at the end of the second round.

Lie Sense. The captain has advantage on Insight checks made to tell whether a creature is lying.

Actions

Multiattack. The captain makes two Longsword attacks.

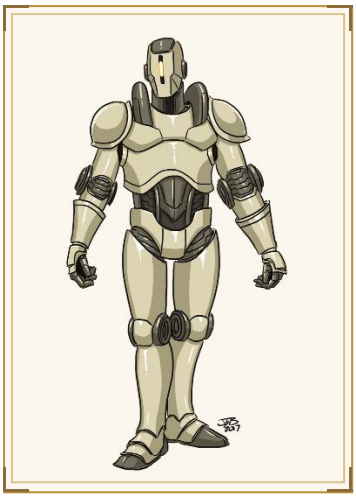
Longsword. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. A city-issue longsword with a captain's hilt.

Hand Crossbow. *Ranged Attack Roll: +3, close range, one target. Hit:* 4 (1d6 + 1) piercing damage. A shot from a hand crossbow kept loaded on the belt.

Bonus Actions

Take Them Alive. One allied creature within 30 feet that can hear the captain can make one attack as a reaction. If the attack reduces a creature to 0 hit points, that creature is knocked out instead of killed.

Cargo Automaton



Most cargo automata are older than the stations they work in. They have no regular maintainer and obey the last valid work order they were given.

Habitat. Station Interior, Subterranean

Cargo Automaton

Large construct

Armor Class 15 (plated frame)
Hit Points 51 (6d10 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common
Power Rating 2 (450 points; proficiency +2)

Directive Bound. Obeys the last valid work order it received and cannot be persuaded, intimidated or deceived out of it.

Immutable Form. Immune to any effect that would alter its form.

Actions

Loader Arm. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage. A loader arm rated for four tons.

Reactions

Clear the Path. *DC 14 Strength save.* When a creature blocks the automaton's work path or attempts to redirect it, that creature makes a Strength saving throw or is pushed 10 feet and knocked Prone.

Carrion Crawler

Carrion crawlers feed on carrion and attack living creatures when they find them. Their tentacles do little damage. The paralysis they cause lets the crawler bite a helpless victim.

Habitat. Subterranean, Settlement

Carrion Crawler

Large monster

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Spider Climb. Can climb difficult surfaces, including ceilings, without an ability check.

Actions

Tentacles. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) poison damage. A touch from its tentacles.

Paralytic Touch. *DC 13 Constitution save.* A creature hit by the Tentacles makes a Constitution saving throw or is Paralyzed for 1 minute, repeating the save at the end of each of its turns.

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (2d4 + 2) piercing damage. A bite from its mandibles.

Carrion Demon

A carrion demon has a vulture's head and circles a contested battle line for a day or more without attacking. It comes down at dusk on the wounded left on the field, and it fights to lengthen the odds of the battle it is watching.

Habitat. Settlement

Carrion Demon

Large fiend

Armor Class 15
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws CON +7, WIS +4
Skills Perception +4
Resistances cold, fire, lightning, poison
Senses darkvision 120 ft., passive Perception 14
Languages Netherspeech
Power Rating 6 (2,300 points; proficiency +3)

Waits for the Wounded. The demon will not engage a creature at full strength while a wounded one is available. It has advantage on attack rolls against a creature that has the Wounded condition.

Actions

Multiattack. Makes one beak attack and two talon attacks.

Beak. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) piercing damage. A stab from its hooked beak.

Talons. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) slashing damage. A rake of its talons.

Spore Cloud. A 15-foot radius around it fills with spores for 1 minute. Each creature that starts its turn in it takes 2d6 poison damage and makes a DC 15 Constitution save, being Poisoned until the cloud ends on a failure.

Stunning Screech. Each creature within 20 feet that can hear it makes a DC 15 Constitution save or is Stunned until the end of its next turn.

Carrion Flock

Carrion birds follow larger predators and gather over a fight. Crews treat a circling flock as a sign that a predator is close.

Habitat. Grassland

Carrion Flock

Medium beast

Armor Class 13
Hit Points 38 (7d8 + 7)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Skills Perception +3
Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Swarm. The flock can occupy another creature's space. It cannot regain hit points or gain temporary hit points.

Blinding Flurry. A creature that starts its turn in the flock's space is Blinded until the end of that turn on a failed Dexterity save against its save DC.

Actions

Beaks. *Melee Attack Roll: +5, reach 0 ft., one target. Hit:* 12 (2d8 + 3) piercing damage. Beak strikes from the whole flock.

Reactions

Converge. When a creature within 20 feet is reduced to 0 hit points, the flock moves up to its speed to a space containing or adjacent to that creature.

Carrion Hulk

A carrion hulk is a large undead built from several corpses, with extra arms, a ribcage that holds three spines and seams of black thread where one body was stitched to the next. A necromancer builds one when a single raised corpse is not strong enough for the job, such as hauling, breaking doors or holding a corridor. When the hulk is cut apart, the bodies inside burst out as zombies.

Habitat. Settlement

Carrion Hulk

Large undead

Armor Class 15 (fused flesh and bone)
Hit Points 104 (11d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	3 (-4)	8 (-1)	4 (-3)

Saving Throws CON +7
Resistances necrotic, piercing
Immunities poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common
Power Rating 6 (2,300 points; proficiency +3)

Many Bodies. It has advantage on saving throws against being Stunned or knocked Unconscious, and it can make one opportunity attack against each creature that leaves its reach.

Comes Apart. When it drops to 0 hit points it bursts into 1d4 zombies, which act on its initiative.

Actions

Multiattack. The hulk makes three Slam attacks.

Slam. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage. A blow from one of its many fists.

Engulf. *DC 15 Dexterity save.* The hulk folds around a Medium or smaller creature within 5 feet. The target makes a Dexterity saving throw or is Grappled and Restrained, taking 3d8 necrotic damage at the start of each of its turns until it escapes.

Cat Sith

A cat sith takes the soul from a corpse left unwatched between death and burial and leaves the household burying an empty body. Mourners at a wake kept watch in shifts for that reason, with riddles and wrestling and the cat shut out. On the last night of autumn it blesses a house that has set out milk and sours the cows of one that has not.

Habitat. Farmland, Settlement

Cat Sith

Medium fae, beast

Armor Class 16
Hit Points 104 (16d8 + 32)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	14 (+2)	16 (+3)	17 (+3)

Saving Throws DEX +8, CHA +6
Skills Deception +6, Perception +6, Stealth +8
Senses darkvision 120 ft., passive Perception 16
Languages Sylvan, Common
Power Rating 5 (1,800 points; proficiency +3)

Watched Room. The cat sith cannot enter a room where a body is being watched by a conscious creature. It waits outside for as long as the watch lasts.

Woman Shape. The cat sith can take the shape of a woman and back again. It has used eight of its nine turns and will not use the last.

Milk Offering. The cat sith will not harm a household that left it milk on the last night of autumn and blights the herd of one that did not.

Actions

Multiattack. The cat sith makes two claw attacks and one bite attack.

Claw. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 8 (1d6 + 5) slashing damage.

Bite. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 9 (1d8 + 5) piercing damage.

Steal Soul. One creature within 5 feet that is Unconscious or dead makes a DC 16 Charisma save. On a failure it cannot be restored to life by any means, and the cat sith regains 30 hit points.

Bonus Actions

Slip Away. The cat sith takes the Dash and Hide actions.

Catenarius

Catenarii are chained devils that bind the damned for the Soul Forge and take a craftsman's interest in the work. The chains wound around each one move at its will. It can also animate loose chains nearby and turn them against the creatures around it.

Habitat. The Nine Hells, Settlement

Catenarius

Medium fiend

Armor Class 16 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Intimidation +5
Resistances cold
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 11
Languages Netherspeech
Power Rating 8 (3,900 points; proficiency +3)

Unnerving Mask. When a creature within 30 feet that can see it starts its turn, the catenarius can show it the face of someone it lost. That creature makes a DC 13 Wisdom saving throw or is Frightened until the end of its turn.

Actions

Multiattack. The catenarius makes two Chain attacks.

Chain. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. On a hit the target is Grappled and Restrained, and takes 2d6 piercing damage at the start of each of its turns until it escapes.

Animate Chains. Up to four chains within 60 feet that it can see, not worn or carried, rise and make one chain attack each against creatures within 10 feet of them. Recharges after a short rest.

Cave Gargoyle

Cave gargoyles form in deep limestone where water has run along the same fault for a long time, and they come out of the rock awake and territorial. A cave system with a colony in it can be identified from the entrance by a ceiling with the wrong shape.

Habitat. Subterranean

Cave Gargoyle

Medium elemental

Armor Class 17
Hit Points 90 (12d8 + 36)
Speed 30 ft., fly 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Stealth +3
Resistances bludgeoning, piercing, slashing
Immunities poison
Condition Immunities exhausted, petrified, poisoned
Senses darkvision 90 ft., tremorsense 30 ft., passive Perception 11
Languages Primordial
Power Rating 4 (1,100 points; proficiency +2)

False Ceiling. While motionless against rock it cannot be told from the rock. Perception checks to spot it have disadvantage, and a creature it drops on is surprised.

Tireless. Needs no air, food, drink or sleep, and will hold a position for years.

Actions

Multiattack. The gargoyle makes two Claw attacks and one Bite attack.

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) slashing damage.

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage.

Drop. Falls on a creature beneath it. That creature makes a DC 13 Dexterity save, taking 4d8 bludgeoning damage and being knocked Prone and Grappled on a failure.

Celestial Guardian

A Celestial Guardian is a massive lion-bodied sentinel with a mane of living flame and jaws wide enough to close over a breastplate. The heavens station one at a temple, a shrine or a burial ground that must not be profaned, and it holds that post until the place falls or the mandate is withdrawn. It attacks only creatures that desecrate its ward, and it does not retreat or negotiate. A creature that enters the protected ground with honest intent passes freely, and one that means harm is met with a roar that frightens it and keeps it from moving closer. When it dies the mandate ends, and the place is unguarded until another is sent.

Habitat. Settlement

Celestial Guardian

Large celestial

Armor Class 17 (celestial plate)
Hit Points 136 (13d10 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	18 (+4)	14 (+2)

Saving Throws CON +8, WIS +7
Skills Perception +7, Athletics +9
Resistances radiant
Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 60 ft., passive Perception 17
Languages Primordial
Power Rating 8 (3,900 points; proficiency +3)

Sanctified Ward. While within 120 feet of the site it guards, it has advantage on all saving throws and its attacks deal an extra 1d8 radiant damage.

Immovable Sentinel. The guardian cannot be moved against its will or teleported by a hostile effect.

Actions

Multiattack. The guardian makes two Bite attacks.

Bite. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. Jaws lined with radiant fire.

Warding Roar. *DC 13 Wisdom save.* Each hostile creature within 30 feet makes a Wisdom saving throw or is Frightened and unable to move closer to the guardian until the end of its next turn. Recharges on a 5 or 6.

Celestial Sentinel

A Celestial Sentinel is a floating golden eye ringed by feathered wings, set aloft by the same divine mandate that stations the Helionic Host. Sentinels are the lookouts of the heavens. They drift along the boundaries between planes, observe what passes through and report it to the powers above. A sentinel intervenes only when a creature tries to hide from it or destroy it. It counters concealment with a beam of searing light that strips away invisibility and illusion, and it holds an attacker in place with its gaze.

Habitat. Rift Breach, Plane of Helion, High Orbit

Celestial Sentinel

Medium celestial

Armor Class 16
Hit Points 105 (14d8 + 42)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	16 (+3)	20 (+5)	14 (+2)

Saving Throws INT +6, WIS +8
Skills Perception +8, Insight +8, Investigation +6
Resistances radiant
Condition Immunities blinded, charmed, prone
Senses truesight 120 ft., telepathy 120 ft., passive Perception 18
Languages Primordial
Power Rating 7 (2,900 points; proficiency +3)

All-Seeing. The sentinel cannot be surprised. It sees invisible creatures and objects and automatically detects illusions within its truesight range.

Vigilant Drift. The sentinel does not need to sleep and cannot be put to sleep by any effect.

Actions

Multiattack. The sentinel makes two Searing Beam attacks.

Searing Beam. *Ranged Attack Roll: +6, long range, one target. Hit:* 16 (3d8 + 3) radiant damage. A focused ray of radiant light. If it hits a creature under the effect of invisibility or an illusion, that effect is dispelled.

Binding Gaze. *DC 16 Wisdom save.* One creature the sentinel can see within 60 feet makes a Wisdom saving throw or is Restrained until the end of its next turn. Recharges on a 5 or 6.

Bonus Actions

Expose. *DC 16 Charisma save.* One creature the sentinel can see within 60 feet that is Invisible or disguised by an illusion must succeed on a Charisma saving throw or have that effect ended.

Centaur

Centaur bands hold the grasslands of half a dozen Tier I worlds and cross borders freely. They trade with the settlements they pass and scout for them.

Habitat. Grassland, Savanna

Centaur

Large beast, humanoid

Armor Class 13
Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3
Senses passive Perception 13
Languages Common, Sylvan
Power Rating 2 (450 points; proficiency +2)

Charge. If the centaur moves at least 30 feet in a straight line and then hits with a melee weapon, the target takes an extra 2d6 damage of the weapon's type.

Actions

Spear. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 8 (1d8 + 4) piercing damage. A thrust of the spear.

Hooves. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage. A kick from the hooves.

Centaur Champion

Centaur bands settle their business in a standing circle, and the champion is whoever the circle sends. The role is not hereditary or permanent: it lasts as long as the band keeps sending her. She wields a lance that other members of the band cannot use at the gallop and has never been unseated.

Habitat. Grassland, Savanna

Centaur Champion

Large beast, humanoid

Armor Class 17
Hit Points 127 (15d10 + 45)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	17 (+3)	12 (+1)	16 (+3)	16 (+3)

Saving Throws STR +8, DEX +6, WIS +6
Skills Athletics +8, Perception +6, Survival +6
Senses passive Perception 16
Languages Sylvan, Common
Power Rating 7 (2,900 points; proficiency +3)

Charge. If she moves at least 30 feet straight toward a creature and hits it with the lance, the target takes an extra 4d8 damage and makes a DC 16 Strength save or is knocked Prone.

Band Mandate. The champion cannot be Charmed or Frightened while carrying out what the band decided, and will not break off until it is done.

Actions

Multiattack. The champion makes one lance attack and two hoof attacks.

Long Lance. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 18 (2d12 + 5) piercing damage.

Hooves. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) bludgeoning damage.

Recurve Bow. *Ranged Attack Roll: +6, long range, one target. Hit:* 12 (2d8 + 3) piercing damage.

Bonus Actions

Wheel Away. The champion moves up to her Speed without provoking opportunity attacks.

Centaur Outrider

Outriders use firearms the way the rest of the band uses the spear, because a rifle reaches farther. An outrider carries a rifle and a week of water. It can hold a ridge line against numbers, because enemies who see the muzzle flash do not know where to move.

Habitat. Grassland

Centaur Outrider

Large beast, humanoid

Armor Class 14
Hit Points 58 (9d10 + 9)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	11 (+0)	15 (+2)	10 (+0)

Skills Perception +4, Stealth +5, Survival +4
Senses passive Perception 14
Languages Common, Sylvan
Power Rating 3 (700 points; proficiency +2)

Steady Platform. The outrider does not have disadvantage on a ranged attack made after moving, provided it moved in a straight line.

Actions

Multiattack. The outrider makes two rifle attacks.

Hunting Rifle. *Ranged Attack Roll: +5, long range, one target. Hit:* 12 (2d8 + 3) ballistic damage. A shot from the hunting rifle.

Hand Axe. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) slashing damage. A swing of the hand axe.

Centaur Warrior

A centaur warrior has taken the axe, which in most bands means it has already lost someone. Warriors screen a migration, and they are what a caravan meets first if it has camped on the wrong ground.

Habitat. Grassland, Savanna

Centaur Warrior

Large beast, humanoid

Armor Class 15
Hit Points 76 (9d10 + 27)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Skills Athletics +7, Intimidation +3, Survival +3
Senses passive Perception 11
Languages Common, Sylvan
Power Rating 4 (1,100 points; proficiency +2)

Charge. If the centaur moves at least 30 feet in a straight line and then hits with a melee weapon, the target takes an extra 2d6 damage of the weapon's type.

Actions

Multiattack. Makes two axe attacks, or one axe attack and one hooves attack.

Great Axe. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (1d12 + 5) slashing damage. A swing of the great axe.

Hooves. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 12 (2d6 + 5) bludgeoning damage. A kick from the hooves.

Chasm Spider

A chasm spider holds the vertical fissure at the back of a cave system, head down, legs braced against both faces, and waits for weight on the chamber floor below. The forelimbs are barbed for holding, and it uses them to drag its catch back down the crack, where the drop does the rest. Survey teams find only the victims' gear at the bottom.

Habitat. Subterranean

Chasm Spider

Large monster

Armor Class 17
Hit Points 171 (18d10 + 72)
Speed 40 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	9 (-1)	15 (+2)	8 (-1)

Saving Throws DEX +7, CON +8
Skills Athletics +9, Perception +6, Stealth +7
Resistances acid, poison
Senses darkvision 120 ft., tremorsense 90 ft., passive Perception 16
Languages Netherspeech; understands Netherspeech
Power Rating 9 (5,000 points; proficiency +4)

Crack Brace. The spider cannot be pushed, pulled or knocked Prone while it has a wall on two sides, and attacks against it from below have disadvantage.

Floor Sense. The spider knows the position of anything standing on rock within 90 feet.

Actions

Multiattack. Makes two barbed limb attacks and one bite attack.

Barbed Limb. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. The target is Grappled (escape DC 17) and Restrained.

Bite. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 14 (2d8 + 5) piercing damage. The target makes a DC 17 Constitution save, taking 5d6 poison damage on a failure or half as much on a success.

Drag Down. The spider moves up to its climb speed carrying one Grappled creature. If it reaches the fissure, the creature takes 6d6 bludgeoning damage from the fall and is out of the fight.

Chimera

A chimera has the body of a lion and the heads of a lion, a goat and a dragon. The dragon head breathes fire. The heads snarl at each other, and the noise gives away its approach.

Habitat. Highland, Settlement

Chimera

Large monster, beast

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Actions

Multiattack. The chimera makes one Bite attack, one Horns attack and one Claws attack. It can replace the Bite or the Horns attack with Fire Breath, if Fire Breath is available.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) piercing damage. A bite from the lion head.

Horns. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 10 (1d12 + 4) bludgeoning damage. A butt from the goat head's horns.

Claws. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. A rake of its foreclaws.

Fire Breath. *DC 15 Dexterity save.* The dragon head exhales fire in a 15-foot cone. Each creature in it makes a Dexterity saving throw, taking 7d8 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the chimera's turn.

Chonchon

The sorcerer stays in the hut while the head goes out on leathery ear-wings. It is heard before it is seen, as three short notes repeated while it moves. It listens at walls, takes small things, and brings back what it learned. Killing the head only delays it, since it re-forms while the body is intact, so districts that solved the problem went to the hut and dealt with the body on the floor.

Habitat. Farmland

Chonchon

Tiny fiend

Armor Class 13
Hit Points 31 (9d4 + 9)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +5
Resistances necrotic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Common, Netherspeech
Power Rating 1/2 (100 points; proficiency +2)

Body at Home. While its sleeping body is intact it re-forms 24 hours after being destroyed. Destroying the body ends it.

Heard First. Its call carries 300 feet and it cannot suppress it, so it has disadvantage on Stealth checks against a creature that is awake and listening.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. *DC 11 Constitution save.* The target makes a Constitution saving throw or is Poisoned for 1 minute.

Listen at Walls. The chonchon hears all speech within 30 feet, through up to 2 feet of solid material, and repeats it verbatim on returning.

Chosen of Khaos

A Chosen of Khaos is a horned figure bearded to the belt, armed with a hammer whose head is three blocks of dead stone. It is a mortal that one of the gods beyond the eastern frontier has emptied out and filled with purpose. It walks to the place where the end of a world is going to begin. Worlds that have seen one are counted among the contained systems now.

Habitat. Hyperlane Corridor, Spore, Rift Breach, Settlement

Chosen of Khaos

Large fiend, humanoid

Armor Class 22 (god-touched hide)
Hit Points 337 (27d10 + 189)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	18 (+4)	22 (+6)	24 (+7)

Saving Throws STR +14, CON +13, WIS +12, CHA +13
Skills Athletics +14, Intimidation +13, Lore +10, Perception +12
Resistances bludgeoning, piercing, slashing, fire, cold, lightning
Immunities necrotic, poison, psychic
Condition Immunities charmed, frightened, exhausted, poisoned, stunned
Senses truesight 120 ft., telepathy 300 ft., passive Perception 22
Languages Common, Netherspeech, Primordial
Power Rating 19 (22,000 points; proficiency +6)

Omen. Every creature within 1 mile of the Chosen knows that a terrible presence has arrived. Creatures within 120 feet have disadvantage on death saving throws.

Emptied and Filled. It cannot be reasoned with, bargained with or turned. Magic that would read or alter its mind fails and deals 6d10 psychic damage to the caster.

Legendary Resistance. Three times per day, when it fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Chosen makes two Dead-Stone Hammer attacks, or uses Toll.

Dead-Stone Hammer. *Melee Attack Roll: +14, reach 10 ft., one target. Hit:* 30 (4d10 + 8) bludgeoning damage. A swing of its hammer of dead stone.

Toll. *DC 21 Constitution save.* The Chosen strikes the ground with its hammer, and the blow rings like a bell. Every creature within 60 feet makes a Constitution saving throw, taking 12d10 thunder damage and being Stunned until the end of its next turn on a failure, or half as much damage and no other effect on a success. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Unmake. One creature it can see within 120 feet makes a Wisdom saving throw against DC 22 or takes 6d10 necrotic damage and cannot regain hit points until the start of the Chosen's next turn.

Legendary Actions

Step. It moves up to its speed without provoking opportunity attacks.

Hammer. It makes one dead-stone hammer attack.

End of Days. Every hostile creature within 30 feet makes a Wisdom saving throw against DC 22 or is Frightened until the end of its next turn.

Clay Golem

Clay golems are made by whoever has read a Manual of Golems and has a month to spare. They guard what they were told to guard. A badly damaged one can go berserk and stop obeying its maker.

Habitat. Settlement

Clay Golem

Large construct

Armor Class 16 (fired clay)
Hit Points 161 (17d10 + 68)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Immunities acid, poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages none
Power Rating 9 (5,000 points; proficiency +4)

Acid Absorption. Whenever it takes acid damage, it takes no damage and instead regains hit points equal to the acid damage dealt.

Berserk. Whenever it starts its turn with 60 hit points or fewer, roll a d6. On a 6, it goes berserk: on each of its turns it attacks the nearest creature it can see, and it stays berserk until it is destroyed or regains all its hit points.

Immutable Form. Immune to any spell or effect that would alter its form.

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

Unarmored Hide. Nonmagical bludgeoning, piercing and slashing damage dealt to it is halved.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 21 (3d10 + 5) bludgeoning damage. A creature hit has its hit point maximum reduced by the damage taken, until it is restored by a Greater Restoration spell or similar magic. A creature dies if this reduces its hit point maximum to 0.

Bonus Actions

Haste. Until the end of its next turn, the golem gains a +2 bonus to Armor Class, has advantage on Dexterity saving throws, and can make one additional Slam attack when it takes the Attack action. It cannot use this again until it has finished a short or long rest.

Cloud Giant

Cloud giants hold citadels of marble and mist that float above the weather, veiled by permanent storm. They keep to their own heritage and take little interest in the ground below. Their alliance with the storm giants is the one outside commitment most of them keep.

Habitat. Lower Atmosphere, Storm Front

Cloud Giant

Giant giantkin

Armor Class 18 (mist-woven mail)
Hit Points 175 (14d12 + 84)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	16 (+3)	16 (+3)	18 (+4)

Saving Throws CON +10, WIS +7, CHA +8
Skills Insight +7, Perception +7, Persuasion +8, History +7
Resistances lightning
Senses darkvision 60 ft., passive Perception 17
Languages Jotun, Common, Primordial
Gear Maul, Half Plate Cuirass
Power Rating 10 (5,900 points; proficiency +4)

Above the Weather. Ignores the movement penalties of high wind and storms, and cannot be knocked Prone while flying.

Reads the Guest. Knows whether a creature within 30 feet is lying about its purpose in the citadel.

Spellcasting. The cloud giant casts with Charisma (spell save DC 16, +8 to hit with spell attacks). Casts weather, veiling, and the spells that keep a citadel aloft.

At will: *Detect Magic*, *Fog Cloud*, *Light*

3/day each: *Gust of Wind*, *Misty Step*, *Control Water*

1/day each: *Telekinesis*, *Nimbus*

Actions

Maul. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 28 (6d6 + 7) bludgeoning damage. Two attacks. A creature hit by both is thrown 20 feet.

Fog of Utgard. *DC 16 Wisdom save.* A 40-foot-radius cloud at a point within 120 feet, lasting 1 minute. A creature inside it is Blinded on a failed save, and the area is heavily obscured. The giant sees through it.

Reactions

Answer the Lie. *DC 16 Charisma save.* When a creature within 30 feet that the giant has caught in a lie about its purpose attacks or casts a spell, that creature makes a Charisma saving throw or takes 6d8 thunder damage and is pushed 20 feet.

Cloud Giant Warden

A cloud hold sits above the weather and has one route up, and the warden holds it. She stands in the wet air for a watch that lasts weeks and asks each arrival its business once. She checks the replies against a list she has memorized and never written down. Unannounced visitors have not gone back down that route in three centuries.

Habitat. Lower Atmosphere, Upper Atmosphere

Cloud Giant Warden

Giant giantkin

Armor Class 18
Hit Points 218 (19d12 + 95)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	20 (+5)	15 (+2)	19 (+4)	17 (+3)

Saving Throws CON +9, WIS +8, CHA +7
Skills Insight +8, Perception +8, Persuasion +7
Resistances cold, lightning, thunder
Senses darkvision 120 ft., passive Perception 18
Languages Jotun, Common, Primordial
Power Rating 11 (7,200 points; proficiency +4)

Guest List. Knows every creature expected at the hold this season and will not be talked past it.

Single Challenge. The warden questions every creature on the approach. A creature that gives a wrong reply gets no second exchange.

Cloud Walker. Takes no damage from falling and can stand on cloud as though it were ground.

Actions

Multiattack. Makes two mace attacks.

Storm Mace. *Melee Attack Roll: +11, reach 15 ft., one target. Hit:* 25 (4d8 + 7) bludgeoning damage.

Thrown Stone. *Ranged Attack Roll: +11, long range, one target. Hit:* 29 (4d10 + 7) bludgeoning damage.

Throw Off. One creature within 15 feet makes a DC 19 Strength save or is thrown off the approach, falling until something stops it.

Cloud Cover. A 60-foot radius fills with cloud for 1 minute. The area is heavily obscured for every creature except her.

Coal Construct

The coal construct is older than the powered frames that replaced it and still stands in the halls it was built for, because newer frames fail when the power is out. It burns whatever is shoveled into it and runs about eighteen hours on a full grate. After twelve hours without fuel it takes combustible material from any creature carrying it.

Habitat. Subterranean

Coal Construct

Large construct (Golem)

Armor Class 18 (plate and rivet)
Hit Points 138 (12d10 + 72)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	3 (-4)	10 (+0)	1 (-5)

Resistances bludgeoning, piercing, slashing
Immunities fire, poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Dwarvish
Power Rating 7 (2,900 points; proficiency +3)

Stoked. While the grate is lit, a creature that ends its turn within 5 feet takes 1d10 fire damage. Twelve hours without fuel drops it to half its speed. Eighteen hours without fuel stops it until it is lit again.

Immutable Form. Immune to any effect that would alter its form.

Fuel Hunger. When it has gone twelve hours without fuel, it takes combustible material from any creature carrying it and treats that creature as hostile until it has taken it.

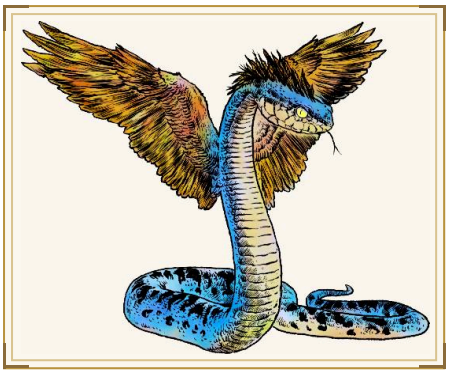
Actions

Multiattack. The construct makes two Slam attacks.

Slam. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 13 (2d6 + 6) bludgeoning damage. While the grate is lit, a hit deals an extra 1d8 fire damage.

Vent. The construct vents a 15-foot cone of burning ash. Each creature in it makes a DC 17 Dexterity saving throw, taking 6d6 fire damage and gaining the Burning condition on a failure, or half as much damage on a success. It recharges after a short rest.

Coatl



A coatl is a feathered serpent that speaks telepathically and bites with a sleep venom. It can take the form of any humanoid or beast it has seen. It arrives, joins a purpose it does not explain and helps in ways that make sense only afterward. It cannot be persuaded to lie or to elaborate.

Habitat. Settlement, Jungle

Coatl

Medium celestial

Armor Class 17 (iridescent feathers)
Hit Points 90 (12d8 + 36)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws WIS +7, CHA +6
Skills Insight +7, Religion +6, Perception +7
Immunities psychic, radiant
Senses truesight 120 ft., passive Perception 17
Languages Common, Solir
Power Rating 4 (1,100 points; proficiency +2)

Magic Resistance. The coatl has advantage on saving throws against spells and other magical effects.

Shielded Mind. The coatl is immune to any effect that would sense its emotions, read its thoughts or locate it at a distance.

Telepathy. The coatl can communicate telepathically with any creature within 120 feet that understands a language.

Actions

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 8 (1d6 + 5) piercing damage. A bite from the coatl's fangs.

Sleep Venom. *DC 13 Constitution save.* A creature bitten makes a Constitution saving throw or falls Unconscious for 24 hours, waking early if it takes damage or is woken by an action.

Constrict. The coatl Grapples a Medium or smaller creature it has hit. The target is Restrained and takes 2d6 + 3 bludgeoning damage at the start of each of the coatl's turns.

Change Shape. The coatl takes the form of any humanoid or beast it has seen, keeping its own statistics.

Cockatrice

A cockatrice is a bird the size of a goose, and its bite turns flesh to stone. Its presence in a farmyard shows as stone statues, mostly of livestock.

Habitat. Farmland, Grassland

Cockatrice

Small monster

Armor Class 11
Hit Points 27 (6d6 + 6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) piercing damage. A quick bite from its beak.

Petrifying Bite. *DC 11 Constitution save.* A creature bitten makes a Constitution saving throw. On a failure it begins to turn to stone and is Restrained. It repeats the save at the end of its next turn, becoming Petrified on a second failure and ending the effect on a success.

Colony Engineer

A frontier colony ships out with a manifest and lives off it for thirty years, so an engineer's trade is substitution: what a pump will take instead of the fitting it wants, which two dead units make one live one, and how long a seal lasts run warm. None of it matches the manual, and all of it is in a notebook only she can read.

Habitat. Settlement, Terran (Verdant)

Colony Engineer

Medium humanoid

Armor Class 14
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	10 (+0)

Skills Investigation +5, Perception +3, Technology +5
Senses passive Perception 13
Languages Common, Federation Standard
Gear Wrench, Tinkerer's Tools, Plasma Cutting Torch
Power Rating 1 (200 points; proficiency +2)

Substitution. Repairs any colony system from salvage in half the usual time, and can keep a failed unit running for one more day without parts.

Equipment Records. Knows the location, condition and history of every piece of equipment in its settlement.

Actions

Heavy Wrench. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 5 (1d8 + 1) bludgeoning damage.

Rivet Gun. *Ranged Attack Roll: +4, close range, one target. Hit:* 6 (1d8 + 2) piercing damage.

Cut Power. One machine or powered system within 30 feet stops. Restarting it takes an action and a DC 13 Technology check.

Colony Forager

Every colony sends a forager into the local biosphere to catalog what can be eaten, burned or sold. Foragers work alone and far past the wall, and carry a longbow because it is silent.

Habitat. Terran (Verdant)

Faction. Frontier

Colony Forager

Medium humanoid

Armor Class 13 (hide and mesh)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Survival +4, Nature +2, Stealth +4
Senses passive Perception 12
Languages Common
Gear Longbow, Hide Vest, Herbalism Kit

Power Rating 1/4 (50 points; proficiency +2)

Actions

Longbow. *Ranged Attack Roll: +4, long range, one target. Hit:* 6 (1d8 + 2) piercing damage. A shot from a longbow.

Reactions

Shoot and Move. When a creature within 60 feet has not yet noticed the forager, the forager makes one Longbow attack against it with advantage, then moves up to half its speed.

Colony Guard

A colony guard holds the wall and the gate of a charter colony on a frontier world. The suit is sealed green plate with a filtered helm, issued because half the charters are planted on worlds whose air is still disputed. The drill is to hold a line inside the compound, and the combat shotgun is sighted for that distance. A guard will not pursue past the perimeter.

Habitat. Terran (Verdant)

Faction. Frontier

Colony Guard

Medium humanoid

Armor Class 15 (sealed colony plate)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Saving Throws CON +3
Skills Perception +3
Senses passive Perception 13
Languages Common
Gear Combat Shotgun, Ballistic Vest, Encrypted Communicator
Power Rating 1 (200 points; proficiency +2)

Sealed Suit. It is immune to the Poisoned condition from an atmosphere, and it can breathe anywhere for 4 hours.

Actions

Combat Shotgun. *Ranged Attack Roll: +3, close range, one target. Hit:* 8 (2d6 + 1) ballistic damage. A blast from a combat shotgun.

Reactions

Perimeter Fire. When a creature crosses the perimeter within 30 feet, the guard makes one Combat Shotgun attack against it, with advantage if the creature is inside the compound.

Colony Worker

Workers run the excavators, the print rigs and the atmosphere plant of a Frontier colony. They have no weapons and fight with the plasma cutter they use on hull plate.

Habitat. Terran (Verdant)

Faction. Frontier

Colony Worker

Medium humanoid

Armor Class 12 (work harness)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +3, Technology +2
Senses passive Perception 10
Languages Common
Gear Plasma Cutting Torch, Hammer
Power Rating 1/8 (25 points; proficiency +2)

Actions

Cutting Torch. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) fire damage. With Plasma Cutting Torch. A plasma cutter rated for hull plate, swung at arm's length.

Reactions

Proximity Burn. *DC 11 Dexterity save.* When a creature moves within 5 feet of the worker, that creature must succeed on a Dexterity saving throw against its save DC or take 1d10 fire damage and be pushed 5 feet.

Cornutus

The cornuti are horned devils that drill the lower devils of the Nine Hells and lead them in the field. They are among the few devils that fly into battle. A wound from a cornutus's tail keeps bleeding until someone binds it.

Habitat. The Nine Hells

Cornutus

Large fiend

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws STR +10, DEX +7, WIS +7, CHA +7
Resistances cold
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 13
Languages Netherspeech
Power Rating 12 (8,400 points; proficiency +4)

Devil's Sight. Magical darkness does not impede its darkvision.

Actions

Multiattack. The cornutus makes two Fork attacks and one Tail attack, or it uses Hurl Flame twice.

Fork. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 15 (2d8 + 6) piercing damage. A two-tined infernal pike.

Tail. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 15 (2d8 + 6) piercing damage. On a hit the target is Bleeding until a creature uses an action to bind the wound.

Hurl Flame. *Ranged Attack Roll: +7, medium range, one target. Hit:* 17 (4d6 + 3) fire damage. A gout of fire thrown from the palm.

Crab

Crabs turn up on every world with a coast and most stations with a wet deck. They are eaten far more often than they are fought.

Habitat. Coastline, Derelict Hull

Crab

Tiny beast

Armor Class 11 (shell)
Hit Points 5 (2d4)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +2
Senses blindsight 30 ft., passive Perception 9
Languages none
Power Rating 0 (10 points; proficiency +2)

Amphibious. The crab breathes air and water.

Actions

Claw. *Melee Attack Roll: -1, reach 5 ft., one target. Hit:* 0 (1d6 - 3) bludgeoning damage. A pinch from a claw that holds on.

Reactions

Seize. When a creature reaches into, steps on, or moves through the crab's space, the crab makes one Claw attack against it. On a hit it does not let go.

Cragbeak

A cragbeak is a tentacled, beaked predator of cave systems. It hangs above a passage, matches the stone and waits for prey to come within reach. Its four tentacles seize the prey from directly above, and it bites once they have hold.

Habitat. Subterranean

Cragbeak

Medium monster

Armor Class 14 (natural armor)
Hit Points 40 (9d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Stealth +4
Resistances bludgeoning, piercing, slashing
Senses darkvision 60 ft., passive Perception 12
Languages none

Power Rating 2 (450 points; proficiency +2)

Stone Camouflage. The cragbeak has advantage on Stealth checks made to hide in rocky terrain.

Actions

Tentacles. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) slashing damage. A strike from all four tentacles, made from directly above.

Beak. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. A bite from its beak, made once the tentacles have hold.

Crawling Hand

The hand is taken at the right hour, pressed and dried with saltpeter, and its fingers are set burning. While it burns, every sleeper in the house stays asleep and no door stays locked. Water and smothering do not put out the flame. Only milk does, and old houses kept a jug on the landing.

Habitat. Settlement

Crawling Hand

Tiny undead

Armor Class 13
Hit Points 28 (8d4 + 8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Skills Stealth +5
Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Thieves' Candle. While its fingers are lit, every sleeping creature within 60 feet cannot be woken by anything short of damage, and every lock within 5 feet opens at a touch.

Milk Weakness. The flame is unaffected by water, smothering or cold. A pint of milk poured over it extinguishes it, ending both of the above until it is relit.

Actions

Throttle. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is of Medium size or smaller it is Grappled (escape DC 13) and begins Suffocating while Grappled this way.

Bonus Actions

Scuttle. The hand takes the Hide action and has advantage on the check in any room with furniture in it.

Creed Sanctified

Sanctification is both a doctrinal reward and an engineering program. A Sanctified is given the frame and armament one task needs, along with the authority to do it, and is not returned to general service afterward.

Habitat. Settlement, Spore

Faction. Covenant of the Ebon Creed

Creed Sanctified

Medium construct, undead

Armor Class 18 (consecrated plating)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	13 (+1)	15 (+2)	12 (+1)

Saving Throws CON +7, WIS +5
Skills Athletics +7, Religion +4, Technology +4
Resistances necrotic, bludgeoning, piercing, slashing
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned, prone
Senses truesight 30 ft., darkvision 120 ft., passive Perception 12
Languages Netherspeech, Common
Gear Thuulean Steel Maul, Cessation Projector, Reliquary Plating
Power Rating 7 (2,900 points; proficiency +3)

Specialist Rite. Has advantage on all checks and saves relating to the single office it was sanctified for.

Intact Skull. Destroying the body leaves the skull intact and recoverable.

Actions

Sanctified Maul. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 15 (2d10 + 4) bludgeoning damage. With Thuulean Steel Maul. Two attacks. Against whatever it was sanctified to deal with, each hit deals an extra 2d8 necrotic damage.

Rite of Cessation. *DC 15 Constitution save.* Each living creature within 20 feet takes 8d8 necrotic damage on a failed save, or half as much on a success. A creature reduced to 0 hit points by this is marked for conversion instead of killed.

Reactions

Skull Separation. When the Sanctified is reduced to 0 hit points, the skull separates intact and remains aware. Any Creed creature within a mile knows where it landed and what the Sanctified saw last.

Creed Seraphim

The Seraphim are the Creed's ruling class and its angels of death. Each holds one or more Sanctum Worlds outright, interprets doctrine locally, and decides which populations are converted and which are simply removed.

Habitat. Settlement

Faction. Covenant of the Ebon Creed

Creed Seraphim

Large construct, undead

Armor Class 20 (reliquary plate)
Hit Points 253 (22d10 + 132)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	19 (+4)	20 (+5)	20 (+5)

Saving Throws CON +11, INT +9, WIS +10, CHA +10
Skills Religion +9, Insight +10, Intimidation +10, History +9
Resistances cold, bludgeoning, piercing, slashing
Immunities poison, psychic, necrotic
Condition Immunities charmed, exhausted, frightened, poisoned, prone, blinded
Senses truesight 120 ft., telepathy 120 ft., passive Perception 15
Languages Netherspeech, Common
Power Rating 14 (11,500 points; proficiency +5)

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Absolute Autonomy. Creed creatures within a mile obey it without exception.

Aura of Cessation. Living creatures that start their turn within 20 feet take 3d6 necrotic damage and cannot regain hit points until the start of their next turn.

Spellcasting. The creed seraphim casts with Charisma (spell save DC 18, +10 to hit with spell attacks). Creed doctrine holds that decay is the central truth of the universe, and the Seraphim casts as a priest of it.

At will: *Chill Touch*, *Spare the Dying*, *Inflict Wounds*

3/day each: *Animate Dead*, *Bestow Curse*, *Vampiric Touch*

1/day each: *Circle of Death*, *Create Undead*, *Harm*

Actions

Scythe of Office. *Melee Attack Roll: +11, reach 15 ft., one target. Hit:* 22 (3d10 + 6) necrotic damage. Three attacks. A living creature hit by two or more in a turn has its hit point maximum reduced by the total necrotic damage dealt until it finishes a long rest.

Sentence of Conversion. *DC 18 Constitution save.* One creature within 60 feet takes 14d8 necrotic damage on a failed save, or half as much on a success. A humanoid reduced to 0 hit points by this rises as an Anointed Husk after one hour.

Reactions

Finish the Rite. When the Seraphim takes damage that would end its concentration or interrupt a spell it is casting, the spell resolves anyway, and the creature that dealt the damage takes 4d8 necrotic damage and cannot regain hit points until the end of its next turn.

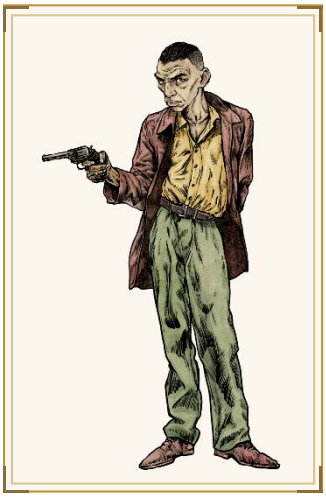
Legendary Actions

Scythe. The Seraphim attacks one creature it can see with the scythe.

Read the Name. The Seraphim names one creature it can see. That creature has disadvantage on saving throws against the Seraphim until the end of the Seraphim's next turn.

Call the Converted. Costs two legendary actions. Every Anointed Husk within a mile that can reach the Seraphim this round does so and takes one action on the Seraphim's initiative.

Criminal Thug



A thug's work is to be seen and, occasionally, to swing. He is paid by the night, knows little worth extracting, and gives up a name as soon as giving it up is cheaper than keeping it. His revolver is often unloaded.

Habitat. Station Interior, Coastline

Criminal Thug

Medium humanoid

Armor Class 13
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	10 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Common
Gear Club, Revolver

Power Rating 1/2 (100 points; proficiency +2)

Hired Muscle. Has advantage on Intimidation checks while an ally it is guarding is present, and will not start a fight without one.

Actions

Cudgel. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) bludgeoning damage.

Revolver. *Ranged Attack Roll: +3, medium range, one target. Hit:* 6 (1d10 + 1) ballistic damage.

Crystal Dragon Hatchling

Crystal Dragons descend from the Terran Drakes and grow scales that refract light into color. A hatchling speaks mind to mind before it speaks aloud and takes an interest in every thought it overhears. It nests in cave systems.

Habitat. Lower Atmosphere, Subterranean

Crystal Dragon Hatchling

Medium draconian

Armor Class 14 (soft scale)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +4
Resistances psychic
Immunities radiant
Senses blindsight 10 ft., darkvision 60 ft., telepathy 30 ft., passive Perception 14
Languages Draconic

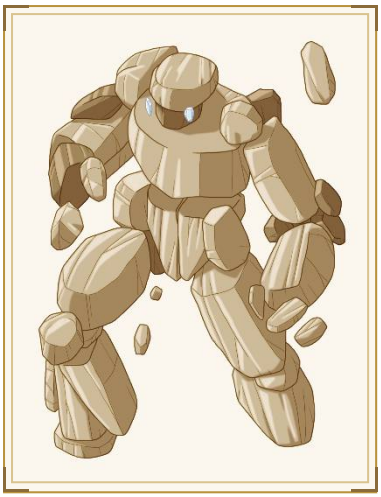
Power Rating 2 (450 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 6 (1d10 + 1) piercing damage. A bite from the hatchling's jaws.

Refraction Breath. *DC 11 Dexterity save.* The dragon exhales in a 15-foot cone. Each creature in it makes a Dexterity saving throw, taking 3d6 radiant damage on a failure and half as much on a success. A creature that fails is also Blinded until the end of its next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Crystal Elemental



A crystal elemental is a body of grown crystal slabs locked at angles, where an earth elemental is packed stone. Light passes through it and leaves from a different point, and sound rings through the lattice. It forms in geode caverns and in the glassed ground under a Rift scar. Pieces broken off one walk back and rejoin it, so it regains hit points each turn.

Habitat. Subterranean, Rift Breach

Crystal Elemental

Large elemental

Armor Class 18 (grown lattice)
Hit Points 104 (11d10 + 44)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	8 (-1)	13 (+1)	10 (+0)

Saving Throws CON +7
Skills Perception +4
Vulnerabilities thunder
Resistances radiant, lightning
Immunities poison
Condition Immunities exhausted, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14
Languages Primordial
Power Rating 6 (2,300 points; proficiency +3)

Elemental Body. It needs no food, drink, air or sleep, and it can move through a space as narrow as 1 foot wide without squeezing.

Reassembles. It regains 10 hit points at the start of each of its turns unless it took thunder damage since its last turn.

Refraction. A creature that targets the elemental with a ranged attack from more than 30 feet away has disadvantage on the roll.

Actions

Multiattack. It makes two slam attacks.

Slam. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage. A slam from a fist of locked crystal.

Shard Burst. *DC 15 Dexterity save.* It sheds its outer growth in a 20-foot cone. Every creature in the cone makes a Dexterity saving throw, taking 5d8 piercing damage on a failure and half as much on a success. The area becomes difficult terrain until the elemental reclaims it on a later turn. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Ringing Note. *DC 15 Constitution save.* One creature within 20 feet makes a Constitution saving throw or is Deafened until the end of its next turn and has disadvantage on its next attack roll.

Cult Preacher

A cult preacher works towns that have just suffered a loss, such as a mine closed or a child taken. The sermon is the same every time, and it lands because it names the grievance out loud before anyone else will. By the third month the congregation is doing the collections, by the fifth it is doing the enforcement, and the people who ran the town are attending.

Habitat. Rift Breach, Terran (Verdant)

Cult Preacher

Medium humanoid (Cultist)

Armor Class 15
Hit Points 123 (19d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	16 (+3)	18 (+4)	20 (+5)

Saving Throws WIS +7, CHA +8
Skills Deception +8, Insight +7, Persuasion +8, Religion +6
Senses passive Perception 14
Languages Common, Ebon Liturgy
Gear Quarterstaff
Power Rating 6 (2,300 points; proficiency +3)

Grievance Reading. Knows on sight what a creature has lost and who it blames, and has advantage on Persuasion checks against it.

Congregation. Allied cultists within 60 feet that can hear him cannot be Frightened and will step in front of an attack aimed at him.

Actions

Multiattack. Uses Sermon and makes one staff attack.

Iron-Shod Staff. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage.

Sermon. Each creature within 60 feet that can hear him makes a DC 16 Wisdom save. On a failure it takes 6d8 psychic damage and is Charmed until the end of its next turn.

Collection. One Charmed creature within 30 feet gives up all it is carrying and makes a DC 16 Charisma save, gaining one level of the Exhausted condition on a failure.

Send Cultists Forward. Four cultists within 60 feet immediately move up to their Speed and make one attack each.

Cult Priest

A priest is the one member of a cult who knows what the rite is actually for. They stand behind the line, and the fight ends when they do: cultists who watch the mask come off scatter inside a round.

Habitat. Rift Breach, Settlement

Cult Priest

Medium humanoid (Cultist)

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	13 (+1)	17 (+3)	15 (+2)

Saving Throws WIS +5, CHA +4
Skills Deception +4, Persuasion +4, Religion +3
Senses passive Perception 13
Languages Common, Ebon Liturgy
Gear Dagger
Power Rating 3 (700 points; proficiency +2)

The mask. While the mask is on, the priest is immune to being Frightened, and any cultist within 30 feet that can see it has advantage on saves against being Frightened.

Broken. If the priest drops to 0 hit points, every allied cultist within 60 feet that can see it must make a DC 13 Wisdom save or be Frightened of the party for 1 minute.

Actions

Multiattack. Makes two ritual dagger attacks, or casts one channel.

Ritual dagger. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) piercing damage. Plus 1d6 necrotic damage if the priest is at half hit points or fewer.

Wither. One creature within 60 feet makes a DC 13 Constitution save, taking 4d8 necrotic damage on a failure or half as much on a success. The priest regains hit points equal to half the damage dealt.

Call the congregation. Recharges after a long rest. Every allied cultist within 60 feet may use its reaction to move up to its Speed toward the priest.

Cultist

Cultists are recruited from people who were already looking. They are barely trained and do not break, so a large group is hard to stop.

Habitat. Settlement, Station Interior

Cultist

Medium humanoid

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	14 (+2)

Skills Deception +4, Religion +2
Senses passive Perception 10

Languages Common
Gear Dagger, Leather Cuirass
Power Rating 1/8 (25 points; proficiency +2)

Dark Devotion. Has advantage on saving throws against being Charmed or Frightened.

Actions

Ritual Knife. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) slashing damage. A stab with a ritual knife.

Cursed Tyrant

His death is hidden in a chain of nested objects: a needle inside an egg, the egg inside a duck, the duck inside a hare, the hare in an iron chest, the chest buried under a green oak on an island that cannot be found twice. While the needle is whole he cannot be killed by any means. When it breaks, the three hundred years he has avoided arrive at once.

Habitat. Settlement

Cursed Tyrant

Medium undead

Armor Class 19
Hit Points 238 (28d8 + 112)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	19 (+4)	17 (+3)	20 (+5)

Saving Throws CON +8, INT +8, WIS +7, CHA +9
Skills Arcana +8, Deception +9, History +8, Intimidation +9, Perception +7
Resistances cold, necrotic, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Common, Old Valar, Netherspeech
Power Rating 12 (8,400 points; proficiency +4)

Hidden Death. While the needle survives, the tyrant cannot be reduced below 1 hit point by any means. Finding it is a matter of the island, the oak, the chest, the hare, the duck and the egg, in that order.

Broken Needle. When the needle breaks, the tyrant loses every resistance and immunity and takes 100 necrotic damage at the start of each of his turns.

Fearless. The tyrant cannot be Frightened and has advantage on saving throws against anything that would compel him.

Actions

Multiattack. The tyrant makes three sword attacks, or uses Wither and makes two.

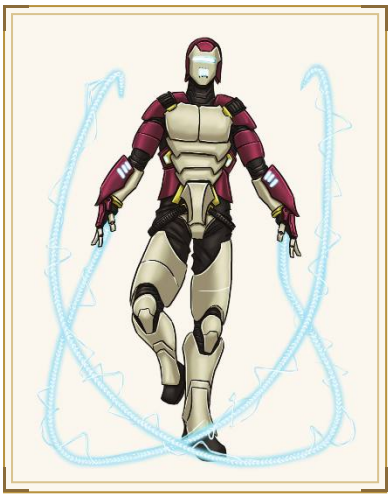
Crowned Sword. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 17 (3d8 + 4) necrotic damage.

Wither. One creature within 60 feet makes a DC 17 Constitution save, taking 8d8 necrotic damage and having its hit point maximum reduced by that amount on a failure, or half as much and no reduction on a success.

Abduct. One Incapacitated or Charmed creature within 10 feet is carried off and stays gone until it is found. Records exist of where he has taken others before.

Command the Dead. The tyrant raises 2d6 skeletons from any remains within 60 feet. They act on his initiative.

Cyber Assassin



A cyber assassin is a sealed white shell with a blank faceplate and two spools of plasma lash wound into the forearms. The lashes extend across a room, cut through a doorway and retract before the target falls. The conversion costs more than most ships and replaces the face along with the rest of the body. Clients hire one through a broker to kill a named person on a list.

Habitat. Settlement, City, Station Interior

Faction. Black Meridian Syndicate

Cyber Assassin

Medium humanoid

Armor Class 19 (sealed combat shell)
Hit Points 172 (23d8 + 69)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	17 (+3)	16 (+3)	17 (+3)	10 (+0)

Saving Throws DEX +10, INT +7, WIS +7
Skills Acrobatics +10, Perception +7, Stealth +10, Technology +7
Resistances ballistic, psychic
Senses darkvision 120 ft., blindsight 30 ft., passive Perception 17
Languages Common, Meridian Cant
Power Rating 10 (5,900 points; proficiency +4)

Opening Cut. The assassin deals an extra 6d6 damage to a creature that has not yet taken a turn in combat, or to one it has advantage against.

Ever Alert. The assassin has advantage on Initiative, and it cannot be surprised while conscious.

Blank Face. The assassin is immune to any effect that would read its thoughts or determine whether it is lying.

Actions

Multiattack. The assassin makes three Plasma Lash attacks.

Plasma Lash. *Melee Attack Roll: +10, reach 20 ft., one target. Hit:* 15 (2d8 + 6) plasma damage. A lash of burning plasma line from a forearm spool.

Crossing Lashes. *DC 18 Dexterity save.* The assassin brings both lashes through a 20-foot radius. Every creature in the area makes a Dexterity saving throw, taking 6d8 plasma damage on a failure and half as much on a success. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Vanish. The assassin takes the Hide action. It can do this even while observed, as long as it is within 5 feet of cover or dim light.

Reactions

Line Pull. When the assassin is targeted by an attack, it anchors a lash and moves up to 30 feet to a surface it can see. If this moves it out of range, the attack misses.

Cybernetic Battle Troll

A cybernetic battle troll is a troll fitted with plating so that it survives long enough to use the regeneration it already had. The arms are armored to the shoulder and the spine mounts a coolant stack. A control feed runs into the base of the skull and keeps the troll aimed at the enemy. Syndicates build battle trolls and sell them by the pair. A troll whose feed is cut attacks the nearest creature.

Habitat. Derelict Hull, Debris Shoal, Station Interior

Faction. Black Meridian Syndicate

Cybernetic Battle Troll

Large giantkin, construct

Armor Class 18 (bolted war frame)
Hit Points 157 (15d10 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	21 (+5)	6 (-2)	11 (+0)	7 (-2)

Saving Throws STR +10, CON +9
Skills Athletics +10, Perception +4
Resistances ballistic, kinetic
Senses darkvision 60 ft., passive Perception 14
Languages Jotun; understands Common
Power Rating 9 (5,000 points; proficiency +4)

Reactor-Fed Regeneration. It regains 20 hit points at the start of its turn. If it takes acid or fire damage, this does not function at the start of its next turn. It dies only if it starts its turn at 0 hit points and does not regenerate.

Coolant Stack. When it takes fire damage, its speed is reduced by 10 feet until the end of its next turn.

Slaved. While its control feed is intact, the troll has advantage on saving throws against being Charmed or Frightened. A creature can cut the feed with one melee attack against armor class 18. Once the feed is cut, the troll attacks the nearest creature.

Actions

Multiattack. It makes two armored claw attacks and one bite.

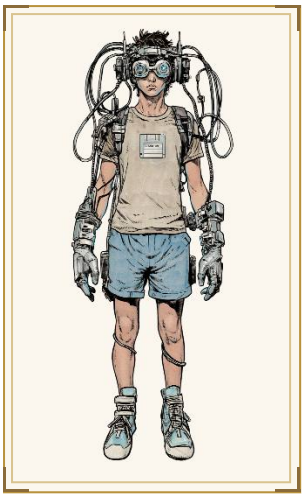
Armored Claw. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 15 (2d8 + 6) kinetic damage. A swing of a claw plated to the knuckle.

Bite. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A bite from the troll's original jaws.

Bonus Actions

Overload. Until the end of its next turn its claw attacks deal an extra 2d6 fire damage and it regains no hit points.

Cybernetic Hacker



A direct neural link replaces the keyboard, the screen and the delay between deciding and acting, so a hacker breaches a system faster than any interface allows. The link damages the hacker, and the damage accumulates and does not reverse. He keeps a list of the things he has forgotten, to measure how fast his memory is going.

Habitat. Settlement, City

Cybernetic Hacker

Medium humanoid

Armor Class 15
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	19 (+4)	13 (+1)	13 (+1)

Saving Throws DEX +5, INT +6
Skills Deception +3, Investigation +6, Perception +3, Sleight of Hand +5, Technology +6
Senses passive Perception 13
Languages Common, Federation Standard, Axiom Binary
Gear Police Baton, Semi-Automatic Pistol, Cracked Data Pad
Power Rating 4 (1,100 points; proficiency +2)

Neural Link. While physically connected to a system, acts twice per round on anything involving it, and can attempt any Technology check as a bonus action.

Neural Cost. Each time it uses Burn Through, it gains one level of the Exhausted condition that a long rest does not remove.

Actions

Multiattack. Makes two attacks, or uses Burn Through and makes one.

Shock Baton. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) lightning damage.

Holdout Pistol. *Ranged Attack Roll: +5, medium range, one target. Hit:* 8 (1d10 + 3) ballistic damage.

Burn Through. Takes control of one door, turret, drone or system within 60 feet for 1 minute, with no check. It acts on the hacker's initiative.

Scramble. One construct or implanted creature within 30 feet makes a DC 14 Constitution save, taking 5d8 lightning damage and being Stunned until the end of its next turn on a failure, or half as much on a success.

Cyclops

The single eye costs a cyclops its judgment of distance, so it throws rocks in volleys. It keeps flocks and counts them daily.

Habitat. Terran (Oceanic), Grassland

Cyclops

Giant giantkin

Armor Class 15 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Skills Athletics +9, Perception +1
Senses darkvision 60 ft., passive Perception 11
Languages Jotun
Power Rating 6 (2,300 points; proficiency +3)

Poor Depth Perception. Has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Greatclub. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 19 (3d8 + 6) bludgeoning damage. A swing of its greatclub.

Rock. *Ranged Attack Roll: +9, long range, one target. Hit:* 28 (4d10 + 6) bludgeoning damage. A thrown rock, one of several in a volley.

D'horvakk Beast Master

Beast masters handle the sand snakes, pack beasts and watch animals a D'horvakk clan keeps. They work the dune seas and the clan holds, steer the animals with a goad spear, and train the aspirants who intend to try for a Khazrath bond.

Habitat. Desert, Terran (Barren)

D'horvakk Beast Master

Medium humanoid

Armor Class 16 (chitin and hide)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	12 (+1)	17 (+3)	12 (+1)

Saving Throws CON +6, WIS +6
Skills Animal Handling +6, Survival +6, Perception +6, Nature +4
Resistances fire
Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 16
Languages Istryx, Common
Gear Spear, Hide Vest, Net
Power Rating 5 (1,800 points; proficiency +3)

Pheromonal Command. Beasts within 60 feet will not attack the master, and one beast it has bonded acts on its initiative.

Heat Adapted. Suffers no penalty from extreme heat or dehydration.

Actions

Goad Spear. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 12 (2d8 + 3) piercing damage. With Spear. Two attacks. A creature hit by both is driven 10 feet in a direction the master chooses.

Reactions

Set the Pack. When a creature within 60 feet attacks the beast master or a beast it has bonded, every beast within 60 feet that is not hostile to the master moves up to its speed toward that creature.

D'horvakk Bounty Hunter

D'horvakk clans pay their hunters in well access, which is worth more than any currency on a desert world and cannot be stolen. A hunter works alone, carries three days of water and a rifle sighted for heat shimmer, and will follow a target across open sand for a week on the assumption that the target will run out of water first.

Habitat. Desert, Terran (Arid)

D'horvakk Bounty Hunter

Medium humanoid

Armor Class 16 (sand cloak and plate)
Hit Points 82 (11d8 + 33)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	12 (+1)	16 (+3)	10 (+0)

Saving Throws DEX +6, WIS +6
Skills Perception +6, Stealth +6, Survival +6
Resistances fire
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 16
Languages Istryx, Common
Gear Bolt-Action Rifle, Combat Knife
Power Rating 5 (1,800 points; proficiency +3)

Water Discipline. Ignores the first two levels of exhaustion from thirst, and treats Extreme Heat as no save.

Shimmer Reading. Sight-based Perception checks at Long range in desert or open ground have advantage instead of the usual glare penalty.

Sand Swimmer. Can burrow through loose sand, leaving no trail, and has half cover while burrowed.

Actions

Multiattack. Makes two rifle attacks.

Long Rifle. *Ranged Attack Roll: +6, long range, one target. Hit:* 12 (2d8 + 3) ballistic damage. Ignores half cover and three-quarters cover.

Hooked Blade. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. On a hit the target makes a DC 14 Strength save or is knocked Prone.

Bonus Actions

Sand Hide. Burrows into loose sand and takes the Hide action, with advantage on the check.

D'horvakk Brood Guard

Brood guards stand over a D'horvakk clan's young in the brood chambers. They are posted for life and rotated only on death, and they fight with a halberd without stepping away from what they guard.

Habitat. Subterranean

D'horvakk Brood Guard

Large humanoid

Armor Class 18 (layered chitin and Khazrath scale)
Hit Points 104 (11d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	10 (+0)	15 (+2)	11 (+0)

Saving Throws STR +8, CON +7
Skills Perception +5, Athletics +8
Resistances fire, bludgeoning
Condition Immunities frightened, charmed
Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 15
Languages Istryx
Gear Halberd, Riot Plate Vest
Power Rating 6 (2,300 points; proficiency +3)

Will Not Leave. Cannot be moved more than 30 feet from what it is guarding, and cannot be Frightened or Charmed.

Posted for Life. Posted over the clan's young and rotated only on death.

Actions

Guard Halberd. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 16 (2d10 + 5) slashing damage. With Halberd. Two attacks. A creature hit by both is pushed 10 feet.

Reactions

Interpose. When a creature or object the guard is standing over, within 5 feet, is hit by an attack, the guard takes the damage instead, in full.

D'horvakk Brute

D'horvakk musculature is built for explosive effort over short distances, and the dermal plating runs sand-colored for the dune country they hold. Brutes are the heaviest build of the lineage and the most territorial of the Istryxian, and they attack anything that comes within 10 feet of ground they have claimed.

Habitat. Desert, Istryx

D'horvakk Brute

Large humanoid

Armor Class 16 (chitin and Khazrath scale)
Hit Points 76 (8d10 + 32)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	9 (-1)	13 (+1)	10 (+0)

Saving Throws STR +6, CON +6
Skills Athletics +6, Intimidation +2
Resistances fire
Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 11
Languages Istryx
Gear Greatclub, Hide Vest
Power Rating 4 (1,100 points; proficiency +2)

Explosive Force. Its first attack each combat deals an extra 2d8 damage.

Heat Adapted. Suffers no penalty from extreme heat or dehydration.

Actions

Desert-Hardened Club. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 8 (1d8 + 4) bludgeoning damage. With Greatclub. Two attacks. The first attack each combat deals an extra 2d8 damage.

Bonus Actions

Mandibles. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 6 (1d4 + 4) piercing damage. One bite with the mandibles.

Reactions

Claimed Ground. When a creature moves within 10 feet of the brute, or within 10 feet of ground the brute has claimed, the brute makes one Desert-Hardened Club attack against it.

D'horvakk Chieftain

Clan hierarchy is settled by what an individual has survived and by how well their Khazrath responds. A chieftain commands in peace. In war, authority passes to whichever Dunerider the clan will follow.

Habitat. Terran (Barren), Desert

D'horvakk Chieftain

Large humanoid

Armor Class 19 (Khazrath plate)
Hit Points 189 (18d10 + 90)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	14 (+2)	18 (+4)	16 (+3)

Saving Throws STR +10, CON +9, WIS +8, CHA +7
Skills Athletics +10, Intimidation +7, Survival +8, Perception +8, Insight +8
Resistances fire, bludgeoning, piercing
Condition Immunities frightened, charmed
Senses tremorsense 120 ft., darkvision 120 ft., passive Perception 18
Languages Istryx, Common
Gear Istryxian Bio-Lance, Thuulean Steel Plate
Power Rating 11 (7,200 points; proficiency +4)

Legendary Resistance. Twice per day, when it fails a saving throw, it can choose to succeed instead.

Clan Command. D'horvakk within 120 feet cannot be Frightened and add the chieftain's Wisdom modifier to their damage rolls.

Actions

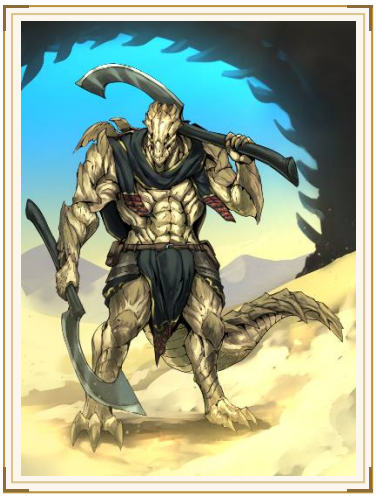
Chieftain's Lance. *Melee Attack Roll: +10, reach 15 ft., one target. Hit:* 20 (4d6 + 6) poison damage. With Istryxian Bio-Lance. Three attacks. A D'horvakk that sees a creature hit by two or more of these in a turn has advantage on its next attack roll against that creature.

Dune Collapse. *DC 18 Dexterity save.* A 40-foot radius of dune collapses. Each creature there takes 12d8 bludgeoning damage and is buried on a failed save, or half damage on a success. A buried creature is Restrained and Blinded until it digs out. Recharges on a 5 or 6.

Reactions

Rally. When a D'horvakk within 60 feet would be reduced to 0 hit points, it drops to 1 hit point instead and can immediately move up to half its speed toward the chieftain. Twice per day.

D'horvakk Dunerider



A dunerider is a D'horvakk who has bonded a Khazrath Sand Wyrm. Bonding means entering the tunnel network alone and surviving direct confrontation. If the serpent does not kill the aspirant, a bond can form through pheromonal and vibration signaling, and most aspirants die in the attempt. In war a clan's authority passes from the chieftain to whichever dunerider it will follow.

Habitat. Desert, Khazrath tunnel network

D'horvakk Dunerider

Large humanoid

Armor Class 18 (Khazrath scale harness)
Hit Points 157 (15d10 + 75)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	13 (+1)	17 (+3)	15 (+2)

Saving Throws STR +9, CON +9, WIS +7
Skills Animal Handling +7, Survival +7, Athletics +9, Perception +7
Resistances fire, bludgeoning
Condition Immunities frightened
Senses tremorsense 90 ft., darkvision 120 ft., passive Perception 17
Languages Istryx, Common
Gear Istryxian Bio-Lance, Riot Plate Vest
Power Rating 9 (5,000 points; proficiency +4)

Khazrath Bond. One Khazrath Sand Wyrm within a mile acts on the dunerider's initiative and will not attack it.

War Leader. D'horvakk within 60 feet add 1d6 to their damage rolls.

Actions

Bonded Lance. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 19 (4d6 + 5) poison damage. With Istryxian Bio-Lance. Two attacks. A creature hit by both is marked; until the end of the dunerider's next turn the bonded Khazrath has advantage on attack rolls against it.

Serpent Eruption. *DC 15 Dexterity save.* A 30-foot line erupts from below. Each creature there takes 10d8 bludgeoning damage and is knocked Prone on a failed save, or half damage on a success. Recharges on a 5 or 6.

Reactions

Protect the Khazrath. When a creature attacks the dunerider's bonded Khazrath within 60 feet, the dunerider makes one Bonded Lance attack against it.

D'horvakk Heavy Trooper

The HDF fields D'horvakk in its assault divisions, where a line has to be broken. They are issued Federation plate over their chitin, sealed for vacuum, and carry breaching mauls brought from their own clans.

Habitat. Hyperlane Corridor

Faction. Halcyion Federation

D'horvakk Heavy Trooper

Large humanoid

Armor Class 18 (Federation plate over chitin)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	11 (+0)	14 (+2)	11 (+0)

Saving Throws STR +8, CON +8
Skills Athletics +8, Intimidation +3
Resistances fire
Condition Immunities decompressed
Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 12
Languages Istryx, Federation Standard
Gear Thuulean Steel Maul, Argo Powered Armor
Power Rating 7 (2,900 points; proficiency +3)

Sealed Plate. Immune to the Decompressed condition and carries 2 hours of air.

Explosive Force. Its first attack each combat deals an extra 2d8 damage.

Actions

Breaching Maul. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 16 (2d10 + 5) bludgeoning damage. With Thuulean Steel Maul. Two attacks. Its first attack each combat deals an extra 2d8 damage, and against a barrier or a formation the damage is doubled.

Reactions

Breach. When an ally within 30 feet is stopped by a barrier, a closed door, or a formation the trooper can reach, the trooper moves up to half its speed and makes one Breaching Maul attack against the obstruction or the creature holding it.

D'horvakk Shaman

A D'horvakk shaman wears feathered bands and a crest of red quills marked with the clan's colors, and fights with a carved fetish staff. Every Istryxian draws on a shared memory-pool, and it runs deepest in the shamans. The D'horvakk use theirs for war: a shaman can call up how a grandmother held a ridge and set the clan to do it again. The clan guards its shaman closely, since losing the shaman cuts it off from its ancestors.

Habitat. Desert, Istryx

D'horvakk Shaman

Medium humanoid

Armor Class 15 (dermal plating and charms)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	13 (+1)	19 (+4)	15 (+2)

Saving Throws CON +6, WIS +7
Skills Insight +7, Lore +4, Nature +4, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Istryx, Common
Power Rating 6 (2,300 points; proficiency +3)

Ancestral Guardian. When an allied D'horvakk within 30 feet is hit by an attack, the shaman can give that creature resistance to the damage. The shaman can do this a number of times per day equal to its Wisdom modifier.

Heat Adapted. The shaman ignores the effects of extreme heat and has advantage on saving throws against becoming Exhausted from it.

Actions

Multiattack. The shaman makes two Fetish Staff attacks, or one Fetish Staff attack and casts Call the Ancestors.

Fetish Staff. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d8 + 2) bludgeoning damage. A blow from a carved fetish staff.

Call the Ancestors. *DC 15 Wisdom save.* Spirits of the lineage rise in a 20-foot radius within 60 feet. Every hostile creature in the area makes a Wisdom saving throw. On a failure it takes 4d8 psychic damage and is Frightened until the end of its next turn. On a success it takes half as much damage.

Bonus Actions

Mend. One allied creature within 30 feet regains 2d8 + 4 hit points.

D'horvakk Tunneller

D'horvakk survival on Istryx came from mastering the tunnel network beneath the dunes. Tunnelers navigate by vibration, maintain the runs, and know which of them a Khazrath is currently using.

Habitat. Khazrath tunnel network

D'horvakk Tunneller

Medium humanoid

Armor Class 15 (chitin plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	15 (+2)	9 (-1)

Saving Throws CON +5
Skills Survival +4, Athletics +5, Perception +4
Resistances fire
Senses tremorsense 60 ft., darkvision 60 ft., passive Perception 14
Languages Istryx
Gear War Pick, Hide Vest, Carbide Lamp
Power Rating 3 (700 points; proficiency +2)

Sand Reading. Knows the position of anything moving underground within 60 feet, and whether it is a Khazrath.

Actions

Digging Pick. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. With War Pick. Two attacks.

Reactions

Tremor Alert. When anything moves underground within 60 feet, every ally within 60 feet that can hear the tunneller learns what it is, whether it is a Khazrath, and roughly where it is. If it is a Khazrath, those allies have advantage on saving throws against it until the end of the tunneller's next turn.

Death Knight

A death knight failed the order it belonged to, was cut down by its own chapter and got up still bound to the exact wording of its oath. The oath did not end when the knight died. The armor holds the post it was given and challenges whatever approaches. It cannot stand down, since the terms of the oath do not allow it.

Habitat. Settlement

Death Knight

Medium undead, humanoid

Armor Class 19
Hit Points 204 (24d8 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	13 (+1)	16 (+3)	17 (+3)

Saving Throws STR +9, CON +8, WIS +7, CHA +7
Skills Athletics +9, Intimidation +7, Perception +7
Resistances necrotic
Immunities poison
Condition Immunities exhausted, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Common, Old Valar, Ebon Liturgy
Power Rating 10 (5,900 points; proficiency +4)

Oathbound. The death knight cannot leave the post it was given, cannot refuse a formal challenge and cannot strike a creature that has yielded.

Turn Resistance. The death knight has advantage on saving throws against any effect that turns undead.

Marshal. Undead within 30 feet that can see the death knight deal an extra 1d8 damage with weapon attacks.

Actions

Multiattack. The death knight makes three sword attacks.

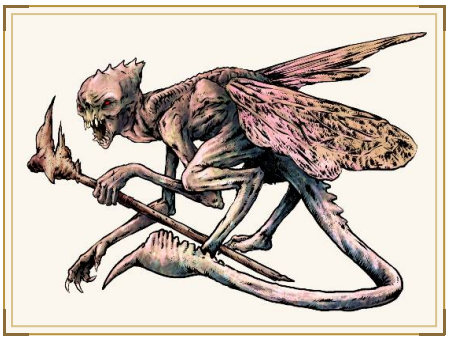
Oathbroken Blade. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 16 (2d10 + 5) necrotic damage.

Hellfire Orb. A 20-foot radius within Long range erupts in hellfire. Each creature in it makes a DC 17 Dexterity save, taking 10d6 fire damage on a failure or half as much on a success.

Reactions

Parry. The death knight adds 6 to its Armor Class against one melee attack that would hit it.

Deceiver Demon



A deceiver demon grants wishes, and the grant is real: a fortune arrives, a rival dies or a sick child stands up. The asker has no say in the form it takes. The demon never proposes a bargain, waits to be asked, confirms the wording twice and delivers exactly that wording.

Habitat. Rift Breach, Settlement

Deceiver Demon

Large fiend

Armor Class 17
Hit Points 178 (17d10 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws STR +9, CON +9, WIS +7
Skills Deception +7, Insight +7, Perception +7
Resistances cold, fire, lightning, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 17
Languages Netherspeech, Common, Elvish
Power Rating 9 (5,000 points; proficiency +4)

Waits to Be Asked. The demon will not propose a bargain. It confirms a request twice in the asker's own words and then fulfills it exactly.

Four Arms. Can hold and use four objects at once, and makes opportunity attacks against up to two creatures on the same turn.

Actions

Multiattack. Makes two pincer attacks and one fist attack.

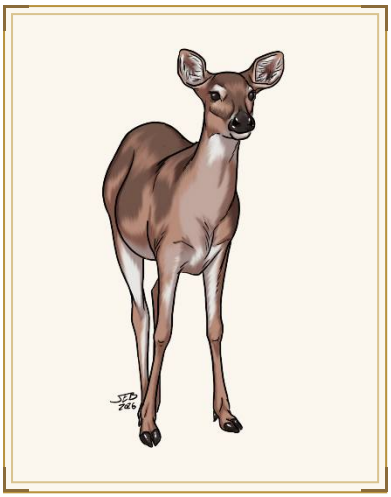
Pincer. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is of Medium size or smaller it is Grappled (escape DC 17).

Fist. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 12 (2d6 + 5) bludgeoning damage. A punch from one of its fists.

Confusion. Each creature in a 30-foot radius within 120 feet makes a DC 17 Wisdom save. On a failure it cannot tell allies from enemies until the end of its next turn and moves and attacks at random.

Twisted Grant. One creature within 60 feet that has stated a want aloud in the past minute makes a DC 17 Charisma save. On a failure it receives what it asked for in the worst form the wording permits, and takes 8d10 psychic damage when it understands what it has.

Deer



A deer has a red-brown coat with a white underside and ears that move independently of its head. Every temperate world is seeded with deer, and a deer is the animal a hungry party is most likely to meet. It hears a threat early and runs from it.

Habitat. Taiga, Woodland, Farmland

Deer

Medium beast

Armor Class 12 (quick)
Hit Points 4 (1d8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages none
Power Rating 0 (10 points; proficiency +2)

Keen Hearing. The deer has advantage on Perception checks that rely on hearing, and it cannot be surprised in open country.

Quick Escape. It takes the Dash or Disengage action as a bonus action on each of its turns.

Actions

Hooves. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) bludgeoning damage. A backward kick from its hind legs.

Demon Lord

Demon Lords hold the deep realms under the Nine Hells as kings, and the Demon Princes rule their provinces for them. Each claims tribute from every cult that calls on any demon of its realm. When the tribute stops, the Demon Lord comes up in person.

Habitat. The Nine Hells, Rift Breach

Demon Lord

Huge fiend

Armor Class 21 (natural armor)
Hit Points 319 (22d12 + 176)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	26 (+8)	20 (+5)	18 (+4)	24 (+7)

Saving Throws STR +14, CON +14, WIS +10, CHA +13
Skills Intimidation +13, Insight +10
Resistances cold, lightning
Immunities fire, poison
Condition Immunities poisoned, frightened, charmed
Senses truesight 120 ft., telepathy 300 ft., passive Perception 14
Languages Netherspeech, Common
Power Rating 18 (20,000 points; proficiency +6)

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Court of the Deep. Every demon within 1 mile knows where it is and obeys its commands.

Actions

Multiattack. The Demon Lord makes two Scepter attacks and one Claw attack.

Scepter. *Melee Attack Roll: +14, reach 10 ft., one target. Hit:* 24 (3d10 + 8) bludgeoning damage. The target takes an extra 4d6 necrotic damage.

Claw. *Melee Attack Roll: +14, reach 10 ft., one target. Hit:* 17 (2d8 + 8) slashing damage. A hooked hand.

Royal Decree. *DC 21 Wisdom save.* Each creature of its choice within 60 feet that can hear it makes a Wisdom saving throw or is Frightened for 1 minute, and a Frightened creature is also Stunned until the end of its next turn. Recharges on a roll of 5 or 6 on a d6.

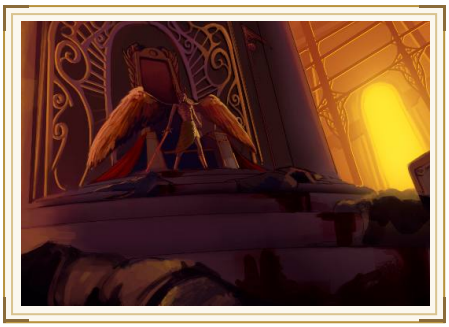
Summon Court. The Demon Lord calls 1d4 demons of Power Rating 6 or lower. They appear within 30 feet and act on its initiative. It can use this action once per day.

Legendary Actions

Scepter. The Demon Lord makes one Scepter attack.

Command. This action costs two legendary actions. One demon within 60 feet uses its reaction to move and make one attack.

Demon Prince



The brothers of Apollyon were cast into the Nine Hells at the end of the Second Age and transformed into Demon Princes. Each holds a layer and the sin it embodies. They remember what they were, and every bargain they offer is shaped by it.

Habitat. The Nine Hells

Demon Prince

Colossal fiend, celestial

Armor Class 22 (fallen radiance)
Hit Points 312 (16d20 + 144)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	18 (+4)	28 (+9)	24 (+7)	22 (+6)	26 (+8)

Saving Throws STR +16, CON +15, WIS +12, CHA +14
Skills Deception +14, Insight +12, Persuasion +14, Arcana +13, History +13
Resistances cold, radiant, bludgeoning, piercing, slashing
Immunities fire, poison, necrotic
Condition Immunities charmed, frightened, poisoned, exhausted, prone
Senses truesight 240 ft., telepathy 5280 ft., passive Perception 16
Languages All
Power Rating 17 (18,000 points; proficiency +6)

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Remembers the Light. Radiant damage against the prince is halved, and it knows the true name of any celestial it can see.

Sovereign of a Layer. Fiends within a mile obey it without exception and cannot be turned or commanded by anything else.

Spellcasting. The demon prince casts with Charisma (spell save DC 22, +14 to hit with spell attacks). The prince kept its casting from before the fall. Its spells are the old liturgy run backward, and celestials who hear it recognize the cadence.

At will: *Darkness*, *Detect Thoughts*, *Grasp*, *Fear*, *Suggestion*

3/day each: *Dominate Person*, *Hold Monster*, *Wall of Fire*

1/day each: *Circle of Death*, *Eyebite*, *Planar Ally*

Actions

Sundering Strike. *Melee Attack Roll: +16, reach 20 ft., one target. Hit:* 29 (3d12 + 10) necrotic damage. Three attacks: two with the blade and one with the open hand. A creature hit by the hand loses its resistances and immunities to radiant and necrotic damage until the end of the prince's next turn.

The Offer. *DC 22 Charisma save.* The prince names aloud what one creature within 120 feet most wants. On a failed save that creature is Charmed for one hour and takes 10d10 psychic damage the first time it acts against the prince; on a success it takes half that damage.

Fall. *DC 22 Dexterity save.* A 40-foot radius within 240 feet. Each creature there takes 18d8 fire damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Enforce Terms. When a creature within 120 feet breaks an agreement it made with the prince, in this fight or in any earlier one, the creature takes 8d10 psychic damage and is Frightened of the prince until the end of its next turn, with no saving throw.

Legendary Actions

Regard. *DC 22 Wisdom save.* The prince looks at one creature it can see. That creature makes a Wisdom saving throw or takes 4d10 psychic damage and has disadvantage on its next attack roll.

Fiery Flyby. The prince flies up to half its speed without provoking opportunity attacks. Each creature it passes within 10 feet of takes 3d6 fire damage.

Name the Celestial. *DC 22 Charisma save.* Costs two legendary actions. The prince speaks the true name of one celestial it can see. That creature is Stunned until the end of its next turn unless it succeeds on a Charisma saving throw, and every celestial within 120 feet hears the name said.

Desert Rat

Desert rats chew into sealed containers, condensers and suit reservoirs. Survey teams lose more water to them than to evaporation.

Habitat. Terran (Arid), Farmland

Desert Rat

Small beast

Armor Class 13
Hit Points 22 (5d6 + 5)
Speed 35 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	2 (-4)	13 (+1)	4 (-3)

Skills Stealth +5, Survival +3
Resistances fire
Senses darkvision 60 ft., keen smell, passive Perception 11
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Water Thief. The rat chews through any non-metal seal in one minute, and can smell stored water at 300 feet.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of it and not Incapacitated.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A bite from its incisors.

Reactions

Water Rush. When a creature within 30 feet opens a container of water, a canteen, or a seal the rat can smell through, the rat moves up to its speed toward that water and may make one Bite attack against anything between it and the container.

Desert Trader

The trade is water, salt and information, in that order of value. A trader keeps the route in their head, because a written route is worth stealing, and treats the well list as inheritance. They will carry a passenger, at a rate that reflects what a passenger costs in water, and they will not be argued down.

Habitat. Desert, Terran (Arid)

Desert Trader

Medium humanoid

Armor Class 13
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	15 (+2)	16 (+3)	15 (+2)

Skills Insight +5, Perception +5, Persuasion +4, Survival +5
Senses passive Perception 15
Languages Common, Meridian Cant
Gear Combat Knife, Sling Shot, Rations (1 day)
Power Rating 1 (200 points; proficiency +2)

Well List. Can find water anywhere on a route it has walked, and knows which wells have gone bad this season.

Buyer Reading. Knows within a minute of meeting what a stranger most needs and what they can pay.

Actions

Curved Knife. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage.

Sling. *Ranged Attack Roll: +4, medium range, one target. Hit:* 4 (1d4 + 2) bludgeoning damage.

Haggle. One creature within 30 feet makes a DC 13 Wisdom save or spends its action haggling.

Destitute Kobold

When a kobold warren loses a level, it also loses the kobolds who worked that level. On the surface such a kobold has no claim and no trade anyone will hire, so it sits at the edge of a market town and watches the crowd with an eye trained on ore and shift rotations. It will name every person who came through that week for the price of a meal.

Habitat. Coastline, Station Interior

Destitute Kobold

Small humanoid

Armor Class 11
Hit Points 12 (5d6 - 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	9 (-1)	11 (+0)	12 (+1)	8 (-1)

Skills Insight +3, Perception +3, Stealth +3
Senses darkvision 60 ft., passive Perception 13
Languages Draconic, Common
Gear Dagger
Power Rating 1/8 (25 points; proficiency +2)

Crowd Memory. Knows who has passed through the place it sits in over the past week, and will say for the price of a meal.

Sunlight Sensitivity. Has disadvantage on attack rolls and on Perception checks that rely on sight while in direct sunlight.

Actions

Chipped Knife. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) piercing damage.

Bonus Actions

Hide in the Crowd. Takes the Hide action. It has advantage on the check in any crowded place.

Dhampir

The child of a vampire and a living parent inherits the sight and, in the mountain districts, the trade with it. He walks the churchyard in his shirt and performs the examination where the whole village can watch, because a village that has paid wants to see the work. The registers list the fees and the families, and the families have not changed in four hundred years.

Habitat. Highland, Farmland

Dhampir

Medium humanoid

Armor Class 16
Hit Points 97 (15d8 + 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	13 (+1)	16 (+3)	14 (+2)

Saving Throws DEX +7, WIS +6
Skills Insight +6, Investigation +4, Perception +6, Stealth +7, Survival +6
Resistances necrotic
Senses darkvision 120 ft., passive Perception 16
Languages Common, Old Valar
Gear Dagger, Hand Crossbow, Leather Brigandine
Power Rating 5 (1,800 points; proficiency +3)

Undead Sight. Detects any undead within 120 feet, through walls, and knows what kind it is. A vampire cannot hide from him by any means.

Dhampir Blood. Has advantage on saving throws against being Charmed, and against any ability used by an undead.

Public Examination. Will not perform the work in private, and charges double if asked to.

Actions

Multiattack. Makes three stake attacks, or two stake attacks and one shot.

Whitethorn Stake. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 8 (1d8 + 4) piercing damage. Against an undead, deals an extra 2d8 damage.

Hand Crossbow. *Ranged Attack Roll: +7, medium range, one target. Hit:* 7 (1d6 + 4) piercing damage.

Expose Undead. One undead within 60 feet makes a DC 15 Charisma save. On a failure it is Frightened of him for 1 minute and cannot use any ability that conceals it.

Dire Ape

Dire apes live in small bands on mountain and rainforest worlds and defend a feeding ground to the death. The dominant male announces himself with a roar before he charges.

Habitat. Jungle, Highland

Dire Ape

Large beast

Armor Class 15
Hit Points 76 (9d10 + 27)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +6
Senses passive Perception 11
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Actions

Multiattack. The dire ape makes two Fist attacks.

Fist. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage. A heavy blow from its fist.

Bonus Actions

Roar. *DC 13 Wisdom save.* Each creature within 30 feet that can hear it makes a Wisdom saving throw or is Frightened until the end of its next turn. Recharges after a short rest.

Dire Badger

A dire badger is the size of a boar, with gray and white bristle and a red muzzle. Its claws are as long as a person's fingers. Dire badgers dig their setts under old forest, defend them against anything at any size and fight on when wounded.

Habitat. Woodland, Grassland

Dire Badger

Medium beast

Armor Class 13 (bristle and hide)
Hit Points 52 (7d8 + 21)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Relentless Endurance. Once per day, when the dire badger drops to 0 hit points, it drops to 1 hit point instead.

Keen Smell. It has advantage on Perception checks that rely on smell.

Actions

Multiattack. The dire badger makes one Bite attack and one Claws attack.

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. A short, deep bite.

Claws. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (2d4 + 3) slashing damage. A strike with its digging claws.

Dire Bat

A dire bat has leather wings twelve feet across, a pug face full of teeth and ears bigger than its head. Dire bats roost by the hundred in deep caves, and a colony can empty a valley of livestock. They hunt the surface at night, finding prey by echolocation in total darkness.

Habitat. Subterranean, Settlement

Dire Bat

Large beast

Armor Class 13 (leathery wings)
Hit Points 52 (7d10 + 14)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Echolocation. The dire bat cannot use its blindsight while Deafened.

Flyby. It does not provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. A swooping bite on the way past.

Screech. *DC 12 Constitution save.* Every creature within 20 feet that can hear makes a Constitution saving throw or is Deafened until the end of its next turn.

Dire Boar

Dire boar live in old-growth forest, where they have not been thinned for a few hundred years. The shoulder hump is solid muscle and the hide over it turns a spear. The tusks are long enough to lift a person off their feet. A dire boar charges on sight, keeps fighting when hurt, and hits harder once it is at half its hit points or fewer.

Habitat. Woodland, Jungle, Grassland

Dire Boar

Large beast

Armor Class 15 (shoulder plate and hide)
Hit Points 66 (7d10 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	2 (-4)	10 (+0)	5 (-3)

Saving Throws CON +6
Senses darkvision 60 ft., passive Perception 10
Languages none
Power Rating 3 (700 points; proficiency +2)

Charge. If it moves at least 20 feet straight toward a creature and hits it with a tusk attack on the same turn, the target takes an extra 2d8 damage and makes a DC 14 Strength saving throw or is knocked Prone.

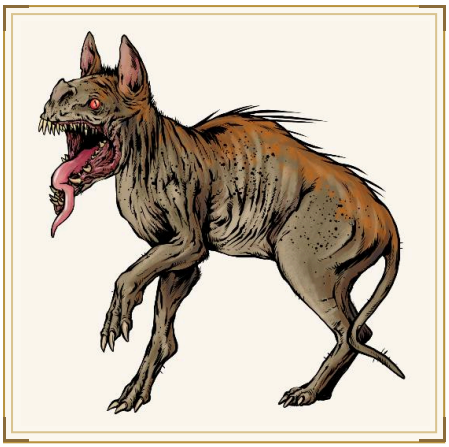
Relentless Endurance. Once per day, when the dire boar drops to 0 hit points, it drops to 1 hit point instead.

Wounded Fury. While the dire boar is at half its hit points or fewer, its attacks deal an extra 1d8 damage.

Actions

Tusks. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d8 + 4) slashing damage. A sideways rip with its tusks.

Dire Canine



Dire canines hunt in the same pattern as their smaller relatives and are heavy enough to break a defended position. A pack works a perimeter for a night and comes through it before dawn.

Habitat. Tundra, Settlement

Dire Canine

Large beast

Armor Class 14 (thick pelt)
Hit Points 37 (5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses keen hearing and smell, passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Pack Tactics. The canine has advantage on an attack roll against a creature if at least one of the canine's allies is within 5 feet of it and not Incapacitated.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. The dire canine holds on once it has bitten.

Reactions

Pack Response. When an ally of the canine is hit by a creature within 10 feet, the canine moves up to half its speed toward that creature without provoking opportunity attacks.

Djinn

A djinn is a Large air elemental from the Plane of Zephyron. It treats a conversation as a contract in progress, will grant a great deal, and holds the other party to the exact wording of what was asked.

Habitat. Plane of Zephyron, Desert

Djinn

Large elemental

Armor Class 17 (turbulent air)
Hit Points 172 (15d10 + 90)
Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws DEX +6, WIS +7, CHA +9
Skills Persuasion +9, Insight +7, Perception +7
Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 17
Languages Common, Primordial
Power Rating 11 (7,200 points; proficiency +4)

Elemental Body. Does not require food, drink or sleep.

Whirlwind Form. Can enter a hostile creature's space and stop there, and can move through a gap as narrow as 1 inch without squeezing.

Exact Terms. The djinn keeps to the exact terms of any agreement it makes and does not go beyond them.

Actions

Multiattack. The djinn makes two Scimitar attacks and one Lightning attack.

Scimitar. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. A slash from its scimitar.

Lightning. *Ranged Attack Roll: +9, long range, one target. Hit:* 22 (4d10) lightning damage. One creature within Long range.

Whirlwind. *DC 18 Strength save.* A 20-foot-radius, 60-foot-high cylinder centered on the djinn. Each creature in it makes a Strength saving throw, taking 6d8 bludgeoning damage and being flung 20 feet on a failure, and half damage on a success.

Doctrine-Warden

The Creed builds its examiners on the reasoning that a person can be persuaded and a charter cannot. The charter is loaded before the warden leaves and cannot be amended in the field. Its finding binds all present, including the chapter that sent it, and three wardens have found against their own commissioning chapter.

Habitat. Settlement

Doctrine-Warden

Medium construct, humanoid (Creed)

Armor Class 19
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	18 (+4)	19 (+4)	16 (+3)

Saving Throws CON +8, INT +8, WIS +8
Skills Insight +8, Investigation +8, Perception +8, Religion +8
Resistances necrotic, psychic
Immunities poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 18
Languages Ebon Liturgy, Common, Axiom Binary, Federation Standard
Power Rating 9 (5,000 points; proficiency +4)

The Charter. Once dispatched, the warden cannot be recalled, countermanded or bribed. Its finding binds whoever sent it.

Sees the Lie. The warden knows when a creature it can see is speaking falsely, and it cannot be deceived by any means short of a spell of 8th level or higher.

Oath Sight. The warden can see any oath, pact or compulsion on a creature within 60 feet.

Actions

Multiattack. The warden makes three Iron Censer attacks, or uses Put the Question and makes two Iron Censer attacks.

Iron Censer. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 14 (2d10 + 3) radiant damage. A swing of the iron censer.

Put the Question. One creature within 60 feet makes a DC 16 Charisma saving throw. On a failure, it takes 4d8 psychic damage and must answer one question truthfully. On a success, it takes half as much damage and may refuse to answer.

Finding. The warden names one creature within 120 feet as unsound. Until the warden is destroyed, that creature has disadvantage on saving throws against the warden and against every allied Creed construct.

Reactions

Stand Down. When a creature within 30 feet attacks an ally of the warden, that creature makes a DC 16 Wisdom saving throw or its attack fails.

Domovoi

A domovoi looks like the master of the house and takes the same interest in it. He minds the stock, plaits the manes of horses he approves of, tugs the beard of anyone asleep when there is work, and groans in the night before a death or a fire. A family that moves must invite him aloud, with bread and salt, or the new house turns against them.

Habitat. Farmland, Settlement

Domovoi

Small fae

Armor Class 15
Hit Points 84 (13d6 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	12 (+1)	17 (+3)	14 (+2)

Saving Throws WIS +5
Skills Insight +5, Perception +5, Survival +5
Resistances bludgeoning, piercing, slashing
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan, Common
Power Rating 4 (1,100 points; proficiency +2)

House Bound. The domovoi knows what happens under his roof and cannot be surprised there. He will not leave without a spoken invitation, bread and salt.

Omen Groan. The domovoi warns the household a full day before a death, a fire or a theft. The warning gives no details and is always correct.

Actions

Multiattack. The domovoi makes two fist attacks.

Heavy Fist. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 11 (2d8 + 2) bludgeoning damage.

Turn the House. Doors jam and stairs give way. Each creature in the building he has not approved of makes a DC 13 Dexterity save, taking 4d8 bludgeoning damage and being knocked Prone on a failure.

Bonus Actions

Set the Stock Loose. Every animal in the building panics and moves. Attacks made through that space have disadvantage until the end of his next turn.

Doppelganger

A doppelganger reads the surface thoughts of a mind and takes the form of someone its target expects. It does not need long, and it does not need the original to be alive.

Habitat. Terran (Verdant), Station Interior

Doppelganger

Medium aberration

Armor Class 14
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Power Rating 3 (700 points; proficiency +2)

Shapechanger. Can use its action to take the form of any Medium or Small humanoid it has seen, or return to its true form. Its statistics are the same in either, and its equipment does not transform.

Ambusher. Has advantage on attack rolls against any creature it has Surprised.

Surprise Attack. Deals an extra 3d6 damage to a creature it Surprises on the first turn of a fight.

Actions

Slam. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) bludgeoning damage. A slam from a fist.

Read Thoughts. The doppelganger reads the surface thoughts of one creature within 60 feet. While it does, it has advantage on Deception, Insight, Intimidation and Persuasion checks against that creature.

Draekhir Matriarch

A Draekhir house obeys its matriarch in trade, war and worship, and she keeps her position by outmaneuvering her daughters. She fights with a venomous scourge and can turn her enemies' allies against them.

Habitat. Station Interior, Subterranean

Draekhir Matriarch

Medium humanoid

Armor Class 18 (spider-silk robes)
Hit Points 172 (23d8 + 69)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	18 (+4)	20 (+5)	20 (+5)

Saving Throws DEX +8, WIS +9, CHA +9
Skills Insight +9, Persuasion +9, Deception +9, Stealth +8
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 15
Languages Common, Elvish
Power Rating 10 (5,900 points; proficiency +4)

Sunlight Sensitivity. The matriarch has disadvantage on attack rolls and Perception checks while in direct sunlight.

Matriarch's Web. The matriarch knows the location and loyalty of every member of her house within 1 mile.

Actions

Multiattack. The matriarch makes two Scourge attacks.

Scourge. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 7 (1d6 + 4) slashing damage. *DC 17 Constitution save.* A hit also deals 4d6 poison damage, and the target makes a Constitution saving throw or is Poisoned until the end of its next turn.

Turn Loyalty. *DC 17 Wisdom save.* One creature within 60 feet that can hear her makes a Wisdom saving throw or is Charmed by her for 1 minute, and attacks the nearest of its own allies on each of its turns. Recharges on a roll of 5 or 6 on a d6.

Reactions

House Guard. When a creature attacks her, a member of her house within 5 feet takes the hit instead.

Draft Ox

Where the ground will not take a vehicle and the charter will not fund a walker, colonies use oxen. They tolerate handling well and weigh enough to be dangerous when they stop.

Habitat. Terran (Verdant)

Draft Ox

Large beast (Draft Beast)

Armor Class 12
Hit Points 34 (4d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	2 (-4)	11 (+0)	5 (-3)

Skills Athletics +6
Senses passive Perception 10
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Beast of Burden. The ox counts as one size larger for carrying capacity and for dragging loads.

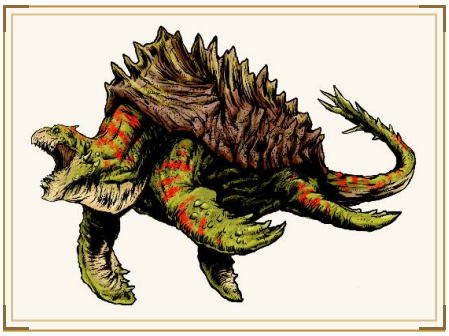
Actions

Gore. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 9 (1d10 + 4) piercing damage. A gore from its horns.

Reactions

Braces. When an effect would move the draft ox against its will, drag it, or knock it Prone, the ox is not moved and is not knocked Prone.

Dragon Turtle



Dragon Turtles were made in the image of Mythia, the Archon of Water, to calm the seas the Elementari raised. The World Eater Serpent hunted them nearly to extinction, and the survivors slumber in abyssal trenches, honored by the Aesir who never betrayed them.

Habitat. Oceanic Trench, Open Ocean, Rift Breach

Dragon Turtle

Colossal draconian, beast

Armor Class 22 (primordial scale)
Hit Points 369 (18d20 + 180)
Speed 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	22 (+6)	22 (+6)	26 (+8)

Saving Throws DEX +6, CON +16, WIS +12, CHA +14
Skills Perception +12, Insight +12
Resistances fire
Immunities cold
Condition Immunities frightened, charmed
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 22
Languages Draconic, Primordial, Aesiric
Power Rating 20 (25,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 120 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Amphibious. Breathes air and water.

Rune-Etched Shell. Has advantage on saving throws against spells, and a vessel that rams it takes the damage instead.

Spellcasting. The dragon turtle casts with Wisdom (spell save DC 20, +12 to hit with spell attacks). Its Water-Rifting calmed the tides the Elementari raised.

At will: *Chill*, *Mist*, *Wash*

3/day each: *Tide*, *Undertow*, *Wellspring*

1/day each: *Deluge*, *Millpond*

ACTIONS

Multiattack. Uses Frightful Presence, then makes one bite attack, two claw attacks and one tail attack.

Bite. *Melee Attack Roll: +16, reach 20 ft., one target. Hit:* 29 (3d12 + 10) piercing damage. A bite from jaws that closed on the Elementari.

Claw. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 23 (3d8 + 10) slashing damage. A forelimb heavy enough to break a hull.

Tail. *Melee Attack Roll: +16, reach 25 ft., one target. Hit:* 26 (3d10 + 10) bludgeoning damage. A strike from its tail.

Steam Breath. *DC 24 Constitution save.* The dragon turtle exhales in a 120-foot cone. Each creature in it makes a Constitution saving throw, taking 25d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of its turn.

LEGENDARY ACTIONS

Tail Sweep. It makes one tail attack. A creature it hits is pushed 15 feet and knocked Prone.

Channel. Costs two legendary actions. It casts one of its at-will spells.

Dragonborn

A dragonborn mercenary takes contracts individually, and the whole clan is accountable for each one. Dragonborn fight with longswords and breathe fire.

Habitat. Terran (Barren), Terran (Verdant)

Dragonborn

Medium draconian, humanoid

Armor Class 15 (scale and shield)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws STR +5, CON +5
Skills Athletics +5, Intimidation +4
Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Gear Longsword, Scale Mail, Kite Shield
Power Rating 2 (450 points; proficiency +2)

Clan Word. Will not break a stated agreement, and enforces agreements made with it by force.

Actions

Longsword. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. Two attacks.

Breath. *DC 13 Dexterity save.* A 15-foot cone. Each creature in it takes 4d6 fire damage on a failed save, or half as much on a success. Once per short rest.

Reactions

Enforce Agreement. When a creature within 30 feet breaks an agreement made with the dragonborn or its clan, the dragonborn makes one Longsword attack against that creature with advantage.

Dragonborn Chieftain

A chieftain is chosen for judgment and is the last authority on what the clan will and will not sign. Chieftains are found in clan holds and on the frontier worlds where the clan's contracts run.

Habitat. Terran (Barren), Terran (Verdant)

Dragonborn Chieftain

Medium draconian, humanoid

Armor Class 18 (plate and shield)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	13 (+1)	15 (+2)	18 (+4)

Saving Throws STR +8, CON +7, CHA +7
Skills Athletics +8, Intimidation +7, Persuasion +7, History +4
Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Gear Greatsword, Full Plate Cuirass, Kite Shield
Power Rating 7 (2,900 points; proficiency +3)

Word of the Clan. Allies within 30 feet that can hear the chieftain add 1d6 to saving throws against being Charmed or Frightened.

Clan Word. Will not break a stated agreement, and enforces agreements made with it by force.

Actions

Greatsword. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. Two attacks.

Breath. *DC 15 Dexterity save.* A 30-foot cone. Each creature in it takes 10d6 fire damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Clan Reprisal. When a creature within 60 feet breaks an agreement made with the clan, that creature takes 4d8 fire damage and is Frightened of the chieftain until the end of its next turn, with no saving throw.

Dragonborn Warrior

Warriors have discharged enough contracts to be trusted with the clan's word on one. They fight in the open and lead from where they can be seen doing it.

Habitat. Terran (Barren), Terran (Verdant)

Dragonborn Warrior

Medium draconian, humanoid

Armor Class 17 (plate and shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	11 (+0)	13 (+1)	15 (+2)

Saving Throws STR +6, CON +5
Skills Athletics +6, Intimidation +4
Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Gear Greatsword, Half Plate Cuirass
Power Rating 4 (1,100 points; proficiency +2)

Clan Word. Will not break a stated agreement, and enforces agreements made with it by force.

Actions

Greatsword. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. Two attacks.

Breath. *DC 13 Dexterity save.* A 20-foot cone. Each creature in it takes 6d6 fire damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Enforce Agreement. When a creature within 30 feet breaks an agreement made with the clan, the warrior makes one Greatsword attack with advantage against that creature.

Dragonne

A dragonne has a lion's body covered in brass scales and wings too small to keep it aloft for more than a short burst. Its roar knocks creatures down and deafens them. Prides hold the dry uplands and take a herd by roaring it flat in one pass and walking in.

Habitat. Grassland, Desert

Dragonne

Large monster, beast

Armor Class 17
Hit Points 119 (14d10 + 42)
Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	6 (-2)	14 (+2)	12 (+1)

Saving Throws CON +6
Skills Perception +5
Resistances thunder
Senses darkvision 60 ft., keen smell, passive Perception 15
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Burst Flight. Its fly speed works only in bursts. It cannot end a turn airborne without landing or falling.

Actions

Multiattack. Makes one bite attack and two claw attacks.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 8 (1d8 + 4) slashing damage.

Roar. Each creature within 60 feet makes a DC 15 Constitution save. On a failure it takes 6d6 thunder damage, is Deafened for 1 minute, and is knocked Prone. On a success it takes half and is not knocked down.

Drake

Drakes are wingless, Large draconians that hunt in pairs, hold volcanic territory and breathe embers in a cone. A drake does not break off a fight once it has started, and it follows any creature it has attacked that moves away from it.

Habitat. Volcanic Field, Terran (Verdant)

Drake

Large draconian

Armor Class 16 (scaled hide)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	9 (-1)

Saving Throws DEX +3, CON +5
Skills Perception +3
Resistances fire
Senses darkvision 60 ft., keen smell, passive Perception 13
Languages Draconic
Power Rating 4 (1,100 points; proficiency +2)

Relentless. Once per long rest, when the drake is reduced to 0 hit points, it drops to 1 hit point instead.

Actions

Bite. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 10 (1d12 + 4) piercing damage. Two attacks.

Ember Breath. *DC 13 Dexterity save.* A 15-foot cone. Each creature in it takes 5d6 fire damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Pursuit. When a creature the drake has attacked this fight moves away from it, the drake moves up to its speed toward that creature without provoking opportunity attacks.

Drakkhid

A drakkhid nest runs a shallow gallery network under worked land, and every forager in it shares the map: what one feels through the soil, the nest knows within the hour. The grab is the whole attack. It pulls a target under and the rest happens out of sight, and another gallery opens where the ground was walked over twice. Frontier holdings survey for drakkhid workings before they plow, and the survey is out of date the season it is filed.

Habitat. Farmland, Terran (Verdant)

Drakkhid

Large beast

Armor Class 14
Hit Points 39 (6d10 + 6)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Skills Perception +3, Stealth +2
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Shares the map. Anything a drakkhid senses through the ground is known to every other drakkhid of its nest within an hour. A nest cannot be surprised twice in the same place.

Opens a gallery. Burrows through packed soil and worked stone, leaving a passage behind it that the nest keeps.

Actions

Mandibles. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature of Large size or smaller, it is Grappled (escape DC 13). Until this grapple ends, the drakkhid can bite only the grappled creature and has advantage on the attack.

Acid spray. Recharges after a short rest. A line 30 feet long and 5 feet wide. Each creature in it makes a DC 13 Dexterity save, taking 3d6 acid damage on a failure or half as much on a success.

Draugr

A draugr holds the wreck it died on and will not leave it. They keep their stations, their order of watch, and enough of their training to work a boarding action from the inside.

Habitat. Shallows, Coastline

Draugr

Medium undead

Armor Class 16 (corroded mail)
Hit Points 76 (9d8 + 36)
Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	9 (-1)	12 (+1)	9 (-1)

Saving Throws CON +6
Skills Athletics +5, Perception +3
Resistances cold, necrotic
Immunities poison
Condition Immunities poisoned, exhausted, decompressed
Senses darkvision 60 ft., passive Perception 13
Languages Old Norska; understands Common
Gear Battleaxe, Chainmail
Power Rating 4 (1,100 points; proficiency +2)

Drowned Grip. A creature Grappled by the draugr cannot hold its breath.

Undying Watch. Returns to its post if it loses the creature it was pursuing, and will not leave the wreck it died on.

Actions

Rusted Axe. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage. With Battleaxe. Two attacks. A creature hit by both has disadvantage on its next check to hold its breath.

Bonus Actions

Drag Under. *DC 13 Strength save.* One creature within 5 feet is Grappled and pulled 10 feet toward the nearest water on a failed save.

Reactions

Hold the Wreck. When a creature attempts to leave the wreck the draugr died on by any exit within 30 feet, the draugr makes one Rusted Axe attack against it, and its movement ends on a hit.

Druzhina Warrior

The oath is to the prince personally: warriors eat where he eats and ride when he rides, and a prince who loses his hold keeps them. A prince who breaks faith loses them inside a week. They fight in a shield line with bearded axes and are hard to buy.

Habitat. Terran (Barren)

Druzhina Warrior

Medium humanoid

Armor Class 16 (mail and shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Saving Throws STR +5, CON +5
Skills Athletics +5, Intimidation +3, Perception +3
Senses passive Perception 13
Languages Common, Old Norska
Gear Battleaxe, Handaxe, Chainmail, Kite Shield
Power Rating 3 (700 points; proficiency +2)

Shield Line. While within 5 feet of another druzhina warrior, has a +2 bonus to Armor Class and advantage on saving throws against being knocked Prone.

Sworn Loyalty. Cannot be Charmed into acting against the one it is sworn to, and has advantage on saving throws against being Frightened while it can see him.

Actions

Multiattack. Makes two axe attacks.

Bearded Axe. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage.

Throwing Axe. *Ranged Attack Roll: +5, close range, one target. Hit:* 6 (1d6 + 3) slashing damage.

Bonus Actions

Shield Hook. One creature within 5 feet makes a DC 13 Strength save or loses the Armor Class bonus from its shield until the start of the warrior's next turn.

Dryad

A dryad is bound to one tree and the ground around it, and it talks with travelers about how close they mean to come. Dryads are found in old growth and in terraformed preserves.

Habitat. Woodland, Terran (Verdant)

Dryad

Medium fae

Armor Class 14 (bark-hardened skin)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	13 (+1)	15 (+2)	17 (+3)

Skills Nature +3, Stealth +4, Persuasion +5
Senses passive Perception 12
Languages Sylvan, Common
Power Rating 1 (200 points; proficiency +2)

Bound Tree. The dryad cannot willingly move more than 300 feet from its tree. Within 10 feet of the tree, it regains 5 hit points at the start of each of its turns.

Tree Step. The dryad moves through its own tree and out of any other tree within 60 feet, once per turn, as part of its movement.

Spellcasting. The dryad casts with Charisma (spell save DC 13, +5 to hit with spell attacks). A dryad casts through its bound tree.

At will: *Druidcraft*, *Entangle*

3/day each: *Charm Person*, *Goodberry*

1/day each: *Barkskin*, *Pass without Trace*

Actions

Thorn Lash. *Melee Attack Roll: +4, reach 10 ft., one target. Hit:* 7 (1d10 + 2) piercing damage. A whip of living briar.

Entreat. *DC 13 Wisdom save.* One creature within 30 feet is Charmed for one minute on a failed save, and repeats the save if the dryad or its allies harm it.

Reactions

Tree Escape. When the dryad is targeted by an attack while within 10 feet of a tree, the attack fails and the dryad emerges from any other tree within 60 feet. It cannot do this more than 300 feet from its own tree.

Duende

A duende moves into a household and is first noticed by loss: one glove, one earring, one boot, the small key. The missing items turn up months later in the wrong room. A duende will not be seen without its hat, and a household that sets out a dish of rice keeps both boots.

Habitat. Settlement

Duende

Tiny fae

Armor Class 14
Hit Points 27 (11d4)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	11 (+0)	13 (+1)	13 (+1)	14 (+2)

Skills Sleight of Hand +6, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan, Common
Power Rating 1/2 (100 points; proficiency +2)

House Stealth. The duende can move through a space of 1 inch without squeezing and has advantage on Stealth checks made inside a building.

Missing Halves. Anything the duende steals is half of a pair or set. A creature searching its cache finds every missing item the household has lost in the past year.

Actions

Needle. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 6 (1d4 + 4) piercing damage.

Sleight of Hand. The duende makes a Dexterity (Sleight of Hand) check contested by a creature's Perception. On a success it takes one object the creature is not holding and vanishes under the nearest floor.

Dune Corsair

A corsair band takes stock, water and portable goods, leaves the wells and the tents standing, and avoids killing because a death opens a blood obligation that runs three generations and costs more than the take. Both sides know the rules. Travelers who do not know them get hurt, mostly by drawing first.

Habitat. Desert, Terran (Arid)

Dune Corsair

Medium humanoid

Armor Class 16
Hit Points 84 (13d8 + 26)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	13 (+1)	15 (+2)	14 (+2)

Saving Throws DEX +6, WIS +4
Skills Acrobatics +6, Perception +4, Stealth +6, Survival +4
Senses passive Perception 14
Languages Common
Gear Scimitar, Composite Bow, Leather Brigandine
Power Rating 4 (1,100 points; proficiency +2)

Raid Code. Will not kill a creature that has yielded, and takes goods, not lives. A band that has taken what it came for withdraws.

Desert-Born. Ignores difficult terrain caused by sand, needs half the usual water, and has advantage on saving throws against extreme heat.

Glare Cover. Has advantage on Stealth checks in open desert.

Actions

Multiattack. Makes two scimitar attacks.

Scimitar. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 9 (1d10 + 4) slashing damage.

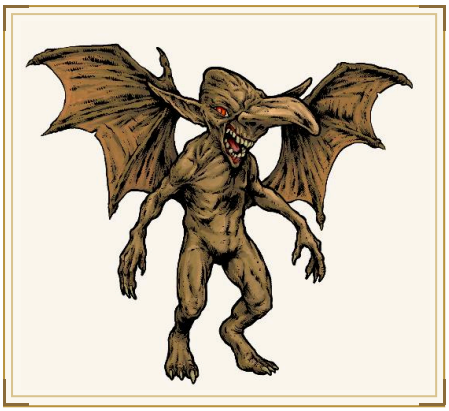
Recurve Bow. *Ranged Attack Roll: +6, long range, one target. Hit:* 8 (1d8 + 4) piercing damage.

Cut Loose. One pack animal, mount or cargo tie within 5 feet is freed or cut loose. Anything it was carrying spills.

Bonus Actions

Withdraw. Takes the Disengage action and moves up to its Speed.

Dust Mephit



Dust mephits are small gray elementals that come out of vents in bad ground, and each one holds a dry vent. They are noisy and easy to kill, and the main danger is the blinding cloud of dust one bursts into when it dies.

Habitat. Subterranean, Desert

Dust Mephit

Small elemental

Armor Class 12
Hit Points 36 (8d6 + 8)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4
Vulnerabilities fire
Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Primordial
Power Rating 1/2 (100 points; proficiency +2)

Bursts. When it drops to 0 hit points it bursts into a cloud of dust. Each creature within 5 feet makes a DC 11 Constitution save or is Blinded until the end of its next turn.

Actions

Claws. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage.

Blinding Breath. A 15-foot cone. Each creature in it makes a DC 11 Dexterity save, taking 2d6 slashing damage and being Blinded until the end of its next turn on a failure, or half as much and no blindness on a success. It can do this once every two rounds.

Dvergr Stone Shaman

A deep hold depends on knowing what the mountain is doing and is governed by knowing what each person owes, and one office holds both in a recited form that takes nine years to learn. The stone shaman can tell a shift not to enter a gallery without giving a reason, and the shift stays out. In the same voice she tells a family that its debt has passed to the children.

Habitat. Subterranean

Dvergr Stone Shaman

Medium humanoid

Armor Class 16
Hit Points 127 (17d8 + 51)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	15 (+2)	19 (+4)	15 (+2)

Saving Throws CON +6, WIS +7
Skills Insight +7, Lore +5, Perception +7, Religion +5, Survival +7
Resistances poison
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 17
Languages Dwarvish, Common, Primordial
Gear Quarterstaff, Mason's Tools
Power Rating 6 (2,300 points; proficiency +3)

Rock Hearing. Knows the condition of every gallery within a mile, and is warned of a collapse an hour in advance.

Debt Ledger. Knows what every creature of the hold owes and to whom. Members of the hold cannot lie to her about it.

Sunlight Sensitivity. Has disadvantage on attack rolls and on Perception checks that rely on sight while in direct sunlight.

Actions

Multiattack. Makes two staff attacks, or uses Gallery Collapse and makes one.

Iron Staff. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage.

Gallery Collapse. A 20-foot span of tunnel within 60 feet collapses. Each creature in it makes a DC 15 Dexterity save, taking 6d10 bludgeoning damage and being Restrained under rubble on a failure, or half as much and no rubble on a success.

Stone Skin. One ally within 30 feet gains resistance to bludgeoning, piercing and slashing damage for 1 minute.

Debt Call. One creature within 60 feet that owes anything to anyone makes a DC 15 Charisma save, taking 6d8 psychic damage on a failure or half as much on a success.

Dvergr Warrior

The dvergr dug down instead of out, and what they built runs on obligation. Every tool, every meal and every hour of another's work is entered as a debt, and debts are inherited. A warrior is often working one off and knows how many years are left. They fight in the dark by choice, in close order, with weapons the hold owns and lends.

Habitat. Subterranean

Dvergr Warrior

Medium humanoid

Armor Class 17
Hit Points 90 (12d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	13 (+1)	9 (-1)

Saving Throws STR +5, CON +5
Skills Athletics +5, Perception +3
Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages Dwarvish, Common
Gear Warhammer, Heavy Crossbow, Chainmail
Power Rating 4 (1,100 points; proficiency +2)

Dark Fighter. Has no penalty for fighting in complete darkness, and has advantage on attack rolls against a creature that cannot see it.

Sunlight Sensitivity. Has disadvantage on attack rolls and on Perception checks that rely on sight while in direct sunlight.

Debt Bound. Knows to the hour how much it owes the hold, and will not retreat from an order while the debt stands.

Actions

Multiattack. Makes two hammer attacks.

War Hammer. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Attack Roll: +3, long range, one target. Hit:* 6 (1d10 + 1) piercing damage.

Grow. Doubles in size until the end of its next turn. While enlarged its reach is 10 feet and its hammer deals an extra 1d6 damage. It can do this once a day.

Dwarf

Dwarven holds anchor every continent and a good number of orbital habitats. Dwarves are smiths and miners by tradition, and dwarven craft is the standard other work is priced against.

Habitat. Subterranean, Low Orbit

Dwarf

Medium humanoid

Armor Class 14 (mail and shield)
Hit Points 30 (4d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	12 (+1)	13 (+1)	11 (+0)

Skills History +3
Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages Dwarvish, Common
Gear Battleaxe, Chainmail, Wooden Shield
Power Rating 1/2 (100 points; proficiency +2)

Dwarven Resilience. Has advantage on saving throws against poison.

Actions

Battleaxe. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) slashing damage. A two-handed swing of its battleaxe.

Reactions

Immovable. When an effect would move the dwarf against its will or knock it Prone, the dwarf is neither moved nor knocked Prone. Once per short or long rest.

Dwarf Artificer

Artificers work the forge halls of the dwarven holds, in metal, in field lattices, and in both at once. Each piece bears the artificer's mark, which is a guarantee the maker does not withdraw.

Habitat. Subterranean

Dwarf Artificer

Medium humanoid

Armor Class 17 (tooled plate)
Hit Points 105 (14d8 + 42)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	19 (+4)	16 (+3)	13 (+1)

Saving Throws CON +6, INT +7
Skills Technology +7, Investigation +7, Arcana +7, History +7
Resistances poison, fire
Senses darkvision 60 ft., passive Perception 13
Languages Dwarvish, Common
Gear Gunsmith's Tools, Arc Carbine, Riot Plate Vest
Power Rating 6 (2,300 points; proficiency +3)

Maker's Mark. Any weapon or armor it has worked on for an hour grants a +1 bonus to its attack rolls or Armor Class.

Field Repair. Restores 4d8 hit points to a construct, vehicle or damaged structure it touches. Three times per day.

Actions

Arc Carbine. *Ranged Attack Roll: +5, medium range, one target. Hit:* 9 (2d6 + 2) lightning damage. Two attacks. A creature hit by both cannot take reactions until the end of its next turn.

Overload. *DC 15 Dexterity save.* A 15-foot radius within 60 feet. Each creature there takes 7d8 lightning damage on a failed save, or half as much on a success.

Reactions

Reinforced Gear. When an ally within 30 feet carrying gear the artificer has marked is hit by an attack, the damage is reduced by 3d8.

Dwarf Miner

Miners cut the deep seams and asteroid claims a dwarven hold is built on. They carry cutting gear and no weapons, and fight with the pick they cut with.

Habitat. Subterranean, Asteroid Belt

Dwarf Miner

Medium humanoid

Armor Class 15 (work harness)
Hit Points 37 (5d8 + 15)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	12 (+1)	14 (+2)	10 (+0)

Skills Athletics +5, Investigation +3, Survival +4
Resistances poison
Senses darkvision 60 ft., tremorsense 15 ft., passive Perception 12
Languages Dwarvish, Common
Gear Plasma Cutting Torch, War Pick, Carbide Lamp
Power Rating 1 (200 points; proficiency +2)

Stonecunning. Has advantage on Intelligence (Investigation) checks about stone construction, masonry and underground architecture.

Actions

War Pick. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. A swing of its mining pick.

Reactions

Collapse Escape. When a collapse, cave-in or structural failure occurs within 30 feet, the miner takes no damage from it and can move up to its speed to safe ground, bringing one adjacent ally with it.

Dwarf Veteran

Deep galleries change hands on a cycle measured in generations, and the ones who last a full turn of it are worth more than the quick ones. A veteran fights in the narrow with his back to worked stone, in a line with people he apprenticed beside. He calls a collapse four seconds before it comes.

Habitat. Subterranean

Dwarf Veteran

Medium humanoid

Armor Class 17
Hit Points 112 (15d8 + 45)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	12 (+1)	15 (+2)	11 (+0)

Saving Throws STR +6, CON +6
Skills Athletics +6, Perception +5, Survival +5
Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Dwarvish, Common
Gear Battleaxe, Light Hammer, Chainmail
Power Rating 5 (1,800 points; proficiency +3)

Roof Sense. Cannot be surprised underground, and knows a minute in advance when a gallery is going to collapse.

Hold Line. While within 5 feet of another dwarf, has a +2 bonus to Armor Class and advantage on saving throws against being pushed or knocked Prone.

Tunnel Holder. Cannot be forced to move by any effect while standing in a passage 10 feet wide or narrower.

Actions

Multiattack. Makes two axe attacks.

Broad Axe. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 12 (2d8 + 3) slashing damage.

Throwing Hammer. *Ranged Attack Roll: +6, close range, one target. Hit:* 7 (1d8 + 3) bludgeoning damage.

Reactions

Shield Wall. When an ally within 5 feet is hit by an attack, the veteran reduces the damage by 2d8.

Dwarf Warrior

Dwarven warriors hold the gate works of a hold, fighting in a shield line and giving ground by the foot. Their doctrine assumes the enemy has to come to them through a tunnel.

Habitat. Subterranean

Dwarf Warrior

Medium humanoid

Armor Class 16 (plate and shield)
Hit Points 59 (7d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	14 (+2)	12 (+1)

Saving Throws STR +6, CON +6
Skills Athletics +6, Intimidation +3
Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Dwarvish, Common
Gear Warhammer, Full Plate Cuirass, Tower Shield
Power Rating 3 (700 points; proficiency +2)

Shield Line. Adds 2 to its Armor Class while at least one other dwarf is within 5 feet of it.

Dwarven Resilience. Has advantage on saving throws against poison.

Actions

Warhammer. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 9 (1d10 + 4) bludgeoning damage. Two attacks.

Reactions

Hold Ground. When a creature within 5 feet attempts to move past the warrior or push it back, the creature's movement ends, and the warrior can step 5 feet backward without provoking opportunity attacks.

Dweller of the Deep

A dweller of the deep lives in ocean trenches such as the Abythis Sea Trench, and it has held the same one since before the water above it was charted. It remembers every mind it has read and enslaves the crews that reach it. A crew that surfaces after contact goes on doing what the dweller wants for months and cannot say why.

Habitat. Oceanic Trench, Abythis Sea Trench

Dweller of the Deep

Large aberration

Armor Class 17
Hit Points 135 (18d10 + 36)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws CON +6, INT +8, WIS +6
Skills History +8, Perception +6
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 16
Languages Primordial, Netherspeech
Power Rating 9 (5,000 points; proficiency +4)

Amphibious. The dweller breathes air and water.

Mucus Cloud. While the dweller is underwater, a creature that touches it or hits it with a melee attack makes a DC 14 Constitution save or cannot breathe air for 1 hour. While out of water, an affected creature takes 1d12 acid damage at the start of each of its turns.

Perfect Recall. The dweller remembers every detail of its experience over the past 500 years.

Actions

Multiattack. The dweller of the deep makes three Tentacle attacks.

Tentacle. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 12 (2d6 + 5) bludgeoning damage. On a hit the target makes a DC 14 Constitution save or its skin becomes translucent and slimy: it takes 1d12 acid damage at the start of each of its turns until it is healed above half its hit points.

Enslave. One creature within 30 feet that the dweller can see makes a DC 16 Wisdom save. On a failure the target is Charmed until the dweller dies or they are on different planes, is aware it is Charmed, and repeats the save each time it takes damage. Recharges after a long rest.

Dyryth

A dyryth eats mineral, chewing through soft strata and leaving a round bore that survey teams map and use. It has no eyes worth the name and no interest in anything that is not rock. The danger is tonnage: it does not notice a party in a tunnel, it does not stop, and the horn goes through shoring without changing pace.

Habitat. Subterranean

Dyryth

Large beast

Armor Class 16
Hit Points 85 (9d10 + 36)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	2 (-4)	11 (+0)	5 (-3)

Saving Throws CON +6
Skills Perception +2
Resistances bludgeoning
Condition Immunities blinded
Senses tremorsense 60 ft., blind beyond 10 ft., passive Perception 12
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Straight Bore. The dyryth moves in a straight line through soft rock, shoring and anything else in the way. It changes course only for hard granite or fire.

Mineral Diet. The dyryth consumes ore and stone. It has no interest in flesh and will not pursue a creature that leaves its bore.

Actions

Horn. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 18 (2d12 + 5) piercing damage.

Bore Through. The dyryth moves up to its burrow Speed in a straight line. Each creature in its path makes a DC 15 Dexterity save, taking 4d10 bludgeoning damage and being knocked Prone on a failure, or half as much on a success. Any prop or support in the line is destroyed.

Eagle

Eagles hold a range and will drive off anything that enters it, including aircraft. Colonies in eagle country schedule low flights around the nesting season.

Habitat. Highland, Desert

Eagle

Small beast

Armor Class 13
Hit Points 22 (5d6 + 5)
Speed 10 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	2 (-4)	15 (+2)	8 (-1)

Skills Perception +4
Senses keen sight, passive Perception 14
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

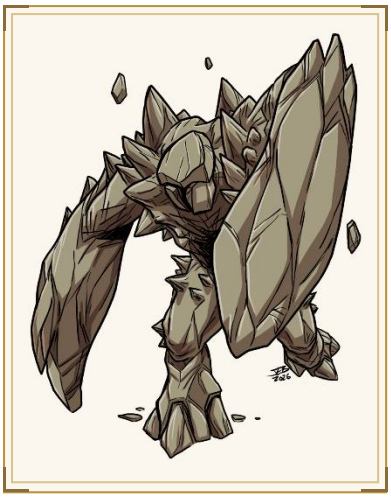
Actions

Talons. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) slashing damage. A strike from its talons, aimed at the head.

Reactions

Territorial Strike. When a creature enters the eagle's territory within 60 feet, the eagle makes one Talons attack against it and then flies up to half its speed.

Earth Elemental



Earth elementals arrive through the floor and leave the same way. They are slow enough to outrun and do not give up a pursuit.

Habitat. Subterranean

Earth Elemental

Large elemental

Armor Class 17 (stone body)
Hit Points 94 (9d10 + 45)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Saving Throws STR +8, CON +8
Resistances bludgeoning, piercing, slashing
Immunities poison
Condition Immunities exhausted, paralyzed, petrified, poisoned, prone, unconscious
Senses tremorsense 60 ft., darkvision 60 ft., passive Perception 10
Languages Primordial
Power Rating 5 (1,800 points; proficiency +3)

Earth Glide. Moves through stone and soil without disturbing it.

Siege Frame. Deals double damage to objects and structures.

Actions

Slam. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage. Two attacks. A creature hit by both is knocked Prone, and the ground beneath it is difficult terrain until the end of the elemental's next turn.

Reactions

Glide to the Flank. When a creature within 10 feet moves away from the earth elemental, the elemental glides up to half its speed through stone or soil to a space adjacent to that creature and may make one Slam attack.

Earth Wyrm

Earth wyrms are giant draconians that eat through mineral strata and whatever is embedded in them. A mining colony that breaks into a wyrm run seals the shaft and surveys again.

Habitat. Subterranean

Earth Wyrm

Giant draconian

Armor Class 17 (mineral plate)
Hit Points 138 (12d12 + 60)
Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	7 (-2)	13 (+1)	9 (-1)

Saving Throws STR +9, CON +8
Skills Perception +4, Stealth +3
Resistances bludgeoning, piercing
Immunities acid
Condition Immunities blinded, prone
Senses tremorsense 120 ft., blindsight 60 ft., passive Perception 14
Languages Draconic, Primordial
Power Rating 8 (3,900 points; proficiency +3)

Siege Frame. Deals double damage to objects and structures.

Stonemeld. Can pass through solid rock as though it were difficult terrain.

Actions

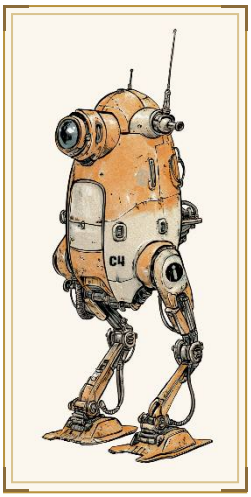
Bite. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. Two attacks. A creature hit by both is pulled 10 feet into the bore.

Tremor. *DC 17 Dexterity save.* Each creature within 20 feet touching the ground takes 6d10 bludgeoning damage and is knocked Prone on a failed save, or half damage on a success.

Reactions

Into the Rock. When the earth wyrm takes damage while touching stone, it burrows up to half its speed without provoking opportunity attacks. The stone closes behind it, and anything it is holding goes with it.

Echelon Corporation Drone



Echelon runs drones over all its holdings, which make up most of Aurelion's Belt. They count and log what they pass and flag any discrepancy to a corporate officer.

Habitat. Aurelion's Belt, Settlement

Faction. Echelon Corporation

Echelon Corporation Drone

Small construct

Armor Class 14 (composite shell)
Hit Points 31 (7d6 + 7)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	4 (-3)

Skills Investigation +1, Perception +3
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned, decompressed
Senses darkvision 120 ft., passive Perception 13
Languages Axiom Binary, Common
Power Rating 1/2 (100 points; proficiency +2)

Audit Trail. Anything it has seen in the last thirty days can be recovered from its log. The log is Echelon property.

Actions

Cutting Laser. *Ranged Attack Roll: +5, close range, one target. Hit:* 8 (1d10 + 3) radiant damage. A survey laser at its cutting setting.

Reactions

Audit Trail. When a creature within 60 feet damages the drone, tampers with it, or takes anything on its circuit, the drone logs the act and transmits the record to Echelon immediately. The record reaches Echelon even if the drone does not.

Echelon Corporation Engineer

Echelon's power is infrastructure ownership, and an engineer keeps that infrastructure earning. Engineers work the refineries and extraction sites of Aurelion's Belt in vacuum-rated suits, under a budget and a deadline with a penalty clause on both. An engineer knows the shutoff for every Echelon-built system on the site.

Habitat. Aurelion's Belt, Station Interior

Faction. Echelon Corporation

Echelon Corporation Engineer

Medium humanoid

Armor Class 15 (rated work suit)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	17 (+3)	14 (+2)	12 (+1)

Saving Throws INT +5
Skills Technology +5, Investigation +5, Piloting +4
Condition Immunities decompressed
Senses passive Perception 12
Languages Common, Axiom Binary
Gear Hacker's Deck, Plasma Cutting Torch, EVA Suit, Axis Lien Tag
Power Rating 3 (700 points; proficiency +2)

Rated for Vacuum. Immune to the Decompressed condition and carries 4 hours of air.

Shutoff Access. Can disable any Echelon-built system it can reach with an Intelligence (Technology) check against its save DC.

Actions

Cutting Torch. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) fire damage. With Plasma Cutting Torch. Two attacks.

Reactions

System Failure. When a creature within 30 feet uses an Echelon-built system, door, lift or emplacement, that system fails until the end of the engineer's next turn.

Echelon Corporation Executive

An Echelon executive holds a portfolio of contracts and the debt owed against it, and its authority over people comes from what they owe. An executive keeps a plasma pistol and seldom draws it. Executives work from the board floors of Echelon Prime and are guarded by Corps details contractually obliged to them.

Habitat. Echelon Prime, Settlement

Faction. Echelon Corporation

Echelon Corporation Executive

Medium humanoid

Armor Class 16 (tailored weave)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	18 (+4)	16 (+3)	19 (+4)

Saving Throws INT +7, CHA +7
Skills Persuasion +7, Deception +7, Insight +6, Investigation +7, History +7
Senses passive Perception 13
Languages Common, Axiom Binary, Federation Standard, Low Aurelian
Gear Plasma Pistol, Reinforced Light Mesh Vest, Encrypted Communicator
Power Rating 5 (1,800 points; proficiency +3)

Debt Ledger. The executive knows what any creature within 30 feet owes and to whom, and whether the debt is enforceable in the system they are standing in.

Obliged Allies. The executive knows which allied Echelon creatures within 60 feet are contractually obliged to it.

Actions

Plasma Pistol. *Ranged Attack Roll: +5, medium range, one target. Hit:* 11 (2d8 + 2) plasma damage. The executive makes two Plasma Pistol attacks.

Foreclosure. *DC 15 Wisdom save.* One creature within 60 feet takes 7d8 psychic damage on a failed save, or half as much on a success. On a failure it cannot willingly attack the executive until the end of its next turn.

Reactions

Call the Corps. When the executive is attacked, one allied Echelon creature within 60 feet immediately makes one attack against the attacker. It does not need to be able to see the executive.

Elder Brass Dragon

An elder brass has outlived the civilizations whose languages it still speaks, and it keeps their stories in its lair. It prefers to bargain, and it has put whole warbands to sleep to get the chance.

Habitat. Desert

Elder Brass Dragon

Gargantuan draconian

Armor Class 19 (ancient scale)
Hit Points 277 (15d20 + 120)
Speed 40 ft., fly 80 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	27 (+8)	20 (+5)	15 (+2)	25 (+7)

Saving Throws DEX +5, CON +13, WIS +7, CHA +12
Skills Perception +7, Stealth +5, Persuasion +12
Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic, Primordial, Sylvan, Low Aurelian, Galactic Standard
Power Rating 16 (15,000 points; proficiency +5)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Hundred Tongues. The dragon can hold a conversation with any creature that has a language, whether or not the dragon knows that language.

Spellcasting. The elder brass dragon casts with Charisma (spell save DC 20, +12 to hit with spell attacks). Casts to keep a guest talking and to carry news across the desert.

At will: *Whisper*, *Rapport*, *Breeze*

3/day each: *Gale*, *Relay*, *Omen*

1/day each: *Cyclone*, *Traverse*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 21 (2d12 + 8) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 17 (2d8 + 8) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +13, reach 20 ft., one target. Hit:* 19 (2d10 + 8) bludgeoning damage. A strike from the dragon's tail.

Fire Breath. *DC 21 Dexterity save.* The dragon exhales in a 90-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 20d6 fire damage on a failure and half as much on a success. The breath is superheated air. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Sleep Breath. *DC 21 Constitution save.* The dragon exhales sleeping gas in a 90-foot cone. Each creature in it makes a Constitution saving throw or falls Unconscious for 1 minute, waking if it takes damage or another creature uses an action to wake it. This shares a recharge with Fire Breath.

Legendary Actions

Wing Attack. *DC 21 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 8 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Crystal Dragon

The eldest crystals live in the depths of the Crystal Sanctuary, and those who can reach one consult it as an oracle. Each has its own hue and keeps a hoard of gems.

Habitat. Subterranean, Rift Breach, Settlement

Elder Crystal Dragon

Gargantuan draconian

Armor Class 20 (ancient scale)
Hit Points 277 (15d20 + 120)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	27 (+8)	20 (+5)	18 (+4)	23 (+6)

Saving Throws DEX +5, CON +13, WIS +9, CHA +11
Skills Perception +9, Stealth +5, Insight +9
Resistances psychic
Immunities radiant
Senses blindsight 60 ft., darkvision 120 ft., telepathy 240 ft., passive Perception 19
Languages Common, Draconic
Power Rating 16 (15,000 points; proficiency +5)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Refracting Hide. Ranged attacks that deal radiant or lightning damage have disadvantage against it.

Spellcasting. The elder crystal dragon casts with Wisdom (spell save DC 17, +9 to hit with spell attacks). Shapes crystal and stone with Earth-Rifting, and settles most disputes by speaking into the minds involved.

At will: *Sculpt*, *Spire*, *Harden*

3/day each: *Sounding*, *Bastion*, *Rampart*

1/day each: *Vise*, *Bedrock*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 21 (2d12 + 8) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 17 (2d8 + 8) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +13, reach 20 ft., one target. Hit:* 19 (2d10 + 8) bludgeoning damage. A strike from the dragon's tail.

Refraction Breath. *DC 21 Dexterity save.* The dragon exhales in a 90-foot cone. Each creature in it makes a Dexterity saving throw, taking 20d6 radiant damage on a failure and half as much on a success. A creature that fails is also Blinded until the end of its next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 21 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 8 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Gem Dragon

An elder gem is gargantuan and so heavy with stone that it moves like a landslide. It holds a mountain peak, raises stone walls with Earth-Rifting and fights from behind them. Its hoard is its own shed scale, heaped in chambers under the peak.

Habitat. Subterranean

Elder Gem Dragon

Gargantuan draconian

Armor Class 23 (ancient scale)
Hit Points 331 (17d20 + 153)
Speed 40 ft., fly 80 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	8 (-1)	29 (+9)	18 (+4)	16 (+3)	23 (+6)

Saving Throws DEX +5, CON +15, WIS +9, CHA +12
Skills Perception +9, Stealth +5, Athletics +15
Resistances force
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic, Dwarvish
Power Rating 18 (20,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Gemstone Hide. A critical hit against it counts as a normal hit.

Spellcasting. The elder gem dragon casts with Wisdom (spell save DC 17, +9 to hit with spell attacks). Raises stone with Earth-Rifting, and fights from behind the walls it makes.

At will: *Pebble*, *Bulwark*, *Berm*

3/day each: *Rampart*, *Boulder*, *Bastion*

1/day each: *Avalanche*, *Upheaval*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +15, reach 15 ft., one target. Hit:* 22 (2d12 + 9) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +15, reach 10 ft., one target. Hit:* 18 (2d8 + 9) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +15, reach 20 ft., one target. Hit:* 20 (2d10 + 9) bludgeoning damage. A strike from the dragon's tail.

Shard Breath. *DC 23 Dexterity save.* The dragon exhales in a 90-foot cone. Each creature in it makes a Dexterity saving throw, taking 23d6 piercing damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 23 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 9 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Golden Dragon

The elder golds are the last of the generation that held The Air Realm against the Elementari, and most of them know Zirael the Goldenwind personally. They rarely leave their lairs, and a realm that sees one in the air takes it as an omen.

Habitat. Highland, Settlement

Elder Golden Dragon

Gargantuan draconian

Armor Class 22 (ancient scale)
Hit Points 351 (19d20 + 152)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	20 (+5)	17 (+3)	25 (+7)

Saving Throws DEX +6, CON +14, WIS +9, CHA +13
Skills Perception +9, Stealth +6, Insight +9
Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic, Primordial, Vanir
Power Rating 19 (22,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Mortal Form. As an action, the dragon takes the shape of a humanoid it has seen or returns to its own shape. Its statistics other than size do not change.

Spellcasting. The elder golden dragon casts with Wisdom (spell save DC 17, +9 to hit with spell attacks). Casts from the Ether with the precision the Aether Drakes taught, and only after judging the need.

At will: *Whisper*, *Discern*, *Remote Viewing*

3/day each: *Counter*, *Dispel*, *Presence*

1/day each: *Banish*, *Prescience*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +15, reach 15 ft., one target. Hit:* 22 (2d12 + 9) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +15, reach 10 ft., one target. Hit:* 18 (2d8 + 9) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +15, reach 20 ft., one target. Hit:* 20 (2d10 + 9) bludgeoning damage. A strike from the dragon's tail.

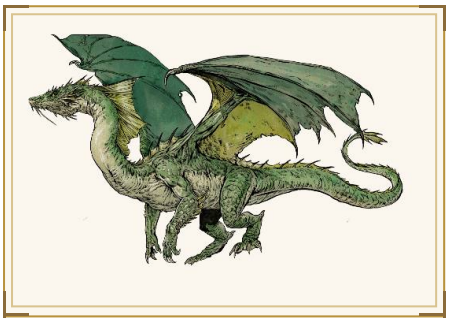
Fire Breath. *DC 22 Dexterity save.* The dragon exhales in a 90-foot cone. Each creature in it makes a Dexterity saving throw, taking 24d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 23 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 9 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Green Dragon



An elder green has held the same wildland for millennia and treats a road cut into it as an act of war. Its Earth-Rifting reshapes the ground under an army before the army sees the dragon.

Habitat. Woodland, Jungle, Terran (Verdant)

Elder Green Dragon

Gargantuan draconian

Armor Class 20 (ancient scale)
Hit Points 296 (16d20 + 128)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	20 (+5)	15 (+2)	23 (+6)

Saving Throws DEX +6, CON +14, WIS +8, CHA +12
Skills Perception +8, Stealth +6, Deception +12
Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, Sylvan
Power Rating 17 (18,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Forest Keeper. The dragon knows the location of every creature that has entered its forest within the last day. It has advantage on Deception checks against any creature standing in the forest.

Spellcasting. The elder green dragon casts with Intelligence (spell save DC 19, +11 to hit with spell attacks). Channels Earth-Rifting through root and soil, and prefers to trap a party than to fight one.

At will: *Mortar*, *Bramble*, *Mire*

3/day each: *Quicksand*, *Taproot*, *Swallow*

1/day each: *Upheaval*, *Foundation*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +15, reach 15 ft., one target. Hit:* 22 (2d12 + 9) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +15, reach 10 ft., one target. Hit:* 18 (2d8 + 9) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +15, reach 20 ft., one target. Hit:* 20 (2d10 + 9) bludgeoning damage. A strike from the dragon's tail.

Poison Breath. *DC 22 Constitution save.* The dragon exhales in a 90-foot cone. Each creature in it makes a Constitution saving throw, taking 21d6 poison damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 23 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 9 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Ifrit

An elder ifrit has burned down to a core of white fire inside a shell of char, and the ground under it runs as slag. An elder ifrit no longer bargains. Elders hold courts on the Plane of Ignis, which younger ifrit attend out of fear.

Habitat. Subterranean, Plane of Ignis, Settlement, Magmatic

Elder Ifrit

Huge elemental

Armor Class 21 (shell of char and heat shear)
Hit Points 270 (20d12 + 140)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	24 (+7)	19 (+4)	18 (+4)	22 (+6)

Saving Throws CON +12, INT +9, WIS +9, CHA +11
Skills Arcana +9, Deception +11, Intimidation +11, Perception +9
Resistances bludgeoning, piercing, slashing
Immunities fire, poison
Condition Immunities exhausted, frightened, paralyzed, poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 19
Languages Common, Primordial, Netherspeech
Power Rating 15 (13,000 points; proficiency +5)

Slag Field. The ground within 20 feet of it is molten and is difficult terrain. A creature that starts its turn in that area takes 10 fire damage.

Elemental Body. It needs no food, drink, air or sleep, and it cannot be moved against its will by any effect of 5th level or lower.

Binding Resistance. It has advantage on saving throws against spells and other magical effects, and a creature that tries to bind it takes 6d6 fire damage.

Actions

Multiattack. It makes two burning scimitar attacks and uses Conflagration if it is available.

Burning Scimitar. *Melee Attack Roll: +12, reach 10 ft., one target. Hit:* 21 (4d6 + 7) fire damage. A slash from a scimitar of white fire.

Conflagration. *DC 19 Dexterity save.* Fire goes up in a 40-foot radius around it. Every creature in the area makes a Dexterity saving throw, taking 12d8 fire damage on a failure and half as much on a success. Flammable objects not worn or carried catch fire. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Terms. *DC 19 Charisma save.* One creature it can see within 60 feet makes a Charisma saving throw. On a failure it takes 4d10 psychic damage and is Charmed by the elder ifrit until the end of its next turn.

Reactions

Burning Retort. *DC 19 Dexterity save.* When it takes damage from a creature within 60 feet, that creature makes a Dexterity saving throw, taking 4d8 fire damage on a failure and half as much on a success.

Elder Leviathan

An elder Leviathan knows fragments of the Dragon Turtles' Water-Rifting and uses them without purpose. Its passage churns the sea for miles, and coastal cities track its migrations as they track storms.

Habitat. Open Ocean, Oceanic Trench, Terran (Oceanic)

Elder Leviathan

Gargantuan draconian

Armor Class 21 (ancient scale)
Hit Points 351 (18d20 + 162)
Speed 20 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	10 (+0)	14 (+2)	17 (+3)

Saving Throws DEX +6, CON +15, WIS +8, CHA +9
Skills Perception +8, Stealth +6, Athletics +16
Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Draconic
Power Rating 19 (22,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Amphibious. The dragon breathes air and water.

Hull Breaker. The dragon deals double damage to objects and vessels.

Spellcasting. The elder leviathan casts with Wisdom (spell save DC 16, +8 to hit with spell attacks). Uses fragments of the Dragon Turtles' Water-Rifting without their purpose.

At will: *Chill*, *Drench*, *Jet*

3/day each: *Undertow*, *Tide*, *Breaker*

1/day each: *Deluge*, *Abyss*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 23 (2d12 + 10) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +16, reach 10 ft., one target. Hit:* 19 (2d8 + 10) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +16, reach 20 ft., one target. Hit:* 21 (2d10 + 10) bludgeoning damage. A strike from the dragon's tail.

Tidal Breath. *DC 23 Strength save.* The dragon exhales in a 90-foot line 5 feet wide. Each creature in it makes a Strength saving throw, taking 24d6 bludgeoning damage on a failure and half as much on a success. A creature that fails is also pushed 20 feet and knocked Prone. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Surge. The Leviathan swims up to half its speed without provoking opportunity attacks and makes one tail attack.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Mist Dragon

The elders trace their descent to Miavryar, whose lair on an island west of The Barren Badlands is called the Maw of Miavryar. An elder's scales have gone ghost-gray, and it can hide a fleet in the fog it breathes.

Habitat. The Faewyld, Rift Breach, Grassland

Elder Mist Dragon

Gargantuan draconian

Armor Class 20 (ancient scale)
Hit Points 296 (16d20 + 128)
Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	27 (+8)	18 (+4)	15 (+2)	24 (+7)

Saving Throws DEX +8, CON +14, WIS +8, CHA +13
Skills Perception +8, Stealth +8
Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, Sylvan
Power Rating 17 (18,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Fog Hunter. The dragon has advantage on Stealth checks and on attack rolls against a creature inside a heavily obscured area.

Spellcasting. The elder mist dragon casts with Charisma (spell save DC 21, +13 to hit with spell attacks). Channels the Ether to hide, to slip between places, and to follow prey across the Faewyld's edge.

At will: *Squall*, *Whisper*, *Slip*

3/day each: *Unseen*, *Phantasm*, *Shift*

1/day each: *Sever*, *Unthread*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +15, reach 15 ft., one target. Hit:* 22 (2d12 + 9) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +15, reach 10 ft., one target. Hit:* 18 (2d8 + 9) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +15, reach 20 ft., one target. Hit:* 20 (2d10 + 9) bludgeoning damage. A strike from the dragon's tail.

Mist Breath. *DC 22 Constitution save.* The dragon exhales in a 90-foot cone. Each creature in it makes a Constitution saving throw, taking 21d6 cold damage on a failure and half as much on a success. The area is heavily obscured until the start of the dragon's next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Legendary Actions

Wing Attack. *DC 23 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 9 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Onyx Dragon

Elder onyxes keep the history of a line that was nearly wiped out. Their Void Roar ends spells that require concentration and breaks earthen walls, and few have been seen above ground in living memory.

Habitat. Subterranean

Elder Onyx Dragon

Gargantuan draconian

Armor Class 22 (ancient scale)
Hit Points 331 (17d20 + 153)
Speed 40 ft., fly 80 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	21 (+5)

Saving Throws DEX +6, CON +15, WIS +8, CHA +11
Skills Perception +8, Stealth +6, Athletics +16
Resistances fire, lightning, force
Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 18
Languages Common, Draconic, Old Valar
Power Rating 18 (20,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Deep Sense. The dragon cannot be surprised while it is touching stone.

Spellcasting. The elder onyx dragon casts with Charisma (spell save DC 19, +11 to hit with spell attacks). Works Earth-Rifting through the tunnels of its hold, and uses it to close exits.

At will: *Footing*, *Burrow*, *Tremor*

3/day each: *Tunnel*, *Quake*, *Vise*

1/day each: *Bedrock*, *Avalanche*

Actions

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 23 (2d12 + 10) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +16, reach 10 ft., one target. Hit:* 19 (2d8 + 10) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +16, reach 20 ft., one target. Hit:* 21 (2d10 + 10) bludgeoning damage. A strike from the dragon's tail.

Ichor Breath. *DC 23 Dexterity save.* The dragon exhales in a 90-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 23d6 acid damage on a failure and half as much on a success. The ichor clings, and a creature that fails takes the same damage again at the end of its next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Void Roar. *DC 23 Constitution save.* Each creature within 60 feet makes a Constitution saving throw or is Stunned until the end of its next turn. Every spell within 60 feet that requires concentration ends, and stone and earthen structures in the area take 6d10 thunder damage. Recharges after a short rest.

Legendary Actions

Wing Attack. *DC 24 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 10 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Red Dragon

Elder reds are rare, because each one killed its rivals to reach that age. The oldest use Sun-Rifting as the Solar Drakes did, and their breath burns hot enough to turn a fortress wall to glass.

Habitat. Volcanic Field, Subterranean, Magmatic

Elder Red Dragon

Gargantuan draconian

Armor Class 21 (ancient scale)
Hit Points 351 (19d20 + 152)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	27 (+8)	18 (+4)	15 (+2)	24 (+7)

Saving Throws DEX +6, CON +14, WIS +8, CHA +13
Skills Perception +8, Stealth +6, Intimidation +13
Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Power Rating 19 (22,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Furnace Heart. A creature that starts its turn within 15 feet of the dragon takes 3d6 fire damage.

Spellcasting. The elder red dragon casts with Charisma (spell save DC 21, +13 to hit with spell attacks). Channels Sun-Rifting the way the Solar Drakes did, and uses it for spite.

At will: *Ember*, *Glare*, *Dazzle*

3/day each: *Flare*, *Wall of Flame*, *Pyre*

1/day each: *Firestorm*, *Conflagration*

ACTIONS

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 23 (2d12 + 10) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +16, reach 10 ft., one target. Hit:* 19 (2d8 + 10) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +16, reach 20 ft., one target. Hit:* 21 (2d10 + 10) bludgeoning damage. A strike from the dragon's tail.

Fire Breath. *DC 22 Dexterity save.* The dragon exhales in a 90-foot cone. Each creature in it makes a Dexterity saving throw, taking 24d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

LEGENDARY ACTIONS

Wing Attack. *DC 24 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 10 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Silver Dragon

The oldest silvers remember Samandriel Silvertongue, whose sacrifice in the Third Continuum Crisis founded the Order of the Silverbourne. An elder keeps that vow by guarding the places where the Ether runs thin.

Habitat. Highland, Settlement, Lower Atmosphere

Elder Silver Dragon

Gargantuan draconian

Armor Class 21 (ancient scale)
Hit Points 333 (18d20 + 144)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	16 (+3)	25 (+7)

Saving Throws DEX +6, CON +14, WIS +9, CHA +13
Skills Perception +9, Stealth +6, Insight +9
Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic, Vanir
Power Rating 18 (20,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 60 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Shapechanger. As an action, the dragon takes the shape of a human or a Vanir or returns to its own shape. Its statistics other than size do not change.

Spellcasting. The elder silver dragon casts with Charisma (spell save DC 21, +13 to hit with spell attacks). Channels the Ether to pass unremarked among mortals, and turns the same work on Red Dragons.

At will: *Guise*, *Whisper*, *Breeze*

3/day each: *Mind Bond*, *Veil*, *Chorus*

1/day each: *Air Current*, *Hurricane*

ACTIONS

Multiattack. The dragon uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +15, reach 15 ft., one target. Hit:* 22 (2d12 + 9) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +15, reach 10 ft., one target. Hit:* 18 (2d8 + 9) slashing damage. A claw strike from the dragon's forelimb.

Tail. *Melee Attack Roll: +15, reach 20 ft., one target. Hit:* 20 (2d10 + 9) bludgeoning damage. A strike from the dragon's tail.

Cold Breath. *DC 22 Constitution save.* The dragon exhales in a 90-foot cone. Each creature in it makes a Constitution saving throw, taking 23d6 cold damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

LEGENDARY ACTIONS

Wing Attack. *DC 23 Dexterity save.* The dragon beats its wings. Each creature within 15 feet makes a Dexterity saving throw, taking 2d6 + 9 bludgeoning damage and falling Prone on a failure. The dragon then flies up to half its speed.

Channel. The dragon casts one of its at-will spells. This costs two legendary actions.

Elder Treant

An elder treant predates the forest it stands in and shaped the way it grew. Three or four civilizations have asked it for permission, and it remembers all of them.

Habitat. Woodland, Terran (Verdant)

Elder Treant

Giant fae

Armor Class 19 (ancient heartwood)
Hit Points 216 (16d12 + 112)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	24 (+7)	15 (+2)	18 (+4)	15 (+2)

Saving Throws CON +11, WIS +8
Skills Nature +6, Perception +8, History +6
Vulnerabilities fire
Resistances bludgeoning, piercing
Condition Immunities charmed, frightened, prone
Senses passive Perception 18
Languages Sylvan, Common, Primordial
Power Rating 12 (8,400 points; proficiency +4)

Siege Frame. The elder treant deals double damage to objects and structures.

Wake the Wood. Once per day, the elder treant animates up to two ordinary trees within 60 feet as treants under its command for one hour.

Spellcasting. The elder treant casts with Wisdom (spell save DC 16, +8 to hit with spell attacks). An elder treant casts slowly and at the scale of the whole wood.

At will: *Druidcraft*, *Entangle*, *Speak with Plants*

3/day each: *Plant Growth*, *Spike Growth*

1/day each: *Wall of Thorns*, *Tree Stride*

Actions

Slam. *Melee Attack Roll: +12, reach 20 ft., one target. Hit:* 30 (4d10 + 8) bludgeoning damage. The elder treant makes two Slam attacks. A Large or smaller creature hit is pushed 15 feet and knocked Prone.

Root Wall. *DC 20 Strength save.* Roots erupt in a 40-foot square within 120 feet. A creature there is Restrained on a failed save, escaping with a Strength check against its save DC.

Reactions

Wood Retribution. *DC 16 Strength save.* When a creature within 60 feet cuts, burns or fells a living tree, that creature makes a Strength saving throw or is Restrained and takes 4d10 bludgeoning damage as the wood closes around it.

Legendary Actions

Bough. The elder attacks one creature it can see with a limb.

Shifting Wood. *DC 16 Dexterity save.* This action costs two legendary actions. Trees within 60 feet shift, making the area difficult terrain, and each creature in it makes a Dexterity saving throw or is moved 10 feet to a space the elder chooses.

Elder Vampire

An elder has outlived every family it deals with and holds debts against most of them. It keeps a court on a core world or a private station and rarely needs to fight in person.

Habitat. Settlement, Station Interior

Elder Vampire

Medium undead, humanoid

Armor Class 19 (tailored plate weave)
Hit Points 209 (22d8 + 110)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	21 (+5)	20 (+5)	18 (+4)	22 (+6)

Saving Throws DEX +9, CON +9, WIS +8, CHA +10
Skills Deception +10, Insight +8, Perception +8, Persuasion +10, Stealth +9, History +9
Resistances necrotic, bludgeoning, piercing, slashing
Senses darkvision 120 ft., passive Perception 18
Languages Common, Netherspeech, Low Aurelian
Gear Rapier, Reinforced Light Mesh Vest
Power Rating 12 (8,400 points; proficiency +4)

Legendary Resistance. Twice per day, when the elder fails a saving throw, it can choose to succeed instead.

Regeneration. The elder regains 20 hit points at the start of its turn if it has at least 1 hit point and has not taken radiant damage since its last turn.

Sunlight Weakness. The elder takes 20 radiant damage at the start of each turn in direct sunlight and has disadvantage on attack rolls and ability checks.

Spellcasting. The elder vampire casts with Charisma (spell save DC 18, +10 to hit with spell attacks). The elder learned its spells centuries ago and casts rarely, after cheaper options have been exhausted.

At will: *Charm Person*, *Darkness*, *Detect Thoughts*

3/day each: *Gaseous Form*, *Hold Person*, *Misty Step*

1/day each: *Dominate Person*, *Modify Memory*, *Scrying*

Actions

Rapier. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 9 (1d8 + 5) piercing damage. The elder makes three Rapier attacks. A creature hit by two or more of them in a turn is Grappled.

Dominate. *DC 18 Wisdom save.* One humanoid within 60 feet is Charmed and acts on the elder's orders for one hour on a failed save, repeating the save each time it takes damage.

Bonus Actions

Bite. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 18 (3d8 + 5) necrotic damage. The elder can use this attack only against a Grappled, Restrained, Charmed or willing creature. The target's hit point maximum drops by the damage dealt.

Reactions

Debt Collection. *DC 18 Wisdom save.* When a creature within 60 feet that owes the elder a debt, or descends from someone who did, attacks it, the creature makes a Wisdom saving throw or its attack fails and it takes 4d8 psychic damage.

Legendary Actions

Slip Past. The elder moves up to its speed without provoking opportunity attacks. It can pass through a gap a rat could use.

Rapier. The elder makes one Rapier attack.

Court Summons. *DC 18 Charisma save.* This action costs two legendary actions. The elder names one creature it has fed on that is within a mile. Unless the creature succeeds on a Charisma saving throw, it is teleported to an unoccupied space within 15 feet of the elder.

Elder Wyrm

Elder wyrms are gargantuan draconians that live deep under a single range, and their burrowing shapes it over time. They surface rarely, and a surfacing is first logged as a seismic event.

Habitat. Subterranean, Lower Atmosphere

Elder Wyrm

Gargantuan draconian

Armor Class 20 (ancient plate)
Hit Points 227 (13d20 + 91)
Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	24 (+7)	14 (+2)	16 (+3)	15 (+2)

Saving Throws STR +13, CON +12, WIS +8
Skills Perception +8
Resistances bludgeoning, piercing, slashing
Immunities acid
Condition Immunities blinded, prone, frightened
Senses tremorsense 180 ft., blindsight 60 ft., passive Perception 18
Languages Draconic, Primordial
Power Rating 13 (10,000 points; proficiency +5)

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Siege Frame. Deals double damage to objects and structures.

Actions

Bite. *Melee Attack Roll: +13, reach 20 ft., one target. Hit:* 27 (3d12 + 8) piercing damage. Two attacks. A Large or smaller creature hit by both is held in the jaws and Restrained.

Swallow. *DC 20 Dexterity save.* One Large or smaller creature the wyrm hit this turn is swallowed on a failed save, taking 6d6 acid damage at the start of each of the wyrm's turns.

REACTIONS

Shifting Ground. *DC 21 Dexterity save.* When a creature within 60 feet standing on rock or soil hits the wyrm, that creature makes a Dexterity saving throw or falls Prone and slides 15 feet toward the wyrm.

LEGENDARY ACTIONS

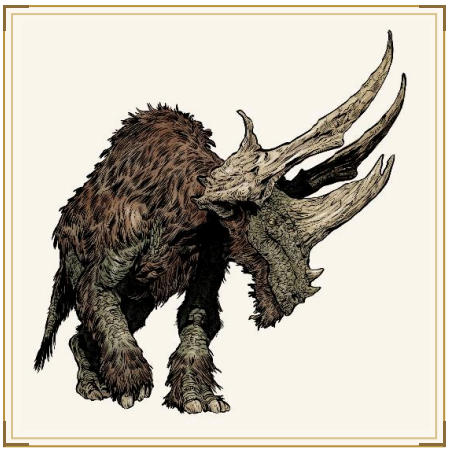
Coil. *Melee Attack Roll: +13, reach 20 ft., one target. Hit:* 24 (3d10 + 8) bludgeoning damage. The wyrm attacks one creature it can see with a coil of its body.

Coil. The wyrm attacks one creature it can see with a coil of its body.

Subside. The wyrm burrows up to half its speed. It leaves no opening behind it and provokes no opportunity attacks.

Seismic Event. *DC 20 Constitution save.* Costs two legendary actions. Every creature within 60 feet touching the ground makes a Constitution saving throw or takes 4d10 thunder damage and is Deafened until the end of its next turn.

Elderhorn



An elderhorn's twelve-foot rack of antlers is heavy enough that the animal turns slowly and cannot enter a wood. No predator takes a healthy adult. Adults die in a bad season or from the weight of their own heads, and settlements build fences from the shed racks that litter the plains.

Habitat. Grassland, Tundra

Elderhorn

Huge beast

Armor Class 15
Hit Points 126 (12d12 + 48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	3 (-4)	13 (+1)	7 (-2)

Saving Throws CON +7
Skills Perception +4
Senses passive Perception 14
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Slow Turning. The elderhorn cannot enter forest or any space narrower than 15 feet, and has disadvantage on Dexterity saves.

Charge. If the elderhorn moves at least 30 feet straight toward a creature and hits it with a gore attack, the target takes an extra 4d8 damage and makes a DC 17 Strength save or is knocked Prone.

Actions

Multiattack. The elderhorn makes one gore attack and one stamp attack.

Gore. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 19 (3d8 + 6) piercing damage.

Stamp. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 17 (2d10 + 6) bludgeoning damage.

Antler Sweep. Each creature within 15 feet in a half circle makes a DC 17 Strength save, taking 3d10 bludgeoning damage and being pushed 20 feet on a failure, or half as much and no push on a success.

Eldritch Prince

An eldritch prince holds a title that no living thing gave it. Its court is made of minds it took an interest in and kept, and it adds to them as a collector does. When it turns its attention on a room, the creatures in it take psychic damage and are Stunned, and any reduced to 0 hit points are taken into the court.

Habitat. Plane of Oblivion, Rift Breach

Eldritch Prince

Large aberration

Armor Class 21
Hit Points 356 (31d10 + 186)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	22 (+6)	26 (+8)	22 (+6)	24 (+7)

Saving Throws CON +12, INT +14, WIS +12, CHA +13
Skills Arcana +14, Deception +13, Insight +12, Perception +12
Resistances cold, fire, lightning, bludgeoning, piercing, slashing
Immunities psychic, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, prone, stunned
Senses truesight 120 ft., telepathy 300 ft., passive Perception 22
Languages Netherspeech, Common, Primordial, Myr
Power Rating 18 (20,000 points; proficiency +6)

The Court. Every creature it has taken is still available to it. It knows anything any of them knew.

Attention. A creature that starts its turn within 60 feet and can see the prince makes a DC 22 Intelligence save or takes 6d10 psychic damage and cannot take a reaction until the start of its next turn.

Closed Mind. The prince cannot be surprised, cannot be deceived, and is immune to any effect that would read or alter its mind.

Actions

Multiattack. The prince makes three tendril attacks, or uses Mind Blast and makes one tendril attack.

Tendril. *Melee Attack Roll: +14, reach 20 ft., one target. Hit:* 30 (4d10 + 8) psychic damage. The target's Intelligence is reduced by 1d4 until it finishes a long rest.

Mind Blast. Each creature within 60 feet makes a DC 22 Wisdom save. On a failure it takes 12d10 psychic damage and is Stunned until the end of its next turn. A creature reduced to 0 hit points this way is taken into the court instead of killed.

Erase Memory. One creature within 120 feet makes a DC 22 Intelligence save or loses the last hour, including why it came.

Bonus Actions

Teleport. The prince teleports up to 300 feet to a space it can see, and one creature it chooses within 10 feet goes with it.

Elephant

Elephants haul timber and stone on worlds where a walker is not worth the fuel, and wild herds move between water across the dry plains. A herd on the road stops traffic in both directions.

Habitat. Savanna, Taiga

Elephant

Huge beast

Armor Class 14
Hit Points 76 (8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages none
Power Rating 4 (1,100 points; proficiency +2)

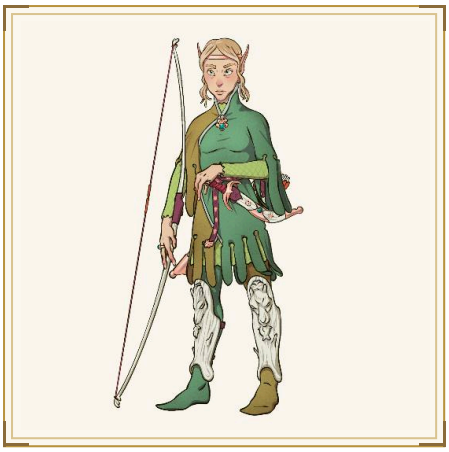
Trampling Charge. If it moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked Prone. If the target is Prone, the elephant can make one Stomp attack against it as a bonus action.

Actions

Gore. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 19 (3d8 + 6) piercing damage. A thrust of the tusks.

Stomp. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 22 (3d10 + 6) bludgeoning damage. The elephant makes this attack only against a creature that is already Prone.

Elf



Elves were made as instruments of the Rift and became a people afterward. Each house is bound to one element, fixed long ago and not always remembered by the house. Elves keep the old holds and are found on the core worlds.

Habitat. Settlement, Terran (Verdant)

Elf

Medium humanoid, elemental

Armor Class 14 (woven mesh)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	14 (+2)	14 (+2)	13 (+1)

Skills Perception +4, Arcana +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish
Gear Longbow, Leather Cuirass
Power Rating 1 (200 points; proficiency +2)

Rift-Sensitive Blood. The elf has advantage on saving throws against rift effects it did not initiate.

Actions

Longbow. *Ranged Attack Roll: +5, long range, one target. Hit:* 7 (1d8 + 3) piercing damage. An arrow from a longbow.

Reactions

Rift-Sensitive Blood. When a creature within 30 feet begins a spell the elf can perceive, the elf gains advantage on its saving throw against that spell and learns the Channel it belongs to.

Elf Acolyte

An elf acolyte is a student of the element its house was shaped from, trained in the sanctums and old holds. The acolyte is given the name of the element at the start, and most of the training is spent finding out what the inheritance will and will not do. Acolytes are kept away from anything fragile while they learn.

Habitat. Settlement

Elf Acolyte

Medium humanoid, elemental

Armor Class 14
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	15 (+2)	14 (+2)

Saving Throws INT +5, WIS +4
Skills Arcana +5, History +5, Perception +4
Resistances rift
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish
Gear Channeler's Focus, Quarterstaff
Power Rating 3 (700 points; proficiency +2)

Elemental Inheritance. Channels the element its house was shaped from. The damage type of its channeled attacks matches that Channel.

Spellcasting. The elf acolyte casts with Intelligence (spell save DC 13, +5 to hit with spell attacks). Casts from the Channel its house was shaped from, and its spells take that element's damage type.

At will: *Elementalism*, *Attune*

3/day each: *Chromatic Orb*, *Shear*, *Mage Armor*

1/day each: *Enhance Ability*, *Protection from Poison*

Actions

Channeled Bolt. *Ranged Attack Roll: +5, medium range, one target. Hit:* 7 (1d8 + 3) rift damage. Two attacks. The second attack against the same target deals an extra 1d8 damage of the house's element.

Inherited Surge. *DC 13 Dexterity save.* A 20-foot radius within 60 feet. Each creature there takes 5d8 rift damage on a failed save, or half as much on a success.

Reactions

Inheritance Answers. When the acolyte takes damage of its house's element, the damage is halved, and the next channeled attack the acolyte makes before the end of its next turn deals an extra 2d6 damage of that element.

Elf Sage

An elf sage has held its house's Channel long enough to shape it, and can turn any spell it casts to the house's element. Sages keep the sanctums and archives of the old holds and are consulted on questions of lineage and of the Rift.

Habitat. Settlement

Elf Sage

Medium humanoid, elemental

Armor Class 16 (channel-woven mantle)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	20 (+5)	18 (+4)	16 (+3)

Saving Throws CON +6, INT +8, WIS +7
Skills Arcana +8, History +8, Insight +7, Perception +7
Resistances rift, psychic
Senses darkvision 120 ft., passive Perception 17
Languages Common, Elvish, Primordial
Gear Spell Amplifier, Focusing Crystal
Power Rating 8 (3,900 points; proficiency +3)

Elemental Mastery. Channels the element its house was shaped from, and may change the damage type of any channeled attack to that Channel's element.

Held Open. Concentration on a spell is not broken by damage below 20.

Spellcasting. The elf sage casts with Intelligence (spell save DC 16, +8 to hit with spell attacks). Casts from its house's Channel and may turn the damage of any spell to that element.

At will: *Elementalism*, *Attune*, *Grasp*

Level 1 (4 slots): *Chromatic Orb*, *Shear*, *Mage Armor*, *Shield*

Level 2 (3 slots): *Enhance Ability*, *Protection from Poison*, *Blur*

Level 3 (3 slots): *Counterspell*, *Protection from Energy*, *Fly*

Level 4 (3 slots): *Banishment*, *Conjure Minor Elementals*, *Stoneskin*

Level 5 (2 slots): *Conjure Elemental*, *Wall of Force*

Actions

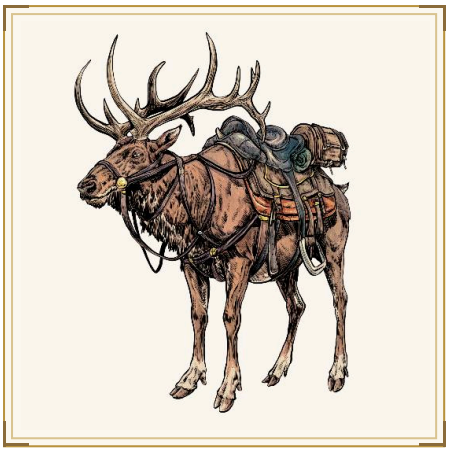
Channeled Lance. *Ranged Attack Roll: +8, long range, one target. Hit:* 10 (1d10 + 5) rift damage. Three attacks. A creature hit by two or more takes an extra 2d8 damage of the house's element and, until the end of the sage's next turn, cannot gain resistance to it by any means.

Unmake the Weave. *DC 16 Constitution save.* One creature within 90 feet takes 10d8 rift damage on a failed save, or half as much on a success. On a failure any spell it was concentrating on ends.

Reactions

The House Answers. When the sage or an ally within 30 feet takes damage of the house's element, the damage is reduced to 0, and the sage may add half the damage prevented as extra damage of that element to the next channeled attack it makes before the end of its next turn. Three times per day.

Elk



Elk are ridden and used as pack animals through boreal country where a wagon would sink. A saddled bull stays steady under weight and is still dangerous to a person who walks up behind it.

Habitat. Taiga, Grassland, Terran (Verdant)

Elk

Large beast

Armor Class 12
Hit Points 32 (5d10 + 5)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Charge. If it moves at least 20 feet straight toward a target and hits with Ram, the target makes a DC 11 Strength saving throw or is knocked Prone.

Actions

Ram. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) bludgeoning damage. A strike with its lowered antlers.

Hooves. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) bludgeoning damage. A stomp from its hooves against a Prone creature.

Ember Dwarf

Ember dwarves work the forge halls where the Plane of Ignis presses against a molten world, and they are made of the same heat they work in. They will trade and they keep a bargain exactly, which matters because the terms are always literal and they are always the ones who wrote them.

Habitat. Subterranean, Plane of Ignis

Ember Dwarf

Medium elemental, humanoid (Ignin)

Armor Class 15
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Technology +3, Athletics +5
Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Primordial, Dwarvish
Power Rating 2 (450 points; proficiency +2)

Heat. A creature that touches it or hits it with a melee attack within 5 feet takes 2 fire damage.

Illumination. Sheds bright light in a 10-foot radius and dim light for a further 10 feet.

Actions

Warhammer. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage. Plus 3 fire damage.

Ember Mephit

Ember mephits settle in forge halls and reactor decks and cannot be removed, because the habitat is the working part of the facility. A mephit lights anything that will take a flame, moves away, and watches. Managers post a watch for them.

Habitat. Subterranean, Plane of Ignis

Ember Mephit

Small elemental

Armor Class 13
Hit Points 36 (8d6 + 8)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	13 (+1)

Skills Perception +2, Stealth +4
Vulnerabilities cold
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Primordial
Power Rating 1/2 (100 points; proficiency +2)

Death Burst. When it drops to 0 hit points it bursts into flame. Each creature within 5 feet makes a DC 11 Dexterity save or takes 2d6 fire damage.

Ignites Objects. Sets one flammable object it touches alight each round, and moves away to watch.

Actions

Claws. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) fire damage.

Ember Breath. A 15-foot cone. Each creature in it makes a DC 11 Dexterity save, taking 2d6 fire damage and gaining the Burning condition on a failure, or half as much and no burning on a success. It can do this once every two rounds.

ESC Captain

An ESC captain commands a Corps station and the contracts filed through it, and reports to a regional executive and to no one else on the station. Every Echelon creature aboard acts on the captain's orders, and the captain can seal any section of the station. The posting pays well and has high turnover.

Habitat. Station Interior, Aurelion's Belt

Faction. Echelon Corporation

ESC Captain

Medium humanoid

Armor Class 18 (powered corps plate)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	15 (+2)	15 (+2)	15 (+2)

Saving Throws DEX +6, CON +6, WIS +5
Skills Perception +5, Intimidation +5, Investigation +5, Persuasion +5
Condition Immunities decompressed
Senses passive Perception 15
Languages Common, Axiom Binary
Gear Particle Rifle, Legion Powered Armor, Ballistic Shield
Power Rating 7 (2,900 points; proficiency +3)

Station Authority. Every Echelon creature aboard acts on the captain's initiative.

Rated for Vacuum. The captain is immune to the Decompressed condition and has 4 hours of air.

Actions

Particle Rifle. *Ranged Attack Roll: +6, long range, one target. Hit:* 10 (2d6 + 3) force damage. The captain makes three Particle Rifle attacks.

Lockdown. *DC 13 Dexterity save.* Each creature within 30 feet takes 6d8 lightning damage and is Restrained until the end of its next turn on a failed save, or half damage on a success.

Reactions

Seal the Section. *DC 13 Strength save.* When a creature within 60 feet attempts to leave the compartment, it must succeed on a Strength saving throw against its save DC or its movement ends.

ESC Enforcer

The Corps exists to make Echelon's contracts self-executing. An enforcer serves notice and takes possession, and is indemnified for whatever the taking required.

Habitat. Settlement, Station Interior

Faction. Echelon Corporation

ESC Enforcer

Medium humanoid

Armor Class 15 (corps plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	11 (+0)	12 (+1)	11 (+0)

Saving Throws CON +4
Skills Intimidation +2, Athletics +4
Senses passive Perception 11
Languages Common
Gear Submachine Gun, Riot Plate Vest, Axis Lien Tag
Power Rating 2 (450 points; proficiency +2)

Indemnified. The enforcer does not break off an enforcement action because of a threat of legal consequence.

Actions

Submachine Gun. *Ranged Attack Roll: +4, close range, one target. Hit:* 7 (1d10 + 2) ballistic damage. The enforcer makes two Submachine Gun attacks.

Reactions

Indemnified. When a creature within 30 feet threatens the enforcer with legal consequence, invokes a warrant, or orders it to stand down, any effect that would make the enforcer Frightened or Charmed fails, and it makes one Submachine Gun attack against the speaker.

ESC Interdiction Unit

Interdiction operators are deniable Corps assets given objectives instead of warrants. Echelon does not confirm the program exists, and the Corps stations that host them log them as maintenance contractors.

Habitat. Station Interior, Echelon Prime

Faction. Echelon Corporation

ESC Interdiction Unit

Medium humanoid

Armor Class 20 (stealth-rated powered plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	19 (+4)	17 (+3)	18 (+4)	14 (+2)

Saving Throws DEX +10, CON +9, INT +8, WIS +9
Skills Stealth +15, Perception +9, Investigation +8, Technology +8, Athletics +9
Resistances radiant, lightning
Condition Immunities decompressed, frightened, charmed
Senses truesight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Axiom Binary, Federation Standard, Low Aurelian, Meridian Cant
Gear ESC Interdiction Carbine, Legion Powered Armor, Zyrrakian Cloak, Combat Knife
Power Rating 13 (10,000 points; proficiency +5)

Legendary Resistance. Twice per day, when the unit fails a saving throw, it can choose to succeed instead.

Unrecorded. The unit cannot be identified by any record, and any attempt to trace it returns a maintenance contract instead.

Adaptive Camouflage. While it has not attacked since its last turn, it is heavily obscured to sight and Perception checks to notice it have disadvantage.

Actions

Interdiction Carbine. *Ranged Attack Roll: +10, long range, one target. Hit:* 14 (2d8 + 5) kinetic damage. With ESC Interdiction Carbine. The unit makes three Interdiction Carbine attacks. If two or more hit the same creature, the third can be redirected to any other creature within 15 feet of it at no penalty.

Terminate. *DC 18 Constitution save.* One creature within 60 feet takes 12d8 kinetic damage on a failed save, or half as much on a success. Against a creature that has not yet acted this combat the damage is doubled.

Reactions

Break Contact. When the unit is hit by an attack, or a creature attempts to record, photograph, scan or otherwise fix its identity, the unit takes half damage from the attack, moves up to 30 feet without provoking opportunity attacks, and becomes heavily obscured until the end of its next turn.

Legendary Actions

Reacquire. The unit moves up to half its speed and regains the benefit of Adaptive Camouflage even though it attacked this round.

Suppress. The unit fires one shot with the Interdiction Carbine.

Close the File. Costs two legendary actions. The unit fires one Terminate at a creature that has not yet acted this combat.

ESC Officer

An ESC officer runs a Corps detail and holds the warrant it acts under. Echelon audits the cost of an action and does not review its conduct, so an officer decides how much of the warrant to use based on what it will cost.

Habitat. Settlement

Faction. Echelon Corporation

ESC Officer

Medium humanoid

Armor Class 17 (corps plate and shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	13 (+1)	14 (+2)	13 (+1)

Saving Throws CON +5, WIS +4
Skills Perception +4, Intimidation +3, Investigation +3
Senses passive Perception 14
Languages Common, Axiom Binary
Gear Assault Rifle, Riot Plate Vest, Ballistic Shield
Power Rating 4 (1,100 points; proficiency +2)

Warrant Targets. Allies within 30 feet that can hear the officer have advantage on attack rolls against any creature it has named on the warrant.

Actions

Assault Rifle. *Ranged Attack Roll: +5, long range, one target. Hit:* 8 (1d10 + 3) ballistic damage. The officer makes two Assault Rifle attacks.

Reactions

Add to the Warrant. When a creature within 60 feet attacks the officer or an ally, the officer names it on the warrant. Every ally within 30 feet that can hear the officer has advantage on attack rolls against it for the rest of the encounter.

ESC Sector Commander

Sector Commanders decide when a holding stops being worth defending. Those decisions have ended settlements, and the Corps acts on them without a second review. A commander fights with a rail lance, in powered armor and behind an ion shield.

Habitat. Echelon Prime, Settlement

Faction. Echelon Corporation

ESC Sector Commander

Medium humanoid

Armor Class 19 (powered corps plate)
Hit Points 178 (21d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	17 (+3)	17 (+3)	17 (+3)

Saving Throws DEX +8, CON +8, WIS +7, CHA +7
Skills Perception +7, Intimidation +7, Investigation +7, Persuasion +7, Technology +7
Condition Immunities decompressed, frightened
Senses passive Perception 17
Languages Common, Axiom Binary, Low Aurelian
Gear Rail Lance, Argo Powered Armor, Ion Shield Generator
Power Rating 10 (5,900 points; proficiency +4)

Legendary Resistance. Once per day, when it fails a saving throw, it may choose to succeed instead.

Write-Off Authority. Echelon creatures within 120 feet cannot be Frightened and add 1d6 to their damage rolls.

Actions

Rail Lance. *Ranged Attack Roll: +8, long range, one target. Hit:* 17 (2d12 + 4) kinetic damage. The Sector Commander makes three attacks. Against a creature it has written off, each hit deals an extra 2d6 kinetic damage.

Asset Denial. *DC 15 Dexterity save.* The Sector Commander targets a 20-foot radius within 120 feet. Each creature there makes a Dexterity saving throw, taking 10d8 force damage on a failure and half as much on a success. Structures in the area are destroyed outright. Recharges on a 5 or 6.

Reactions

Write It Off. When an Echelon creature within 120 feet is reduced to 0 hit points, one other Echelon creature within 120 feet gains 20 temporary hit points and can immediately move up to its speed.

Ettin

An ettin's two heads have separate names and tempers, disagree about where to go, and share one body. The left head wields a battleaxe and the right a morningstar.

Habitat. Desert, Settlement

Ettin

Large giantkin

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Jotun
Power Rating 4 (1,100 points; proficiency +2)

Two Heads. Has advantage on Perception checks and on saving throws against being Blinded, Charmed, Deafened, Frightened, Stunned or knocked Unconscious.

Wakeful. One head is always awake, so the ettin cannot be Surprised while it is resting.

Actions

Battleaxe. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 14 (2d8 + 5) slashing damage. A battleaxe swung by the left head.

Morningstar. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 14 (2d8 + 5) piercing damage. A morningstar swung by the right head.

Eyes of Stars

An Eyes of Stars is a floating mass of eyes that drifts out of deep Rift breaches and through deep space and ion nebulae. Each eye opens onto a different place. Its rays damage, erase, teleport, stun or charm a target, and the space around it is warped.

Habitat. Rift Breach, Deep Space, Nebula

Eyes of Stars

Large aberration

Armor Class 20
Hit Points 304 (29d10 + 145)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	20 (+5)	22 (+6)	20 (+5)	22 (+6)

Saving Throws INT +12, WIS +11, CHA +12
Skills Perception +11, Insight +11
Immunities psychic
Condition Immunities prone, frightened, charmed
Senses truesight 120 ft., telepathy 300 ft., passive Perception 21
Languages Primordial, Netherspeech
Power Rating 17 (18,000 points; proficiency +6)

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Warped Space. The ground within 60 feet of it is difficult terrain, and a creature that teleports within that area arrives in a random unoccupied space within 30 feet of where it meant to.

All-Seeing. The Eyes of Stars cannot be surprised and sees invisible creatures and objects.

Actions

Multiattack. It makes one Bite attack and uses Eye Rays three times, choosing a different ray each time.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (4d6 + 1) piercing damage. A bite from the mouth under its central eye.

Eye Rays. *DC 20 Wisdom save.* One ray at a creature it can see within 120 feet. Mind Lance: Intelligence save or 10d8 psychic damage, half on a success. Unmake: Dexterity save or 10d10 force damage, and a creature reduced to 0 hit points is erased. Fold: Charisma save or the target is teleported to a space the Eyes of Stars chooses within 120 feet. Still Time: Wisdom save or Stunned until the end of its next turn. Madness: Wisdom save or Charmed for 1 minute, attacking the nearest creature each turn.

Starfall Gaze. *DC 20 Wisdom save.* A 60-foot cone. Each creature in it makes a Wisdom saving throw, taking 12d10 psychic damage on a failure and half as much on a success. A creature that fails by 5 or more is Stunned for 1 minute and repeats the save at the end of each of its turns. Recharges on a roll of 5 or 6 on a d6.

Legendary Actions

Eye Ray. It uses one Eye Ray.

Blink. It teleports to an unoccupied space it can see within 60 feet.

Rewrite. *DC 20 Charisma save.* Costs two legendary actions. One creature within 120 feet makes a Charisma saving throw or swaps places with another creature or object of the Eyes of Stars' choice within the same range.

Facestealer

A facestealer kills a humanoid and takes its face and voice permanently. The replacement steps into the original's life without a gap anyone can point to. It keeps the original's memories well enough for about a month. After that it guesses, and the guesses give it away, long after the damage is done.

Habitat. Settlement

Facestealer

Medium aberration (Doppelganger)

Armor Class 15
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	15 (+2)	14 (+2)	16 (+3)

Saving Throws DEX +7, CHA +6
Skills Deception +6, Insight +5, Perception +5, Stealth +7
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages Common
Power Rating 5 (1,800 points; proficiency +3)

Stolen Face. The facestealer takes the exact appearance and voice of any humanoid it has killed. Detecting it requires a DC 20 Insight check and a reason to look.

Fading Memory. The facestealer can answer anything the original knew for about a month. After that its answers are invented, and the inventions are consistent with each other.

Actions

Multiattack. Makes two slam attacks.

Slam. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage.

Read Memory. One creature within 30 feet makes a DC 15 Wisdom save. On a failure the facestealer learns a memory it chooses and the creature loses it until it finishes a long rest.

Take Face. One creature within 5 feet that is at 0 hit points dies, and the facestealer takes its appearance permanently.

Failed Experiment

A failed experiment is the result when a researcher uses their own line as the stock for an insect splice. The head changes first and then the hands. The creature keeps its coat and clearance badge, and it knows the building. It responds to its own name for the first few weeks, and by the time it stops responding it has often found the ventilation.

Habitat. Settlement

Failed Experiment

Medium aberration

Armor Class 14 (chitin plating)
Hit Points 82 (11d8 + 33)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +5, Technology +2
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 12
Languages understands Common
Power Rating 4 (1,100 points; proficiency +2)

Clearance Badge. It can still operate the locks, lifts and consoles of the facility it came from.

Clinging Feet. It can climb difficult surfaces, including upside down along ceilings, without making an ability check.

Actions

Multiattack. It makes two Claw attacks, or one Claw attack and uses Spit Solvent.

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. A slash from its chitinous hand.

Spit Solvent. *Ranged Attack Roll: +5, close range, one target. Hit:* 10 (3d6) acid damage. A spat stream of digestive fluid.

Fairy

Fairies attach to a place and take an interest in what happens there, and little happens nearby without a fairy knowing.

Habitat. Woodland, Low Orbit

Fairy

Small fae

Armor Class 14
Hit Points 21 (6d6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	11 (+0)	13 (+1)	13 (+1)	15 (+2)

Skills Stealth +5, Perception +3
Senses passive Perception 13
Languages Sylvan, Common
Power Rating 1/4 (50 points; proficiency +2)

Hard to Hold. The fairy can move through a space as narrow as one inch without squeezing.

Actions

Thorn. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A thorn drawn from the place it is bound to.

Reactions

Curious Approach. When a creature within 30 feet does something the fairy has not seen before, the fairy moves up to its speed to a space adjacent to that creature, passing through any gap an inch wide, and that creature has disadvantage on its next attack roll.

Fallen Mythar

The Mythar do not intervene, and that restraint is the condition of their watching. This one watched a world go under, judged that the rule was wrong, and acted, and the acting was the fall. It kept every faculty it had and lost the only thing that made them safe. It still keeps the record, in enormous detail, and the record now has verdicts in it.

Habitat. Settlement, Plane of Oblivion

Fallen Mythar

Large fiend, celestial

Armor Class 20
Hit Points 283 (27d10 + 135)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	20 (+5)	22 (+6)	23 (+6)	21 (+5)

Saving Throws CON +10, INT +11, WIS +11, CHA +10
Skills History +11, Insight +11, Lore +11, Perception +11, Religion +11
Resistances necrotic, radiant, fire, cold
Condition Immunities charmed, exhausted, frightened, poisoned
Senses truesight 120 ft., telepathy 120 ft., passive Perception 21
Languages Mythar, Common, Old Valar, Netherspeech, Ebon Liturgy
Power Rating 16 (15,000 points; proficiency +5)

Keeps the record. Knows the entire history of any creature, object or place it can see, and cannot be lied to about any of it.

The verdict. Names one creature at the start of a fight. Its attacks against that creature score a critical hit on a roll of 19 or 20 and it cannot be turned aside from it.

Fell, kept everything. Loses none of the faculties of its office. What it lost was the prohibition.

Actions

Multiattack. Makes three blade attacks, or uses Read the record and makes two.

Sundered blade. *Melee Attack Roll: +11, reach 15 ft., one target. Hit:* 28 (4d10 + 6) radiant damage. Half the damage is radiant and half is necrotic.

Read the record. One creature within 120 feet makes a DC 19 Charisma save. On a failure it takes 10d10 psychic damage as every wrong it has done is read back to it in order, and it is Frightened for 1 minute.

Sentence. One creature within 60 feet that has been named by The verdict makes a DC 19 Constitution save, taking 16d8 radiant damage on a failure or half as much on a success.

Bonus Actions

Wings. Flies up to its Speed without provoking opportunity attacks.

Fanatic Cultist

Most of a congregation can be talked down, arrested or bought, and a fanatic cannot. A fanatic acts on the doctrine exactly as written and often burns a site down with the leadership still inside. The priesthood is wary of fanatics for that reason.

Habitat. Rift Breach, Settlement

Fanatic Cultist

Medium humanoid

Armor Class 13
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	15 (+2)	14 (+2)

Saving Throws WIS +4
Skills Religion +2
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Common, Ebon Liturgy
Gear Dagger, Leather Cuirass
Power Rating 2 (450 points; proficiency +2)

Fanatical Resolve. The fanatic cannot be bribed, intimidated, reasoned with or turned, and will not surrender.

Last Attack. When the fanatic is reduced to 0 hit points, it makes one final attack before it falls.

Actions

Multiattack. The fanatic makes two Ritual Blade attacks.

Ritual Blade. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) slashing damage.

Recite Doctrine. Each creature within 30 feet that can hear it makes a DC 12 Wisdom save or takes 3d6 psychic damage. Allied cultists within 30 feet gain 5 temporary hit points.

Fiend

Fiends of this rank are dispatched to occupy ground and outlast whoever else holds it, turning up on burnt worlds and Sanctum Worlds alike.

Habitat. Settlement

Faction. Covenant of the Ebon Creed

Fiend

Medium fiend

Armor Class 17 (fused hide)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	12 (+1)	13 (+1)	16 (+3)

Saving Throws CON +7, CHA +6
Skills Intimidation +6
Resistances cold, bludgeoning, piercing, slashing
Immunities fire, poison
Condition Immunities poisoned, frightened
Senses darkvision 120 ft., passive Perception 11
Languages Netherspeech, Common
Power Rating 6 (2,300 points; proficiency +3)

Cinder Aura. A creature that ends its turn within 5 feet takes 1d10 fire damage.

Rift Resistance. Has advantage on saving throws against spells and other rift effects.

Actions

Flensing Hook. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) slashing damage. Two attacks. Each hit deals an extra 1d6 fire damage, and a creature hit by both cannot move farther than 30 feet from the fiend until the end of its next turn.

Bonus Actions

Draw In. *DC 15 Strength save.* One creature within 30 feet is pulled to within 5 feet of the fiend and knocked Prone on a failed save.

Reactions

Draw Back. *DC 14 Strength save.* When a creature within 30 feet attempts to leave the ground the fiend was sent to occupy, the creature makes a Strength saving throw. On a failure its movement ends and it is pulled 10 feet toward the fiend.

Filth Demon

A filth demon grows in a waste tank or sump that has gone undrained. It rises up the pipe, holds a rough shape while it needs one and gives that shape up to get through a grating. It has little intelligence and prefers to fight in enclosed rooms with one door.

Habitat. Station Interior

Filth Demon

Medium fiend

Armor Class 14
Hit Points 85 (10d8 + 40)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	18 (+4)	6 (-2)	11 (+0)	8 (-1)

Saving Throws CON +6
Skills Stealth +1
Resistances cold, fire, lightning
Immunities acid, poison
Condition Immunities blinded, grappled, prone, restrained
Senses darkvision 120 ft., passive Perception 10
Languages Netherspeech
Power Rating 4 (1,100 points; proficiency +2)

Amorphous. Moves through a gap of 1 inch without squeezing, and cannot be Grappled or Restrained.

Stench. A creature that starts its turn within 10 feet makes a DC 14 Constitution save or is Poisoned until the start of its next turn.

Floor Camouflage. In a flooded or fouled compartment it has advantage on Stealth checks and is indistinguishable from standing waste until it moves.

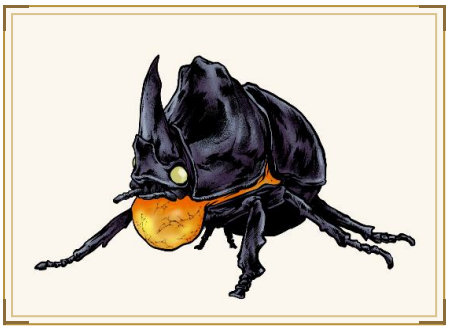
Actions

Multiattack. Makes two slam attacks.

Slam. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 12 (2d8 + 3) acid damage. A heavy slam from its mass of waste.

Engulf. One creature of Medium size or smaller within 5 feet makes a DC 14 Dexterity save. On a failure it is pulled inside, Blinded and Restrained, begins Suffocating, and takes 3d6 acid damage at the start of each of the demon's turns.

Fire Beetle



A fire beetle is a black rhinoceros beetle with a single curved horn and an orange gland under the jaw that glows from inside. The gland holds an oil that the beetle spits and ignites in the same breath, which it uses to clear rivals off a carcass. Miners keep the glands for lamps, and a gland keeps glowing for days after the beetle dies.

Habitat. Subterranean

Fire Beetle

Small beast

Armor Class 13 (carapace)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	1 (-5)	8 (-1)	3 (-4)

Resistances fire
Senses blindsight 30 ft., passive Perception 9
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Glow. It sheds bright light in a 10-foot radius and dim light for a further 10 feet. The gland keeps glowing for 1d6 days after the beetle dies.

Actions

Horn. *Melee Attack Roll: +1, reach 5 ft., one target. Hit:* 2 (1d6 - 1) piercing damage. A short butt with the horn.

Spit Flame. *DC 11 Dexterity save.* A spurt of burning oil in a 10-foot line. Every creature in the line makes a Dexterity saving throw, taking 2d4 fire damage on a failure and half as much on a success. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Fire Elemental

Fire elementals are Large masses of living flame that ignite any flammable material they pass. Shipboard containment protocol for one is to seal and vent the compartment.

Habitat. Volcanic Field, Station Interior

Fire Elemental

Large elemental

Armor Class 15
Hit Points 95 (10d10 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	18 (+4)	6 (-2)	10 (+0)	7 (-2)

Saving Throws DEX +7
Vulnerabilities cold
Resistances bludgeoning, piercing, slashing
Immunities fire, poison
Condition Immunities exhausted, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Power Rating 5 (1,800 points; proficiency +3)

Fire Form. A creature that touches it or hits it with a melee attack takes 2d6 fire damage. It sets alight anything flammable it passes.

Water Susceptibility. Takes 2 cold damage for every gallon of water splashed on it.

Actions

Touch. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) fire damage. Two attacks. Anything flammable a creature hit is wearing or carrying catches fire.

Reactions

Vent the Compartment. When the fire elemental takes cold damage or is splashed with water, every creature within 10 feet takes 3d6 fire damage. The elemental then takes the triggering damage as normal.

Fire Giant

Fire giants keep the smithing tradition of their line and produce work that outlasts most of the civilizations that commission it. They hold volcanic country and defend the forge-holds in it.

Habitat. Volcanic Field, Subterranean

Fire Giant

Giant giantkin

Armor Class 18 (forged plate)
Hit Points 137 (11d12 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	13 (+1)	14 (+2)	13 (+1)

Saving Throws DEX +3, CON +9, CHA +4
Skills Athletics +10, Technology +4
Immunities fire
Senses darkvision 60 ft., passive Perception 12
Languages Jotun, Primordial
Gear Greatsword, Full Plate Cuirass
Power Rating 8 (3,900 points; proficiency +3)

Forgeborn. Immune to fire, and can work molten metal with bare hands.

Actions

Forge Greatsword. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 28 (6d6 + 7) slashing damage. With Greatsword. Two attacks. A creature hit by both takes an extra 2d6 fire damage.

Slag Throw. *DC 17 Dexterity save.* A 20-foot radius at a point within 120 feet. Each creature in it takes 8d6 fire damage on a failed save, or half as much on a success.

Reactions

Seize the Blade. *DC 18 Strength save.* When a creature within 10 feet hits the fire giant with a metal weapon, the attacker makes a Strength saving throw. On a failure it is disarmed, and the weapon is left glowing and useless until it is re-tempered.

Fire Giant Chosen

Every fire giant hold keeps a forge burning for the day Surtur asks for it, and a Chosen is the giant Surtur picks out. The mark is on the arm, and the hair has turned to flame at the ends. A Chosen wields the hold's oldest blade and never puts it down. The forge fire stays lit in the Chosen's body, and the coals in the hold's forge go cold once it leaves. Holds have burned down their own halls to make a Chosen.

Habitat. Terran (Barren), Subterranean, Volcanic Field, Utgard

Fire Giant Chosen

Huge giantkin

Armor Class 19 (forge plate, still hot)
Hit Points 212 (17d12 + 102)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	13 (+1)	15 (+2)	18 (+4)

Saving Throws STR +11, CON +10, CHA +8
Skills Athletics +11, Intimidation +8, Perception +6
Resistances bludgeoning, piercing, slashing
Immunities fire
Senses darkvision 120 ft., passive Perception 16
Languages Common, Jotun, Primordial
Power Rating 12 (8,400 points; proficiency +4)

Surtur's Mark. Its weapon attacks deal an extra 2d8 fire damage, included below. The fire does not go out while it lives.

Forge Heat. A creature that ends its turn within 10 feet of it takes 10 fire damage. Flammable objects not worn or carried within 10 feet catch fire.

Chosen. It has advantage on saving throws against being Charmed or Frightened, and allied giantkin within 60 feet have advantage on saving throws against fire.

Actions

Multiattack. It makes two greatsword attacks.

Forge Greatsword. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 25 (4d8 + 7) fire damage. A strike from the hold's oldest blade, lit from within.

Kindling Stroke. *DC 18 Dexterity save.* It drags the blade through a 30-foot line. Every creature in the line makes a Dexterity saving throw, taking 7d8 fire damage on a failure and half as much on a success. A creature that fails takes a further 2d8 fire damage at the start of its next turn. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Hurled Coal. *Ranged Attack Roll: +11, long range, one target. Hit:* 29 (4d10 + 7) fire damage. It throws a boulder out of the forge's bed.

Reactions

Bank the Fire. When it takes cold damage, it deals 3d8 fire damage to every creature within 10 feet.

Fire Wyrm

Fire wyrms live in the magma channels of volcanic worlds and surface through vents. They are the most aggressive of the wyrm lines.

Habitat. Subterranean, Magmatic

Fire Wyrm

Giant draconian

Armor Class 18 (slag-crusted plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	9 (-1)	14 (+2)	12 (+1)

Saving Throws DEX +5, CON +10
Skills Perception +6, Stealth +5
Vulnerabilities cold
Resistances bludgeoning, piercing
Immunities fire
Senses tremorsense 120 ft., blindsight 60 ft., passive Perception 16
Languages Draconic, Primordial
Power Rating 9 (5,000 points; proficiency +4)

Molten Body. A creature that touches the wyrm or hits it with a melee attack takes 2d6 fire damage.

Magma Swimmer. Moves through molten rock without harm.

Actions

Bite. *Melee Attack Roll: +10, reach 15 ft., one target. Hit:* 19 (3d8 + 6) fire damage. Two attacks. A creature hit by both takes an extra 2d6 fire damage, and anything flammable it is carrying catches fire.

Magma Spray. *DC 18 Dexterity save.* A 40-foot cone. Each creature in it takes 12d6 fire damage on a failed save, or half as much on a success. The ground in the cone stays molten for 1 minute and is difficult terrain that deals 2d6 fire damage to any creature entering it. Recharges on a 5 or 6.

Reactions

Vent. When the fire wyrm takes cold damage, the damage is halved and every creature within 15 feet takes 3d6 fire damage.

Fish Devil

Fishing crews named the fish devil, and the name stuck. It is a fiend of drowned places that climbs out of flooded mine shafts. It extinguishes nonmagical lights near it, so accounts of an attack begin with a light going out.

Habitat. Subterranean, Open Ocean

Fish Devil

Medium fiend

Armor Class 15 (slick hide)
Hit Points 71 (11d8 + 22)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	9 (-1)

Skills Perception +3, Stealth +4
Resistances cold, necrotic
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., blindsight 30 ft., passive Perception 13
Languages Netherspeech
Power Rating 4 (1,100 points; proficiency +2)

Amphibious. Can breathe air and water.

Devour Light. As a bonus action, the fish devil extinguishes every nonmagical light source within 20 feet.

Actions

Hooked Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. A slash from a barbed, hooked claw.

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 12 (2d8 + 3) piercing damage. A bite from its crooked rows of teeth.

Drag Under. The fish devil pulls a creature it has Grappled 20 feet toward water it can reach. If the creature ends up submerged it begins to suffocate.

Flaming Skull

A flaming skull is what remains when the rest of a body has been used up by whatever animated it. It floats at head height, gives off light and heat, and can speak.

Habitat. Settlement

Flaming Skull

Tiny undead

Armor Class 13
Hit Points 49 (9d4 + 27)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	16 (+3)	16 (+3)	10 (+0)	11 (+0)

Saving Throws CON +5, INT +5
Skills Arcana +5, Perception +2
Vulnerabilities cold
Resistances bludgeoning, piercing, slashing
Immunities fire, lightning, necrotic, poison
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned, prone
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Power Rating 3 (700 points; proficiency +2)

Illumination. The skull sheds bright light in a 15-foot radius and dim light for another 15 feet.

Rejuvenation. The skull reforms in 1d10 hours unless it is destroyed while submerged in running water.

Actions

Fire Ray. *Ranged Attack Roll: +5, medium range, one target. Hit:* 10 (3d6) fire damage. A line of flame the width of a finger.

Fireball. *DC 13 Dexterity save.* The skull casts this once per day at a point within 60 feet. Each creature in a 20-foot radius makes a Dexterity saving throw, taking 6d6 fire damage on a failure and half as much on a success.

Flensed

Flensed are made in the Plane of Oblivion, and the same ritual cuts appear on every one. A flensed does not hurry and does not speak. It arrives where a rite was performed badly and takes the person who performed it.

Habitat. Plane of Oblivion, Rift Breach

Flensed

Medium undead, aberration

Armor Class 15
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	14 (+2)	16 (+3)	17 (+3)

Saving Throws WIS +6, CHA +6
Skills Insight +6, Perception +6
Resistances cold, necrotic, piercing
Condition Immunities charmed, frightened, poisoned, exhausted
Senses blindsight 60 ft., darkvision 120 ft., telepathy 60 ft., passive Perception 16
Languages Netherspeech
Power Rating 5 (1,800 points; proficiency +3)

Unhurried. The flensed cannot take the Dash action and cannot be moved against its will by any effect below 6th level.

Stillness Aura. A creature that starts its turn within 15 feet of the flensed makes a DC 14 Wisdom save or has its speed reduced to 0 until the start of its next turn.

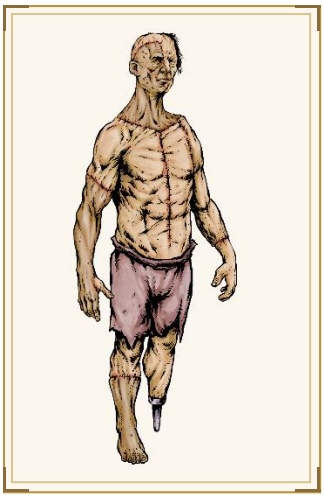
Actions

Multiattack. The flensed makes two Hook and Chain attacks.

Hook and Chain. *Melee Attack Roll: +5, reach 15 ft., one target. Hit:* 11 (2d8 + 2) slashing damage. On a hit the target is pulled 10 feet toward the flensed.

Open. This action recharges after a short rest. One creature within 5 feet makes a DC 14 Constitution save, taking 6d8 slashing damage and gaining one level of exhaustion on a failure, or half as much damage on a success.

Flesh Golem



Flesh golems are the cheapest golems to make. They absorb lightning and fear fire, and a hurt one can go berserk. Their makers keep them in cellars.

Habitat. Settlement, Station Interior, Black Meridian

Flesh Golem

Medium construct

Armor Class 14 (stitched hide)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Immunities lightning, poison
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Berserk. Whenever it starts its turn with 40 hit points or fewer, roll a d6. On a 6, it goes berserk: on each of its turns it attacks the nearest creature it can see, and it stays berserk until it is destroyed or regains all its hit points. Its maker can calm it with a successful Charisma (Persuasion) check within 60 feet, after which it stays calm for 1 minute.

Aversion to Fire. If it takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. Immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever it takes lightning damage, it takes no damage and instead regains hit points equal to the lightning damage dealt.

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

Unarmored Hide. Nonmagical bludgeoning, piercing and slashing damage dealt to it is halved.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage. A blow from the golem's fist.

Fomorian

Fomorians are giants pulled out of shape deep underground, with one limb longer than the other, by a process that is still going on there. Their curse has to be passed on to be survivable.

Habitat. Subterranean

Fomorian

Giant giantkin

Armor Class 16
Hit Points 149 (13d12 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +5, Stealth +3
Senses darkvision 120 ft., passive Perception 15
Languages Jotun, Netherspeech
Power Rating 8 (3,900 points; proficiency +3)

Actions

Multiattack. Makes two greatclub attacks, or one greatclub attack and one Evil Eye.

Greatclub. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 19 (3d8 + 6) bludgeoning damage. The fomorian swings its greatclub.

Evil Eye. One creature within 60 feet that it can see makes a DC 13 Charisma save, taking 6d8 psychic damage on a failure or half as much on a success.

Curse of Deformity. One Charmed or Incapacitated creature within 60 feet makes a DC 13 Charisma saving throw. On a failure its Charisma drops to 1 and its speed is halved, and only a remove curse effect restores either. Recharges after a long rest.

Forest Centaur

Forest centaurs live inside the forest and keep the count of every tree taken out of a preserve. They are not hostile to logging crews on arrival, and they present the bill eventually.

Habitat. Woodland, Terran (Verdant)

Forest Centaur

Large fae, beast

Armor Class 14
Hit Points 58 (9d10 + 9)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	13 (+1)	17 (+3)	15 (+2)

Skills Nature +3, Perception +5, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan, Common
Power Rating 3 (700 points; proficiency +2)

Woodland Stride. Difficult terrain made of undergrowth costs the centaur no extra movement, and it leaves no trail unless it chooses to.

Tree Count. The centaur knows the exact number of trees felled within 5 miles in the past year, and by whom.

Actions

Multiattack. The centaur makes two Quarterstaff attacks or two Longbow attacks.

Quarterstaff. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage. Forest Centaur attacks with its quarterstaff.

Longbow. *Ranged Attack Roll: +5, long range, one target. Hit:* 7 (1d8 + 3) piercing damage. Forest Centaur attacks with its longbow.

Ground Snare. This action recharges after a short rest. A 20-foot square within 60 feet becomes difficult terrain, and each creature in it makes a DC 13 Strength save or is Restrained until it uses an action to break free.

Frontier Aviator

On a world with almost no roads, one aircraft and one pilot can be the whole transport network for mail, medicine and passengers. She flies in weather that grounds better-equipped services and lands on anything flat. She carries a revolver because half the strips she uses are unattended and some of them are watched. The aircraft is older than she is, and she can strip it to the frame in an afternoon.

Habitat. Terran (Verdant), Settlement

Frontier Aviator

Medium humanoid

Armor Class 14
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	14 (+2)	15 (+2)	13 (+1)

Saving Throws DEX +5
Skills Perception +4, Piloting +5, Survival +4, Technology +4
Senses passive Perception 14
Languages Common, Federation Standard
Gear Revolver, Wrench, Navigator's Tools
Power Rating 3 (700 points; proficiency +2)

Foul-Weather Flying. The pilot cannot be forced down by weather, and any Piloting check she makes in bad conditions has advantage.

Landing Sites. The pilot can name a landing site within fifty miles of anywhere on her routes, and whether it is watched.

Actions

Multiattack. The pilot makes two Revolver attacks.

Revolver. *Ranged Attack Roll: +5, medium range, one target. Hit:* 8 (1d10 + 3) ballistic damage.

Wrench. *Melee Attack Roll: +2, reach 5 ft., one target. Hit:* 3 (1d6) bludgeoning damage.

Buzz the Field. The pilot brings the aircraft over low. Each creature in a 60-foot line makes a DC 13 Dexterity save or is knocked Prone and Deafened until the end of its next turn.

Frontier Hunter

He served in the cavalry, which no longer exists. He rides anything with four legs, shoots a long gun and is comfortable alone for a month at a time. He takes contracts on animals that have started coming into settlements, and a frontier holding calls him first.

Habitat. Farmland, Grassland

Frontier Hunter

Medium humanoid

Armor Class 15
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	10 (+0)

Saving Throws DEX +5, WIS +5
Skills Animal Handling +5, Perception +5, Stealth +5, Survival +5
Senses passive Perception 15
Languages Common
Gear Bolt-Action Rifle, Scimitar, Leather Cuirass
Power Rating 4 (1,100 points; proficiency +2)

Tracker. The hunter tracks anything across any terrain without a check and knows how long ago it passed.

First Shot. The hunter's first ranged attack of a combat scores a critical hit on a roll of 18 or better.

Actions

Multiattack. The hunter makes two attacks.

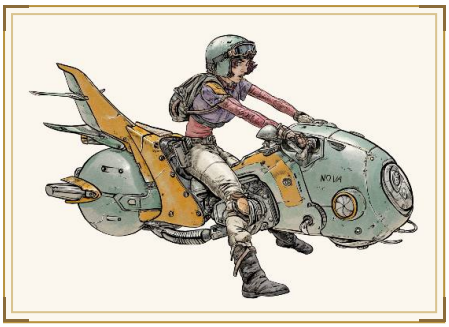
Long Rifle. *Ranged Attack Roll: +5, extreme range, one target. Hit:* 14 (2d10 + 3) ballistic damage.

Cavalry Saber. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) slashing damage.

Bonus Actions

Go to Ground. The hunter takes the Hide action. He has advantage on the check in any terrain with cover.

Frontier Scout



A scout rides a hover bike stripped to the frame, with fuel for eleven days and a rule to turn back at five. Scouts work alone because a second rider halves the fuel and doubles the noise. They are paid on what they bring back. Most of the results are negative, and the colony plans around them.

Habitat. Deep Space, Terran (Verdant)

Frontier Scout

Medium humanoid

Armor Class 16
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	11 (+0)

Saving Throws DEX +6, WIS +5
Skills Perception +5, Piloting +6, Stealth +6, Survival +5, Technology +4
Senses passive Perception 15
Languages Common, Federation Standard
Gear Bolt-Action Rifle, Machete, Navigator's Tools
Power Rating 4 (1,100 points; proficiency +2)

Long Range. The scout needs a fifth of the usual supplies and cannot be lost on any ground it has crossed once.

Hover Bike. While mounted, the scout's speed is 90 feet, it ignores difficult terrain, and it does not provoke opportunity attacks.

Actions

Multiattack. The scout makes two Scout Carbine attacks.

Scout Carbine. *Ranged Attack Roll: +6, long range, one target. Hit:* 9 (1d10 + 4) ballistic damage.

Machete. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d8 + 4) slashing damage.

Run the Line. The scout moves up to 90 feet in a straight line. Each creature it passes within 5 feet of makes a DC 14 Dexterity save or takes 3d8 bludgeoning damage and is knocked Prone.

Frost Mephit

Frost mephits are small, talkative elementals that settle in crevasses and cold stores. A frost mephit comments at length on each visitor who arrives without the right clothing, and the talk can throw off a creature's next attack. It shatters when killed, and the shards cut.

Habitat. Arctic

Frost Mephit

Small elemental

Armor Class 13
Hit Points 36 (8d6 + 8)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4
Vulnerabilities fire
Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Primordial
Power Rating 1/2 (100 points; proficiency +2)

Shatters. When it drops to 0 hit points it bursts into shards. Each creature within 5 feet takes 2d6 piercing damage.

Actions

Claws. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) cold damage.

Frost Breath. A 15-foot cone. Each creature in it makes a DC 11 Dexterity save, taking 2d6 cold damage on a failure or half as much on a success. It can do this once every two rounds.

Bonus Actions

Commentary. One creature within 30 feet that can hear it makes a DC 11 Wisdom save or has disadvantage on its next attack roll.

Furia

The Furiae were set to punish broken oaths, and the Nine Hells recruited them because a contract is an oath. A fury is given a name and hunts it without stopping. Her sword and arrows add poison damage, and an arrow's venom can leave a target Poisoned until it finishes a long rest.

Habitat. The Nine Hells, Settlement

Furia

Medium fiend

Armor Class 18 (natural armor)
Hit Points 195 (23d8 + 92)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws DEX +7, CON +8, WIS +6, CHA +8
Skills Perception +6, Survival +6
Resistances cold
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 16
Languages Netherspeech
Power Rating 11 (7,200 points; proficiency +4)

Oath Sense. The furia knows the direction of any creature within 1 mile that has broken an oath sworn in its presence or in the name of the Nine Hells.

Actions

Multiattack. The furia makes two Longsword attacks or two Longbow attacks.

Longsword. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 8 (1d8 + 4) slashing damage. The target takes an extra 3d8 poison damage.

Longbow. *Ranged Attack Roll: +7, long range, one target. Hit:* 7 (1d8 + 3) piercing damage. *DC 16 Constitution save.* The target takes an extra 3d8 poison damage and makes a Constitution saving throw or is Poisoned until it finishes a long rest.

Reactions

Parry. The furia adds 4 to its armor class against one melee attack that would hit it, if it is holding a longsword.

Gargoyle

Gargoyles are Medium elementals of living stone that perch on buildings in station undercities and ruined holds. A gargoyle sits motionless for years and attacks from above when a creature disturbs it.

Habitat. Station Interior, Settlement

Gargoyle

Medium elemental

Armor Class 15 (stone hide)
Hit Points 52 (7d8 + 21)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Skills Stealth +2, Perception +2
Resistances bludgeoning, piercing, slashing
Immunities poison
Condition Immunities exhausted, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Primordial
Power Rating 2 (450 points; proficiency +2)

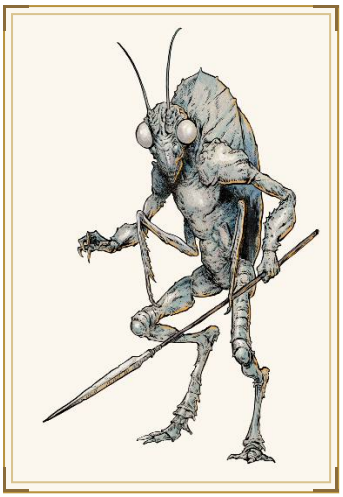
False Appearance. While motionless it is indistinguishable from an ordinary stone carving.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. A bite from its granite teeth.

Claws. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage. A raking strike from its stone claws.

Gelidus



Gelidi hold the frozen lake at the bottom of the Nine Hells, where traitors are kept in the ice, and they rank among the archdevils' generals. They are immune to cold. A gelidus walls off a battlefield in ice before it commits to the fight.

Habitat. The Nine Hells, Terran (Arctic), Arctic

Gelidus

Large fiend

Armor Class 19 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws DEX +6, CON +8, WIS +6, CHA +8
Immunities cold, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 12
Languages Netherspeech
Power Rating 12 (8,400 points; proficiency +4)

Devil's Sight. Magical darkness does not impede its darkvision.

Spellcasting. The gelidus casts with Intelligence (spell save DC 16, +8 to hit with spell attacks). Shapes the cold of the lowest circle.

At will: *Chill*, *Rime*

3/day each: *Wall of Ice*

1/day each: *Blizzard*

Actions

Multiattack. The gelidus makes one Bite attack, one Claw attack and one Tail attack, or two Ice Spear attacks.

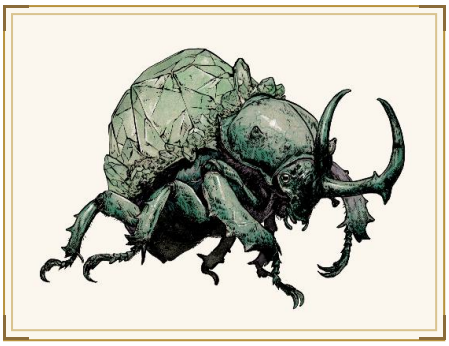
Bite. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 12 (2d6 + 5) piercing damage. Mandibles rimed with frost.

Claw. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 15 (4d4 + 5) slashing damage. A hooked foreleg.

Tail. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 12 (2d6 + 5) bludgeoning damage. The target takes an extra 3d6 cold damage.

Ice Spear. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 14 (2d8 + 5) piercing damage. The target takes an extra 3d6 cold damage, and its speed drops by 10 feet until the end of its next turn.

Gem Beetle



Gem beetles eat mineral seams and lay the crystal back down as plating, so a mature one is worth more dead than a season of mining. They are docile until the burrow is entered. Deep-mine crews work around them and salvagers do not.

Habitat. Subterranean

Gem Beetle

Medium beast

Armor Class 15
Hit Points 33 (6d8 + 6)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +2
Resistances piercing, ballistic
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 9
Languages none
Power Rating 1 (200 points; proficiency +2)

Crystal Shell. A critical hit against a gem beetle shatters a plate: the beetle takes the damage and its AC drops by 1 until it molts.

Refraction. A ray or beam that misses it by 4 or less is reflected at a creature of the GM's choice within 15 feet, using the original attack roll.

Actions

Horn. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) piercing damage. A thrust of its horn.

Gem Dragon Hatchling

Gem Dragons descend from the Gemstone Dragons of the Terran Drake line, whose scales were gemstones grown into armor. A hatchling eats ore and cut stone to feed that growth. It nests in deep mines.

Habitat. Lower Atmosphere, Subterranean

Gem Dragon Hatchling

Medium draconian

Armor Class 16 (soft scale)
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 60 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +3
Resistances force
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic

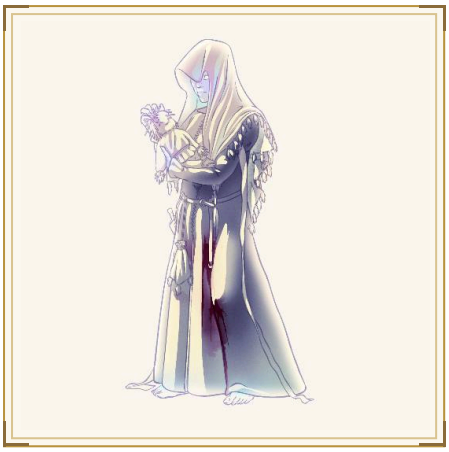
Power Rating 3 (700 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) piercing damage. A bite from the hatchling's jaws.

Shard Breath. *DC 12 Dexterity save.* The dragon exhales in a 15-foot cone. Each creature in it makes a Dexterity saving throw, taking 5d6 piercing damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Ghost



A ghost knows it is dead and knows what happened to it. An unresolved matter holds it to a barrow, a lost hull or an old house, and most ghosts want a specific thing done about it.

Habitat. Settlement, Derelict Hull

Ghost

Medium undead

Armor Class 14
Hit Points 78 (12d8 + 24)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	15 (+2)	12 (+1)	14 (+2)	17 (+3)

Saving Throws WIS +4, CHA +5
Skills Insight +4, Perception +4
Resistances acid, cold, lightning, bludgeoning, piercing, slashing
Immunities poison, necrotic
Condition Immunities charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, frightened
Senses darkvision 60 ft., passive Perception 14
Languages Common
Power Rating 4 (1,100 points; proficiency +2)

Incorporeal. The ghost moves through creatures and objects as if they were difficult terrain and takes 1d10 force damage if it ends its turn inside an object.

Unfinished. The ghost cannot be destroyed permanently until whatever holds it here is resolved. Otherwise it reforms in a day.

Spellcasting. The ghost casts with Charisma (spell save DC 13, +5 to hit with spell attacks). A ghost has no training and casts the same few spells every time.

At will: *Chill Touch*, *Message*

1/day each: *Speak with Dead*, *Gaseous Form*

Actions

Withering Touch. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) necrotic damage. The ghost makes two Withering Touch attacks.

Horrifying Visage. *DC 13 Wisdom save.* Each creature within 60 feet that can see the ghost is Frightened for one minute on a failed save, and ages 1d4 years if it fails by 5 or more.

Reactions

Hear the Name. When a creature within 30 feet says the ghost's name, names what happened to it, or offers to do the thing it wants done, the ghost takes no action against that creature until the end of its next turn, and that creature learns one true fact about what holds the ghost here.

Ghoul

A ghoul keeps the intelligence it had in life and loses whatever restrained it. Ghouls born on stations learn the maintenance ducts first and hunt the corridors the ducts open onto.

Habitat. Station Interior

Ghoul

Medium undead, humanoid

Armor Class 14
Hit Points 52 (8d8 + 16)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	8 (-1)	11 (+0)	7 (-2)

Skills Stealth +5
Immunities poison
Condition Immunities charmed, exhausted, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Power Rating 2 (450 points; proficiency +2)

Ambush Feeder. The ghoul has advantage on attack rolls against a creature that has not yet taken a turn in the combat.

Actions

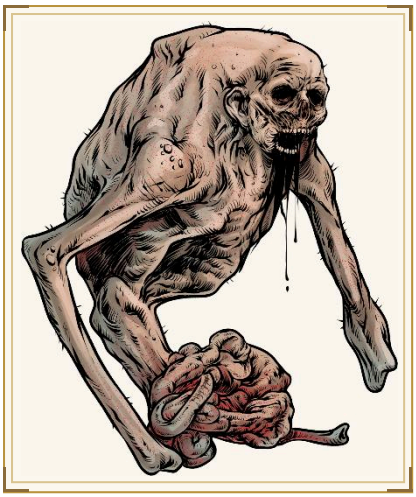
Claws. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. The ghoul makes two Claws attacks.

Paralyzing Bite. *DC 12 Constitution save.* One creature the ghoul has hit this turn is Paralyzed for one minute on a failed save, repeating the save at the end of each of its turns.

Reactions

Close on the Fallen. When a creature within 10 feet is reduced to 0 hit points or drops below half its hit points, the ghoul moves up to its speed toward that creature without provoking opportunity attacks.

Ghoul Crawler



Decades in soft grave ground flatten the spine and build up the arms. A ghoul crawler that comes out of a collapsed vault moves faster on its hands over broken stone than a person runs on level floor. It works the low ground, under benches, along a ditch bottom and through the gap beneath a raised walkway.

Habitat. Settlement

Ghoul Crawler

Medium undead, humanoid

Armor Class 14
Hit Points 71 (11d8 + 22)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	7 (-2)	11 (+0)	6 (-2)

Skills Athletics +4, Stealth +5
Immunities poison
Condition Immunities charmed, exhausted, poisoned
Senses darkvision 90 ft., passive Perception 10
Languages Common; understands Common
Power Rating 3 (700 points; proficiency +2)

Low Ground. The crawler has advantage on Stealth checks while Prone or in a space no more than 3 feet high and can move at full speed while Prone.

Surprise Strike. The crawler's first attack against a creature that has not seen it deals an extra 2d8 damage.

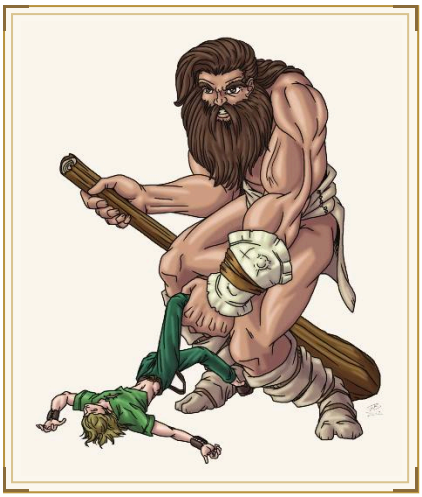
Actions

Multiattack. Makes two claw attacks.

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. The target makes a DC 13 Constitution save or is Paralyzed for 1 minute, repeating the save at the end of each of its turns.

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 11 (2d8 + 2) piercing damage.

Giant



Giants were made from the remains of the Titans after the Second Age and claim that lineage. They hold high ground in the mountain passes and charge a toll for passage beneath it.

Habitat. Highland

Giant

Giant giantkin

Armor Class 16 (hide and rockplate)
Hit Points 94 (9d12 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	10 (+0)	13 (+1)	11 (+0)

Saving Throws CON +7
Skills Athletics +8, Perception +4
Senses passive Perception 14
Languages Jotun, Common
Gear Greatclub
Power Rating 5 (1,800 points; proficiency +3)

Rock Catching. Catches a thrown rock or similar object with a Dexterity check against its save DC, taking no damage from it.

Actions

Greatclub. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 9 (1d8 + 5) bludgeoning damage. Two attacks. A creature hit by both is knocked Prone.

Bonus Actions

Hurled Rock. *Ranged Attack Roll: +8, long range, one target. Hit:* 9 (1d8 + 5) bludgeoning damage. A rock hurled down from high ground.

Reactions

Toll. When a creature within 60 feet attempts to pass beneath the giant's ground without paying, the giant makes one Hurled Rock attack against it. If the creature offers payment, the giant takes it and does not use this reaction.

Giant Ant

Giant ants are farmed on four worlds for tunneling and abandoned on nine more. A feral colony reaches a thousand workers in a season and takes the topsoil with it.

Habitat. Subterranean, Terran (Verdant)

Giant Ant

Large beast

Armor Class 13 (natural armor)
Hit Points 22 (4d10)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 12
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Colony Sense. Every giant ant within 300 feet knows what any of them knows, without needing line of sight.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. A bite from its mandibles, which hold on.

Formic Spray. *DC 10 Dexterity save.* A 15-foot cone of acid. Each creature in it makes a Dexterity saving throw, taking 2d6 acid damage on a failure and half as much on a success.

Giant Ape

Giant apes hold the high canopy of jungle worlds and attack anything that climbs into it. A troop leader uproots a tree or a comms mast and throws it at targets out of reach.

Habitat. Jungle

Giant Ape

Huge beast

Armor Class 16
Hit Points 126 (12d12 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4
Senses passive Perception 14
Languages none

Power Rating 7 (2,900 points; proficiency +3)

Actions

Multiattack. The giant ape makes two Fist attacks.

Fist. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 19 (3d8 + 6) bludgeoning damage. An overhand blow from its fist.

Rock. *Ranged Attack Roll: +9, medium range, one target. Hit:* 30 (7d6 + 6) bludgeoning damage. A thrown boulder or torn-up tree trunk.

Giant Badger

Giant badgers turn up where the gravity and the food allow. Their setts run under fields and under foundations, and a farmstead built over one finds out in the second year.

Habitat. Terran (Barren), Farmland

Giant Badger

Medium beast

Armor Class 11
Hit Points 19 (3d8 + 6)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Senses darkvision 30 ft., keen smell, passive Perception 13
Languages none

Power Rating 1/4 (50 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) piercing damage. The giant badger makes one Bite attack and one Claws attack on its turn.

Claws. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 6 (2d4 + 1) slashing damage. A strike from its digging claws.

Giant Boar

Giant boars are what an escaped herd becomes on a world with nothing to check it. They wreck crops, fencing and occasionally vehicles, and colonies list hunting them as a standing obligation.

Habitat. Terran (Verdant), Grassland

Giant Boar

Large beast

Armor Class 13 (thick hide)
Hit Points 51 (6d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages none
Power Rating 2 (450 points; proficiency +2)

Charge. If the giant boar moves at least 20 feet toward a target before hitting it, the attack deals an extra 2d6 damage and the target must save or be knocked Prone.

Relentless. Once per short rest, when the giant boar is reduced to 0 hit points, it drops to 1 instead.

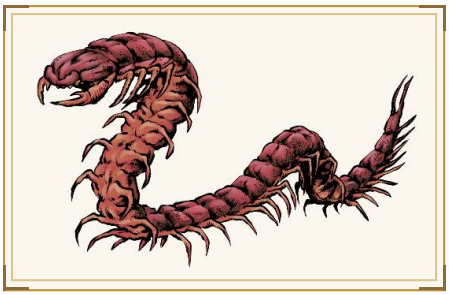
Actions

Tusk. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. The giant boar makes two attacks with its tusks.

Reactions

Counter-Charge. When the giant boar takes damage from a creature it can see within 30 feet, it moves up to its speed toward that creature. If it covers at least 20 feet doing so, its next Tusk attack this round gains the benefit of Charge.

Giant Centipede



The venom of a giant centipede stops a limb from working for about a minute and poisons the creature bitten.

Habitat. Subterranean, Derelict Hull

Giant Centipede

Small beast

Armor Class 13 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +4
Senses blindsight 30 ft., passive Perception 8
Languages none

Power Rating 1/8 (25 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A bite from its hooked forelegs and mandibles.

Venom. *DC 11 Constitution save.* A creature bitten by the centipede makes a Constitution saving throw. On a failure it is Poisoned for 1 minute and its speed is halved for the duration.

Giant Cockatrice

A cockatrice is a nuisance that turns a hand to stone for an hour. This is the same animal grown out past anything a farmyard produces, with a bite that sets for good unless it is treated within the day. It is still a bird: it is stupid, territorial, and entirely committed to whatever piece of ground it woke up on.

Habitat. Farmland, Grassland

Giant Cockatrice

Large monster

Armor Class 13
Hit Points 75 (10d10 + 20)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	2 (-4)	13 (+1)	5 (-3)

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages none
Power Rating 3 (700 points; proficiency +2)

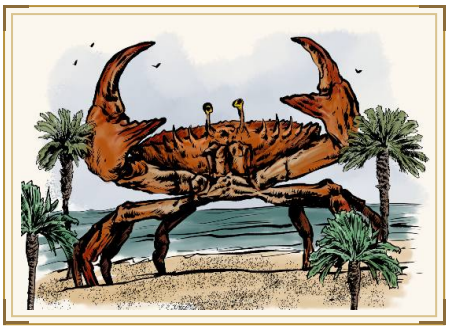
Still a bird. Will not leave the ground it has claimed, and returns to it if driven off.

Actions

Multiattack. Makes two bite attacks.

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. The target makes a DC 13 Constitution save. On a failure it begins to turn to stone and is Restrained, repeating the save at the end of its next turn. On a second failure it is Petrified until treated within 24 hours, and permanently after that.

Giant Crab



Giant crabs hold reef shallows and tidal wreck sites. Salvage crews working those areas plan around them, since a claw will go through a suit seam.

Habitat. Shallows

Giant Crab

Large beast

Armor Class 14 (thick shell)
Hit Points 30 (4d10 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +3
Senses blindsight 60 ft., passive Perception 9
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Amphibious. Breathes air and water.

Actions

Claw. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) bludgeoning damage. Two attacks. A Medium or smaller creature hit is Grappled.

Reactions

Second Claw. When a creature Grappled by the giant crab attempts to escape, that creature has disadvantage on the escape attempt and takes 1d6 bludgeoning damage.

Giant Crocodile

A giant crocodile floats motionless like a log for most of a day. It strikes from ambush, and the attack takes four seconds.

Habitat. Coastline, Wetland

Giant Crocodile

Huge beast

Armor Class 14 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +2
Senses passive Perception 10
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Ambusher. The crocodile has advantage on attack rolls against any creature it has Surprised.

Actions

Bite. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 21 (3d10 + 5) piercing damage. A bite that clamps onto its target.

Death Roll. The crocodile spins with a creature it has Grappled. The target takes 3d10 + 5 bludgeoning damage and is knocked Prone when released.

Giant Eagle

Giant eagles understand speech and carry only those they have agreed to carry. They hold ranges across the high peaks and nest in eyries.

Habitat. Highland

Giant Eagle

Large beast

Armor Class 15
Hit Points 76 (9d10 + 27)
Speed 15 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	8 (-1)	16 (+3)	12 (+1)

Saving Throws DEX +5, WIS +5
Skills Perception +5
Senses keen sight, passive Perception 15
Languages understands Common, Sylvan
Power Rating 4 (1,100 points; proficiency +2)

Keen Sight. Has advantage on Wisdom (Perception) checks that rely on sight.

Willing Mount. The eagle cannot be compelled to bear a rider and sets a rider down if the agreement is broken.

Actions

Talons. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 8 (1d10 + 3) slashing damage. Two attacks. A Medium or smaller creature hit is Grappled.

Reactions

Set Down Rider. When a creature the eagle is carrying attacks it, attacks another creature without its leave, or breaks the agreed terms, the eagle sets that creature down.

Giant Elk

Giant elk hold the high meadows of the colder worlds in herds of a dozen. A bull will charge anything that comes between it and the herd, and its antlers reach farther than a spear.

Habitat. Tundra, Terran (Verdant)

Giant Elk

Large beast

Armor Class 14
Hit Points 45 (6d10 + 12)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4
Senses passive Perception 14
Languages none
Power Rating 2 (450 points; proficiency +2)

Charge. If it moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 2d6 bludgeoning damage and must succeed on a DC 12 Strength saving throw or be knocked Prone.

Actions

Ram. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage. A strike with its antlers.

Hooves. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage. The elk can make this attack only against a Prone creature.

Giant Fly

Giant flies do not occur in the wild on any settled world. They are the shape a Figurine of Wondrous Power takes, and a giant fly carries one Medium or smaller rider and never fights.

Giant Fly

Large beast

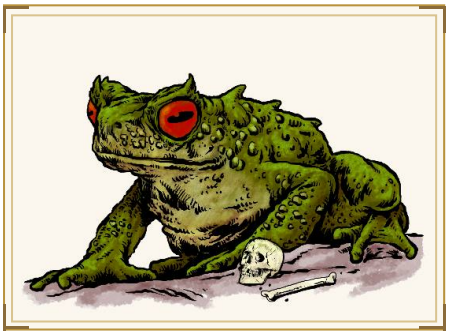
Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 60 ft., passive Perception 10
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Mount. Can be ridden by one Medium or smaller creature. It never attacks.

Giant Frog



A giant frog sits half-submerged with only its eyes above water and takes anything Small that passes. It is most dangerous to Small creatures a party is escorting.

Habitat. Wetland, Coastline

Giant Frog

Medium beast

Armor Class 11
Hit Points 18 (4d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3
Senses darkvision 30 ft., passive Perception 12
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Amphibious. Breathes air and water.

Standing Leap. Its long jump is up to 20 feet and its high jump up to 10 feet, with or without a running start.

Actions

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) piercing damage. The target is Grappled (escape DC 11) if it is of Medium size or smaller.

Swallow. The frog swallows one Small creature it has Grappled. The target is Blinded and Restrained, has total cover against attacks from outside, and takes 1d6 acid damage at the start of each of the frog's turns. The frog can have only one creature swallowed at a time.

Giant Hawk

Giant hawks take prey up to the size of a rider and are kept as mounts on low-gravity worlds. On a world with full gravity they are flown from the fist and not ridden.

Habitat. Terran (Barren), Desert

Giant Hawk

Large beast

Armor Class 14
Hit Points 52 (7d10 + 14)
Speed 15 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	3 (-4)	15 (+2)	7 (-2)

Skills Perception +4
Senses keen sight, passive Perception 14
Languages none
Power Rating 2 (450 points; proficiency +2)

Keen Sight. Has advantage on Wisdom (Perception) checks that rely on sight.

Stoop. If it descends at least 30 feet toward a target before attacking, the attack deals an extra 2d6 damage.

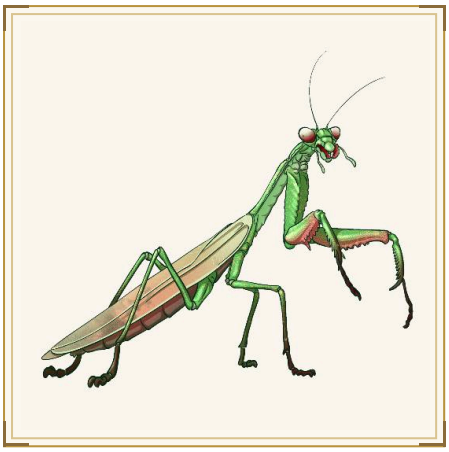
Actions

Talons. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. Two attacks.

Reactions

Break the Stoop. When the giant hawk is hit while flying, it takes half damage and flies up to half its speed.

Giant Mantis



A giant mantis stands in cover with its forelimbs folded and does not move. Motion tracking reads it as vegetation, and the mantis strikes the first creature that comes within reach.

Habitat. Grassland, Jungle

Giant Mantis

Large beast

Armor Class 14 (natural armor)
Hit Points 39 (6d10 + 6)
Speed 30 ft., fly 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	13 (+1)	1 (-5)	13 (+1)	5 (-3)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Motionless. Has advantage on Stealth checks made while it does not move, and a creature relying on motion detection automatically fails to notice it.

Snatch. On a hit with Raptorial Strike the mantis can Grapple the target as part of the same attack.

Actions

Raptorial Strike. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. A strike with its raptorial forelimbs.

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. The mantis can make this attack only against a creature it has Grappled.

Giant Owl

Giant owls nest in old-growth forest on the Tier I worlds and in the cargo gantries of abandoned stations. They understand speech and rarely reply.

Habitat. Woodland, Derelict Hull

Giant Owl

Large beast

Armor Class 12
Hit Points 19 (3d10 + 3)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +4
Senses darkvision 120 ft., keen hearing and sight, passive Perception 13
Languages understands Common, Elvish, Sylvan
Power Rating 1/4 (50 points; proficiency +2)

Flyby. Does not provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage. A strike from above with both feet.

Giant Rat

Giant rats develop within a few generations on long-haul hulls and in low-gravity colonies. They hold territory, defend a nest, and will take a sleeping adult if the pack is large enough.

Habitat. Derelict Hull, Station Interior

Giant Rat

Small beast

Armor Class 12
Hit Points 13 (3d6 + 3)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Senses darkvision 60 ft., keen smell, passive Perception 10
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Pack Tactics. Has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of it and not incapacitated.

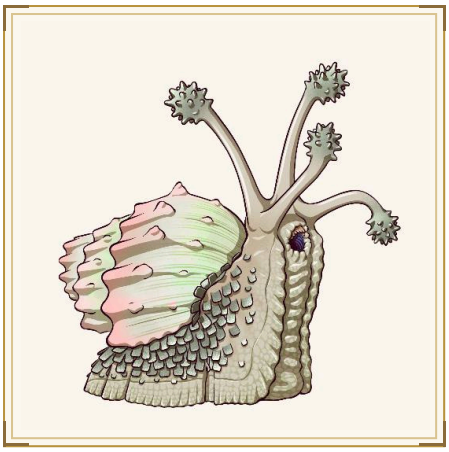
Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A bite from its teeth.

Reactions

Into the Duct. When the giant rat takes damage, it moves up to its speed without provoking opportunity attacks and can squeeze through any opening a rat could use.

Giant Rock Snail



Rock snails eat stone for the mineral in it and leave polished channels through a rock face. Miners follow the channels because a snail always grazes toward better ore.

Habitat. Subterranean, Desert

Giant Rock Snail

Large beast

Armor Class 15 (mineral shell)
Hit Points 45 (6d10 + 12)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (-3)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth -1
Resistances acid
Senses passive Perception 10
Languages none
Power Rating 2 (450 points; proficiency +2)

Withdraw. As a bonus action the snail retreats into its shell. Until it emerges its Armor Class becomes 20, it has resistance to all damage, and its speed is 0.

Actions

Radula. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. A rasp from its mineral-toothed tongue.

Acid Trail. The snail leaves a 10-foot trail of caustic mucus that lasts 1 minute. A creature that enters it or starts its turn in it takes 1d6 acid damage.

Giant Rock Spider

Rock spiders take mineral into the carapace as they molt, so an old one is armored and looks like scree until it moves. They build no webs and wait above a game trail to drop on whatever passes.

Habitat. Desert, Subterranean

Giant Rock Spider

Large beast

Armor Class 15 (stone-flecked carapace)
Hit Points 45 (7d10 + 7)
Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Stealth +5, Perception +3
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Stonelike. Has advantage on Stealth checks made against a stone or rubble background.

Drop Attack. A creature the spider hits after falling at least 15 feet onto it takes an extra 2d6 bludgeoning damage and makes a DC 11 Strength saving throw or falls Prone.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. A bite from its fangs.

Venom. *DC 11 Constitution save.* A creature bitten makes a Constitution saving throw, taking 2d8 poison damage on a failure and half as much on a success.

Giant Scorpion

A giant scorpion grabs prey in its pincers, one creature in each. It uses the sting on prey too large to hold, and a stung creature is generally out of the fight before the venom finishes.

Habitat. Desert

Giant Scorpion

Large beast

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +3
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 9
Languages none
Power Rating 3 (700 points; proficiency +2)

Two Claws. The scorpion can Grapple two creatures at once, one in each claw.

Actions

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage. A strike from a pincer.

Sting. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. A strike from its tail sting.

Venom. *DC 12 Constitution save.* A creature hit by the Sting makes a Constitution saving throw, taking 4d10 poison damage on a failure and half as much on a success.

Giant Shark

Giant sharks range the deep shelf and take whatever is on the surface. Ocean-world colonies fit hull screens for them and consider the cost routine.

Habitat. Open Ocean, Shallows

Giant Shark

Huge beast

Armor Class 14 (thick hide)
Hit Points 92 (8d12 + 40)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	1 (-5)	12 (+1)	5 (-3)

Saving Throws CON +8
Skills Perception +4
Senses blindsight 60 ft., passive Perception 14
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Water Breathing. Can breathe only underwater.

Blood in the Water. Has advantage on attack rolls against a creature below half its hit points.

Actions

Bite. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 14 (2d8 + 5) piercing damage. Two attacks.

Reactions

Turn on the Blood. When a creature within 60 feet in the water is reduced below half its hit points, the shark swims up to its speed toward it without provoking opportunity attacks.

Giant Snake

Giant snakes take prey up to their own mass and swallow what they can. They are ambush hunters and hold a position on the jungle floor or in a drainage system for days.

Habitat. Jungle, Station Interior

Giant Snake

Large beast

Armor Class 14
Hit Points 52 (7d10 + 14)
Speed 30 ft., swim 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Stealth +5, Perception +3
Senses blindsight 20 ft., passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Ambush. Deals an extra 2d6 damage on a hit against a creature that has not yet taken a turn in the combat.

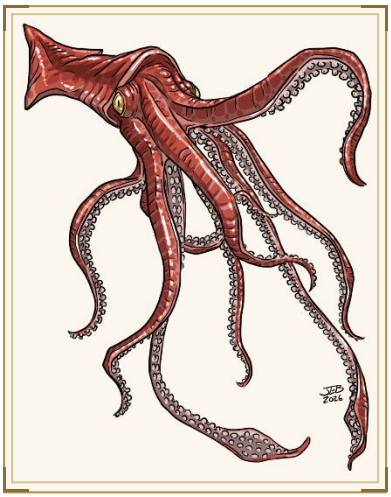
Actions

Constrict. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage. Two attacks. A Medium or smaller creature hit is Grappled and Restrained.

Reactions

Tighten. When a creature Grappled by the giant snake attempts to escape or attacks it, that creature takes 2d6 bludgeoning damage and has disadvantage on the escape attempt.

Giant Squid



Giant squid rise at night and take what is on or near the surface. They are the usual explanation for a small craft lost in calm water with no wreckage recovered.

Habitat. Open Ocean, Terran (Oceanic)

Giant Squid

Huge beast

Armor Class 15
Hit Points 105 (10d12 + 40)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	3 (-4)	13 (+1)	5 (-3)

Saving Throws CON +7
Skills Stealth +5, Perception +4
Resistances cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Water Breathing. Can breathe only underwater.

Ink Cloud. Once per short rest, releases a 40-foot cloud that heavily obscures the area, then swims up to its speed.

Actions

Tentacle. *Melee Attack Roll: +8, reach 20 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage. Two attacks. A Large or smaller creature hit is Grappled and pulled 10 feet toward the squid.

Reactions

Drag Under. When the giant squid takes damage while holding a Grappled creature, it swims up to its speed straight down, taking every creature it holds with it, and releases its ink cloud behind it.

Giant Ursine

Giant ursines are found on heavy worlds and on preserves where they have not been hunted for centuries. Standard ursine protocol does not work on them, and colonies that have them post separate instructions.

Habitat. Terran (Barren), Terran (Verdant)

Giant Ursine

Huge beast

Armor Class 15 (matted hide)
Hit Points 73 (7d12 + 28)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	7 (-2)

Saving Throws CON +6
Skills Perception +4, Athletics +7
Senses keen smell, passive Perception 14
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Keen Smell. Has advantage on Wisdom (Perception) checks that rely on smell.

Overbearing. A Medium or smaller creature it hits with a claw is knocked Prone.

Actions

Claws. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 9 (1d8 + 5) slashing damage. Two attacks.

Reactions

Close on the Noise. When a creature within 30 feet shouts, fires a weapon, or otherwise tries to drive the giant ursine off, the ursine moves up to its speed toward that creature.

Giant Vulture

Giant vultures follow columns and caravans across open ground. A pair will bring down a straggler that falls behind and begin feeding before it is dead.

Habitat. Grassland

Giant Vulture

Large beast

Armor Class 13
Hit Points 37 (5d10 + 10)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Senses keen smell, passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Pack Tactics. Has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of it and not incapacitated.

Actions

Beak. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. Two attacks.

Reactions

Land on the Weak. When a creature within 30 feet drops below half its hit points, the vulture moves up to its speed toward that creature and may make one Beak attack if it arrives in reach.

Glacial Yak

Glacial yaks, bred or evolved for the ice worlds, are two-ton animals that browse lichen under a foot of snow and charge anything that comes between them and the herd. Njordir holds keep them for milk, wool and haulage, and lose people to them every winter.

Habitat. Arctic, Tundra

Glacial Yak

Large beast

Armor Class 13
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Athletics +6
Resistances cold
Senses passive Perception 11
Languages none
Power Rating 2 (450 points; proficiency +2)

Sure-Footed. Ice and snow are not difficult terrain for it, and it has advantage on saves against being knocked Prone.

Herd. Has advantage on saves against being Frightened while another yak is within 30 feet.

Actions

Gore. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d8 + 4) piercing damage. A strike with its horns.

Charge. Moves at least 20 feet in a straight line and then gores. On a hit the target makes a DC 14 Strength save or is pushed 10 feet and falls Prone.

Gluttony Demon

A cult site that keeps offerings eventually draws a gluttony demon, and its arrival ends the cult. It takes the food, the coin and the beast, then the officiants in the order they are standing. It is far more intelligent than its boar's head suggests and spends that intelligence locating the next store of offerings.

Habitat. Rift Breach, Settlement

Gluttony Demon

Large fiend

Armor Class 18
Hit Points 189 (18d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	18 (+4)	16 (+3)	16 (+3)

Saving Throws STR +10, CON +9, WIS +7
Skills Insight +7, Perception +7
Resistances cold, fire, lightning, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 17
Languages Netherspeech, Common, Ebon Liturgy
Power Rating 10 (5,900 points; proficiency +4)

Finds Stores. On entering a settlement it knows the location of every cache of food, coin or consecrated goods in it.

Destructive Swallow. Anything the demon swallows is gone, and objects are destroyed and cannot be recovered.

Actions

Multiattack. Makes one bite attack and two claw attacks.

Bite. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 22 (3d10 + 6) piercing damage. A bite from its tusked jaws.

Claw. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 17 (2d10 + 6) slashing damage. A rake of its claws.

Swallow. One creature of Medium size or smaller that it has Grappled makes a DC 18 Dexterity save. On a failure it is swallowed, is Blinded and Restrained, has total cover, and takes 6d6 acid damage at the start of each of the demon's turns.

Ruinous Bellow. Each creature within 30 feet makes a DC 18 Wisdom save. On a failure it takes 8d6 psychic damage and is Frightened for 1 minute, and on a success it takes half and is not Frightened.

Gnoll

Gnolls raid and move on. They do not hold ground or keep prisoners past the first day. They are most dangerous in the minute after one of them goes down.

Habitat. Savanna, Farmland

Gnoll

Medium humanoid

Armor Class 14 (hide armor and buckler)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Skills Perception +2, Intimidation +0
Senses darkvision 60 ft., passive Perception 12
Languages Goblin
Gear Spear, Longbow, Hide Vest, Buckler
Power Rating 1/2 (100 points; proficiency +2)

Rampage. When it reduces a creature to 0 hit points with a melee attack, the gnoll can move up to half its speed and make one Bite attack as a bonus action.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A bite from the gnoll's jaws.

Spear. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. A spear thrust.

Longbow. *Ranged Attack Roll: +3, long range, one target. Hit:* 5 (1d8 + 1) piercing damage. An arrow from a longbow.

Gnome

Gnomes appear in every technical trade at a rate well above their share of the population. Most of that is because they keep the documentation.

Habitat. Subterranean

Gnome

Small humanoid

Armor Class 13 (leather armor)
Hit Points 16 (3d6 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	15 (+2)	12 (+1)	11 (+0)

Skills Investigation +4, Technology +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Gnomish
Gear Wrench, Hand Crossbow, Leather Cuirass, Tinkerer's Tools
Power Rating 1/4 (50 points; proficiency +2)

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Actions

Wrench. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) bludgeoning damage. A swing of an adjustable wrench.

Hand Crossbow. *Ranged Attack Roll: +4, close range, one target. Hit:* 5 (1d6 + 2) piercing damage. A bolt from a hand crossbow.

Goat

Goats are the first animal off a colony ship and the last to die when the colony fails. They climb, they strip a hillside, and they butt anything that stands in a doorway.

Habitat. Terran (Verdant), Desert

Goat

Medium beast

Armor Class 10
Hit Points 4 (1d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages none
Power Rating 0 (10 points; proficiency +2)

Sure-Footed. Has advantage on Strength and Dexterity saving throws against being knocked Prone.

Charge. If it moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 1d4 bludgeoning damage and must succeed on a DC 10 Strength saving throw or be knocked Prone.

Actions

Ram. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) bludgeoning damage. A headbutt.

Goblin

Goblins are a people, and most frontier settlements treat them as a nuisance. They fight by arriving from three directions and taking what is portable. They leave before the count is done.

Habitat. Subterranean, Grassland

Goblin

Small humanoid

Armor Class 14 (leather armor, buckler)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Gear Scimitar, Shortbow, Leather Cuirass, Buckler

Power Rating 1/4 (50 points; proficiency +2)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage. A slash from a curved scimitar.

Shortbow. *Ranged Attack Roll: +4, medium range, one target. Hit:* 5 (1d6 + 2) piercing damage. An arrow from a shortbow.

Goblin Inventor

The inventor's rotor pack is a rotor, a harness and a fuel bladder, assembled from salvage by someone with no training. It flies, but it fails often enough that the inventor has learned which failures are survivable. This is the eleventh version. The first ten are in a heap behind the workshop, and he can say what each one taught him.

Habitat. Debris Shoal, Station Interior

Goblin Inventor

Small humanoid

Armor Class 14
Hit Points 72 (16d6 + 16)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	17 (+3)	11 (+0)	12 (+1)

Saving Throws DEX +5, INT +5
Skills Sleight of Hand +5, Stealth +5, Technology +5
Senses darkvision 60 ft., passive Perception 10
Languages Goblin, Common
Gear Wrench, Light Crossbow, Tinkerer's Tools
Power Rating 3 (700 points; proficiency +2)

Unreliable Rotor. At the start of its turn, the inventor rolls a d20. On a 1 the rig fails and he drops to the ground, taking 3d6 bludgeoning damage. He restarts the rig as a bonus action.

Nimble Escape. The inventor can take the Disengage or Hide action as a bonus action.

Actions

Multiattack. The inventor makes two attacks.

Wrench. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage.

Bolt Thrower. *Ranged Attack Roll: +5, medium range, one target. Hit:* 8 (1d10 + 3) piercing damage.

Drop a Device. The inventor lets a device fall on a point within 30 feet. Each creature within 10 feet of it makes a DC 13 Dexterity save, taking 4d6 fire damage on a failure or half as much on a success.

Golden Dragon Hatchling

Golden Dragons descend from the Aether Drakes and are raised to be patient. A hatchling keeps its first hoard in books and broken relics and will trade a secret for the story of where one came from.

Habitat. Lower Atmosphere, Highland

Golden Dragon Hatchling

Medium draconian

Armor Class 15 (soft scale)
Hit Points 60 (11d8 + 11)
Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	12 (+1)	13 (+1)	15 (+2)

Skills Perception +3
Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic

Power Rating 3 (700 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) piercing damage. A bite from the hatchling's jaws.

Fire Breath. *DC 11 Dexterity save.* The dragon exhales in a 15-foot cone. Each creature in it makes a Dexterity saving throw, taking 5d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Goliath

Goliaths hire out to open things: hatches, hulls, formations. High-gravity worlds produce most of them and the rest are descended from those who left.

Habitat. Terran (Barren), Terran (Verdant)

Goliath

Medium giantkin, humanoid

Armor Class 16 (plated harness)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws STR +6, CON +5
Skills Athletics +6, Intimidation +2
Senses passive Perception 11
Languages Common, Jotun
Gear Maul, Riot Plate Vest
Power Rating 3 (700 points; proficiency +2)

Stone's Endurance. Once per short rest, reduces the damage of one hit by 1d12 plus its Constitution modifier.

Powerful Build. Counts as one size larger for carrying capacity and grappling.

Actions

Maul. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage. Two attacks.

Bonus Actions

Overbear. *DC 14 Strength save.* One Large or smaller creature within 5 feet is knocked Prone and Grappled on a failed save. Escape DC matches the save.

Reactions

Stone's Endurance. When the goliath takes damage, it reduces that damage by 1d12 plus its Constitution modifier. Once per short or long rest.

Gorella

A gorella is a white-furred primate twice the height of a human, with four muscular forearms and a pair of curved tusks jutting from its lower jaw. Whether the species is a natural apex predator or a Rift mutation of common ape stock is disputed. The tusks and extra limbs suggest a mutation, and populations appear only on worlds with measurable Rift resonance. Gorellas are solitary and territorial, marking their range by gouging trees with their tusks, and they attack anything large enough to threaten their food supply. A gorella opens with a charge that uses all four arms to batter the target to the ground, then pins and tears until the target stops moving.

Habitat. Jungle, Rift Breach

Gorella

Large beast

Armor Class 15 (thick hide)
Hit Points 105 (10d10 + 50)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	5 (-3)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4
Senses darkvision 30 ft., passive Perception 14
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Four Arms. The gorella counts as one size larger for grappling and has advantage on checks to grapple or shove.

Feral Charge. If the gorella moves at least 20 feet in a straight line toward a target and hits it with a slam on the same turn, the target takes an extra 2d6 bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked Prone.

Actions

Multiattack. The gorella makes two Slam attacks and one Tusk attack.

Slam. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 9 (1d6 + 6) bludgeoning damage. A blow from one of its four fists.

Tusk. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 10 (1d8 + 6) piercing damage. A goring thrust.

Bonus Actions

Rend. The gorella deals 1d6 slashing damage to a creature it has Grappled.

Gourd Golem

A gourd golem is a frame stuffed with a season's straw and topped with a hollowed, cut gourd. It animates when it is left standing over a field through the turn of the year with a light burning in the head. It keeps guarding the field and treats any creature that enters it as an intruder.

Habitat. Farmland, Settlement

Gourd Golem

Medium construct, plant

Armor Class 14
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Vulnerabilities fire
Resistances piercing, slashing
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages none
Power Rating 3 (700 points; proficiency +2)

False Appearance. Cannot be told from a scarecrow while motionless. A creature that has not seen it move has disadvantage on Perception checks to notice it.

Candle Revival. While the candle in the gourd burns, it re-forms in a day if destroyed. Putting the candle out ends it.

Actions

Multiattack. Makes two sickle attacks.

Harvest Sickle. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage.

Terrifying Grin. Each creature within 30 feet that can see it makes a DC 13 Wisdom save or is Frightened for 1 minute, repeating the save at the end of each of its turns.

Granny Witch

She has delivered most of the valley and buried a fair number of them. She works from a kitchen with jars on every shelf and a book she does not read from. The herbs are sixty years of real pharmacology. She says a verse over every cut to stop the bleeding, and she has not lost a patient to a bleed.

Habitat. Grassland, Farmland

Granny Witch

Medium humanoid

Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	15 (+2)	18 (+4)	14 (+2)

Saving Throws WIS +6
Skills Insight +6, Medicine +6, Nature +4, Persuasion +4
Senses passive Perception 14
Languages Common
Gear Quarterstaff, Herbalism Kit
Power Rating 3 (700 points; proficiency +2)

Herb Lore. Her Medicine checks cannot roll lower than 15.

Local Standing. No creature native to her valley attacks her first, and locals will not help a stranger who has threatened her.

Actions

Walking Stick. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) bludgeoning damage.

Blood-Stopping Verse. One creature within 5 feet stops Bleeding, has one level of the Wounded condition removed, and regains 3d8 hit points. She can do this three times a day.

Yarb Poultice. One creature within 5 feet ends the Poisoned condition and has advantage on saving throws against poison and disease for the next hour.

Reactions

Turn It Back. When a creature within 30 feet targets her with a spell, she makes a DC 14 Wisdom save. On a success the spell fails and its caster takes 2d8 psychic damage.

Greater Fiend

A greater fiend arrives only after a term of a bargain has been breached, and it is not wrong about that. It enforces the bargain against the creature that broke it.

Habitat. The Nine Hells, Rift Breach

Greater Fiend

Large fiend

Armor Class 18 (oathplate)
Hit Points 157 (15d10 + 75)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	17 (+3)	16 (+3)	19 (+4)

Saving Throws STR +9, CON +9, CHA +8
Skills Insight +7, Intimidation +8
Resistances cold, bludgeoning, piercing, slashing
Immunities fire, poison
Condition Immunities poisoned, charmed, frightened
Senses truesight 60 ft., passive Perception 13
Languages Netherspeech, Common
Gear Greataxe
Power Rating 9 (5,000 points; proficiency +4)

Terms Enforced. Against a creature that has broken a bargain the fiend is enforcing, its attacks score a critical hit on a 19 or 20.

Rift Resistance. Has advantage on saving throws against spells and other rift effects.

Actions

Sentence. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 18 (2d12 + 5) slashing damage. With Greataxe. Two attacks. Against a creature that has broken a bargain the fiend is enforcing, these score a critical hit on a 19 or 20.

Call the Debt. *DC 16 Charisma save.* One creature within 60 feet that has broken a bargain takes 9d6 psychic damage on a failed save, or half as much on a success.

Reactions

Hold the Debtor. *DC 16 Charisma save.* When a creature within 60 feet that has broken a bargain attempts to leave the fiend's presence by movement, teleport or any other means, the creature makes a Charisma saving throw. On a failure the attempt fails and it takes 4d6 psychic damage.

Green Dragon Hatchling

Green Dragons, the Verdant Drakes, descend from Terran Drakes the Njordir cursed during the Riftfire Rebellion. A hatchling's first territory is a thicket, and it knows every creature that passes through.

Habitat. Lower Atmosphere, Woodland

Green Dragon Hatchling

Medium draconian

Armor Class 14 (soft scale)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	12 (+1)	11 (+0)	13 (+1)

Skills Perception +2
Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic

Power Rating 2 (450 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) piercing damage. A bite from the hatchling's jaws.

Poison Breath. *DC 11 Constitution save.* The dragon exhales in a 15-foot cone. Each creature in it makes a Constitution saving throw, taking 3d6 poison damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Green Ooze

A green ooze passes as a patch of damp or wet moss. It clings to the underside of a beam or ceiling, waits for a creature to pass below, and drops on it.

Habitat. Subterranean, Settlement

Green Ooze

Medium monster

Armor Class 13
Hit Points 45 (7d8 + 14)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	4 (-3)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth -1
Immunities acid, cold, lightning
Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone
Senses blindsight 60 ft., passive Perception 8
Languages none
Power Rating 2 (450 points; proficiency +2)

False Appearance. While motionless it is indistinguishable from a patch of damp or wet moss.

Spider Climb. Can climb difficult surfaces, including ceilings, without an ability check.

Corrosive Body. A creature that touches the ooze or hits it with a melee attack while within 5 feet takes 3 acid damage.

Actions

Drop. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 11 (2d8 + 2) acid damage. A drop onto a creature below.

Pseudopod. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) acid damage. A strike from a pseudopod.

Gremlin

Gremlins followed people from the Faewyld onto the hangar deck, and what they want from a drive assembly is not known. A gremlin left alone strips parts from the ship's machinery, and hunting one through the ship's systems has cost crews the ship.

Habitat. Station Interior, Rift Breach

Gremlin

Small fae

Armor Class 14
Hit Points 22 (5d6 + 5)
Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	13 (+1)

Skills Sleight of Hand +6, Stealth +6
Resistances lightning
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan
Power Rating 1/2 (100 points; proficiency +2)

Machine Touch. Any powered device the gremlin handles for a full minute stops working until it is repaired with a DC 14 Technology check.

Nimble Escape. The gremlin takes the Disengage or Hide action as a bonus action on each of its turns.

Actions

Spanner. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) bludgeoning damage. A swing of its spanner.

Cross the Wires. One powered weapon, vehicle system or cybernetic within 30 feet that the gremlin can see fails until the end of the operator's next turn. The operator can make a DC 14 Technology check to prevent it.

Gremlin Gaunt

Ordinary gremlins work small: a cut line, a loose fitting, a gauge reading high. A gaunt has worked long enough to understand systems and goes for the single failure that disables the rest. Deck crews learn the pattern of three small faults in three days, followed by a large one.

Habitat. Station Interior, Derelict Hull

Gremlin Gaunt

Small fae

Armor Class 14
Hit Points 60 (11d6 + 22)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	14 (+2)	12 (+1)	8 (-1)

Skills Sleight of Hand +6, Stealth +6, Technology +4
Resistances lightning
Senses darkvision 90 ft., passive Perception 11
Languages Sylvan
Power Rating 2 (450 points; proficiency +2)

Weak Point. After inspecting a vehicle, machine or structure for 1 minute, the gaunt identifies the single failure that would disable every other system aboard.

Ducting Crawl. The gaunt can squeeze through a gap of 3 inches at full speed and has advantage on Stealth checks aboard a ship or station.

Actions

Multiattack. The gaunt makes two claw attacks.

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d8 + 4) slashing damage.

System Failure. One machine, vehicle or system within 5 feet stops working. Restoring it takes a DC 16 Technology check and an hour, and until then anything depending on it is disabled.

Bonus Actions

Disengage and Hide. The gaunt takes the Disengage and Hide actions.

Griffon

Griffons hold the cliff country of the Tier I worlds and hunt the herds below it, and they take horses in preference to anything else. Aurelion outriders who raise one from the egg fly it as a mount.

Habitat. Desert, The Aurelion Sector

Griffon

Large monster, beast

Armor Class 13
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +3
Senses darkvision 60 ft., keen sight, passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Actions

Beak. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d8 + 4) piercing damage. One beak and one claw attack on its turn.

Claws. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. A strike from its forelegs.

Grimlock

Grimlocks have no eyes, and the tunnels they hold are cut for creatures that do not need light. They hunt in files of a dozen and can smell a party at a hundred feet. They know which stretch of gallery has no cover.

Habitat. Subterranean

Grimlock

Medium humanoid

Armor Class 11
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +1, Stealth +3
Senses blindsight 30 ft., passive Perception 11
Languages Netherspeech
Gear Club
Power Rating 1/8 (25 points; proficiency +2)

Blind Senses. The grimlock cannot use its blindsight while it is Deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Spiked Bone Club. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) bludgeoning damage. A strike from a spiked bone club.

Hag

A hag asks for something the asker had not thought of as theirs to give, and does not renegotiate once the bargain is struck. The terms are then kept to the letter, in both directions.

Habitat. Wetland, Shallows

Hag

Medium fae

Armor Class 17 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	16 (+3)	15 (+2)	16 (+3)

Saving Throws CON +6, WIS +5
Skills Deception +6, Insight +5, Arcana +6
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Common, Netherspeech
Power Rating 5 (1,800 points; proficiency +3)

Bargain-Bound. A creature that accepted a bargain from the hag has disadvantage on saving throws against her abilities until it is discharged or broken.

Mimicry. The hag can imitate any voice she has heard. A suspicious listener can discern the imitation with a Wisdom (Insight) check against the hag's save DC.

Spellcasting. The hag casts with Charisma (spell save DC 14, +6 to hit with spell attacks). A hag casts to enforce and fulfill her bargains, to the letter in both directions.

At will: *Dancing Lights*, *Minor Illusion*, *Vicious Mockery*

3/day each: *Disguise Self*, *Charm Person*, *Hex*

1/day each: *Bestow Curse*, *Phantasmal Force*

Actions

Claws. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. Two attacks. Against a creature that has accepted a bargain from her, each hit deals an extra 2d6 necrotic damage.

Rotting Touch. *DC 14 Constitution save.* One creature the hag touches takes 4d6 necrotic damage on a failed save and has its hit point maximum reduced by the same amount until it finishes a long rest.

Reactions

Invoke the Bargain. When a creature that accepted one of her bargains acts against her, that creature takes 4d8 psychic damage and has disadvantage on its next attack roll or saving throw.

Halcyion Augmentate

An augmentate is a Halcyion who has replaced most of the body with machinery. The limbs are factory-built, and the torso is a plated shell with coolant lines showing at the joints. Most are dock hands, haulers and racers who bought the next grade to keep their contracts, and the Federation does not count them as soldiers. In a brawl an augmentate hits with hydraulic fists and an arm-mounted plating torch.

Habitat. Derelict Hull, City, Station Interior, The Halcyion Sector

Faction. Halcyion Federation

Halcyion Augmentate

Medium humanoid

Armor Class 16 (plated chassis)
Hit Points 75 (10d8 + 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)

Saving Throws STR +6, CON +5
Skills Athletics +6, Technology +3
Resistances kinetic
Senses darkvision 60 ft., passive Perception 10
Languages Common, Federation Standard
Power Rating 4 (1,100 points; proficiency +2)

Mostly Machinery. The augmentate has advantage on saving throws against being Poisoned, and it does not need to breathe.

Coolant Bleed. When the augmentate takes fire damage, it is Slowed until the end of its next turn.

Industrial Grip. The augmentate has advantage on checks made to grapple, and a creature it is grappling is also Restrained.

Actions

Multiattack. The augmentate makes two Hydraulic Fist attacks.

Hydraulic Fist. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) kinetic damage. A punch from a hydraulic cargo-handling hand.

Arm Cutter. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d8 + 4) plasma damage. A cut from a plating torch.

Bonus Actions

Overclock. Until the end of its next turn the augmentate's speed doubles and its fist attacks deal an extra 1d6 kinetic damage. It then takes 5 damage, which cannot be reduced.

Halcyion Bio-Modder

Halcyion doctrine holds that cybernetic integration refines biology, and bio-modders do the fitting. They work in the Order's sanctums and in field hospitals, and most have augmentations of their own.

Habitat. Settlement

Faction. Halcyion Federation

Halcyion Bio-Modder

Medium humanoid

Armor Class 16 (surgical weave)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	18 (+4)	16 (+3)	13 (+1)

Saving Throws CON +6, INT +7
Skills Medicine +6, Technology +7, Investigation +7
Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Federation Standard
Gear Medkit, Cybernetic Reflex Augment, Nanite Injector
Power Rating 5 (1,800 points; proficiency +3)

Refinement. One willing creature the bio-modder works on for a minute gains 3d8 temporary hit points and advantage on its next saving throw. The bio-modder can do this three times per day.

Cybernetic Weak Points. The bio-modder's attacks against a creature carrying cybernetics deal an extra 2d6 damage.

Actions

Surgical Array. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 12 (2d8 + 3) slashing damage. The bio-modder makes two Surgical Array attacks. Against a creature carrying cybernetics, these deal an extra 2d6 damage.

Reject the Graft. *DC 15 Constitution save.* One creature within 30 feet carrying cybernetics takes 7d8 lightning damage on a failed save and its augmentations seize until the end of its next turn, or half damage on a success.

Reactions

Emergency Graft. When an ally within 30 feet is reduced below half its hit points, that ally gains 3d8 temporary hit points and ends one condition on itself.

Halcyion Champion

A champion is a Halcyion made by the Federation's gene-forges, with grafted muscle, reinforced bone and reflexes tuned beyond what a natural body can do. The armor is lighter than a knight's because the body does the work. The weapon is a vibro blade that cuts through plate. Champions are displayed at ceremonies and used at breaches.

Habitat. Settlement, The Halcyion Sector

Faction. Halcyion Federation

Halcyion Champion

Medium humanoid

Armor Class 18 (light augmetic harness)
Hit Points 136 (16d8 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws STR +8, DEX +7, CON +7
Skills Acrobatics +7, Athletics +8, Intimidation +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Federation Standard
Power Rating 8 (3,900 points; proficiency +3)

Augmented Speed. The champion's speed is not reduced by heavy armor, and it can take the Dash or Disengage action as a bonus action.

Grafted Frame. The champion has advantage on saving throws against being Poisoned or Paralyzed, and it regains 10 hit points at the start of each of its turns if it has at least 1 hit point.

Opening. The first attack the champion makes against a creature that has not yet acted in combat is made with advantage.

Actions

Multiattack. The champion makes three Vibro Blade attacks.

Vibro Blade. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 14 (2d8 + 5) slashing damage. A slash from a vibro blade.

Cleaving Stroke. *DC 16 Dexterity save.* The champion sweeps the blade through a 15-foot cone. Every creature in the cone makes a Dexterity saving throw, taking 5d8 slashing damage on a failure and half as much on a success. A creature that fails by 5 or more is also knocked Prone.

Bonus Actions

Close the Ground. The champion moves up to 30 feet toward a creature it can see without provoking opportunity attacks.

Reactions

Turn the Blade. When the champion is hit by a melee attack, it adds 4 to its armor class against that attack. If the attack misses, it makes one Vibro Blade attack against the attacker.

Halcyion Chaplain

Every Commandery must include a Chaplain. They advise on doctrine, judge whether a campaign stays inside the principles of creation and preservation, and perform the rites of technological consecration after a recovery.

Habitat. Settlement, Hyperlane Corridor

Faction. Halcyion Federation

Halcyion Chaplain

Medium humanoid

Armor Class 18 (consecrated plate)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	16 (+3)	19 (+4)	17 (+3)

Saving Throws CON +7, WIS +7, CHA +6
Skills Religion +6, Insight +7, Medicine +7, Technology +6
Resistances radiant, necrotic
Condition Immunities frightened, charmed
Senses passive Perception 14
Languages Common, Federation Standard, Low Aurelian
Gear Arc Warhammer, Legion Powered Armor
Power Rating 7 (2,900 points; proficiency +3)

Doctrinal Authority. May halt any Commandery action. Knights within 60 feet have advantage on saving throws against being Charmed or Frightened.

Rite of Consecration. Restores 6d8 hit points to one creature, construct or vehicle it touches. Three times per day.

Spellcasting. The halcyion chaplain casts with Wisdom (spell save DC 15, +7 to hit with spell attacks). Casts as the Order's representative in the Commandery. Its spells are the rites of consecration and judgment the office performs.

At will: *Light*, *Sacred Flame*, *Guidance*, *Spare the Dying*

3/day each: *Bless*, *Cure Wounds*, *Shield of Faith*

1/day each: *Dispel Magic*, *Beacon of Hope*, *Revivify*

Actions

Censer Hammer. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 12 (2d8 + 3) radiant damage. Two attacks. A creature hit by both can be tracked by any Knight of the Commandery for 1 hour.

Anathema. *DC 15 Wisdom save.* Each fiend, undead or Khaos creature within 30 feet takes 8d8 radiant damage on a failed save and is Incapacitated until the end of its next turn, or half damage on a success.

Reactions

The Commandery Will Not. When a Knight within 60 feet takes an action the Chaplain judges outside the principles of creation and preservation, the action does not happen and is not spent, and the Knight may take a different one instead.

Halcyion Crusader Knight

Crusader Knights are the Holy Order's expeditionary vanguard, sent to recover lost technology from worlds that no ordinary Commandery can survive on. Their power armor is rebuilt for vacuum, radiation and crushing gravity. They fight at the front with plasma swords that cut through hull plate.

Habitat. Hyperlane Corridor, Deep Space, Settlement

Faction. Halcyion Federation

Halcyion Crusader Knight

Medium humanoid

Armor Class 19 (sealed power armor)
Hit Points 171 (18d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	13 (+1)	16 (+3)	16 (+3)

Saving Throws STR +10, CON +9, WIS +7
Skills Athletics +10, Survival +7, Technology +5
Resistances cold, fire, acid
Condition Immunities poisoned, decompressed, suffocating
Senses darkvision 120 ft., passive Perception 13
Languages Common, Federation Standard
Gear Pristine Plasma Sword, Pristine Argo Powered Armor, Ion Shield Generator
Power Rating 10 (5,900 points; proficiency +4)

Sealed Suit. The knight needs no air and ignores extreme heat, cold, radiation and vacuum.

Servo Frame. The knight counts as one size larger when grappling or shoving and cannot be knocked Prone by a creature of its size or smaller.

Actions

Multiattack. The knight makes three Plasma Sword attacks.

Plasma Sword. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 13 (2d6 + 6) slashing damage. A hit also deals 3d6 plasma damage.

Wrist Cannon. *Ranged Attack Roll: +5, medium range, one target. Hit:* 19 (4d8 + 1) plasma damage. A burst from a mounted plasma caster.

Reactions

Ion Shield. The knight adds 4 to its armor class against one attack that would hit it.

Halcyion Engineer

The Holy Order treats engineering as devotion, and an engineer is a lay member of that practice. Engineers keep the Federation's warships and sanctums running in vacuum-rated suits and repair the constructs and vehicles they are attached to.

Habitat. Hyperlane Corridor, Settlement

Faction. Halcyion Federation

Halcyion Engineer

Medium humanoid

Armor Class 16 (rated work suit)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	15 (+2)	17 (+3)	14 (+2)	12 (+1)

Saving Throws INT +5
Skills Technology +5, Investigation +5, Piloting +4
Condition Immunities decompressed
Senses passive Perception 12
Languages Common, Federation Standard
Gear Hacker's Deck, Plasma Cutting Torch, EVA Suit
Power Rating 3 (700 points; proficiency +2)

Rated for Vacuum. The engineer is immune to the Decompressed condition and has 4 hours of air.

Field Repair. The engineer restores 3d8 hit points to a construct or vehicle it touches. It can do this three times per day.

Actions

Arc Welder. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) lightning damage. The engineer makes two Arc Welder attacks.

Reactions

Reach the Machine. When a construct, vehicle or system the engineer maintains within 30 feet is reduced to 0 hit points or disabled, the engineer moves up to its speed toward it without provoking opportunity attacks and, if it arrives, restores 2d8 hit points to it.

Halcyion Holy Knight

The Holy Knights serve the Holy Order as its military arm and its reclamation service. They recover lost technology and contain what comes out of Khaos incursions. They fight in powered plate with ion shielding and wield a greatsword with a plasma field down the edge, a weapon pattern the Order keeps older than the armor on purpose.

Habitat. Settlement, Hyperlane Corridor

Faction. Halcyion Federation

Halcyion Holy Knight

Medium humanoid

Armor Class 18 (powered plate)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	13 (+1)	15 (+2)	16 (+3)

Saving Throws STR +7, CON +6, CHA +6
Skills Athletics +7, Religion +4, Technology +4
Resistances radiant
Condition Immunities decompressed, frightened
Senses passive Perception 12
Languages Common, Federation Standard
Gear Plasma Greatsword, Argo Powered Armor, Ion Shield Generator
Power Rating 6 (2,300 points; proficiency +3)

Commandery Oath. The knight cannot be Frightened, and allies within 15 feet have advantage on saving throws against fear.

Ion Shielding. The first 10 damage the knight takes each round is reduced to 0. The shield collapses for 1 minute if the knight takes lightning damage.

Spellcasting. The halcyion holy knight casts with Charisma (spell save DC 14, +6 to hit with spell attacks). Casts as the Order's military arm. Its spells are consecration rites, and the Order treats the rites and the maintenance of its armor as one practice.

At will: *Light*, *Sacred Flame*

2/day each: *Bless*, *Shield of Faith*, *Cure Wounds*

Actions

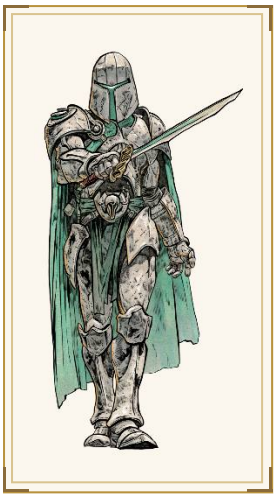
Plasma Greatsword. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) plasma damage. The knight makes two Plasma Greatsword attacks.

Consecrating Strike. *DC 14 Dexterity save.* The knight strikes along a 15-foot line. Each creature in it takes 6d8 radiant damage on a failed save, or half as much on a success. Ground in the line is consecrated for 1 minute, and creatures born of a Khaos incursion cannot enter it. Recharges on a 5 or 6.

Reactions

Containment. When an aberration within 15 feet moves, its movement ends and it takes 3d8 radiant damage.

Halcyion Preceptor



A Preceptor holds strategic command, doctrinal adherence and battlefield authority in one office. A preceptor's greatsword is forged around fragments of an ancestral Halcyion blade, and forging it is a rite of passage into the office.

Habitat. Settlement, The Halcyion Sector

Faction. Halcyion Federation

Halcyion Preceptor

Medium humanoid

Armor Class 20 (preceptor-pattern powered plate)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	16 (+3)	17 (+3)	19 (+4)

Saving Throws STR +9, CON +9, WIS +7, CHA +8
Skills Athletics +9, Religion +7, Technology +7, Insight +7, History +7
Resistances radiant, fire
Condition Immunities decompressed, frightened, charmed
Senses passive Perception 13
Languages Common, Federation Standard, Low Aurelian
Gear Plasma Greatsword, Argo Powered Armor, Ion Shield Generator
Power Rating 11 (7,200 points; proficiency +4)

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Preceptor's Command. Knights within 60 feet add the preceptor's Charisma modifier to their damage rolls and cannot be Frightened.

Ion Shielding. The first 20 damage the preceptor takes each round is reduced to 0. The shield collapses for 1 minute if the preceptor takes lightning damage.

Spellcasting. The halcyion preceptor casts with Charisma (spell save DC 16, +8 to hit with spell attacks). Casts the Order's rites, which double as maintenance procedure for powered plate. It consecrates its own armor before casting on anyone else.

At will: *Light*, *Sacred Flame*, *Guidance*

3/day each: *Bless*, *Shield of Faith*, *Guiding Bolt*

1/day each: *Dispel Magic*, *Flame Strike*, *Greater Restoration*

Actions

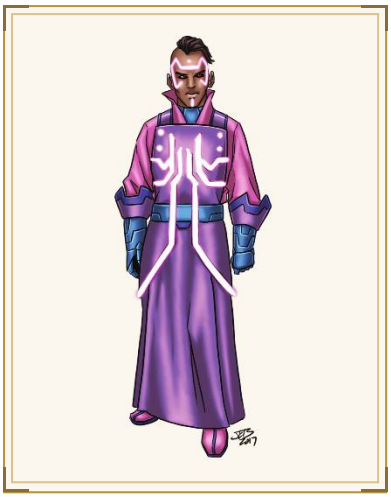
Ancestral Greatsword. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 14 (2d8 + 5) plasma damage. With Plasma Greatsword. The preceptor makes three attacks. Against a creature that has damaged a Knight of the Commandery this fight, each hit deals an extra 2d8 radiant damage.

Reclamation Strike. *DC 16 Dexterity save.* The preceptor strikes along a 30-foot line. Each creature in it makes a Dexterity saving throw, taking 12d8 radiant damage on a failure and half as much on a success. Recharges on a 5 or 6.

REACTIONS

Commandery Guard. When a Knight within 60 feet is hit by an attack, the Knight gains a +4 bonus to Armor Class against that attack. If this turns the hit into a miss, the preceptor may make one Ancestral Greatsword attack against the attacker if it is within reach.

Halcyion Tech-Priest



The Holy Order of Halcyion is a priesthood and an engineering directorate at once: its doctrine holds that creation is divinity and that augmentation refines biology. A priest maintains the cybernetic sanctums and teaches, and on most stations is the only person who can talk to the systems.

Habitat. Settlement, The Halcyion Sector

Faction. Halcyion Federation

Halcyion Tech-Priest

Medium humanoid

Armor Class 15 (vestment weave)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	18 (+4)	16 (+3)	14 (+2)

Saving Throws INT +6, WIS +5
Skills Technology +6, Arcana +6, Medicine +5, Investigation +6
Senses passive Perception 13
Languages Common, Federation Standard, Axiom Binary
Gear Plasma Pistol, Hacker's Deck, Cybernetic Neural Interface, Medkit
Power Rating 4 (1,100 points; proficiency +2)

Consecrated Systems. Machines and constructs the priest has worked on for an hour cannot be intruded upon remotely without an Intelligence (Technology) check against its save DC.

Rite of Repair. The priest restores 3d8 hit points to one construct or vehicle it touches. It can do this three times per day.

Spellcasting. The halcyion tech-priest casts with Intelligence (spell save DC 14, +6 to hit with spell attacks). Casts the Order's rites of consecration and repair. A priest's rites and its maintenance schedule are one document.

At will: *Mending*, *Prestidigitation*, *Attune*

3/day each: *Patch*, *Polish*, *Identify*

1/day each: *Arcane Lock*, *Magic Weapon*

Actions

Plasma Pistol. *Ranged Attack Roll: +4, medium range, one target. Hit:* 6 (1d8 + 2) plasma damage. The priest makes two Plasma Pistol attacks.

Sanction. *DC 14 Constitution save.* One construct, vehicle or cybernetic within 60 feet takes 6d6 lightning damage on a failed save, or half as much on a success. On a failure its systems also seize until the end of its next turn.

Reactions

Refuse the Intrusion. When a construct, vehicle or cybernetic the priest has worked on within 60 feet is targeted by an effect that would seize, subvert or shut it down, the effect fails. Three times per day.

Halfling

Halflings run most of the small freight on the inner routes because they fit the cockpits and because insurers have noticed the loss figures. Halfling crews stay alive by being hard to catch.

Habitat. Hyperlane Corridor, Farmland

Halfling

Small humanoid

Armor Class 14 (leather armor)
Hit Points 18 (4d6 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages Common, Halfling
Gear Shortsword, Sling Shot, Leather Cuirass
Power Rating 1/4 (50 points; proficiency +2)

Lucky. When the halfling rolls a 1 on an attack roll, ability check or saving throw, it rerolls and must use the new result.

Nimble. The halfling can move through the space of any creature at least one size rung larger than it.

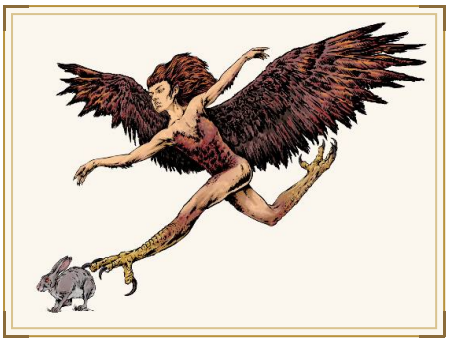
Brave. The halfling has advantage on saving throws against being Frightened.

Actions

Shortsword. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A stab with a shortsword.

Sling. *Ranged Attack Roll: +5, medium range, one target. Hit:* 5 (1d4 + 3) bludgeoning damage. A stone from a sling.

Harpy



A harpy is a winged monster whose song lures prey onto the rocks. A creature charmed by the song walks toward the harpy, and the song stops when the walking stops.

Habitat. Coastline, Desert

Harpy

Medium monster, humanoid

Armor Class 12
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Skills Performance +3, Deception +3
Senses passive Perception 10
Languages Common
Power Rating 1 (200 points; proficiency +2)

Actions

Claws. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 6 (2d4 + 1) slashing damage. A raking strike from its claws.

Club. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) bludgeoning damage. A swing of a weighted driftwood club.

Luring Song. *DC 11 Wisdom save.* The harpy sings. Every humanoid and giantkin within 300 feet that can hear it makes a Wisdom saving throw. On a failure a creature is Charmed until the song ends and must move toward the harpy by the most direct route on each of its turns, taking no other action. It repeats the save each time it takes damage.

Hastatus

Hastati are bearded devils that hold the line for the archdevils. They fight in files that close up when one falls. The barbs of their beards are venomous, and a wound from a glaive stays open until someone binds it.

Habitat. The Nine Hells

Hastatus

Medium fiend

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Skills Athletics +5
Resistances cold
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 10
Languages Netherspeech
Power Rating 3 (700 points; proficiency +2)

Steadfast. The hastatus cannot be Frightened while another devil it can see is within 30 feet.

Actions

Multiattack. The hastatus makes one Beard attack and one Glaive attack.

Beard. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. *DC 12 Constitution save.* On a hit the target makes a Constitution saving throw or is Poisoned for 1 minute.

Glaive. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 8 (1d10 + 3) slashing damage. On a hit the target is Bleeding until a creature uses an action to bind the wound.

Hawk

Hawks hunt small game across open ground and are trained on half the frontier worlds that have any. A flown hawk is worth more than the bird, because the training takes a season.

Habitat. Grassland, Terran (Verdant)

Hawk

Tiny beast

Armor Class 12
Hit Points 15 (10d4 - 10)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4
Senses keen sight, passive Perception 14
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Keen Sight. Has advantage on Wisdom (Perception) checks that rely on sight.

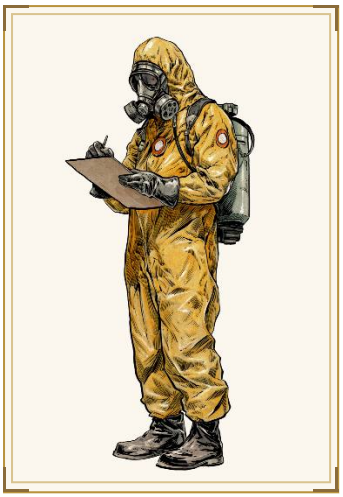
Actions

Talons. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) slashing damage. A strike with its talons.

Reactions

Off the Glove. When the creature the hawk is flown by is attacked within 30 feet, the attacker has disadvantage on the attack roll.

Hazmat Scientist



Containment work is sampling on a grid and writing numbers down. The danger is that the job means staying inside the perimeter for its full duration, and the suit is rated for four hours. She follows a checklist for the walk in and another for the walk out, and she cannot be talked out of either.

Habitat. Settlement, Station Interior

Hazmat Scientist

Medium humanoid

Armor Class 14
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	17 (+3)	16 (+3)	11 (+0)

Saving Throws CON +3, INT +5
Skills Investigation +5, Medicine +5, Nature +5, Perception +5, Technology +5
Resistances poison, acid
Condition Immunities poisoned
Senses passive Perception 15
Languages Common, Federation Standard, Axiom Binary
Gear Radiation Kit, Medkit
Power Rating 2 (450 points; proficiency +2)

Sealed Suit. The scientist is immune to contaminated atmosphere, airborne contagion and exposure for 4 hours, and knows how much of that time is left.

Checklist. The scientist cannot be hurried and does not enter or leave a contaminated area out of sequence.

Actions

Sample Probe. *Melee Attack Roll: +3, reach 10 ft., one target. Hit:* 4 (1d6 + 1) piercing damage.

Decontamination Sprayer. *Ranged Attack Roll: +3, close range, one target. Hit:* 8 (2d6 + 1) acid damage.

Identify Contaminant. After one minute with a sample, the scientist names what a contaminant is, what it does, and how long a creature has been exposed to it.

Seal the Room. A doorway or hatch within 10 feet is sealed against air. Opening it takes an action and a DC 15 Strength check.

HDF Captain

An HDF captain commands a company drawn from several member systems. The captain coordinates Thuulean assault elements, Istryxian scouts and Halcyion fire support in the same action, and is selected for the ability to do that under fire.

Habitat. The Halcyion Sector, Hyperlane Corridor

Faction. Halcyion Federation

HDF Captain

Medium humanoid (Halcyion)

Armor Class 17 (command harness and shield)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	16 (+3)	16 (+3)	15 (+2)

Saving Throws CON +6, WIS +6, CHA +5
Skills Perception +6, Technology +6, Insight +6, Persuasion +5
Condition Immunities decompressed
Senses passive Perception 16
Languages Common, Federation Standard, Thuulean, Istryx
Gear Particle Rifle, Reinforced Light Mesh Vest, Ballistic Shield, HDF Interoperability Harness
Power Rating 6 (2,300 points; proficiency +3)

Joint Command. Allies within 60 feet that can hear the captain can use their reaction to move up to half their speed without provoking opportunity attacks.

Layered Defense. Allies within 30 feet add 1 to their Armor Class while the captain is not Incapacitated.

Actions

Particle Rifle. *Ranged Attack Roll: +6, long range, one target. Hit:* 10 (2d6 + 3) force damage. The captain makes two Particle Rifle attacks.

Call the Line. *DC 13 Wisdom save.* Each hostile creature within 30 feet takes 6d8 thunder damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Adjust. When an ally within 60 feet that can hear the captain is hit by an attack, that ally can immediately move up to half its speed without provoking opportunity attacks, and the next attack made against it before the end of the captain's next turn has disadvantage.

HDF Combat Engineer

A combat engineer wears field plate with a cabling rig down one arm and uses an assault rifle heavy enough to be awkward on a ladder. The work is cutting, welding, mining and clearing mines, done at the front of the formation where the obstacles are. Engineers use the rifle for the twenty seconds between setting a charge and getting back behind cover. Federation advances rely on them to clear obstacles placed in their path.

Habitat. Terran (Verdant), Station Interior

Faction. Halcyion Federation

HDF Combat Engineer

Medium humanoid (Halcyion)

Armor Class 17 (field plate and cabling rig)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	18 (+4)	14 (+2)	11 (+0)

Saving Throws DEX +6, INT +7
Skills Athletics +5, Investigation +7, Perception +5, Technology +7
Senses darkvision 60 ft., passive Perception 15
Languages Common, Federation Standard
Power Rating 5 (1,800 points; proficiency +3)

Cuts and Mends. The engineer can repair a damaged construct or vehicle for 3d8 hit points as an action, and it can breach a sealed door in 1 minute.

Explosives Expert. The engineer has advantage on checks and saving throws made to find or disarm a trap or explosive.

Actions

Multiattack. The engineer makes two Assault Rifle attacks.

Assault Rifle. *Ranged Attack Roll: +6, medium range, one target. Hit:* 12 (2d8 + 3) ballistic damage. A shot from a long-barreled service rifle.

Cutting Torch. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 9 (2d6 + 2) plasma damage. A plasma cutter pressed against armor.

Bonus Actions

Set a Charge. *DC 15 Dexterity save.* The engineer places a demolition charge within 5 feet. At the start of its next turn the charge detonates, and every creature within 15 feet makes a Dexterity saving throw, taking 3d8 explosive damage on a failure and half as much on a success. The engineer has two charges.

Field Barrier. The engineer raises a 10-foot barrier of folded plate within 5 feet. The barrier is three-quarters cover, has armor class 15 and 30 hit points, and lasts until it is destroyed.

HDF Commander

A commander wears the long red cloak of the line officer over sealed duty plate so that a scattered company can find the man giving orders. He carries a plasma pistol and a command slate, and he spends the fight reading the field and moving troopers into position. Once per day he can call an orbital barrage onto a marked grid.

Habitat. Terran (Verdant), Hyperlane Corridor

Faction. Halcyion Federation

HDF Commander

Medium humanoid

Armor Class 18 (sealed duty plate)
Hit Points 157 (21d8 + 63)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	18 (+4)	17 (+3)	18 (+4)

Saving Throws CON +7, INT +8, CHA +8
Skills Insight +7, Intimidation +8, Perception +7, Persuasion +8, Technology +8
Senses darkvision 60 ft., passive Perception 17
Languages Common, Federation Standard
Power Rating 9 (5,000 points; proficiency +4)

Mark Target. At the start of each of its turns the commander names one creature it can see. Every allied creature has advantage on attack rolls against that creature until the start of the commander's next turn.

Hold the Line. Allied creatures within 60 feet that can hear the commander have advantage on saving throws against being Frightened.

The Cloak. The commander cannot benefit from being hidden while the cloak is worn, and every allied creature within 120 feet knows where it is.

Actions

Multiattack. The commander gives one order, then makes two Officer's Sidearm attacks.

Officer's Sidearm. *Ranged Attack Roll: +7, medium range, one target. Hit:* 12 (2d8 + 3) plasma damage. A shot from a heavy plasma pistol.

Call the Barrage. *DC 16 Dexterity save.* The commander calls orbital guns onto a marked grid within 1 mile. Every creature in a 30-foot radius centered on the grid makes a Dexterity saving throw, taking 8d8 explosive damage on a failure and half as much on a success. Once per day.

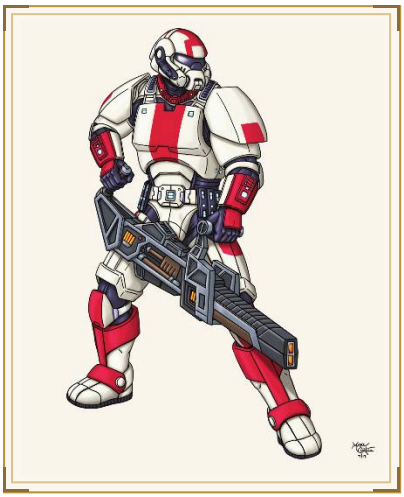
Bonus Actions

Order: Advance. One allied creature within 60 feet that can hear the commander moves up to its speed and makes one weapon attack. The commander cannot target itself.

Reactions

Order: Fall Back. When an allied creature within 60 feet is hit by an attack, that creature moves up to half its speed and the attack's damage is reduced by 15.

HDF Commando



A commando is a trooper inside a sealed white-and-red shell that absorbs the recoil of its weapon. The plasma repeater on its hip feeds from a drum and fires faster than a squad weapon is meant to. Commandos are sent against positions a line company cannot take, such as a held bridge, a boarding tube or a bunker mouth. They go in as a pair.

Habitat. Derelict Hull, Hyperlane Corridor

Faction. Halcyion Federation

HDF Commando

Medium humanoid

Armor Class 19 (powered assault plate)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	11 (+0)

Saving Throws STR +7, CON +7
Skills Athletics +7, Intimidation +3, Technology +4
Resistances ballistic, explosive
Senses darkvision 60 ft., passive Perception 12
Languages Common, Federation Standard
Power Rating 7 (2,900 points; proficiency +3)

Powered Plate. The commando has advantage on Strength checks and Strength saving throws, and it is not slowed by difficult terrain made of rubble.

Sealed Shell. The commando is immune to the Poisoned condition from an atmosphere and can fight in vacuum for 1 hour.

Braced. The commando cannot be knocked Prone by an effect that does not also deal damage to it.

Actions

Multiattack. The commando uses Repeater Burst and makes one Armored Fist attack, or makes three Plasma Repeater attacks.

Plasma Repeater. *Ranged Attack Roll: +5, medium range, one target. Hit:* 11 (2d8 + 2) plasma damage. A burst of plasma from the drum-fed repeater.

Repeater Burst. *DC 15 Dexterity save.* The commando walks the barrel across a 15-foot cone. Every creature in the cone makes a Dexterity saving throw, taking 4d8 plasma damage on a failure and half as much on a success.

Armored Fist. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) kinetic damage. A punch from a servo-driven gauntlet.

Bonus Actions

Breach Charge. *DC 15 Dexterity save.* The commando sets a shaped charge on a surface or a creature within 5 feet. At the start of its next turn the charge detonates, and every creature within 10 feet of it makes a Dexterity saving throw, taking 3d10 explosive damage on a failure and half as much on a success. The commando has three charges.

HDF Pilot

A pilot wears a red high-pressure suit with the squadron mark at the shoulder and a plasma pistol clipped inside it. The training is for flying, and the suit is built for ejecting from a damaged craft. On a frontier world a pilot is often the only person who can get a damaged lifter off the ground. A party that wants to leave needs the pilot alive.

Habitat. Terran (Verdant), Station Interior, Hyperlane Corridor

Faction. Halcyion Federation

HDF Pilot

Medium humanoid

Armor Class 16 (pressure suit)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	16 (+3)	15 (+2)	14 (+2)

Saving Throws DEX +6, INT +5
Skills Acrobatics +6, Perception +4, Piloting +6, Technology +5
Senses passive Perception 14
Languages Common, Federation Standard
Power Rating 4 (1,100 points; proficiency +2)

Veteran Pilot. The pilot has advantage on Piloting checks, and a vehicle it crews adds 2 to its armor class.

Pressure Suit. The pilot can breathe in vacuum for 1 hour and ignores the first 10 falling damage it takes.

Actions

Multiattack. The pilot makes two Flight Sidearm attacks.

Flight Sidearm. *Ranged Attack Roll: +6, close range, one target. Hit:* 8 (1d8 + 4) plasma damage. A short plasma pistol clipped inside the suit.

Strafing Run. *DC 14 Dexterity save.* If the pilot is crewing a flying vehicle, every creature in a 60-foot line makes a Dexterity saving throw, taking 4d6 ballistic damage on a failure and half as much on a success.

Bonus Actions

Eject. The pilot takes the Disengage action and moves up to 20 feet without provoking an opportunity attack.

HDF Recon Trooper

A recon trooper lands ahead of the main force. The suit is sealed against any atmosphere, the cloak breaks up the trooper's outline against rock and canopy, and the rifle is sighted for a single shot at long range. The job is to cross unsurveyed ground, mark what lives on it and leave before it notices the trooper. A trooper who is seen switches to the second task, which is getting the report home.

Habitat. Terran (Verdant), Deep Space

Faction. Halcyion Federation

HDF Recon Trooper

Medium humanoid

Armor Class 16 (sealed recon plate)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	13 (+1)	16 (+3)	10 (+0)

Saving Throws DEX +5, WIS +5
Skills Perception +5, Stealth +5, Survival +5, Technology +3
Senses darkvision 60 ft., passive Perception 15
Languages Common, Federation Standard
Power Rating 3 (700 points; proficiency +2)

Camouflage. The trooper has advantage on Stealth checks made in natural terrain, and it stays hidden while it moves at half speed.

Sealed Suit. The trooper is immune to the Poisoned condition from an atmosphere and can breathe anywhere for 8 hours.

Site Survey. Every allied creature that lands within 1 mile of a site the trooper has surveyed has advantage on Survival checks there.

Actions

Multiattack. The trooper makes two Marksman Rifle attacks.

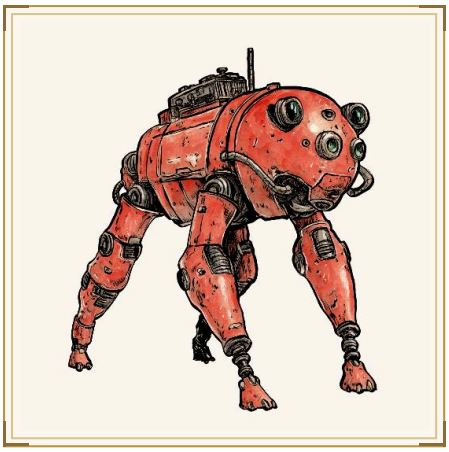
Marksman Rifle. *Ranged Attack Roll: +5, long range, one target. Hit:* 9 (1d12 + 3) ballistic damage. A single aimed shot from a marksman rifle.

Combat Knife. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) slashing damage. A stab or slash with a combat knife.

Bonus Actions

Break Contact. The trooper takes the Hide or Disengage action, and its speed increases by 10 feet until the end of its turn.

HDF Robo-Hound



The hound is built to need no handler once released. It takes a sample, builds a profile, and works ground like a tracking dog, without a dog's fatigue or reluctance. Doctrine is to release a pair, and they keep pursuing even when the target surrenders.

Habitat. Hyperlane Corridor, Settlement

HDF Robo-Hound

Medium construct (HDF Pattern)

Armor Class 16
Hit Points 71 (11d8 + 22)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	4 (-3)	15 (+2)	3 (-4)

Skills Perception +4, Survival +4
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., keen smell, passive Perception 14
Languages understands Federation Standard
Power Rating 3 (700 points; proficiency +2)

Profile Lock. Once given a sample it tracks that creature for 30 days across any terrain, and cannot be thrown off by water, crowds or masking.

Relentless. Continues pursuit regardless of surrender, injury or instruction from anyone but its issuing officer.

Pack Tactics. Has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature and not Incapacitated.

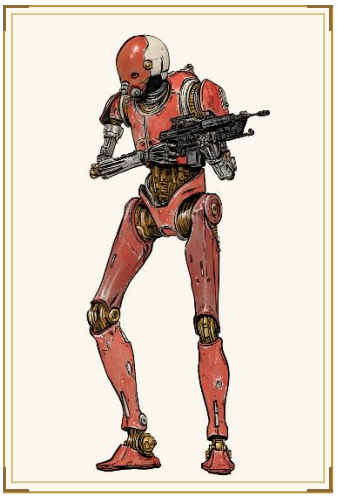
Actions

Multiattack. Makes two bite attacks.

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. If the target is of Medium size or smaller it is Grappled (escape DC 13) and Restrained.

Report Position. Transmits the target's position to every Federation unit within a mile.

HDF Ronin Droid



The Federation wanted a frame it could deploy in places it could not be seen to have gone, so the droid is sold and serves whoever holds the contract. It has no loyalty routine, only terms and an expiry. When the writ lapses it stands down where it is and waits, and several are still waiting in places no patrol has revisited.

Habitat. Station Interior, Hyperlane Corridor

HDF Ronin Droid

Medium construct (HDF Pattern)

Armor Class 18
Hit Points 150 (20d8 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	8 (-1)

Saving Throws DEX +7, CON +6
Skills Athletics +7, Perception +6, Technology +4
Resistances ballistic, kinetic
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 16
Languages Qy'reen, Federation Standard, Common
Power Rating 8 (3,900 points; proficiency +3)

Contract Bound. Obeys whoever holds its contract, to the terms written, and stands down when the writ lapses. It cannot be given a new order by anyone else.

Opponent Study. After one round against a creature, it has advantage on attack rolls against that creature for the rest of the fight.

No Loyalty Routine. Cannot be Charmed, intimidated or appealed to.

Actions

Multiattack. Makes three Monofilament Blade attacks.

Monofilament Blade. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) slashing damage.

Shoulder Launcher. *Ranged Attack Roll: +7, long range, one target. Hit:* 22 (4d8 + 4) explosive damage. Each creature within 10 feet of the point of impact makes a DC 15 Dexterity save for half.

Reactions

Draw and Cut. When a creature within 5 feet moves, attacks or uses an ability, the droid makes one blade attack against it. It can do this once per round.

HDF Sergeant

Sergeants run a squad drawn across member-system lines and translate between three sets of doctrine in the field. The HDF promotes on that ability more than on marksmanship.

Habitat. The Halcyion Sector

Faction. Halcyion Federation

HDF Sergeant

Medium humanoid (Halcyion)

Armor Class 16 (reinforced mesh and shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	13 (+1)	14 (+2)	13 (+1)

Saving Throws CON +4, WIS +4
Skills Perception +4, Technology +3, Insight +4
Condition Immunities decompressed
Senses passive Perception 14
Languages Common, Federation Standard
Gear Assault Rifle, Reinforced Light Mesh Vest, Ballistic Shield, HDF Interoperability Harness
Power Rating 3 (700 points; proficiency +2)

Hold the Line. Allies within 30 feet that can hear the sergeant have advantage on saving throws against being Frightened.

Actions

Assault Rifle. *Ranged Attack Roll: +5, long range, one target. Hit:* 8 (1d10 + 3) ballistic damage. The sergeant makes two Assault Rifle attacks.

Bonus Actions

Covering Order. One ally within 30 feet uses its reaction to move up to half its speed without provoking opportunity attacks.

Reactions

Repeat the Call. When an ally within 30 feet fails a saving throw or is about to be hit by an attack, that ally rerolls the save, or gains a +2 bonus to Armor Class against the attack.

HDF Trooper

The HDF is a coalition command, so a trooper's kit is whatever their member system issues and their doctrine is what the joint charter specifies. Troopers train for layered defense and hyperlane checkpoint security.

Habitat. The Halcyion Sector, Hyperlane Corridor

Faction. Halcyion Federation

HDF Trooper

Medium humanoid (Halcyion)

Armor Class 15 (reinforced mesh)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Saving Throws CON +4
Skills Technology +3, Perception +3
Condition Immunities decompressed
Senses passive Perception 13
Languages Common, Federation Standard
Gear Assault Rifle, Reinforced Light Mesh Vest, Combat Knife, HDF Interoperability Harness
Power Rating 1 (200 points; proficiency +2)

Sealed Kit. The trooper is immune to the Decompressed condition and has 1 hour of air.

Actions

Assault Rifle. *Ranged Attack Roll: +4, long range, one target. Hit:* 7 (1d10 + 2) ballistic damage. A shot from a standard Federation assault rifle.

Combat Knife. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. A stab with a combat knife.

Reactions

Cover the Hatch. When a creature opens, closes or passes through a hatch or doorway within 30 feet, the trooper makes one Assault Rifle attack against that creature with advantage.

Headless Horseman

The horseman carries his head turned outward, and its eyes see far ahead of the rider. Where he halts he speaks one name, and whoever bears it is dead by morning without his touching them. No gate or lock holds him. Gold thrown in his path turns him aside, and the old roads have coins pressed into the verge.

Habitat. Farmland, Settlement

Headless Horseman

Large undead

Armor Class 18
Hit Points 171 (18d10 + 72)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	12 (+1)	16 (+3)	17 (+3)

Saving Throws DEX +7, CON +8, WIS +7
Skills Athletics +9, Intimidation +7, Perception +7
Resistances cold, necrotic
Immunities poison
Condition Immunities blinded, charmed, frightened, poisoned
Senses darkvision 120 ft., truesight 120 ft., passive Perception 17
Languages Common, Old Norska
Power Rating 9 (5,000 points; proficiency +4)

Head Sight. The horseman sees through the head he carries, and he can hold the head out around a corner or over a wall. He has advantage on Perception checks that rely on sight.

Open Gates. Any door, gate or lock the horseman approaches opens. Barriers created by a spell still stop him.

Gold Aversion. The horseman will not cross a line of gold coins on the ground and retreats from a creature that throws gold at his feet until his next turn.

Actions

Multiattack. The horseman makes two Spine Whip attacks, or one Spine Whip attack and one Trample attack.

Spine Whip. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 18 (3d8 + 5) slashing damage. The target is pulled 10 feet toward him and makes a DC 17 Dexterity save or is Blinded until the end of its next turn.

Trample. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 21 (3d10 + 5) bludgeoning damage.

Speak the Name. The horseman names one creature he can see. That creature makes a DC 17 Charisma save. On a failure it takes 8d10 necrotic damage and its hit point maximum is reduced by the same amount until a long rest. He does this once and then rides on.

Hedge Witch

A hedge witch learned her trade from one other witch and a shelf of jars, and she works out of whatever room the village gives her. She sets bones, breaks fevers and sells the charm bags that hang over the doors of the parish. She walks the paths out of town and knows which is safe after dark. Her usual payment is food.

Habitat. Settlement, Grassland

Hedge Witch

Medium humanoid

Armor Class 13 (layered coats)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	14 (+2)	16 (+3)	12 (+1)

Skills Medicine +5, Nature +4, Perception +5, Survival +5
Senses passive Perception 15
Languages Common, Sylvan
Power Rating 2 (450 points; proficiency +2)

Local Guide. She ignores difficult terrain caused by undergrowth and has advantage on Survival checks made within a day's walk of her village.

Actions

Besom. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) bludgeoning damage. A swing with the bound end of her broom.

Charm Bag. She presses a stitched bag into the hand of a creature within 5 feet. For the next hour that creature adds 1d4 to one saving throw of its choice, and the bag then goes cold. A creature can carry only one of her bags at a time.

Fever Break. One creature within 5 feet makes a DC 13 Constitution saving throw. On a failure it takes 2d6 necrotic damage as she draws the sickness out, and on a success it takes half as much damage. Either way it is cured of one disease or the Poisoned condition.

Helionic Adjudicator

Adjudicators are the Host's courts in the field. One hears both sides of a matter, knows when either is lying, and enforces what it decides with a greatsword and a longbow. An arrow from the bow can kill a creature the adjudicator has found guilty.

Habitat. Plane of Helion, Settlement

Helionic Adjudicator

Large celestial (Helionic Host)

Armor Class 19 (radiant plate)
Hit Points 253 (22d10 + 132)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	20 (+5)	24 (+7)	22 (+6)

Saving Throws INT +10, WIS +12, CHA +11
Skills Insight +12, Perception +12
Resistances necrotic
Immunities radiant
Condition Immunities charmed, frightened
Senses truesight 120 ft., telepathy 120 ft., passive Perception 22
Languages Common, Primordial
Power Rating 14 (11,500 points; proficiency +5)

Verdict Sense. The adjudicator knows when a creature it can hear tells a lie.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Actions

Multiattack. The adjudicator makes two Greatsword attacks or two Longbow attacks.

Greatsword. *Melee Attack Roll: +12, reach 5 ft., one target. Hit:* 21 (4d6 + 7) slashing damage. The target takes an extra 3d8 radiant damage.

Longbow of Judgment. *Ranged Attack Roll: +10, long range, one target. Hit:* 14 (2d8 + 5) piercing damage. *DC 20 Constitution save.* The target takes an extra 3d8 radiant damage. A creature the adjudicator has found guilty that drops to 100 hit points or fewer from this attack makes a Constitution saving throw or dies.

Legendary Actions

Sentence. The adjudicator makes one Greatsword or Longbow attack.

Helionic Angel

The Hosts of Helion were created by Helios, god of life and light, to protect the Plane of Helion and enforce the will of the Pantheon of Primus. They fought the Elementari through the Planar Rapture and have not stood down since.

Habitat. Plane of Helion, Settlement, The Flux

Helionic Angel

Large celestial

Armor Class 18 (star-forged mail)
Hit Points 136 (13d10 + 65)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	17 (+3)	20 (+5)	20 (+5)

Saving Throws CON +8, WIS +8, CHA +8
Skills Insight +8, Perception +8, Religion +6
Resistances radiant, necrotic, bludgeoning, piercing, slashing
Condition Immunities charmed, exhausted, frightened
Senses truesight 120 ft., passive Perception 18
Languages All
Gear Greatsword
Power Rating 8 (3,900 points; proficiency +3)

Made of Starlight. Sheds bright light in a 20-foot radius and cannot be hidden from.

Rift Resistance. Has advantage on saving throws against spells and other rift effects.

Spellcasting. The helionic angel casts with Charisma (spell save DC 16, +8 to hit with spell attacks). The angel casts the liturgy of Helios, unchanged since the Planar Rapture.

At will: *Detect Evil and Good*, *Light*, *Sacred Flame*

3/day each: *Cure Wounds*, *Guiding Bolt*, *Lesser Restoration*

1/day each: *Dispel Evil and Good*, *Flame Strike*

Actions

Radiant Greatsword. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 18 (3d8 + 5) radiant damage. Two attacks. A fiend or undead hit by both cannot become Invisible or hide from the angel for one minute.

Judgment. *DC 16 Constitution save.* One creature within 60 feet takes 8d10 radiant damage on a failed save, or half as much on a success. A fiend or undead that fails is also Blinded for one minute.

Reactions

Interpose. When an ally within 30 feet is hit by an attack from a fiend or undead, the attack targets the angel instead and is resolved against its Armor Class, and the angel's next Judgment this fight does not require a saving throw from that attacker. Three times per day.

Helionic Arch-Angel

Archangels command the Hosts and take orders only from Helios. Apollyon was the greatest of them before his fall. The archangels who remain remember the fall and what was done to his brothers.

Habitat. Plane of Helion, The Heart of Helios

Helionic Arch-Angel

Huge celestial (Helionic Angel)

Armor Class 20 (aspect of the Heart)
Hit Points 290 (20d12 + 160)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	26 (+8)	22 (+6)	24 (+7)	25 (+7)

Saving Throws CON +13, INT +11, WIS +12, CHA +12
Skills Insight +12, Perception +12, Religion +11, History +11
Resistances necrotic, bludgeoning, piercing, slashing
Immunities radiant
Condition Immunities charmed, exhausted, frightened, blinded, prone
Senses truesight 240 ft., telepathy 5280 ft., passive Perception 22
Languages All
Power Rating 16 (15,000 points; proficiency +5)

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Aura of the Heart. Allies within 30 feet regain 10 hit points at the start of their turns. Fiends and undead within 30 feet take 4d6 radiant damage instead.

Spellcasting. The helionic arch-angel casts with Charisma (spell save DC 20, +12 to hit with spell attacks). An archangel casts as command.

At will: *Detect Evil and Good*, *Light*, *Sacred Flame*, *True Seeing*

3/day each: *Dispel Evil and Good*, *Flame Strike*, *Mass Cure Wounds*

1/day each: *Commune*, *Heal*, *Raise Dead*, *Sunbeam*

Actions

Sword of the First Light. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 24 (3d10 + 8) radiant damage. Three attacks. A fiend or undead hit cannot regain hit points until the end of the archangel's next turn.

Word of Helios. *DC 20 Charisma save.* Each hostile creature within 60 feet takes 16d8 radiant damage on a failed save, or half as much on a success. A fiend that fails is banished to its home plane for one hour.

Reactions

Intercede. When an ally within 30 feet is reduced to 0 hit points, that ally is instead reduced to 1 hit point and gains 30 temporary hit points, and the creature that struck it takes 6d8 radiant damage with no saving throw. Three times per day.

Legendary Actions

Wingbeat. The archangel flies up to half its speed. Fiends and undead it passes within 10 feet of take 3d6 radiant damage.

Rekindle. One ally the archangel can see within 60 feet regains 5d8 hit points and ends one condition on itself.

Rallying Cry. *DC 20 Charisma save.* Costs two legendary actions. Each fiend within 60 feet makes a Charisma saving throw or is Frightened of the archangel for one minute, and each celestial within 60 feet has advantage on attack rolls until the end of its next turn.

Helionic Bellator

Bellatores are four-winged soldier angels. They fight at the front of the Host's formations and are the angels most often seen on the Prime Plane in battle. They heal the allies beside them between strokes of the greatsword.

Habitat. Plane of Helion, Settlement

Helionic Bellator

Large celestial (Helionic Host)

Armor Class 18 (radiant plate)
Hit Points 195 (17d10 + 102)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	18 (+4)	22 (+6)	20 (+5)

Saving Throws CON +10, WIS +10, CHA +9
Skills Perception +10
Resistances necrotic
Immunities radiant
Condition Immunities charmed, frightened
Senses truesight 60 ft., telepathy 120 ft., passive Perception 20
Languages Common, Primordial
Power Rating 11 (7,200 points; proficiency +4)

Four Wings. The bellator can hover and does not provoke opportunity attacks when it flies out of reach.

Actions

Multiattack. The bellator makes two Greatsword attacks.

Greatsword. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 20 (4d6 + 6) slashing damage. The target takes an extra 2d8 radiant damage.

Healing Touch. One creature it touches regains 6d8 + 3 hit points and is freed of the Poisoned and Blinded conditions. The bellator can use this action three times per day.

Helionic Cherubim

Cherubim have four faces and cannot be surprised from any side. They keep the ways into the sanctums of Helion, and the old texts place one with a turning, flaming sword at every gate that mortals are not to pass.

Habitat. Plane of Helion, Settlement, Rift Breach

Helionic Cherubim

Huge celestial (Helionic Host)

Armor Class 21 (radiant plate)
Hit Points 319 (22d12 + 176)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	26 (+8)	22 (+6)	26 (+8)	24 (+7)

Saving Throws CON +14, WIS +14, CHA +13
Skills Perception +14, Insight +14
Resistances necrotic
Immunities radiant, fire
Condition Immunities charmed, frightened
Senses truesight 120 ft., telepathy 120 ft., passive Perception 24
Languages Common, Primordial
Power Rating 18 (20,000 points; proficiency +6)

Four Faces. It cannot be surprised and has advantage on Perception checks.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Spellcasting. The helionic cherubim casts with Wisdom (spell save DC 22, +14 to hit with spell attacks). Wards the places it keeps with Sun-Rifting.

At will: *Beacon*, *Halo*

3/day each: *Vigil*, *Aegis*

1/day each: *Dawn*

Actions

Multiattack. It makes two Flaming Sword attacks.

Flaming Sword. *Melee Attack Roll: +14, reach 10 ft., one target. Hit:* 21 (3d8 + 8) slashing damage. The target takes an extra 5d8 fire damage.

Close the Gate. *DC 22 Charisma save.* Each hostile creature within 30 feet makes a Charisma saving throw or is pushed 30 feet away and cannot move closer to the cherubim until the end of its next turn. Recharges on a roll of 5 or 6 on a d6.

Legendary Actions

Sword. It makes one Flaming Sword attack.

Ward. This action costs two legendary actions. One ally within 60 feet gains 30 temporary hit points.

Helionic Herald

A Helionic Herald is a two-winged figure in radiant armor that holds a staff topped with the sunburst sigil of Helios. The Host dispatches heralds to deliver proclamations, escort pilgrims through hostile territory and bear witness at events Helios considers worth recording. A herald fights only when its charge is threatened or its message is obstructed. It steps between danger and the creature it was sent to protect, and it takes half the damage dealt to a creature near it. It leaves once the message is delivered or the escort is complete.

Habitat. Farmland, Plane of Helion, Settlement

Helionic Herald

Medium celestial (Helionic Host)

Armor Class 16 (radiant plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	18 (+4)	16 (+3)

Saving Throws WIS +7, CHA +6
Skills Insight +7, Persuasion +6, Perception +7
Resistances radiant
Condition Immunities charmed, frightened
Senses darkvision 120 ft., telepathy 60 ft., passive Perception 17
Languages Common, Primordial
Power Rating 5 (1,800 points; proficiency +3)

Divine Mandate. While escorting or delivering a message, it cannot be Charmed, Frightened or compelled to abandon its task by any effect.

Shield of the Herald. As a reaction, when a creature within 10 feet takes damage, the herald can halve that damage and take the other half.

Actions

Radiant Staff. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d8 + 3) radiant damage. The herald makes two attacks with this action.

Proclamation. *DC 14 Wisdom save.* Each creature within 30 feet that can hear the herald makes a Wisdom saving throw. On a failure, a hostile creature is Stunned until the end of its next turn, and a willing creature regains 3d8 hit points. Recharges after a short rest.

Reactions

Interpose. When a creature the herald can see within 30 feet is targeted by an attack, the herald teleports to an unoccupied space within 5 feet of that creature and becomes the target instead.

Helionic Hound

Helios sends his hounds to the Prime Plane in the shape of a canine traveler, because a dog is the companion people trust soonest. A Helionic Hound finds the lost and leads the chosen to where they are needed, and it delivers warnings as prophecy.

Habitat. Farmland, Plane of Helion, Settlement

Helionic Hound

Medium celestial (Helionic Host)

Armor Class 14 (radiant plate)
Hit Points 65 (10d8 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

Skills Perception +5, Survival +5, Insight +5
Resistances radiant
Condition Immunities charmed, frightened
Senses darkvision 60 ft., telepathy 120 ft., passive Perception 15
Languages Common, Primordial
Power Rating 3 (700 points; proficiency +2)

Trusted Shape. Humanoids that see it start friendly toward it unless it has attacked them.

Pathfinder. The hound cannot become lost and always knows the way to any place it has been sent.

Prophecy. Once per day, it touches a creature and gives it a vision. The creature has advantage on one ability check, attack roll or saving throw of its choice before its next long rest.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. The target takes an extra 2d6 radiant damage if it is a fiend or undead.

Greatsword. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) slashing damage. A slash from its greatsword.

Bonus Actions

Step Between. The hound teleports up to 30 feet to an unoccupied space it can see.

Helionic Seraphim

The Seraphim are the greatest of the arch-angels, and their name means the burning ones. A seraphim covers its face and feet with four of its six wings in the presence of Helios and uses the other two to fly, and it is sent to the Prime Plane only when a matter has outgrown every lesser angel.

Habitat. Plane of Helion, The Heart of Helios

Helionic Seraphim

Gargantuan celestial (Helionic Host)

Armor Class 21 (radiant plate)
Hit Points 351 (18d20 + 162)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	28 (+9)	24 (+7)	28 (+9)	30 (+10)

Saving Throws CON +15, WIS +15, CHA +16
Skills Insight +15, Perception +15
Resistances necrotic
Immunities radiant, fire
Condition Immunities charmed, frightened
Senses truesight 120 ft., telepathy 300 ft., passive Perception 25
Languages All
Power Rating 19 (22,000 points; proficiency +6)

Six Burning Wings. A fiend or undead that starts its turn within 30 feet of it takes 4d8 radiant damage.

Voice of Helios. Every celestial within 1 mile hears its commands and obeys them.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Spellcasting. The helionic seraphim casts with Charisma (spell save DC 24, +16 to hit with spell attacks). Channels the Sun as Helios first shaped it.

At will: *Glare*, *Beacon*

3/day each: *Dawn*, *Purge*

1/day each: *Nova*, *Corona*

Actions

Multiattack. The seraphim makes two Burning Blade attacks.

Burning Blade. *Melee Attack Roll: +15, reach 15 ft., one target. Hit:* 27 (4d8 + 9) slashing damage. The target takes an extra 6d8 radiant damage.

Trisagion. *DC 24 Constitution save.* Each creature within 60 feet of its choosing makes a Constitution saving throw, taking 18d8 radiant damage on a failure and half as much on a success. Fiends and undead have disadvantage on the save. Recharges on a roll of 5 or 6 on a d6.

Legendary Actions

Blade. The seraphim makes one Burning Blade attack.

Wingbeat. The seraphim teleports to an unoccupied space it can see within 120 feet.

Judgment. *DC 24 Wisdom save.* This action costs two legendary actions. One creature within 120 feet makes a Wisdom saving throw or is Blinded until the end of its next turn.

Hellhound

Hellhounds hunt in packs and are set on a name, never a scent. Once given one they do not stop, and they will cross a rift tear to keep going.

Habitat. The Nine Hells, Rift Breach

Hellhound

Medium fiend

Armor Class 15 (charred hide)
Hit Points 60 (8d8 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	6 (-2)	13 (+1)	6 (-2)

Saving Throws CON +5
Skills Perception +3, Survival +3
Resistances cold
Immunities fire
Condition Immunities frightened
Senses darkvision 60 ft., keen smell, passive Perception 13
Languages understands Netherspeech
Power Rating 3 (700 points; proficiency +2)

Pack Tactics. Has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of it and not Incapacitated.

Named Quarry. Cannot be shaken off the single creature it was set on, and knows its direction at any distance on the same world.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. Two attacks. Each hit deals an extra 1d6 fire damage.

Fire Breath. *DC 13 Dexterity save.* A 15-foot cone. Each creature in it takes 5d6 fire damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Set on a Name. When its named quarry moves within 60 feet, the hound moves up to its speed toward that creature without provoking opportunity attacks and may make one Bite attack if it arrives in reach.

Hellspawn

The Soul Forge processes the souls of the damned and assigns each to a layer by the nature of what it did. Hellspawn are what the Forge produces at the bottom, and the Hells field them in numbers at rift tears.

Habitat. The Nine Hells, Rift Breach

Hellspawn

Medium fiend

Armor Class 13 (scorched hide)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	7 (-2)	9 (-1)	8 (-1)

Skills Intimidation +1, Deception +1
Resistances cold
Immunities fire, poison
Condition Immunities poisoned, charmed, frightened
Senses darkvision 60 ft., passive Perception 9
Languages understands Netherspeech

Power Rating 1 (200 points; proficiency +2)

Expendable. Hellspawn never flee.

Actions

Claws. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) slashing damage. A slash from claws blackened in the Forge.

Reactions

Take Them Along. *DC 12 Dexterity save.* When the hellspawn is reduced to 0 hit points by a creature within 5 feet, that creature makes a Dexterity saving throw or takes 2d6 fire damage.

Hill Giant

Hill giants descend from giants who rose against the elder gods after the war with the Elementari and were cast down for it. They stand 16 to 18 feet, weigh 4,000 pounds, and do not plan past the next meal.

Habitat. Desert, Settlement

Hill Giant

Giant giantkin

Armor Class 14 (thick hide)
Hit Points 73 (7d12 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	6 (-2)	9 (-1)	7 (-2)

Skills Perception +1
Senses passive Perception 11
Languages Jotun
Gear Greatclub
Power Rating 4 (1,100 points; proficiency +2)

Gluttonous. Will break off a fight to eat anything it has killed, given the opportunity.

Actions

Greatclub. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 18 (3d8 + 5) bludgeoning damage. Two attacks.

Reactions

Stop to Feed. When a creature within 30 feet is reduced to 0 hit points, the hill giant moves up to its speed toward the body and, if it reaches it, stops fighting to eat. It takes no further action until something hits it.

Hippopotamus

A hippopotamus spends the day in the shallows with its eyes and nostrils above the surface and comes out at dusk to graze. It defends its stretch of river and runs down anything between it and the water, and it is faster on land than a person expects. Its jaws open to most of a right angle and close with enough force to break a hull plank.

Habitat. Coastline, Wetland

Hippopotamus

Large beast

Armor Class 14 (thick hide)
Hit Points 85 (9d10 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Hold Breath. It can hold its breath for 30 minutes.

Riverbank Defense. It has advantage on attack rolls against a creature in the water or within 10 feet of the water's edge.

Actions

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 18 (3d8 + 5) piercing damage. A bite from its wide-open jaws.

Trample. It moves up to its speed in a straight line. Each creature in the path makes a DC 15 Dexterity saving throw, taking 2d10 bludgeoning damage and falling Prone on a failure, or half as much damage on a success.

Hobgoblin

Hobgoblin companies keep records, post sentries and rotate the watch. They are the only force on most frontiers that will still be in formation an hour into a losing fight.

Habitat. Farmland

Hobgoblin

Medium humanoid

Armor Class 14 (leather and shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Skills Athletics +3, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Gear Longsword, Longbow, Leather Cuirass, Kite Shield
Power Rating 1/2 (100 points; proficiency +2)

Martial Advantage. Once per turn, the hobgoblin deals an extra 2d6 damage to a creature it hits if an ally of the hobgoblin is within 5 feet of that creature and not Incapacitated.

Actions

Longsword. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 5 (1d8 + 1) slashing damage. A slash with a longsword.

Longbow. *Ranged Attack Roll: +3, long range, one target. Hit:* 5 (1d8 + 1) piercing damage. An arrow from a longbow.

Hobgoblin Mercenary

A hobgoblin company sells a squad that performs the terms of its contract and stops at the contract's boundary. If the client tries to widen the scope mid-operation, the squad stands still. As long as the fee is paid on time, it holds a position long after a militia would have gone home.

Habitat. Station Interior, Hyperlane Corridor

Hobgoblin Mercenary

Medium humanoid

Armor Class 16
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	10 (+0)

Saving Throws DEX +5, CON +4
Skills Athletics +4, Perception +3, Technology +3
Senses darkvision 60 ft., passive Perception 13
Languages Goblin, Common, Federation Standard
Gear Combat Knife, Assault Rifle, Tactical Combat Vest
Power Rating 3 (700 points; proficiency +2)

Contract Bound. The mercenary performs exactly what the contract states. It will not exceed the scope and will not abandon it while the fee is current.

Martial Advantage. The mercenary deals an extra 2d6 damage to a creature it hits if an ally is within 5 feet of that creature and not Incapacitated.

Actions

Multiattack. The mercenary makes two attacks.

Combat Blade. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage.

Service Carbine. *Ranged Attack Roll: +5, long range, one target. Hit:* 8 (1d10 + 3) ballistic damage.

Suppress. The mercenary suppresses a 15-foot cube within long range. Each creature in it makes a DC 13 Dexterity save or has its speed reduced to 0 until the start of the mercenary's next turn.

Hobgoblin Warrior

A hobgoblin warrior wears iron plate beaten out in a field forge and a spiked cap, and fights with a heavy straight sword. Hobgoblin companies fight in ranks and hold them. The warriors are drilled, paid and expected to be standing when the line moves. A warrior that breaks formation is punished by its own officers.

Habitat. Settlement

Hobgoblin Warrior

Medium humanoid

Armor Class 15 (field-forged iron plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	9 (-1)

Saving Throws CON +4
Skills Athletics +4, Intimidation +1
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Power Rating 2 (450 points; proficiency +2)

Martial Advantage. Once per turn the warrior deals an extra 2d6 damage to a creature it hits if an ally of the warrior is within 5 feet of that creature.

Rank Discipline. While an allied hobgoblin is within 5 feet of it, the warrior has advantage on saving throws against being Frightened or moved.

Actions

Multiattack. The warrior makes two Straight Sword attacks.

Straight Sword. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) slashing damage. A slash from a heavy straight sword.

Javelin. *Ranged Attack Roll: +4, medium range, one target. Hit:* 5 (1d6 + 2) piercing damage. A thrown javelin from the pair on its back.

Hollow Hunter

The face goes first, then the name, then whatever made the person recognizable to themselves, and the body walks on. It keeps hunting out of habit, and a creature that meets its eyes gets a compressed version of the same four seconds. The only sound way to fight one is blind, in the dark and by ear.

Habitat. Rift Breach, Settlement

Hollow Hunter

Medium undead

Armor Class 16
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	5 (-3)	13 (+1)	8 (-1)

Saving Throws CON +7, WIS +4
Skills Stealth +5, Perception +4
Vulnerabilities radiant
Resistances cold, necrotic
Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages none
Power Rating 8 (3,900 points; proficiency +3)

Unidentifiable. The hunter cannot be identified, remembered clearly or targeted by any effect that requires knowing what it is. Records of it decay within a week.

Sunlight. The hunter takes 20 radiant damage at the start of each turn it spends in direct sunlight.

Actions

Multiattack. The hunter makes two Fist attacks.

Fist. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 14 (2d10 + 3) necrotic damage.

Deathly Gaze. One creature within 30 feet that can see it makes a DC 15 Constitution save. On a failure it takes 8d10 psychic damage, and if this reduces it to 0 hit points it dies and rises as a hollow hunter in 24 hours. On a success it takes half and is immune to this gaze for 24 hours. A creature that is Blinded or that averts its eyes is unaffected.

Hollow Revenant

A revenant returns with a debt and goes back down when the debt is paid. A hollow revenant paid its debt and kept standing, with no particular target. It walks the route it walked in life at the hours it walked it, and it fights whatever is in its way.

Habitat. Settlement, Farmland

Hollow Revenant

Medium undead, humanoid

Armor Class 15
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	8 (-1)	13 (+1)	9 (-1)

Saving Throws CON +6, WIS +4
Skills Athletics +6, Perception +4
Resistances necrotic
Immunities poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Power Rating 5 (1,800 points; proficiency +3)

Old Route. The revenant walks the route it walked in life, at the same hours, and cannot be led off it or lured away from it.

Rejoining. When destroyed, the revenant re-forms at the start of its route in 24 hours. Only laying it in its own grave ends it.

Actions

Multiattack. The revenant makes two Grave Fist attacks.

Grave Fist. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 12 (2d8 + 3) bludgeoning damage.

Empty Armor. Each creature within 15 feet makes a DC 14 Wisdom save or takes 4d8 psychic damage as it sees what is inside the armor.

Homunculus

A homunculus is grown in a sealed vessel kept at the warmth of a dung heap for forty days, then given human blood at the same heat for forty weeks. The result is a transparent creature the length of a hand that knows its maker. It is obedient and fragile, and it is aware of having been made.

Habitat. Settlement

Homunculus

Tiny construct

Armor Class 13
Hit Points 20 (8d4)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	10 (+0)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +5
Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., telepathy 120 ft., passive Perception 13
Languages understands Common
Power Rating 1/4 (50 points; proficiency +2)

Maker Bond. Shares a telepathic link with the one who made it at any distance on the same world, and takes no action its maker has forbidden.

Full Awareness. Fully aware, and able to report exactly what it has seen. It cannot lie to its maker and has no way to refuse a question.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) poison damage. The target makes a DC 11 Constitution save or is Poisoned for 1 minute, and is Unconscious while Poisoned this way if it fails by 5 or more.

Hook Hulk

A hook hulk has no eyes and hunts by hearing. It can place a dropped bolt anywhere in a gallery two hundred feet long, and its two arms end in hooks that drag prey toward it through rock. Crews who share a level with one work in silence and freeze the instant the noise stops, because the hulk can wait and listen longer than anyone can hold a breath.

Habitat. Subterranean

Hook Hulk

Large monster

Armor Class 16
Hit Points 142 (15d10 + 60)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	6 (-2)	16 (+3)	5 (-3)

Saving Throws CON +7, WIS +6
Skills Athletics +8, Perception +6, Stealth +4
Resistances bludgeoning
Condition Immunities blinded
Senses blindsight 120 ft., blind beyond that, passive Perception 16
Languages none
Power Rating 7 (2,900 points; proficiency +3)

Acute Hearing. Its Perception checks that rely on hearing cannot roll below 18, and it places a sound source to within a foot.

Stillness. The hulk holds completely still until something makes a noise. A creature that moves silently for a full minute can pass it.

Sightless. Unaffected by anything that requires it to see, including illusions, light and Blinded.

Actions

Multiattack. Makes two hook attacks.

Hook. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. The target is pulled 15 feet toward the hulk.

Bite. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 18 (3d8 + 5) piercing damage.

Both Hooks. One creature within 15 feet hit by both hook attacks on the same turn makes a DC 16 Strength save or is Restrained between them and takes 4d10 piercing damage at the start of each of the hulk's turns.

Human Pilgrim

Pilgrim routes predate most of the shipping lanes that now run beside them. The people who walk them know every settlement along the route and are a good source of road news on any frontier. They seldom reply with a straight answer about why they are walking.

Habitat. Farmland, Settlement

Human Pilgrim

Medium humanoid

Armor Class 11
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	11 (+0)	15 (+2)	12 (+1)

Skills Insight +4, Religion +2, Survival +4
Senses passive Perception 12
Languages Common
Gear Quarterstaff, Rations (1 day)
Power Rating 1/8 (25 points; proficiency +2)

Long Road. Ignores the effect of the Exhausted condition on movement, and can walk 10 hours a day without a forced march check.

Actions

Staff. *Melee Attack Roll: +2, reach 5 ft., one target. Hit:* 3 (1d6) bludgeoning damage. A blow from a walking staff.

Blessing. One creature the pilgrim can touch adds 1d4 to its next saving throw. Usable three times per day.

Hungering Haunter

A hungering haunter appears in a hard season on ground where people have run out of food. It stands about nine feet tall, has the skull and antlers of a deer, and reaches with human arms far too long for its body. What it leaves behind is found in spring, and there is less of it than there should be.

Habitat. Taiga, Tundra

Hungering Haunter

Large undead, monster

Armor Class 14
Hit Points 85 (10d10 + 30)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	7 (-2)	15 (+2)	12 (+1)

Skills Perception +5, Stealth +6
Resistances cold, necrotic
Condition Immunities exhausted, frightened, charmed
Senses darkvision 90 ft., passive Perception 15
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Famine. A creature that finishes a long rest within 1 mile of the haunter gains no benefit from any food it eats during that rest.

Snow Walker. Snow and ice are not difficult terrain for the haunter, and it leaves no tracks in either.

Keen Smell. The haunter has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The haunter makes two Claw attacks and one Bite attack.

Claws. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. A strike from the haunter's long arms.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) piercing damage. A hit also deals 2d6 necrotic damage, and the target's hit point maximum is reduced by that amount until it finishes a long rest.

Bonus Actions

Gore. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 15 (2d10 + 4) piercing damage. The haunter can make this attack only in a turn in which it moved at least 20 feet straight toward the target. On a hit the target makes a DC 15 Strength save or is knocked Prone.

Hunting Hound

A hunting hound stands waist high on a tall rider. It is bred for its nose and its voice and has no training to bring prey down. It is given the scent at the start of a hunt and worked on a long lead or none, and it bays as it closes so the hunters know where to ride. It holds a line across water and over a day-old trail.

Habitat. Settlement, Farmland

Hunting Hound

Medium beast

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Survival +3
Senses keen smell, passive Perception 13
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Keen Scent. It has advantage on Survival checks made to track by scent, and on Perception checks that rely on smell.

Baying Alert. When it first sees or smells a creature it was set after, every allied creature within 300 feet knows the direction to it.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. A snapping bite at the quarry's leg.

Husk

A husk is what is left when a body outlasts whatever animated it. Its purpose is unknown. It takes the same road every night and will follow a caravan for weeks at three miles an hour.

Habitat. Desert, Settlement

Husk

Medium undead

Armor Class 12
Hit Points 45 (7d8 + 14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	11 (+0)	5 (-3)

Skills Perception +2
Vulnerabilities fire
Immunities poison
Condition Immunities exhausted, poisoned, charmed, frightened
Senses darkvision 60 ft., passive Perception 12
Languages understands Common
Power Rating 1 (200 points; proficiency +2)

Relentless. The husk never takes the Dash action and never stops pursuing. It knows the direction of any creature whose blood it has tasted, at any distance on the same world.

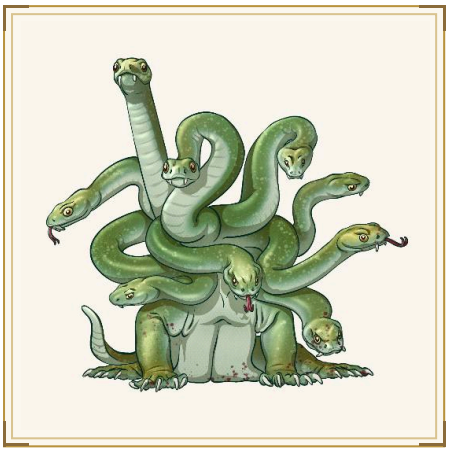
Desiccated. The husk is vulnerable to fire damage. A husk reduced to 0 hit points by anything else reassembles in 24 hours.

Actions

Staff. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) bludgeoning damage. A blow from its staff.

Drain. One creature it has Grappled makes a DC 12 Constitution save, taking 2d6 necrotic damage on a failure. The husk knows that creature's direction from then on.

Hydra



A hydra is a reptilian monster with five heads. Cutting one off makes the problem worse, because two grow back. Fire stops the regrowth, but someone has to apply it while the other four heads are occupied.

Habitat. Wetland

Hydra

Huge monster

Armor Class 16 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages none
Power Rating 8 (3,900 points; proficiency +3)

Multiple Heads. The hydra has five heads. While it has more than one it has advantage on saving throws against being Blinded, Charmed, Deafened, Frightened, Stunned or knocked Unconscious.

Reactive Heads. The hydra can take one reaction per head per round.

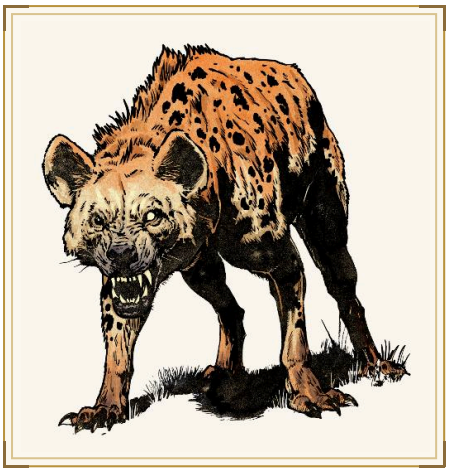
Regrow Heads. Whenever the hydra takes 25 or more damage in a single turn, one head dies. At the end of its turn it grows two heads for each that died, unless it has taken fire damage since its last turn. It regains 10 hit points for each head grown.

Actions

Bite. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 8 (1d6 + 5) piercing damage. A bite from one head.

Many Bites. The hydra makes one Bite attack for each head it currently has.

Hyena



A hyena clan is a matriarchy that holds a territory by attrition and takes a kill off anything it can outnumber. The jaw crushes bone, including what a big cat leaves, so little remains of a kill to identify once a clan has fed.

Habitat. Savanna, Desert

Hyena

Medium beast

Armor Class 11
Hit Points 10 (3d8 - 3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	9 (-1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Senses keen smell, passive Perception 13
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Pack Tactics. Has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature and not Incapacitated.

Bone-Crusher. Deals double damage to objects and structures, and can consume what other scavengers leave.

Actions

Bite. *Melee Attack Roll: +2, reach 5 ft., one target. Hit:* 3 (1d6) piercing damage.

Ice Giant

Ice giants descend from a Titan of cold. They hold the high arctic on a dozen worlds and raid settlements in the dark half of the year.

Habitat. Arctic, Terran (Arctic)

Ice Giant

Giant giantkin

Armor Class 17 (rime-crusted plate)
Hit Points 137 (11d12 + 66)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	11 (+0)

Saving Throws CON +9, WIS +4
Skills Athletics +10, Survival +4
Vulnerabilities fire
Immunities cold
Senses darkvision 60 ft., passive Perception 11
Languages Jotun, Old Norska
Gear Greataxe, Chainmail
Power Rating 8 (3,900 points; proficiency +3)

Cold-Adapted. Immune to cold, and suffers no penalty from extreme cold or thin atmosphere.

Actions

Greataxe. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 26 (3d12 + 7) slashing damage. Two attacks. A creature hit by both is knocked Prone.

Frost Breath. *DC 17 Constitution save.* A 30-foot cone. Each creature in it takes 9d8 cold damage and has its speed halved until the end of its next turn on a failed save, or half damage on a success. Recharges on a 5 or 6.

Reactions

Weather Counter. When a creature within 30 feet uses a cold, ice or wind effect against the ice giant or its raiding party, the giant takes no damage from the effect, ends any speed reduction on itself, and may move up to half its speed toward the source.

Ice Giant Hunter

A hold on the ice sends one hunter at a time, because two make noise and the quarry is worth a month of walking. He carries a harpoon and a line, knows from the surface where the ice is thin, and lies flat beside a breathing hole for a whole day. His catch is larger than the sledge and has to be cut up where it fell.

Habitat. Arctic

Ice Giant Hunter

Giant giantkin

Armor Class 17
Hit Points 178 (17d12 + 68)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	11 (+0)	17 (+3)	12 (+1)

Saving Throws CON +8, WIS +7
Skills Athletics +10, Perception +7, Stealth +6, Survival +7
Immunities cold
Senses darkvision 60 ft., passive Perception 17
Languages Jotun
Power Rating 9 (5,000 points; proficiency +4)

Ice Stealth. Has advantage on Stealth checks in snow and ice despite its size, and can stay motionless for a day without penalty.

Ice Sense. Knows where ice is thin, where it is about to go, and what is underneath it.

Actions

Multiattack. Makes two harpoon attacks.

Harpoon. *Melee Attack Roll: +10, reach 15 ft., one target. Hit:* 22 (3d10 + 6) piercing damage. The target is on the line and is dragged 15 feet toward the hunter at the start of each of his turns until it is cut.

Thrown Harpoon. *Ranged Attack Roll: +10, long range, one target. Hit:* 19 (3d8 + 6) piercing damage.

Break the Ice. A 20-foot square within 60 feet gives way. Each creature on it makes a DC 18 Dexterity save or falls through and takes 4d6 cold damage at the start of each of its turns until it climbs out.

Ice Giant Jarl

A jarl leads an ice giant hold and wears a horned iron helm and the cloak of a white bear it killed. The axe is the one the hold has handed down since it was cut. Rank among ice giants is settled by fighting, so a jarl is the strongest fighter in a building full of them. A jarl will hear out a parley and will hold to it. A jarl who breaks a parley in front of the hold loses the rank.

Habitat. Terran (Barren), Arctic, Tundra, Utgard

Ice Giant Jarl

Huge giantkin

Armor Class 19 (bearhide and iron)
Hit Points 212 (17d12 + 102)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	22 (+6)	12 (+1)	16 (+3)	17 (+3)

Saving Throws STR +11, CON +10, WIS +7
Skills Athletics +11, Intimidation +7, Perception +7, Survival +7
Immunities cold
Senses darkvision 60 ft., passive Perception 17
Languages Common, Jotun, Old Norska
Power Rating 12 (8,400 points; proficiency +4)

Hold's Axe. The jarl's axe attacks score a critical hit on a roll of 19 or 20. A critical hit with the axe knocks a creature of size large or smaller Prone.

Fearless Command. Allied giantkin within 60 feet that can hear it are immune to the Frightened condition.

Winter-Born. It ignores difficult terrain made of ice or snow and leaves no tracks in either.

Actions

Multiattack. It makes two axe attacks, or one axe attack and one Rimebreath.

Hold Axe. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 29 (4d10 + 7) slashing damage. A swing of the hold's two-handed axe.

Rimebreath. *DC 18 Constitution save.* The jarl breathes a 40-foot cone of cold. Every creature in the cone makes a Constitution saving throw, taking 8d8 cold damage and being Slowed until the end of its next turn on a failure, or half as much damage on a success. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Hurled Ice. *Ranged Attack Roll: +11, long range, one target. Hit:* 25 (4d8 + 7) bludgeoning damage. It throws a block of river ice.

Bonus Actions

Call the Hold. Each allied creature within 60 feet that can hear it makes one weapon attack as a reaction. It can do this once per day.

Ice Giant Star Raider

A star raider is an ice giant in sealed blue plate over its white mane, with a mag-axe at the hip and a boarding charge on the back. The ice giant holds that found the hyperlanes kept raiding, and they now raid shipping in the lanes. A raider comes out of the dark, takes the ship's hold, and leaves before an organized response arrives. Federation shipping on the northern lanes prices the risk into the manifest.

Habitat. Deep Space, Arctic, Hyperlane Corridor, Settlement, Station Interior

Ice Giant Star Raider

Huge giantkin

Armor Class 19 (sealed raider plate)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws STR +10, CON +9
Skills Athletics +10, Intimidation +5, Perception +6, Technology +4
Immunities cold
Senses darkvision 90 ft., passive Perception 16
Languages Common, Jotun, Old Norska
Power Rating 10 (5,900 points; proficiency +4)

Sealed Plate. It can fight in vacuum indefinitely and is immune to the Decompressed condition.

Boarder. It can breach a sealed bulkhead or airlock as an action, and it ignores difficult terrain caused by zero gravity.

Exit Advantage. It has advantage on attack rolls against a creature that is between it and an exit.

Actions

Multiattack. It makes two mag-axe attacks.

Mag-Axe. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 22 (3d10 + 6) slashing damage. A swing of the magnetized broad axe.

Hurled Axe. *Ranged Attack Roll: +10, medium range, one target. Hit:* 19 (3d8 + 6) slashing damage. A thrown mag-axe, which returns to the hand on its magnet.

Boarding Charge. *DC 17 Dexterity save.* The raider sets a charge on a wall or a creature within 10 feet. At the start of its next turn it detonates, and every creature within 15 feet makes a Dexterity saving throw, taking 6d8 explosive damage on a failure and half as much on a success. The raider has two charges.

Bonus Actions

Shoulder Through. *DC 17 Strength save.* It moves up to 20 feet in a straight line. Every creature in the path makes a Strength saving throw or is knocked Prone and takes 2d8 bludgeoning damage.

Ice Hag

An ice hag holds a pass and the storm across it, and rents both. Travelers who decline her terms are caught by the storm within about a mile.

Habitat. Highland, Arctic

Ice Hag

Medium fae

Armor Class 16 (rime)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	13 (+1)	14 (+2)	15 (+2)

Skills Deception +4, Insight +4, Perception +4, Survival +4
Immunities cold
Senses darkvision 60 ft., passive Perception 14
Languages Common, Jotun, Old Norska
Power Rating 4 (1,100 points; proficiency +2)

Winter Walker. The ice hag ignores difficult terrain caused by ice or snow and leaves no tracks in either.

Storm Keeping. The ice hag can raise or settle a blizzard within 1 mile over the course of 10 minutes.

Actions

Rime Claws. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 12 (2d8 + 3) cold damage. A slash of her frozen claws.

Killing Frost. *DC 12 Constitution save.* Each creature in a 20-foot cone makes a Constitution saving throw, taking 5d6 cold damage on a failure and half as much on a success. A creature that fails has its speed halved until the end of its next turn.

Terms of Passage. *DC 12 Wisdom save.* The hag names a price aloud. One creature that can hear and understand her makes a Wisdom saving throw or is Charmed for 1 minute, and while Charmed it will not attack her.

Ice Witch

The ice witch closes a pass completely, and the snow stands in the pass instead of settling. A caravan reaching the marker at the mouth finds the price cut into it, and the price is often a person. The holds on either side have paid it for four generations and keep the account in a ledger, because the alternative is no road until a thaw that she also decides.

Habitat. Highland, Arctic

Ice Witch

Medium fae

Armor Class 18
Hit Points 142 (19d8 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	18 (+4)	19 (+4)	20 (+5)

Saving Throws CON +6, WIS +7, CHA +8
Skills Arcana +7, Insight +7, Perception +7, Persuasion +8
Resistances necrotic
Immunities cold
Senses darkvision 120 ft., passive Perception 17
Languages Sylvan, Jotun, Common, Primordial
Power Rating 8 (3,900 points; proficiency +3)

Closed Pass. Within the pass she holds, all ground is difficult terrain for every creature but her, and a creature that ends its turn outdoors takes 10 cold damage.

Posted Price. The ice witch states her price in writing and honors it exactly, taking neither more nor less than was posted.

Chilling Damage. A creature that has taken cold damage from the ice witch since the start of her last turn has its speed reduced by 10 feet.

Actions

Multiattack. The ice witch makes two Rime Touch attacks, or uses Standing Snow and makes one Rime Touch attack.

Rime Touch. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 18 (3d8 + 5) cold damage.

Standing Snow. A 40-foot radius within 120 feet fills with snow that does not fall. The area is heavily obscured. Each creature in it makes a DC 16 Constitution save, taking 8d6 cold damage and having its speed reduced to 0 until the end of its next turn on a failure, or half as much and no reduction on a success.

Ice Wall. The ice witch seals a 60-foot span of the pass behind a wall of ice 10 feet thick with Armor Class 12 and 120 hit points. It lasts until she lifts it or winter ends.

Ice Wyrm

Ice wyrms move inside glaciers the way their cousins move through rock, and surface through the shelf without warning. The Vale settlements track the cracking as a weather signal.

Habitat. Arctic, Terran (Arctic)

Ice Wyrm

Giant draconian

Armor Class 17 (frost-fused scale)
Hit Points 138 (12d12 + 60)
Speed 25 ft., swim 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	8 (-1)	14 (+2)	10 (+0)

Saving Throws CON +8, WIS +5
Skills Perception +5, Stealth +4
Vulnerabilities fire
Resistances bludgeoning
Immunities cold
Condition Immunities prone
Senses tremorsense 90 ft., darkvision 120 ft., passive Perception 15
Languages Draconic, Primordial
Power Rating 8 (3,900 points; proficiency +3)

Ice Swimmer. Moves through ice and packed snow at full speed.

Cold Aura. A creature that ends its turn within 10 feet takes 2d6 cold damage.

Actions

Bite. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. Two attacks. A creature hit by both has its speed halved until the end of its next turn.

Frost Breath. *DC 16 Constitution save.* A 60-foot line. Each creature in it takes 10d8 cold damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Under the Shelf. *DC 16 Dexterity save.* When a creature within 30 feet standing on ice or packed snow hits the ice wyrm, that creature makes a Dexterity saving throw or falls Prone and drops 10 feet into the wyrm's run.

Ice Wyrm Spawn

An ice wyrm spawn surfaces through thinner ice than its parents would, in pressure ridges and frozen inlets near the glacier where it hatched. It has not learned to hunt by sound and breaks cover early. The Vale settlements track adult wyrms by the cracking ice and can tell a spawn's narrower crack from an adult's.

Habitat. Arctic, Terran (Arctic)

Ice Wyrm Spawn

Large draconian

Armor Class 15 (thin frost-fused scale)
Hit Points 75 (10d10 + 20)
Speed 25 ft., swim 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Saving Throws CON +4
Skills Perception +3, Stealth +3
Vulnerabilities fire
Resistances bludgeoning
Immunities cold
Condition Immunities prone
Senses tremorsense 45 ft., darkvision 120 ft., passive Perception 13
Languages Draconic, Primordial
Power Rating 4 (1,100 points; proficiency +2)

Ice Swimmer. The spawn moves through ice and packed snow at full speed.

Cold Aura. A creature that ends its turn within 5 feet of the spawn takes 1d6 cold damage.

Actions

Bite. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 11 (2d6 + 4) piercing damage. A bite from the spawn's jaws.

Frost Breath. *DC 12 Constitution save.* The spawn exhales cold in a 30-foot line. Each creature in it makes a Constitution saving throw, taking 6d8 cold damage on a failure and half as much on a success. Recharges on a 5 or 6.

Reactions

Under the Shelf. *DC 12 Dexterity save.* When a creature within 15 feet standing on ice or packed snow hits the ice wyrm spawn, that creature makes a Dexterity saving throw or falls Prone.

Ifrit

An ifrit is a Large fire elemental from the Plane of Ignis. It treats most arrangements as insults, bargains loudly, and follows through on every threat it makes.

Habitat. Plane of Ignis, Volcanic Field

Ifrit

Large elemental

Armor Class 17 (heat shimmer)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	16 (+3)	15 (+2)	18 (+4)

Saving Throws INT +7, WIS +6, CHA +8
Skills Intimidation +8, Deception +8, Perception +6
Immunities fire
Senses darkvision 120 ft., passive Perception 16
Languages Common, Primordial
Power Rating 11 (7,200 points; proficiency +4)

Elemental Body. Does not require food, drink or sleep.

Heat Aura. A creature that starts its turn within 10 feet of the ifrit takes 5 fire damage.

Illumination. Sheds bright light in a 20-foot radius and dim light for another 20 feet.

Actions

Multiattack. The ifrit makes two Scimitar attacks.

Scimitar. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 22 (3d10 + 6) slashing damage. A slash from its heated scimitar.

Hurl Flame. *Ranged Attack Roll: +8, long range, one target. Hit:* 17 (5d6) fire damage. A ball of fire at one creature within Long range.

Wall of Fire. *DC 17 Dexterity save.* A wall of flame up to 60 feet long and 20 feet high appears within 120 feet and lasts 1 minute. A creature that enters it or starts its turn within 10 feet of it makes a Dexterity saving throw, taking 5d8 fire damage on a failure and half as much on a success.

Ifrit Swordsman

An ifrit swordsman is bound to a sword and must fight for whoever draws it. He recites the terms of the binding aloud before the first engagement and keeps them exactly, including the terms that do not suit the person holding the sword. He announces unasked which term that person is about to break.

Habitat. Plane of Ignis, Desert

Ifrit Swordsman

Medium elemental

Armor Class 17
Hit Points 142 (19d8 + 57)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	15 (+2)	14 (+2)	18 (+4)

Saving Throws DEX +7, CHA +7
Skills Athletics +6, Insight +5, Persuasion +7
Vulnerabilities cold
Immunities fire
Senses darkvision 120 ft., passive Perception 12
Languages Primordial, Common, Netherspeech
Power Rating 7 (2,900 points; proficiency +3)

Sword Bond. Cannot move more than 100 feet from the sword it is bound to, and must obey a lawful command from whoever holds it.

Stated Terms. Names the limits of the binding before it acts, and holds to them exactly. It will not exceed them to a wielder's advantage either.

Heated. A creature that hits it with a melee attack from within 5 feet takes 5 fire damage.

Actions

Multiattack. The swordsman makes three Flame Scimitar attacks.

Flame Scimitar. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) fire damage.

Wall of Heat. A line 60 feet long and 5 feet wide. Each creature in it makes a DC 15 Dexterity save, taking 6d8 fire damage on a failure or half as much on a success. The line remains for 1 minute and burns anything that crosses.

Bonus Actions

Flame Step. Teleports up to 60 feet to a space it can see that is within 5 feet of a fire.

Illusion Wizard

An illusion wizard wears a pointed hat with a brim wide enough to hide the face, a blue cloak and striped trousers. He works the Channel of Illusion, bending light and sound until a room appears to hold whatever he says it does. In a fight he uses a displaced image and illusory duplicates to avoid hits, and he turns Invisible when struck.

Habitat. Settlement

Illusion Wizard

Medium humanoid

Armor Class 15 (a step to one side of where he seems)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	19 (+4)	13 (+1)	15 (+2)

Saving Throws INT +7, WIS +4
Skills Arcana +7, Deception +5, Performance +5, Stealth +6
Senses passive Perception 11
Languages Common, Old Valar
Power Rating 6 (2,300 points; proficiency +3)

Displaced Image. Attack rolls against the wizard have disadvantage until he takes damage. The effect returns at the start of his next turn.

Seen Through. A creature with truesight, or one that succeeds on an Investigation check against DC 15, ignores Displaced Image until the end of its next turn.

Actions

Multiattack. The wizard casts Phantasmal Bolt twice, or casts it once and uses Mirror Self.

Phantasmal Bolt. *Ranged Attack Roll: +7, medium range, one target. Hit:* 13 (2d8 + 4) psychic damage. A bolt of illusory light that harms the mind.

Phantasmal Terror. *DC 15 Wisdom save.* One creature within 60 feet makes a Wisdom saving throw. On a failure it takes 5d8 psychic damage and is Frightened of him for 1 minute. It can repeat the save at the end of each of its turns.

Bonus Actions

Mirror Self. Three illusory duplicates appear around the wizard. Each time an attack would hit him, roll a d4. On a 2 or higher, a duplicate is destroyed instead. The duplicates last 1 minute.

Reactions

Vanish. When a creature he can see hits him, he becomes Invisible until the end of his next turn and moves up to 15 feet.

Imp

Imps serve whoever holds their contract and spend the term looking for a way out of it, and most contracts have one. They are found in warrens and wherever a bargain was struck.

Habitat. Subterranean, Rift Breach

Imp

Tiny fiend

Armor Class 14
Hit Points 40 (9d4 + 18)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	12 (+1)	12 (+1)	15 (+2)

Skills Deception +4, Stealth +5, Insight +3
Resistances cold
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Common, Netherspeech
Power Rating 1 (200 points; proficiency +2)

Contract Sense. Knows the exact terms of any bargain it is party to, and whether a given act would breach them.

Shapechanger. Takes the form of a small animal it has seen. Its statistics do not change.

Spellcasting. The imp casts with Charisma (spell save DC 12, +4 to hit with spell attacks). An imp casts only what the terms of its contract cover.

At will: *Grasp*, *Minor Illusion*, *Detect Evil and Good*

1/day each: *Disguise Self*, *Message*

Actions

Sting. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) poison damage. A poisoned sting, often delivered from behind while the imp is Invisible.

Bonus Actions

Invisibility. Turns Invisible until it attacks or drops concentration.

Reactions

Cite the Clause. *DC 12 Charisma save.* When a creature within 30 feet acts in a way that would breach a bargain the imp is party to, that creature makes a Charisma saving throw or loses its action.

Inkwell Imp

An inkwell imp is a small fiend that lives in a scriptorium and alters one word in the middle of a contract, a survey or a chart, in a hand indistinguishable from the original. The change is always plausible and always wrong. An archive that has kept one for a generation holds a shelf of distrusted instruments with no way to tell which are altered.

Habitat. Settlement

Inkwell Imp

Tiny fiend

Armor Class 14
Hit Points 49 (14d4 + 14)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	12 (+1)	15 (+2)	12 (+1)	14 (+2)

Skills Deception +4, Sleight of Hand +6, Stealth +6
Resistances cold, fire
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Netherspeech, Common
Power Rating 1 (200 points; proficiency +2)

Forged Hand. The imp forges any script it has seen well enough that a comparison cannot find the change. Only the original writer can tell, and often not then.

Invisibility. Turns Invisible at will and stays so until it attacks or writes.

Actions

Sting. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) poison damage. The target makes a DC 12 Constitution save or is Poisoned for 1 minute.

Alter Word. The imp alters a single word in any document within 5 feet. The change reads as original and binds anyone acting on the document.

Intergalactic Conqueror

The conqueror wears black armor with a horned crown worked into the helm, over a body that has been cut apart and rebuilt more times than the records show. He comes from a world that no longer exists, and he takes other worlds in its place. He fights with two plasma swords, commands a fleet that acts without being ordered, and has killed every officer who brought him terms. He leaves no garrison on a world he takes and moves on to the next.

Habitat. Spore, Deep Space, Terran (Verdant), Hyperlane Corridor

Intergalactic Conqueror

Medium humanoid

Armor Class 22 (augmetic war plate)
Hit Points 325 (31d8 + 186)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	23 (+6)	19 (+4)	18 (+4)	22 (+6)

Saving Throws STR +13, DEX +11, CON +12, CHA +12
Skills Athletics +13, Intimidation +12, Perception +10, Technology +10
Resistances plasma, fire, necrotic
Condition Immunities frightened, charmed, poisoned
Senses truesight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Galactic Standard, Netherspeech
Power Rating 18 (20,000 points; proficiency +6)

Iron Will. The conqueror has advantage on saving throws against spells and other magical effects, and it cannot be Stunned while it has more than 50 hit points.

Dread Presence. A creature that starts its turn within 30 feet of the conqueror makes a Wisdom saving throw against DC 21 or is Frightened of it until the start of its next turn.

Augmetic Recovery. The conqueror regains 20 hit points at the start of each of its turns if it has at least 1 hit point and has not taken radiant damage since its last turn.

Actions

Multiattack. The conqueror makes four Plasma Sword attacks, two with each blade.

Plasma Sword. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 20 (3d8 + 7) plasma damage. A slash from a contained plasma blade.

Crossing Arc. *DC 21 Dexterity save.* The conqueror brings both blades through a 30-foot cone. Every creature in the cone makes a Dexterity saving throw, taking 10d8 plasma damage on a failure and half as much on a success. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Advance. The conqueror flies up to 40 feet without provoking opportunity attacks and makes one Plasma Sword attack.

Reactions

Riposte. When a creature within 10 feet misses the conqueror with a melee attack, the conqueror makes one Plasma Sword attack against that creature.

Legendary Actions

Dread Command. One creature the conqueror can see within 60 feet makes a Charisma saving throw against DC 21. On a failure it takes 4d10 psychic damage and cannot take reactions until the end of its next turn.

Second Blade. The conqueror makes one Plasma Sword attack.

Reposition. The conqueror flies up to half its speed without provoking opportunity attacks.

Ion Ray

Ion Rays have wingspans measured in kilometers and trail ionized gas from their wing edges. They are not aggressive, and poaching near the frontier has pushed most surviving squadrons well clear of the shipping lanes.

Habitat. Nebula

Ion Ray

Gargantuan beast

Armor Class 17 (mineralized dermal plating)
Hit Points 155 (10d20 + 50)
Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	4 (-3)	16 (+3)	11 (+0)

Saving Throws CON +9, WIS +7
Skills Perception +7, Stealth +6
Resistances bludgeoning, piercing
Immunities lightning, poison
Condition Immunities decompressed, poisoned, prone, grappled
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 17
Languages none
Power Rating 9 (5,000 points; proficiency +4)

Vacuum Native. Needs no air and is immune to the Decompressed condition.

Impact Rated. Ignores damage from collisions and from any single source of fewer than 10 points.

Actions

Wing Sweep. *Melee Attack Roll: +10, reach 20 ft., one target. Hit:* 19 (3d8 + 6) bludgeoning damage. Two attacks. A creature or vessel hit is pushed 40 feet.

Ion Discharge. *DC 17 Constitution save.* Each creature and vessel within 60 feet takes 10d8 lightning damage and is Paralyzed until the end of its next turn on a failed save, or half damage on a success. Recharges on a 5 or 6.

Reactions

Squadron Turn. When another Ion Ray within a mile takes damage, this one moves up to its speed. If it ends within 60 feet of the attacker, that attacker has disadvantage on attack rolls until the end of its next turn.

Iron Golem

Iron golems guard places that were meant to stay closed: Mythar vault doors, Covenant reliquaries, and the deep levels of estates that predate the Ascendancy. They breathe poison gas and absorb fire damage.

Habitat. Settlement

Iron Golem

Large construct

Armor Class 20 (iron body)
Hit Points 283 (27d10 + 135)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Immunities fire, poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages none
Power Rating 16 (15,000 points; proficiency +5)

Fire Absorption. Whenever it takes fire damage, it takes no damage and instead regains hit points equal to the fire damage dealt.

Immutable Form. Immune to any spell or effect that would alter its form.

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

Unarmored Hide. Nonmagical bludgeoning, piercing and slashing damage dealt to it is halved.

Actions

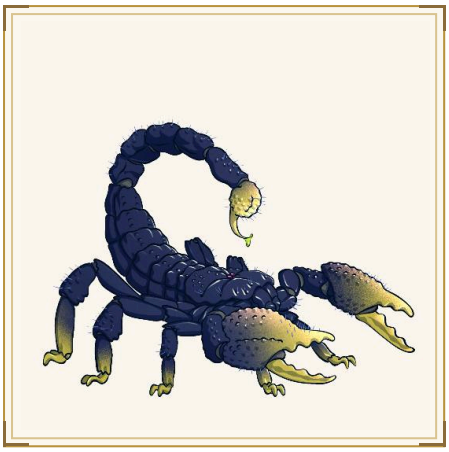
Multiattack. The golem makes two Slam attacks, or one Slam attack and one Sword attack.

Slam. *Melee Attack Roll: +12, reach 5 ft., one target. Hit:* 29 (5d8 + 7) bludgeoning damage. A slam from an iron fist.

Sword. *Melee Attack Roll: +12, reach 10 ft., one target. Hit:* 29 (4d10 + 7) slashing damage. An iron blade that is part of the arm.

Poison Breath. *DC 18 Constitution save.* Exhales poison gas in a 60-foot cone. Each creature in the cone must make a Constitution saving throw, taking 10d8 poison damage on a failed save or half as much on a successful one. It cannot breathe again until it has finished a short or long rest.

Irradiated Scorpion



An irradiated scorpion is an oversized scorpion that has lived on a contaminated site and accumulated radiation in its tail. Its carapace fluoresces faintly in the dark. A creature that fails its save against the sting takes poison damage and gains a level of exhaustion each day for a week unless it is treated somewhere with proper facilities, which field medicine on a frontier world cannot provide.

Habitat. Settlement, Desert

Irradiated Scorpion

Large beast (Giant Scorpion)

Armor Class 16
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	1 (-5)	10 (+0)	3 (-4)

Saving Throws CON +6
Skills Stealth +4, Perception +3
Immunities poison, radiant
Condition Immunities poisoned
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 13
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Faint Glow. Sheds dim light in a 5-foot radius.

Hot Ground. A creature that ends its turn within 5 feet makes a DC 14 Constitution save or takes 2d6 radiant damage.

Actions

Multiattack. The scorpion makes two Claw attacks and one Sting attack.

Claw. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage. The target is Grappled (escape DC 14).

Sting. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 12 (2d8 + 3) piercing damage. The target makes a DC 14 Constitution save. On a failure it takes 2d8 poison damage and gains one level of the Exhausted condition each day for a week unless it is treated somewhere with proper facilities.

Istryxian Bio-Adept

Istryxian biological work is the equal of the technology of civilizations that call them primitive. A bio-adept grows weapons, medicines and contaminants from one symbiont stock, and keeps lines that predate contact with the Federation.

Habitat. Istryx

Faction. Halcyion Federation

Istryxian Bio-Adept

Medium humanoid

Armor Class 16 (living carapace)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	17 (+3)	16 (+3)	12 (+1)

Saving Throws CON +6, INT +6
Skills Nature +6, Medicine +6, Survival +6
Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Istryx
Gear Istryxian Bio-Lance, Herbalism Kit, Alchemist's Supplies
Power Rating 5 (1,800 points; proficiency +3)

Symbiont Bond. Beasts and plants within 30 feet will not attack the adept unless it attacks them first.

Adaptive Blood. At the end of each of its turns, the adept ends one condition currently affecting it.

Actions

Bio-Lance. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 10 (2d6 + 3) poison damage. With Istryxian Bio-Lance. The adept makes two Bio-Lance attacks.

Contaminant Burst. *DC 14 Constitution save.* Each creature within 15 feet takes 6d6 poison damage and is Poisoned for 1 minute on a failed save, or half damage and no condition on a success.

Reactions

Symbiont Ward. When the bio-adept or an ally within 30 feet takes poison or necrotic damage, the damage is halved and the target's next saving throw against poison is made with advantage.

Istryxian Scout

Istryx runs to extremes of climate and only the adaptable reach maturity there. The HDF deploys them wherever terrain is unstable or contested.

Habitat. Istryx, Hyperlane Corridor

Faction. Halcyion Federation

Istryxian Scout

Medium humanoid

Armor Class 14 (hide and mesh)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	15 (+2)	11 (+0)

Saving Throws DEX +5
Skills Stealth +7, Survival +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Istryx
Gear Composite Bow, Hide Vest, Climbing Harness
Power Rating 1 (200 points; proficiency +2)

Environmental Tolerance. Suffers no penalty from extreme heat, extreme cold, or thin atmosphere.

Actions

Composite Bow. *Ranged Attack Roll: +5, long range, one target. Hit:* 7 (1d8 + 3) piercing damage. An arrow from a composite bow.

Reactions

Break to Cover. Immediately after the scout attacks, or when a creature first spots it, the scout moves up to its speed without provoking opportunity attacks and re-enters cover.

Istryxian Warrior

The Istryxian are a convergence of related reptilian species, and their tribes fight as irregulars by preference. A warrior expects to be outnumbered and plans the engagement around that.

Habitat. Istryx, Hyperlane Corridor

Faction. Halcyion Federation

Istryxian Warrior

Medium humanoid

Armor Class 15 (scaled hide)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	11 (+0)

Saving Throws STR +5, DEX +5
Skills Athletics +5, Survival +4, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Istryx
Gear Spear, Hide Vest, Net
Power Rating 3 (700 points; proficiency +2)

Ambush. The warrior deals an extra 2d6 damage on a hit against a creature that has not yet taken a turn in the combat.

Actions

Spear. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. The warrior makes two Spear attacks.

Bonus Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A bite from its short jaws.

Reactions

Break Out. When two or more hostile creatures are within 10 feet of the warrior, it moves up to half its speed without provoking opportunity attacks and can make one Bite attack on the way past.

Kallikantzaros

Matted fur, goat ears, a lion's tail and a grin with too many teeth in it. The kallikantzaroi live below the ground and spend the year cutting at the tree that holds the world up. For twelve nights at midwinter they come to the surface in gangs, spoil food, sour milk, ride people like horses and break whatever is not locked away. They hate fire and they cannot count past two.

Habitat. Subterranean, Settlement, Farmland, Grassland

Kallikantzaros

Small fae

Armor Class 13 (matted fur)
Hit Points 38 (7d6 + 14)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	7 (-2)	10 (+0)	9 (-1)

Skills Sleight of Hand +4, Stealth +4
Vulnerabilities fire
Senses darkvision 120 ft., passive Perception 10
Languages Sylvan
Power Rating 1 (200 points; proficiency +2)

Compulsive Counting. If it sees a pile of small objects such as grain, beads or coins, it must use its action to count them, and it loses count at three and starts again. It can repeat a Wisdom saving throw against DC 12 at the end of each of its turns to stop.

Midwinter. It can only come to the surface during the twelve longest nights of the year. At dawn of the last, it returns below whatever it is doing.

Actions

Hatchet. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage. A chop with a rough hatchet.

Ride. *DC 12 Strength save.* The kallikantzaros leaps onto a medium or larger creature within 5 feet. The target makes a Strength saving throw. On a failure, the kallikantzaros clings on, and the target has disadvantage on attack rolls until it shakes the kallikantzaros off with an action.

Bonus Actions

Spoil. It ruins one unattended object within 5 feet that is food, drink, rope or cloth.

Kaprosuchus

A kaprosuchus is a crocodile built to run, with long upright legs and a short heavy tail. Tusks curve up out of both jaws. Kaprosuchus hunt the dune edges of Istryx at a sprint and drag their prey into the riverbeds. The D'horvakk take them as hatchlings and raise them to the saddle, and a rider on one is the fastest thing in the dune sea.

Habitat. Desert, Istryx, Coastline

Kaprosuchus

Large beast

Armor Class 15 (armored hide)
Hit Points 93 (11d10 + 33)
Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Hold Breath. It can hold its breath for 30 minutes.

Running Grapple. If it moves at least 30 feet straight toward a creature and hits it with a bite on the same turn, the target is also Grappled.

Saddle Trained. A tamed kaprosuchus can bear a Medium rider and fight while ridden.

Actions

Multiattack. The kaprosuchus makes one Tusked Bite attack and one Tail attack.

Tusked Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) piercing damage. A bite from its jaws and upward-curving tusks.

Tail. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 9 (1d10 + 4) bludgeoning damage. A short tail swung like a club.

Death Roll. *DC 14 Strength save.* The kaprosuchus rolls with a creature it has Grappled. The target makes a Strength saving throw, taking 3d10 piercing damage and being knocked Prone on a failure, or half as much damage on a success.

Kessari Hunter

Kessari hunters take contracts in pairs, on open ground and in cliff country where height counts for more than numbers. One fires from a position the target has seen and the other from one it has not.

Habitat. Highland, Terran (Verdant)

Kessari Hunter

Medium humanoid

Armor Class 16
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	11 (+0)	15 (+2)	10 (+0)

Saving Throws DEX +6
Skills Perception +4, Stealth +6, Survival +4
Senses keen sight, passive Perception 14
Languages Kessic, Common
Gear Bolt-Action Rifle, Leather Cuirass, Binoculars
Power Rating 3 (700 points; proficiency +2)

Diving Strike. If the hunter flies at least 20 feet straight toward a target before hitting it, the attack deals an extra 2d6 damage.

Actions

Hunting Rifle. *Ranged Attack Roll: +6, long range, one target. Hit:* 10 (1d12 + 4) ballistic damage. With Bolt-Action Rifle. The hunter makes two Hunting Rifle attacks.

Bonus Actions

Talon. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) slashing damage. A strike from a rear talon.

Reactions

Partner's Shot. When a creature within 60 feet attacks the hunter's partner, the hunter makes one Hunting Rifle attack against it with advantage.

Keth'rassa Bio-Engineer

Keth'rassa colonies are semi-organic structures integrated into tidal ecosystems and reinforced with Astrachoryx shell and coral growth. A bio-engineer cultivates that, and the same skills apply to armor, to hulls and to weapons.

Habitat. Coastline, Shallows

Faction. Halcyion Federation

Keth'rassa Bio-Engineer

Medium humanoid

Armor Class 16 (grown carapace)
Hit Points 105 (14d8 + 42)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	19 (+4)	17 (+3)	13 (+1)

Saving Throws CON +6, INT +7
Skills Nature +7, Technology +7, Medicine +6, Investigation +7
Resistances poison, acid, cold
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Istryx, Federation Standard
Gear Istryxian Bio-Lance, Herbalism Kit, Alchemist's Supplies
Power Rating 6 (2,300 points; proficiency +3)

Amphibious. The engineer breathes air and water.

Cultivate. The engineer grows a barrier, a bridge or a sealed compartment out of coral and shell over 10 minutes. It can do this three times per day.

Actions

Bio-Lance. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 17 (4d6 + 3) poison damage. With Istryxian Bio-Lance. The engineer makes two Bio-Lance attacks.

Accelerated Growth. *DC 15 Strength save.* A 20-foot square within 60 feet erupts in coral. Each creature there takes 8d8 piercing damage and is Restrained on a failed save, or half damage on a success. The growth remains afterward and is structurally sound.

Reactions

Grow the Wall. When an ally within 30 feet is hit by an attack, the damage is reduced by 3d8 and a 5-foot section of coral barrier remains, with Armor Class 15 and 20 hit points.

Keth'rassa Chieftain

Authority among the Keth'rassa goes to whoever advances both the tribal accord and the terraforming at once. A chieftain is judged on what the delta looks like after 20 years, and the judging is done openly.

Habitat. Coastline, Istryx

Faction. Halcyion Federation

Keth'rassa Chieftain

Medium humanoid

Armor Class 19 (grown shell plate)
Hit Points 178 (21d8 + 84)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	18 (+4)	20 (+5)	17 (+3)

Saving Throws CON +8, INT +8, WIS +9, CHA +7
Skills Nature +8, Insight +9, Persuasion +7, Medicine +9, Perception +9
Resistances poison, cold, bludgeoning, acid
Condition Immunities decompressed, poisoned
Senses darkvision 120 ft., blindsight 30 ft., passive Perception 19
Languages Istryx, Federation Standard, Common, Qy'reen
Gear Istryxian Bio-Lance, Thuulean Steel Plate
Power Rating 10 (5,900 points; proficiency +4)

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Amphibious. Breathes air and water.

Accord. Allies within 120 feet regain 2d6 hit points at the start of their turns while standing in water.

Spellcasting. The keth'rassa chieftain casts with Wisdom (spell save DC 17, +9 to hit with spell attacks). Casts the same terraforming work it is judged on. Most of its spells move water or grow ground, and serve in a fight as they do on the delta.

At will: *Druidcraft*, *Mist*, *Siphon*

3/day each: *Wash*, *Skim*, *Plant Growth*

1/day each: *Control Water*, *Breaker*, *Commune with Nature*

Actions

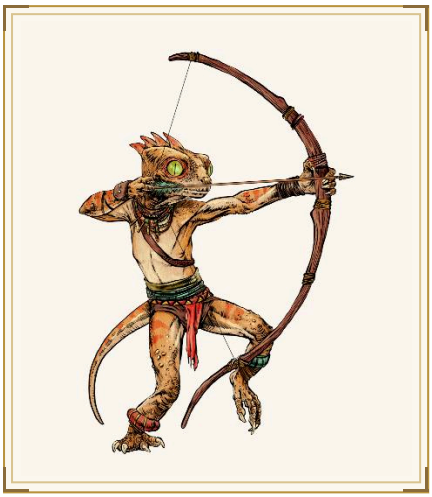
Chieftain's Lance. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 18 (4d6 + 4) poison damage. With Istryxian Bio-Lance. Three attacks. A creature hit by two or more in a turn has disadvantage on saving throws against cold until the end of the chieftain's next turn.

Turn the Tide. *DC 17 Strength save.* A 40-foot radius floods, drawn from any water within a mile, including groundwater. Each hostile creature there takes 11d8 bludgeoning damage and is knocked Prone on a failed save, or half damage on a success. Allies in the area are not affected. Recharges on a 5 or 6.

Reactions

The Accord Holds. When an ally within 120 feet fails a saving throw, that ally rerolls the save with advantage and, if the second result succeeds, regains 3d6 hit points. Three times per day.

Keth'rassa Hunter



A Keth'rassa hunting party arranges for the animal to come to it. The blind is cultivated over weeks and the approach baited over days. The hunter takes a single long shot and plans no second. A worked hunting range shows no sign that anyone has hunted it.

Habitat. Jungle

Keth'rassa Hunter

Medium humanoid

Armor Class 15
Hit Points 66 (12d8 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	12 (+1)	16 (+3)	10 (+0)

Saving Throws DEX +6, WIS +5
Skills Nature +3, Perception +5, Stealth +6, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Istryx, Common
Gear Longbow, Combat Knife, Leather Cuirass
Power Rating 3 (700 points; proficiency +2)

Grown Blind. Given a week in one place, the hunter builds a hide that cannot be found without a DC 20 Perception check, and shoots from it without revealing its position.

First Shot. The hunter's first attack in a combat deals an extra 3d6 damage if the target has not yet acted.

Motionless. The hunter has advantage on Stealth checks made to remain unnoticed while not moving.

Actions

Multiattack. The hunter makes two bow attacks.

Long Bow. *Ranged Attack Roll: +6, long range, one target. Hit:* 9 (1d10 + 4) piercing damage.

Hooked Knife. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) slashing damage.

Bonus Actions

Move the Blind. The hunter moves up to its speed and takes the Hide action without breaking cover.

Keth'rassa Marine

Keth'rassa breathe air and water equally and are fielded wherever an engagement is going to end up submerged. Qy'reen-built hydro-suits let them hold dry or vacuum positions for as long as the suit does.

Habitat. Coastline, Derelict Hull

Faction. Halcyion Federation

Keth'rassa Marine

Medium humanoid

Armor Class 16 (hydro-suit)
Hit Points 60 (8d8 + 24)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	12 (+1)	15 (+2)	11 (+0)

Saving Throws DEX +5, CON +5
Skills Athletics +4, Perception +4, Stealth +5
Resistances cold
Condition Immunities decompressed
Senses darkvision 60 ft., passive Perception 14
Languages Istryx, Federation Standard
Gear Assault Rifle, EVA Suit, Combat Knife
Power Rating 3 (700 points; proficiency +2)

Amphibious. The marine breathes air and water, and has no penalty fighting submerged.

Hydro-Suit. The marine is immune to the Decompressed condition, and does not dry out in arid or vacuum conditions.

Actions

Assault Rifle. *Ranged Attack Roll: +5, long range, one target. Hit:* 8 (1d10 + 3) ballistic damage. The marine makes two Assault Rifle attacks.

Reactions

Brace for the Breach. When a compartment within 30 feet floods, decompresses, or has a bulkhead breached, the marine takes no damage from the event and can move up to half its speed.

Keth'rassa Medic

Keth'rassa medics practice field medicine underwater and in flooded hulls, in conditions that would kill patient and surgeon both. They are attached to Federation boarding actions as a matter of course and stabilize the fallen during the action.

Habitat. Coastline, Hyperlane Corridor

Faction. Halcyion Federation

Keth'rassa Medic

Medium humanoid

Armor Class 15 (hydro-suit)
Hit Points 75 (10d8 + 30)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	16 (+3)	17 (+3)	13 (+1)

Saving Throws CON +5, WIS +5
Skills Medicine +5, Nature +5, Perception +5, Survival +5
Resistances poison, cold
Condition Immunities decompressed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Istryx, Federation Standard, Common
Gear Medkit, Nanite Injector, Semi-Automatic Pistol, EVA Suit
Power Rating 4 (1,100 points; proficiency +2)

Amphibious. The medic breathes air and water.

Stabilize. One creature within 5 feet regains 4d8 hit points and is cured of one condition. Four times per day.

Actions

Sidearm. *Ranged Attack Roll: +5, medium range, one target. Hit:* 8 (1d10 + 3) ballistic damage. With Semi-Automatic Pistol. The medic makes two Sidearm attacks.

Reactions

Reach the Fallen. When an ally within 30 feet is reduced to 0 hit points, the medic moves up to its speed toward that ally without provoking opportunity attacks and, if it arrives, stabilizes them and restores 2d8 hit points.

Keth'rassa Spawn Keeper

Spawn keepers hold the Astrachoryx bloodlines the whole lineage depends on, in breeding colonies on the floating islands. Shells are harvested only on natural death, so a keeper's work spans decades and its authority in the colony grows with it.

Habitat. Shallows, Terran (Oceanic)

Faction. Halcyion Federation

Keth'rassa Spawn Keeper

Medium humanoid

Armor Class 17 (shell plate)
Hit Points 119 (14d8 + 56)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	17 (+3)	19 (+4)	15 (+2)

Saving Throws CON +7, WIS +7
Skills Animal Handling +7, Nature +6, Medicine +7, Insight +7, Perception +7
Resistances poison, cold, bludgeoning
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 17
Languages Istryx, Federation Standard
Gear Istryxian Bio-Lance, EVA Suit
Power Rating 7 (2,900 points; proficiency +3)

Amphibious. The keeper breathes air and water.

Colony Authority. Every Astrachoryx within a mile acts on the keeper's initiative and will not attack a Keth'rassa.

Shell-Warded. The first 10 damage it takes each round is reduced to 0.

Actions

Keeper's Lance. *Melee Attack Roll: +6, reach 15 ft., one target. Hit:* 10 (2d6 + 3) poison damage. With Istryxian Bio-Lance. The keeper makes two Keeper's Lance attacks.

Rouse the Colony. *DC 15 Wisdom save.* Each hostile creature within 30 feet takes 8d8 thunder damage on a failed save, or half as much on a success.

Reactions

Protect the Bloodline. When an Astrachoryx within 60 feet is hit by an attack, one other Astrachoryx within 60 feet interposes and takes the damage instead, or the keeper reduces it by 3d8 if none is in range.

Keth'rassa Strider

Striders take a bonded Astrachoryx anywhere it will go, which includes the asteroid belts the lineage mines. The bond is a working relationship built over years and is not transferable.

Habitat. Coastline, Asteroid Belt

Faction. Halcyion Federation

Keth'rassa Strider

Medium humanoid

Armor Class 18 (shell harness)
Hit Points 136 (16d8 + 64)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	14 (+2)

Saving Throws DEX +7, CON +7, WIS +7
Skills Animal Handling +7, Athletics +6, Perception +7, Piloting +7
Resistances cold, bludgeoning
Condition Immunities decompressed
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 17
Languages Istryx, Federation Standard
Gear Istryxian Bio-Lance, EVA Suit, Magnetic Boots
Power Rating 8 (3,900 points; proficiency +3)

Amphibious. The strider breathes air and water, and is immune to the Decompressed condition.

Astrachoryx Bond. One Astrachoryx within a mile acts on the strider's initiative and will not attack it.

Mounted Reach. While mounted, its melee attacks gain 10 feet of reach.

Actions

Multiattack. Makes three Strider's Lance attacks.

Strider's Lance. *Melee Attack Roll: +7, reach 15 ft., one target. Hit:* 11 (2d6 + 4) poison damage. With Istryxian Bio-Lance. While mounted, these have 10 feet of reach, and a creature hit by two or more cannot make opportunity attacks against the mount until the end of the strider's next turn.

Reactions

Turn the Mount. When the strider's bonded Astrachoryx is hit by an attack, the damage is reduced by 3d8, and the strider can make one Strider's Lance attack against the attacker if it is in reach.

Khaos Abomination

Khaos is the antithesis of ordered creation and does not hold a form willingly. An abomination is an incursion that has stayed in the Prime Plane long enough to accrete local matter into a body. Containing one is a Holy Knight mandate, and at this scale the usual outcome is a sterilized world.

Habitat. Rift Breach, Settlement

Khaos Abomination

Gargantuan aberration

Armor Class 18 (accreted matter)
Hit Points 214 (13d20 + 78)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	23 (+6)	15 (+2)	16 (+3)	18 (+4)

Saving Throws CON +10, WIS +7, CHA +8
Skills Perception +7
Resistances cold, fire, lightning, psychic
Immunities rift, poison
Condition Immunities charmed, frightened, prone, decompressed, poisoned
Senses truesight 120 ft., telepathy 120 ft., passive Perception 17
Languages Netherspeech
Power Rating 12 (8,400 points; proficiency +4)

Legendary Resistance. Twice per day, when it fails a saving throw, it can choose to succeed instead.

Unmaking Presence. A creature that starts its turn within 20 feet takes 3d6 psychic damage and has disadvantage on its next saving throw.

Spellcasting. The khaos abomination casts with Charisma (spell save DC 16, +8 to hit with spell attacks). The abomination does not cast in any known tradition. Its spells are indistinguishable from channeling in effect.

At will: *Grasp*, *Chill Touch*

3/day each: *Confusion*, *Phantasmal Force*

1/day each: *Disintegrate*, *Flesh to Stone*

Actions

Rending Mass. *Melee Attack Roll: +11, reach 20 ft., one target. Hit:* 16 (2d8 + 7) rift damage. Three attacks. A creature hit by two or more in a turn takes an extra 3d6 psychic damage.

Unravel. *DC 18 Constitution save.* Each creature within 30 feet takes 12d8 force damage on a failed save, or half as much on a success. A creature reduced to 0 hit points by this is destroyed outright, leaving nothing behind that a spell could work from. Recharges on a 5 or 6.

Reactions

Accrete. When the abomination takes damage from a source it can perceive, it gains temporary hit points equal to half the damage dealt, drawn from the nearest unattended matter.

Legendary Actions

Reform. The abomination moves up to half its speed. It can pass through a space one size smaller than itself and takes no opportunity attacks doing it.

Unmaking Regard. *DC 16 Wisdom save.* One creature within 30 feet makes a Wisdom saving throw or takes 3d8 psychic damage and has disadvantage on its next saving throw.

Shed the Body. *DC 16 Wisdom save.* Costs two legendary actions. The abomination sheds its current body and forms another from the surroundings. It ends every condition on itself, and each creature within 20 feet makes a Wisdom saving throw or is Frightened until the end of its next turn.

Khaos Spawn

What Khaos puts into the Prime Plane does not hold a shape for long and does not need one. Containing an incursion is the standing mandate of the Holy Knights.

Habitat. Rift Breach, Deep Space

Khaos Spawn

Large aberration

Armor Class 17 (shifting surface)
Hit Points 142 (15d10 + 60)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	14 (+2)	15 (+2)	17 (+3)

Saving Throws CON +7, WIS +5
Skills Perception +5, Stealth +6
Resistances cold, psychic, rift
Condition Immunities decompressed, charmed, frightened, prone
Senses truesight 60 ft., darkvision 120 ft., telepathy 120 ft., passive Perception 15
Languages none
Power Rating 8 (3,900 points; proficiency +3)

Vacuum Adapted. Needs no air and is immune to the Decompressed condition.

Unsettling Geometry. A creature that starts its turn within 10 feet and can see the spawn takes 2d6 psychic damage on a failed Wisdom save against its save DC.

Actions

Tendrils. *Melee Attack Roll: +7, reach 15 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage. Three attacks. A creature hit by two or more in a turn is Grappled.

Unmake. *DC 15 Constitution save.* One Grappled creature takes 8d8 force damage on a failed save, or half as much on a success.

Reactions

Part Around the Blow. *DC 14 Wisdom save.* When the spawn is hit by an attack, the damage is halved, and the attacker makes a Wisdom saving throw or takes 2d6 psychic damage.

Khaos-Corrupted

Demons reach the Prime Plane through cults, dark rituals and rift tears, and what they leave behind is not always a demon. The corrupted retain a face and a name and very little else, and they are usually found near the site that made them.

Habitat. Rift Breach

Khaos-Corrupted

Medium aberration, humanoid

Armor Class 14 (split hide)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	9 (-1)

Saving Throws CON +5
Skills Athletics +5
Resistances rift, necrotic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 10
Languages Netherspeech; understands Common
Power Rating 3 (700 points; proficiency +2)

Familiar Face. A creature that knew the corrupted in life has disadvantage on its first attack roll against it.

Actions

Ruined Hands. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) necrotic damage. Two attacks.

Reactions

Speak the Name. *DC 9 Wisdom save.* When a creature within 30 feet that knew the corrupted in life attacks it, the corrupted speaks that creature's name in its old voice. That creature makes a Wisdom saving throw or its attack fails.

Khazrath Sand Wyrm

Khazrath are a subspecies of the sand wyrm, far larger and armored for the deeper dune systems they travel. They have tunneled entire dune systems for longer than the D'horvakk have lived on the surface above them. D'horvakk clans measure standing by how many of their members a Khazrath has bonded with.

Habitat. Desert, Istryx

Khazrath Sand Wyrm

Colossal draconian

Armor Class 19 (Khazrathian scale)
Hit Points 210 (12d20 + 84)
Speed 20 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	6 (-2)	15 (+2)	10 (+0)

Saving Throws STR +12, CON +11, WIS +6
Skills Perception +6
Resistances bludgeoning, piercing, slashing
Immunities fire
Condition Immunities blinded, prone, frightened, grappled
Senses tremorsense 180 ft., blindsight 60 ft., passive Perception 16
Languages understands Istryx
Power Rating 12 (8,400 points; proficiency +4)

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Dune Swimmer. Moves through sand at full speed and leaves no tunnel behind it.

Bondable. The Khazrath will not attack a D'horvakk it has bonded with, and it responds to pheromonal and vibration signals from one.

Actions

Bite. *Melee Attack Roll: +12, reach 20 ft., one target. Hit:* 27 (3d12 + 8) piercing damage. Two attacks. A creature hit by both is held in the jaws.

Swallow Whole. *DC 19 Dexterity save.* One Large or smaller creature the wyrm hit this turn is swallowed on a failed save, taking 6d6 acid damage at the start of each of the wyrm's turns.

Sand Vortex. *DC 20 Strength save.* Each creature within 30 feet on sand is pulled 20 feet toward the wyrm and knocked Prone on a failed save, taking 8d8 bludgeoning damage, or half damage and no movement on a success. Recharges on a 5 or 6.

Reactions

Bonded Defense. *DC 20 Dexterity save.* When a D'horvakk it has bonded with is reduced to 0 hit points within 120 feet, the Khazrath surfaces beneath the creature that did it. That creature makes a Dexterity saving throw, taking 8d10 bludgeoning damage and falling Prone on a failure, or half damage on a success.

Legendary Actions

Submerge. The wyrm burrows up to half its speed through sand, leaving no tunnel and provoking no opportunity attacks.

Bite. The wyrm makes one Bite attack.

Shifting Dune. *DC 20 Strength save.* Costs two legendary actions. A 40-foot radius of sand within 120 feet shifts. Each creature standing on it makes a Strength saving throw or is moved 20 feet in a direction the wyrm chooses and has its speed halved until the end of its next turn.

Kikimora

A kikimora arrives with the house and stays with it. In a well-kept house she minds the poultry and finishes the spinning. In a badly kept one she tangles every thread on the wheel, breaks the crockery, torments the hens, and sits on the chest of whoever sleeps nearest the stove. Washing the pots in fern tea moves her on.

Habitat. Farmland, Settlement

Kikimora

Small fae

Armor Class 14
Hit Points 54 (12d6 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Common
Power Rating 2 (450 points; proficiency +2)

House Bound. The kikimora cannot be driven out of a house she has settled in except by washing every vessel in it with fern tea, which takes an hour and a DC 14 Nature check.

House Judgment. In a house kept clean the kikimora does the work of two servants overnight. In one that is not, objects are not where they were left by morning.

Actions

Spindle. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (2d4 + 3) piercing damage.

Night Spinning. One sleeping creature within 30 feet makes a DC 12 Wisdom save. On a failure it wakes Paralyzed until the end of its next turn.

Tangle. Every rope, thread, harness and cable within 20 feet knots. Freeing one takes an action and a DC 13 Sleight of Hand check.

Knight's Squire

A squire is a young man in a short tunic and a hood, armed with a sword he has not yet been allowed to name. A squire tends a knight's arms and horse, rides behind on campaign and fights when the knight is down. Most are of good family, and none are knights yet. A squire who reaches a fallen master stands over the body and defends it.

Habitat. Settlement, Farmland

Knight's Squire

Medium humanoid

Armor Class 13 (padded tunic)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Saving Throws CON +3
Skills Animal Handling +2, Athletics +3
Senses passive Perception 10
Languages Common
Power Rating 1 (200 points; proficiency +2)

Stand Over. While an allied creature within 5 feet of the squire is Prone or has 0 hit points, attack rolls against that ally have disadvantage.

Horse Handler. The squire has advantage on Animal Handling checks made to calm, ride or control a mount.

Actions

Longsword. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 5 (1d8 + 1) slashing damage. A slash from a plain, well-kept longsword.

Bonus Actions

Hand the Lance. One allied creature within 5 feet gains advantage on its next weapon attack before the end of its next turn.

Knocker

Knockers live below the lowest worked level and do not come up. The knocking is a language and a warning both, and a hold that has learned to read it gets a minute's notice before a gallery goes. Terms between a knocker seam and a hold are settled once a generation by tapping on a wall for three days.

Habitat. Subterranean

Knocker

Small humanoid

Armor Class 15
Hit Points 60 (11d6 + 22)
Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	15 (+2)	16 (+3)	11 (+0)

Saving Throws DEX +5, WIS +5
Skills Perception +5, Stealth +5, Survival +5, Technology +4
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 15
Languages Gnomish, Dwarvish, Common
Gear War Pick, Sling Shot, Mason's Tools
Power Rating 2 (450 points; proficiency +2)

Knocking. The knocker communicates through solid rock up to a mile, and a creature that has learned the pattern can understand it. A hold that has learned the pattern is warned of a collapse a minute in advance.

Stone Camouflage. The knocker has advantage on Stealth checks in rocky terrain.

Ore Sense. The knocker knows the location and quality of every ore body within 300 feet.

Actions

Multiattack. The knocker makes two Rock Pick attacks.

Rock Pick. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage.

Sling. *Ranged Attack Roll: +5, medium range, one target. Hit:* 6 (1d6 + 3) bludgeoning damage.

Bring Down the Roof. A 10-foot square of ceiling within 30 feet comes down. Each creature under it makes a DC 13 Dexterity save, taking 2d10 bludgeoning damage and being Restrained on a failure, or half as much on a success.

Kobold Miscreant

Smelters named the ore that looks like silver, wrecks a furnace and poisons whoever works it after the kobolds they blamed for it, and the blame was deserved. Kobolds move the good ore out and the bad ore in, to workings that have crowded them off a level, and they know what the swap does to a smelting crew. They will trade it all back to be left alone.

Habitat. Subterranean

Kobold Miscreant

Small humanoid

Armor Class 14
Hit Points 40 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	12 (+1)	9 (-1)	10 (+0)

Skills Perception +1, Stealth +5, Technology +3
Senses darkvision 90 ft., passive Perception 11
Languages Draconic, Common
Gear War Pick, Sling Shot
Power Rating 1/2 (100 points; proficiency +2)

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature and not Incapacitated.

Ore Knowledge. The kobold identifies on sight what a seam will do in a furnace, and can swap a marked load for a poisoned one in under a minute.

Sunlight Sensitivity. The kobold has disadvantage on attack rolls and on Perception checks that rely on sight while in direct sunlight.

Actions

Pick. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage.

Sling. *Ranged Attack Roll: +5, medium range, one target. Hit:* 5 (1d4 + 3) bludgeoning damage.

Drop the Prop. One support within 10 feet gives way. Each creature under it makes a DC 13 Dexterity save, taking 1d10 bludgeoning damage and being Restrained under rubble on a failure.

Kodama

A kodama is the spirit of a living tree and stays close to it. In a wood full of kodama, a shout comes back after it should have faded. They make no demands and block no path, and the only rule is that the tree that holds one is not felled.

Habitat. Woodland, Terran (Verdant)

Kodama

Tiny fae, plant

Armor Class 13
Hit Points 15 (6d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	10 (+0)	16 (+3)	13 (+1)

Skills Perception +5, Stealth +5
Resistances piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan
Power Rating 1/4 (50 points; proficiency +2)

Tree Bound. The kodama cannot move more than 120 feet from its tree. If the tree is felled the kodama dies at the next dawn, and every kodama within a mile knows how it happened.

Repeating Sound. Every sound made within 60 feet repeats once, a beat late, from a direction of the kodama's choosing. Perception checks by hearing in its wood have disadvantage.

False Appearance. While the kodama is motionless against bark, it is indistinguishable from a knot in the wood.

Actions

Rootstrike. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 6 (1d6 + 3) bludgeoning damage.

Axe Curse. This action recharges after a long rest. One creature within 30 feet that has damaged the kodama's tree makes a DC 13 Wisdom save. On a failure, for the next 24 hours every tool it holds slips: attack rolls and ability checks using a held object are made with disadvantage.

Korred

Korreds keep the stone circles on the moors by dancing in them every night. Whoever is pulled into the ring dances until sunrise or until their heart gives out. They braid their coarse hair into rope stronger than cable, hoard coin they have no use for, and will trade the hoard entire for a riddle they have not heard.

Habitat. Grassland, Settlement

Korred

Small fae

Armor Class 15
Hit Points 58 (9d6 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	16 (+3)

Skills Acrobatics +5, Performance +5, Stealth +5
Resistances bludgeoning, piercing, slashing
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan
Power Rating 3 (700 points; proficiency +2)

Stone Bound. Within 60 feet of a standing stone it has claimed, the korred regains 5 hit points at the start of each of its turns.

Hair Rope. The rope braided from its own hair has Armor Class 18 and 20 hit points, and cannot be cut by a weapon of less than +1 grade.

Actions

Stamp. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 11 (2d8 + 2) bludgeoning damage.

Ring Dance. Each creature within 30 feet that can hear it makes a DC 13 Wisdom save. On a failure it is Charmed and must use its movement on each of its turns to move toward the korred and dance, taking 1d6 damage at the end of each of its turns. It repeats the save at the end of each of its turns, and the effect ends at dawn.

Reactions

Riddle Truce. When a creature would attack the korred, the korred offers a riddle. If the creature accepts, both stop fighting until the riddle is answered or the korred is attacked by someone else.

Kraken

Krakens predate the biospheres they live in and are unrelated to any other creature there. They take vessels whole, and worlds with a kraken route their shipping around its waters.

Habitat. Oceanic Trench, Open Ocean

Kraken

Colossal monster, beast

Armor Class 20 (ancient hide)
Hit Points 297 (17d20 + 119)
Speed 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	20 (+5)	18 (+4)	20 (+5)

Saving Throws STR +16, DEX +6, CON +13, INT +11
Skills Perception +10, Insight +10
Resistances cold, bludgeoning, piercing, slashing
Immunities lightning, poison
Condition Immunities frightened, paralyzed, poisoned, prone
Senses truesight 120 ft., blindsight 120 ft., telepathy 120 ft., passive Perception 20
Languages understands Primordial
Power Rating 17 (18,000 points; proficiency +6)

Legendary Resistance. Three times per day, when it fails a saving throw, it can choose to succeed instead.

Amphibious. Breathes air and water.

Siege Frame. Deals double damage to vessels and structures.

Spellcasting. The kraken casts with Charisma (spell save DC 19, +11 to hit with spell attacks). Casts innately, with no components and no gestures. Its control of water and weather is not learned behavior.

At will: *Control Water*, *Detect Thoughts*, *Gust of Wind*

3/day each: *Dominate Beast*, *Breaker*

1/day each: *Nimbus*, *Undertow*

Actions

Tentacle. *Melee Attack Roll: +16, reach 30 ft., one target. Hit:* 26 (3d10 + 10) bludgeoning damage. Three attacks. A Huge or smaller creature hit is Grappled. The kraken can hold up to ten Grappled creatures at once, and maintaining them costs it no action.

Drag Under. *DC 24 Strength save.* Each creature Grappled by the kraken is pulled underwater and takes 12d8 bludgeoning damage on a failed save, or half as much on a success.

Lightning Storm. *DC 19 Dexterity save.* Three bolts, each to a point within 120 feet. Each creature within 10 feet of a bolt takes 6d8 lightning damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

REACTIONS

Ink Cloud. When the kraken takes damage while underwater, it fills a 60-foot radius around itself with ink. The area is heavily obscured until the end of the kraken's next turn, the kraken can see through it, and it can immediately swim up to half its speed. Creatures Grappled by it are carried with it.

LEGENDARY ACTIONS

Tentacle Sweep. The kraken attacks one creature it can see with a tentacle.

Hull Strike. *DC 24 Dexterity save.* The kraken strikes a vessel or structure it can reach. The vessel takes 4d10 bludgeoning damage, doubled by Siege Frame, and every creature aboard must succeed on a Dexterity saving throw or be knocked Prone.

Haul In. This action costs two legendary actions. Every creature Grappled by the kraken is pulled 30 feet toward it and, if that puts it underwater, begins suffocating.

Krampus

Krampus works the gift-giver's route a night ahead of him, carrying birch rods for the children who can be corrected and a basket on his back for the ones who cannot. His chains announce him a street early. A household that hears the bells, puts the children to bed and leaves schnapps on the step is safe from him, because he cannot enter a dwelling with an offering outside the door.

Habitat. Highland

Krampus

Large fiend

Armor Class 17
Hit Points 120 (16d10 + 32)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	15 (+2)	13 (+1)	16 (+3)	17 (+3)

Saving Throws STR +8, WIS +6
Skills Athletics +8, Intimidation +6, Perception +6
Resistances cold, fire, necrotic
Senses darkvision 120 ft., passive Perception 16
Languages Netherspeech, Common, Jotun
Power Rating 7 (2,900 points; proficiency +3)

Bells First. Every creature within 500 feet hears the chains for a full minute before he arrives and knows what it is.

Worst Deed. Krampus knows, on sight, the worst thing a creature has done in the past year. He has advantage on Intimidation checks against that creature, and the creature has disadvantage on saving throws against Into the Basket.

Offering Ward. Cannot enter a dwelling where an offering has been left outside the door.

Actions

Multiattack. Krampus makes two Birch Rods attacks, or one Birch Rods attack and uses Into the Basket.

Birch Rods. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 15 (3d6 + 5) slashing damage. A lashing with a bundle of birch rods.

Chain. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage. The target is Grappled (escape DC 16) and Restrained.

Into the Basket. One Grappled creature of Medium size or smaller makes a DC 16 Strength save. On a failure it is put in the basket: it is Blinded and Restrained, has total cover from outside, and is carried. It can repeat the save at the end of each of its turns.

Lamia

A lamia lures travelers into her household with enchantment and keeps them there. The members are fed and housed, and none can give a straight account of the last few months.

Habitat. Settlement, Station Interior, Desert

Lamia

Large monster, humanoid

Armor Class 14 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Deception +6, Insight +5, Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Sylvan
Power Rating 5 (1,800 points; proficiency +3)

Innate Deceit. Has advantage on Charisma (Deception) checks and on saving throws against being Charmed.

Actions

Multiattack. Makes two Claws attacks, or uses Intoxicating Touch and makes one Claws attack.

Claws. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 14 (2d10 + 3) slashing damage. A rake of her clawed hands.

Dagger. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 3 (1d4 + 1) piercing damage. A stab with a dagger.

Intoxicating Touch. *DC 14 Wisdom save.* The lamia touches a creature. The target makes a Wisdom saving throw. On a failure it is cursed for 1 hour, and for the duration it has disadvantage on Wisdom saving throws and on all ability checks, and remembers the hour afterward as pleasant.

Legendary Bounty Hunter

A legendary bounty hunter wears a lined duster and uses a revolver that has been rebuilt twice. The hunter has a standing account with three station authorities and a warrant out in a fourth. Targets who recognize the coat often put their hands up before a word is said. Those who do not are brought in the way the warrant specifies.

Habitat. Terran (Verdant), Station Interior

Legendary Bounty Hunter

Medium humanoid

Armor Class 18 (reinforced duster)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	14 (+2)	17 (+3)	13 (+1)

Saving Throws DEX +9, WIS +7
Skills Insight +7, Investigation +6, Perception +7, Stealth +9, Survival +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Federation Standard, Meridian Cant
Power Rating 9 (5,000 points; proficiency +4)

Read the Warrant. The hunter has advantage on attack rolls and on Survival checks made against the one creature named on its current warrant.

Fearsome Reputation. A creature that recognizes the hunter and can see it makes a DC 13 Wisdom saving throw at the start of combat. On a failure it is Frightened of the hunter until the end of its first turn.

Actions

Multiattack. The hunter makes three Revolver attacks, or two Revolver attacks and throws the bola.

Revolver. *Ranged Attack Roll: +9, long range, one target. Hit:* 16 (2d10 + 5) piercing damage. A shot from a revolver rebuilt to punch through a bulkhead.

Bola. One creature within 30 feet makes a DC 17 Dexterity saving throw. On a failure it is Restrained, and it can free itself with an action and a DC 17 Strength check.

Bonus Actions

Shadow Hide. It takes the Hide action, even while observed, as long as it ends the move with cover or in dim light.

Legendary Smuggler

A legendary smuggler wears a plated flight rig and a pendant kept from an old life, with a plasma pistol on each hip. The smuggler's name is used as a verb. The reputation rests on cargo delivered while the lane was closed and on three occasions when a Federation cutter had the ship locked and lost it anyway. The smuggler talks first, since talking has worked more often than the guns. When talking fails, the smuggler fights with both pistols and a flashbang.

Habitat. Black Meridian, Hyperlane Corridor, Debris Shoal, The Meridian Run, Station Interior

Faction. Black Meridian Syndicate

Legendary Smuggler

Medium humanoid

Armor Class 18 (plated flight rig)
Hit Points 135 (18d8 + 54)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	15 (+2)	15 (+2)	19 (+4)

Saving Throws DEX +8, CHA +7
Skills Deception +7, Perception +5, Persuasion +7, Piloting +8, Sleight of Hand +8, Stealth +8
Senses darkvision 60 ft., passive Perception 15
Languages Common, Galactic Standard, Meridian Cant
Power Rating 8 (3,900 points; proficiency +3)

Escape Artist. The smuggler has advantage on checks and saving throws made to escape a grapple, a restraint or a sealed compartment.

Nerve. The smuggler has advantage on saving throws against being Frightened or Charmed, and it can take the Help action at a range of 30 feet.

Loaded Dice. Three times per day the smuggler can turn one of its own failed d20 rolls into a success on a roll of 10 or higher.

Actions

Multiattack. The smuggler makes three Paired Sidearm attacks, drawing from both hips.

Paired Sidearm. *Ranged Attack Roll: +8, medium range, one target. Hit:* 12 (2d6 + 5) plasma damage. A shot from one of two plasma pistols.

Flashbang. *DC 16 Constitution save.* The smuggler throws a charge at a point within 60 feet. Every creature within 15 feet of that point makes a Constitution saving throw. On a failure it takes 3d6 thunder damage and is Blinded and Deafened until the end of its next turn. On a success it takes half as much damage.

Bonus Actions

Slip Away. The smuggler takes the Disengage action and moves up to 20 feet. If it ends this movement behind total cover, it is Hidden.

Reactions

Quick Dodge. When the smuggler is hit by an attack it can see coming, it halves the damage and moves 10 feet without provoking opportunity attacks.

Legendary Warlord

He started with eleven ships and now holds a frontier sector. In thirty years he has not suffered a defeat anyone can point to. He fights in the line, which staff colleges call a mistake, and his people do not break. His armor is forty years of trophies welded over a much older frame, and he can name where each piece came from.

Habitat. Hyperlane Corridor

Legendary Warlord

Medium humanoid

Armor Class 20
Hit Points 285 (30d8 + 150)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	18 (+4)	18 (+4)	21 (+5)

Saving Throws STR +11, CON +10, WIS +9, CHA +10
Skills Athletics +11, History +9, Insight +9, Intimidation +10, Perception +9
Resistances ballistic, kinetic, fire
Senses darkvision 60 ft., passive Perception 19
Languages Common, Federation Standard, Orcish, Jotun
Gear Greataxe, Javelin
Power Rating 15 (13,000 points; proficiency +5)

Leads from the Front. Allies within 120 feet that can see him have advantage on attack rolls and on saving throws against being Frightened.

Veteran Instinct. The warlord cannot be surprised, and knows within a round which of the creatures facing him is directing the others.

Trophy Armor. Each piece of his armor was taken off something that nearly killed him. He has resistance to the damage type of any creature whose kind is represented on it.

Actions

Multiattack. The warlord makes three Warlord's Axe attacks.

Warlord's Axe. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 22 (3d10 + 6) slashing damage.

Thrown Spear. *Ranged Attack Roll: +11, long range, one target. Hit:* 17 (2d10 + 6) piercing damage.

Order the Advance. Up to ten allies within 120 feet immediately move up to their Speed and make one attack each with advantage.

Challenge. One creature within 120 feet makes a DC 19 Wisdom save or is Frightened of him for 1 minute and must move toward him on each of its turns.

Bonus Actions

Second Wind. The warlord regains 60 hit points and ends one condition on himself. He can do this once a day.

Leprechaun

A leprechaun is found by sound: a hammer tapping one shoe somewhere in the hedge, never two. A creature that takes hold of him and keeps its eyes on him can bargain for his whole hoard. If it looks away for one breath, even to check the hoard, he is gone into the hedge and the hammering starts again somewhere else.

Habitat. Grassland, Farmland

Leprechaun

Small fae

Armor Class 14
Hit Points 40 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	17 (+3)

Skills Deception +5, Persuasion +5, Sleight of Hand +6, Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Common
Power Rating 2 (450 points; proficiency +2)

Held by Sight. While a creature holds the leprechaun and keeps it in view, the leprechaun cannot use Hedge Escape. It can use it as soon as the creature's attention goes elsewhere.

Bargain Bound. The leprechaun keeps any bargain it agrees to aloud, to the exact words agreed and no further.

Actions

Cobbler's Hammer. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) bludgeoning damage.

Hedge Escape. The leprechaun teleports up to 60 feet to a space it can see with cover and takes the Hide action.

Offer the Hoard. The leprechaun offers a creature its whole hoard. The creature makes a DC 13 Wisdom save or is Charmed for 1 minute while it goes to look.

Leshy

A leshy moves the road, so a party walks six hours and arrives where it started with the light gone. It kills no one and wants only to be acknowledged: a greeting on entry and a share of what is carried out buy safe passage. A creature that turns its coat inside out and puts its boots on the wrong feet is let go.

Habitat. Woodland

Leshy

Large fae

Armor Class 15
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	13 (+1)	18 (+4)	16 (+3)

Saving Throws WIS +7, CHA +6
Skills Nature +4, Perception +7, Stealth +5, Survival +7
Resistances bludgeoning, piercing, slashing
Senses darkvision 120 ft., passive Perception 17
Languages Sylvan, Common
Power Rating 6 (2,300 points; proficiency +3)

Size Change. The leshy changes size at will between Tiny and Huge as a bonus action, matching what grows around it. Its statistics do not change.

Untraceable. The leshy leaves no track, makes no sound moving through undergrowth, and does not appear on any thermal or motion return.

Courtesy. A party that greets the leshy on entering the wood and leaves a share of what it takes is not targeted by Turn the Path and can pass freely.

Actions

Multiattack. The leshy makes two branch attacks.

Branch. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage.

Turn the Path. This action recharges after a short rest. Every creature in the wood that the leshy chooses makes a DC 15 Wisdom save. On a failure the party travels for 1d4 hours and arrives back where it started, having lost that time and made no progress. A creature that has turned its coat inside out and swapped its boots succeeds automatically, and the leshy takes no offense.

Laughter. The wood laughs. Each creature within 60 feet makes a DC 15 Wisdom save or is Frightened for 1 minute, repeating the save at the end of each of its turns.

Leviathan Hatchling

Leviathans descend from the Dragon Turtles and were corrupted by the aftermath of the Riftfire Rebellion into savage sea dragons. A hatchling hunts the shallows and attacks creatures of any size.

Habitat. Lower Atmosphere, Open Ocean

Leviathan Hatchling

Medium draconian

Armor Class 14 (soft scale)
Hit Points 65 (10d8 + 20)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2
Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Power Rating 3 (700 points; proficiency +2)

Amphibious. The hatchling breathes air and water.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. A bite from the hatchling's jaws.

Tidal Breath. *DC 12 Strength save.* The dragon exhales in a 20-foot line 5 feet wide. Each creature in it makes a Strength saving throw, taking 5d6 bludgeoning damage on a failure and half as much on a success. A creature that fails is also pushed 20 feet and knocked Prone. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Lich

A lich is a person who put the work ahead of the body and bound its life to a vessel. A destroyed lich returns while the vessel exists, and it has had centuries to hide the vessel where searchers would not think to look.

Habitat. Settlement, Subterranean

Lich

Medium undead, humanoid

Armor Class 19 (natural armor)
Hit Points 246 (29d8 + 116)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	20 (+5)	14 (+2)	16 (+3)

Saving Throws CON +9, INT +10, WIS +7
Skills Arcana +10, History +10, Insight +7, Perception +7
Resistances cold, lightning, necrotic
Immunities poison
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 17
Languages Common, Draconic, Elvish, Mythar, Netherspeech
Power Rating 14 (11,500 points; proficiency +5)

Rejuvenation. A destroyed lich reforms beside its vessel in 1d10 days with all its hit points. Destroying the vessel is the only way to end it.

Legendary Resistance. Three times per day, when the lich fails a saving throw, it can choose to succeed instead.

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The lich makes two Paralyzing Touch attacks.

Paralyzing Touch. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 28 (8d6) cold damage. A touch of cold from one finger.

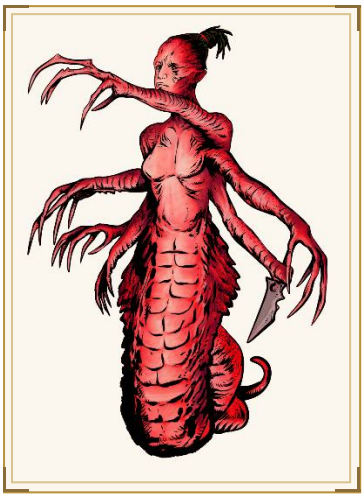
Paralyzing Effect. *DC 17 Constitution save.* A creature hit by Paralyzing Touch makes a Constitution saving throw or is Paralyzed for 1 minute, repeating the save at the end of each of its turns.

Legendary Actions

Frightening Gaze. *DC 18 Wisdom save.* One creature the lich can see within 120 feet makes a Wisdom saving throw or is Frightened for 1 minute. On a success it is immune to this for 24 hours.

Disrupt Life. *DC 17 Constitution save.* Every living creature within 20 feet of the lich makes a Constitution saving throw, taking 6d6 necrotic damage on a failure and half as much on a success.

Lilim



The Lilim trace their line to Lilith and hold rank as generals in the Abyss. Each fights with six swords and a crushing tail that grapples. A Lilim can order a nearby demon to move and attack.

Habitat. The Nine Hells, Rift Breach

Lilim

Large fiend

Armor Class 20 (natural armor)
Hit Points 252 (24d10 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws STR +9, CON +10, WIS +8, CHA +10
Skills Perception +8, Intimidation +10
Resistances cold, fire, lightning
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 18
Languages Netherspeech
Power Rating 14 (11,500 points; proficiency +5)

Six Blades. The lilim can take one reaction on every turn.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Actions

Multiattack. The lilim makes six Longsword attacks and one Tail attack.

Longsword. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 9 (1d8 + 5) slashing damage. A stroke from one of its six longswords.

Tail. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 15 (2d10 + 4) bludgeoning damage. On a hit a Medium or smaller target is Grappled and Restrained, and takes the damage again at the start of each of its turns.

Reactions

Parry. The lilim adds 5 to its armor class against one melee attack that would hit it.

Legendary Actions

Command the Horde. One demon within 60 feet that can hear it uses its reaction to move up to its speed and make one attack.

Lindwurm

The lindwurm is a wingless, two-legged serpentine draconian that settles in a marsh or millpond a town depends on. It grows for as long as it is fed. A town that pays tribute to appease it pays more each year, because the lindwurm's bite and hit points grow with every year it is fed.

Habitat. Wetland, Coastline

Lindwurm

Giant draconian

Armor Class 17
Hit Points 178 (17d12 + 68)
Speed 40 ft., swim 50 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	19 (+4)	12 (+1)	15 (+2)	14 (+2)

Saving Throws DEX +5, CON +8, WIS +6
Skills Perception +6, Stealth +5
Resistances acid, poison
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 16
Languages Draconic, Common, Old Norska
Power Rating 9 (5,000 points; proficiency +4)

Tribute Growth. For each year the lindwurm is fed on a schedule, its hit point maximum increases by 20 and its Bite deals one more die of damage. This increase is permanent.

Amphibious. Breathes air and water.

Cellar Knowledge. The lindwurm knows the layout of every cellar, drain and well within a mile of the water it holds.

Actions

Multiattack. The lindwurm makes one Bite attack and two Claw attacks.

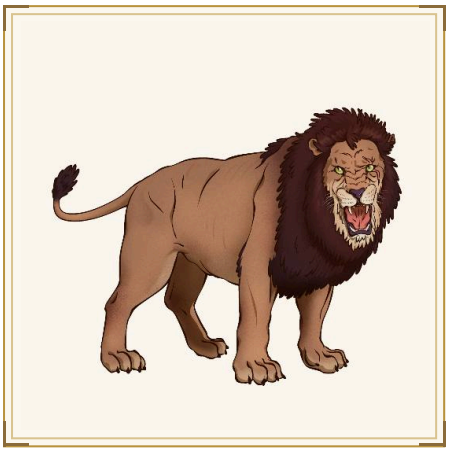
Bite. *Melee Attack Roll: +10, reach 15 ft., one target. Hit:* 22 (3d10 + 6) piercing damage.

Claw. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 11 (1d10 + 6) slashing damage.

Venom Spray. A 30-foot cone. Each creature in it makes a DC 16 Constitution save, taking 8d8 poison damage and being Poisoned for 1 minute on a failure, or half as much on a success.

Coil. One Grappled creature makes a DC 18 Strength save. On a failure it is Restrained and begins Suffocating.

Lion



Lions hunt in prides across the grassland worlds the colonies chose for their cattle. They take livestock before they take people, and a ranch that loses three head in a week posts a bounty.

Habitat. Savanna, Grassland

Lion

Large beast

Armor Class 12
Hit Points 32 (5d10 + 5)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4
Senses keen smell, passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Pack Tactics. Has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of it and not incapacitated.

Pounce. If it moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, the target must succeed on a DC 11 Strength saving throw or be knocked Prone. If the target is Prone, the lion can make one Bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, it can long jump up to 25 feet.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. A bite from its jaws.

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) slashing damage. A strike with its claws.

Lutzelfrau

Lutzelfrau walks the twelve nights between midwinter and the new year, when work is kept still, and inspects homes. She comes down the chimney or the stair and lays a hand on the wheel, the loom or the bench to see whether it is cold or warm. Districts that tell her story leave the work in the shed.

Habitat. Farmland, Settlement

Lutzelfrau

Medium fae

Armor Class 15
Hit Points 90 (12d8 + 36)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	14 (+2)	18 (+4)	16 (+3)

Saving Throws WIS +7, CHA +6
Skills Insight +7, Perception +7, Stealth +6
Resistances cold, necrotic
Senses darkvision 120 ft., passive Perception 17
Languages Sylvan, Common, Jotun
Power Rating 5 (1,800 points; proficiency +3)

Holy Nights. Lutzelfrau is abroad only between midwinter and the new year. On any other date she cannot be found, called or bargained with.

Inspection. On entering a dwelling she knows immediately whether work has been done in it during the holy nights, and by whom.

Rest Truce. Lutzelfrau will not attack a creature that is at rest and has done no work that day.

Actions

Multiattack. Lutzelfrau makes two knife attacks.

Long Knife. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 12 (2d8 + 3) slashing damage.

Reckoning. One creature within 30 feet that has worked during the holy nights makes a DC 15 Wisdom save. On a failure it takes 6d8 cold damage and is Frightened of her for 1 minute. On a success it takes half and is not Frightened.

Bonus Actions

Chimney Passage. Lutzelfrau moves through a chimney, keyhole or gap under a door as though it were an open door and does not provoke opportunity attacks while doing so.

Magma Elemental

A magma elemental is a fire elemental that has taken rock into its body. Its crust is cooled basalt, cracked across the chest and shoulders where the heat underneath keeps breaking through. It moves slowly for an elemental and burns whatever it touches. One forms when a fire elemental is bound in a lava tube and left there long enough.

Habitat. Subterranean, Plane of Ignis, Volcanic Field, Magmatic

Magma Elemental

Large elemental

Armor Class 18 (basalt crust)
Hit Points 136 (13d10 + 65)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	7 (-2)	12 (+1)	10 (+0)

Saving Throws STR +8, CON +8
Skills Athletics +8
Resistances bludgeoning, piercing, slashing
Immunities fire, poison
Condition Immunities exhausted, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Primordial
Power Rating 8 (3,900 points; proficiency +3)

Elemental Body. It needs no food, drink, air or sleep, and it can move through a space as narrow as 1 foot wide without squeezing.

Molten Core. A creature that ends its turn within 10 feet of it takes 10 fire damage. A creature that touches it or hits it with a melee attack from within 5 feet takes 10 fire damage.

Cooling. When it takes cold damage, its speed is reduced by 10 feet and it deals no damage from Molten Core until the end of its next turn.

Actions

Multiattack. It makes two slam attacks.

Slam. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 16 (2d10 + 5) fire damage. A slam from a fist of cooled rock, still hot.

Magma Spray. *DC 16 Dexterity save.* It splits the crust and throws molten rock across a 30-foot cone. Every creature in the cone makes a Dexterity saving throw, taking 6d6 fire damage on a failure and half as much on a success. A creature that fails takes a further 2d6 fire damage at the start of its next turn. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Sink. It burrows up to its speed through stone or earth. It leaves a trail of cooling rock that is difficult terrain.

Maintenance Unit

A maintenance unit is a single-eyed can on four wire legs, built to reach spaces a crew cannot: duct runs, drive housings and the gap behind a reactor shroud. Units ship and work in teams, passing a job down the line and swarming anything that interrupts them. A team will strip a seized bearing or the suit seals off a sleeping person.

Habitat. Derelict Hull, Station Interior

Maintenance Unit

Small construct (Automaton)

Armor Class 14 (service shell)
Hit Points 22 (5d6 + 5)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	4 (-3)

Skills Technology +1
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Common, Axiom Binary
Power Rating 1/4 (50 points; proficiency +2)

Works in a Team. It has advantage on attack rolls against a creature within 5 feet of another maintenance unit. They are encountered in groups of two to six.

Into the Gap. It can move through a space as narrow as 6 inches wide without squeezing, and it can walk on ceilings.

Constructed Body. It needs no food, drink, air or sleep.

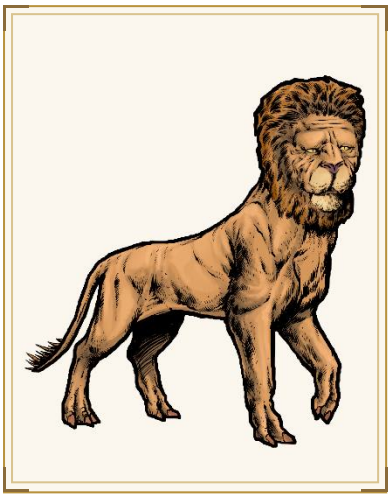
Actions

Cutting Arm. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) plasma damage. A plasma torch on a jointed stalk, made for cutting plate.

Bonus Actions

Strip. *DC 13 Dexterity save.* One creature it has hit this turn makes a Dexterity saving throw. On a failure one worn seal, strap or fitting comes loose, and the creature loses 1 point of armor class until it spends an action refastening it.

Manticore



A manticore has a lion's body, a human-like face, and a voice like a pipe and a trumpet sounding together. Its tail throws spines the length of a forearm. It eats a kill whole, bones and belt buckles included, so its hunting range shows as an absence of remains.

Habitat. Desert, Highland

Manticore

Large monster, beast

Armor Class 15
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common; understands Common
Power Rating 5 (1,800 points; proficiency +3)

Keen Bite. Its bite scores a critical hit on a roll of 19 or 20.

Consumes Kills. A creature it kills is consumed whole within a minute and cannot be recovered.

Actions

Multiattack. Makes one bite attack and two claw attacks, or fires three tail spines.

Bite. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 12 (2d8 + 3) piercing damage.

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage.

Tail Spine. *Ranged Attack Roll: +6, medium range, one target. Hit:* 7 (1d8 + 3) piercing damage.

Masked Vigilante

She started where the law stopped and has not found a reason to go back. The mask is practical, because the people on her list have money and money buys inquiries. She takes them in the order the court released them and leaves the evidence nailed to the door. She has not shot a person who was not on the list.

Habitat. City, Settlement

Masked Vigilante

Medium humanoid

Armor Class 16
Hit Points 123 (19d8 + 38)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	14 (+2)	16 (+3)	14 (+2)

Saving Throws DEX +7, WIS +6
Skills Acrobatics +7, Insight +6, Investigation +5, Perception +6, Stealth +7
Senses passive Perception 16
Languages Common
Gear Revolver, Leather Brigandine
Power Rating 6 (2,300 points; proficiency +3)

Target List. The vigilante has advantage on attack rolls and on Investigation checks concerning a creature on her list, and will not fire on a creature that is not on it.

Dual Revolvers. The vigilante makes her second Revolver attack each turn without the usual penalty for a second weapon.

Actions

Multiattack. The vigilante makes three Revolver attacks.

Revolver. *Ranged Attack Roll: +7, medium range, one target. Hit:* 9 (1d10 + 4) ballistic damage.

Pistol Whip. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 7 (1d6 + 4) bludgeoning damage.

Shoot the Lamp. One light source within medium range goes out and the room drops to darkness. Each creature in it that cannot see in the dark has disadvantage on attack rolls until it is relit.

Bonus Actions

Slip Away. The vigilante takes the Disengage and Hide actions and moves up to her speed.

Master Thief

The visible work is about forty minutes long. The planning takes the preceding year, down to the locksmith who supplied the house and can be bought a drink. He does not improvise and carries no weapon he expects to use. He has walked away from two jobs at the door because the street looked different from the week before.

Habitat. Settlement

Master Thief

Medium humanoid

Armor Class 16
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	17 (+3)	15 (+2)	14 (+2)

Saving Throws DEX +8, INT +6
Skills Acrobatics +8, Deception +5, Investigation +6, Perception +5, Sleight of Hand +8, Stealth +8, Technology +6
Senses passive Perception 15
Languages Common, Meridian Cant
Gear Dagger, Thieves' Tools, Rope, Silk (50 feet)
Power Rating 5 (1,800 points; proficiency +3)

Advance Planning. The thief knows the layout, staffing and security of any building he has chosen, including changes made in the past week.

Walk Away. When a plan is disrupted, the thief takes the Disengage action as a free action and leaves. He does not return that night.

Evasion. The thief takes no damage on a successful Dexterity save against an area effect, and half damage on a failure.

Actions

Multiattack. The thief makes two Thin Blade attacks.

Thin Blade. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 8 (1d6 + 5) piercing damage. The blade deals an extra 4d6 damage if the target has not acted yet this combat.

Bypass Lock. The thief opens any lock or mechanism within reach. A lock made to a standard he has not encountered takes one minute instead.

Bonus Actions

Vanish. The thief takes the Hide action. He has advantage on the check indoors.

Mastiff

Mastiffs guard warehouses, estates and frontier homesteads, and the Aurel Militarum still runs a kennel line for its gate posts. A trained mastiff will hold a person on the ground until told otherwise.

Habitat. Settlement

Mastiff

Medium beast (Dog)

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses keen hearing and smell, passive Perception 13
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) piercing damage. *DC 11 Strength save.* On a hit, a Medium or smaller creature must succeed on a Strength saving throw or be knocked Prone.

Match Elemental

A match elemental has a matchstick for a body and the burning tip for a head, and it lasts only as long as the wood does. It is the small part of a fire elemental that gets through when a fire is lit carelessly on thin planar ground, and match elementals appear in numbers around such fires. Each one sets light to what it reaches and burns down as it does.

Habitat. Settlement, Plane of Ignis, Rift Breach, Station Interior

Match Elemental

Tiny elemental

Armor Class 13 (too small to hit squarely)
Hit Points 15 (6d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	5 (-3)	10 (+0)	8 (-1)

Skills Stealth +5
Immunities fire, poison
Condition Immunities poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Primordial; understands Common
Power Rating 1/8 (25 points; proficiency +2)

Burning Down. It sheds bright light in a 10-foot radius. It takes 1 damage at the start of each of its turns, and this damage cannot be prevented.

Water Vulnerability. It takes 5 cold damage when it enters water or is splashed with it, and it is destroyed if it is submerged.

Catches. A flammable object it touches that is not being worn or carried catches fire.

Actions

Touch. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) fire damage. A burning head pressed to the target.

Flare Up. *DC 13 Dexterity save.* The elemental burns up all it has left. Every creature within 5 feet makes a Dexterity saving throw, taking 2d6 fire damage on a failure and half as much on a success. The match elemental is destroyed.

Mazzik

Mazzikin are demons left unfinished when their making ran out of daylight. Each has a will, leather wings and little body. They hang in clusters from the ceilings of cult sites and derelict decks, and a colony that drops at once fills a corridor with wings and teeth. Each one wears at whatever it touches, and a colony attacks together.

Habitat. The Nine Hells, Rift Breach

Mazzik

Small fiend

Armor Class 14
Hit Points 49 (9d6 + 18)
Speed 10 ft., fly 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +5, Deception +1
Resistances cold, fire, lightning
Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11
Languages Netherspeech
Power Rating 2 (450 points; proficiency +2)

Echolocation. Its blindsight works by sound and does not function while it is Deafened.

Crowding. Has advantage on an attack roll against a creature if at least two other mazzikin are within 5 feet of that creature.

Wearing Touch. Any object a mazzik touches for a full minute is visibly worn: cord frays, cloth thins, an edge dulls.

Roost. Can hang upside down from a ceiling, and has advantage on Stealth checks while it does.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. A bite from needle teeth in a pushed-in snout.

Bonus Actions

Press In. The mazzik flits into a creature's space, and that creature has disadvantage on its next attack roll.

Mazzik Swarm-Caller

Most mazzikin cannot organize, having been left too unfinished for it. One in a few thousand works out that it can call, and then roosts over a doorway and screeches while the ceiling behind it empties. The calls continue while it lives, so the caller on its roost is the target to kill.

Habitat. The Nine Hells, Station Interior

Mazzik Swarm-Caller

Small fiend

Armor Class 15
Hit Points 60 (11d6 + 22)
Speed 10 ft., fly 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	11 (+0)	13 (+1)	14 (+2)

Skills Perception +3
Resistances cold, fire, lightning
Immunities poison
Condition Immunities poisoned
Senses blindsight 90 ft., darkvision 90 ft., passive Perception 13
Languages Netherspeech, Common
Power Rating 3 (700 points; proficiency +2)

Echolocation. Its blindsight works by sound and does not function while it is Deafened.

Crowding. Has advantage on an attack roll against a creature if at least two other mazzikin are within 5 feet of that creature.

Holds the Roost. Does not move on its turn unless forced. While it has not moved since the start of its last turn, it has a +2 bonus to Armor Class.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. A bite from a mouth larger than the rest of the colony's.

Call the Colony. Two mazzikin drop from cover within 30 feet and act on the caller's initiative. Recharges on a roll of 5 or 6 on a d6. It works only while mazzikin have somewhere to drop from.

Bonus Actions

Screech. *DC 12 Constitution save.* Each creature within 20 feet that can hear it makes a Constitution saving throw or is Deafened until the start of the caller's next turn, and the area becomes lightly obscured by beating wings until then.

Medusa

A medusa keeps a lit hall with a curtained approach and a long sightline. It does most of its killing with a bow before it removes its veil. Statues of earlier victims are set where a visitor who gets far enough can see them.

Habitat. Settlement

Medusa

Medium monster, humanoid

Armor Class 15 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common
Power Rating 6 (2,300 points; proficiency +3)

Petrifying Gaze. A creature that starts its turn within 30 feet of the medusa and can see its eyes makes a DC 14 Constitution saving throw. On a failure it is Restrained and repeats the save at the end of its next turn, becoming Petrified on a second failure. A creature that averts its eyes cannot be affected and treats the medusa as heavily obscured until the start of its next turn. If the medusa sees itself reflected within 30 feet in bright light, it makes the save itself.

Actions

Multiattack. The medusa makes two Longbow attacks, or one Snake Hair attack and one Shortsword attack.

Snake Hair. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A bite from the snakes of its hair.

Shortsword. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. A stab with a shortsword.

Longbow. *Ranged Attack Roll: +5, long range, one target. Hit:* 13 (2d10 + 2) piercing damage. A shot from its longbow.

Snake Venom. *DC 14 Constitution save.* A creature hit by Snake Hair makes a Constitution saving throw, taking 4d6 poison damage on a failure and half as much on a success.

Megalodon

Megalodons hold deep trenches and surface only rarely. A vessel a megalodon surfaces under is seldom recovered.

Habitat. Oceanic Trench

Megalodon

Gargantuan beast (Shark)

Armor Class 17 (layered hide)
Hit Points 192 (11d20 + 77)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	1 (-5)	13 (+1)	6 (-2)

Saving Throws STR +12, CON +11
Skills Perception +5
Resistances cold, bludgeoning
Senses blindsight 120 ft., passive Perception 15
Languages none
Power Rating 11 (7,200 points; proficiency +4)

Water Breathing. Can breathe only underwater.

Siege Frame. Deals double damage to vessels and structures.

Actions

Bite. *Melee Attack Roll: +12, reach 15 ft., one target. Hit:* 24 (3d10 + 8) piercing damage. Two attacks. A Large or smaller creature hit by the second is swallowed. A swallowed creature is Blinded and Restrained, takes 6d6 acid damage at the start of each of the megalodon's turns, and remains inside until it cuts its way out.

Breach. *DC 20 Dexterity save.* The megalodon rises under a vessel or a creature on the surface. Each creature within 20 feet takes 10d8 bludgeoning damage and is knocked Prone on a failed save, or half damage on a success. A vessel takes double damage. Recharges on a 5 or 6.

Reactions

Blood in the Water. When a creature within 60 feet in the water is reduced below half its hit points, the megalodon swims up to its speed toward that creature without provoking opportunity attacks and may make one Bite attack if it arrives in reach.

Merchant Guard

The work is deterrence, and the guards, the merchants and any would-be robbers all know it. A guard stands where he can be counted from a distance and keeps a weapon in plain sight. At every halt he walks the line so the count changes. Actual fighting counts as a failure of the arrangement and is billed at a different rate.

Habitat. Farmland, Hyperlane Corridor

Merchant Guard

Medium humanoid

Armor Class 14
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages Common
Gear Spear, Light Crossbow, Leather Brigandine
Power Rating 1/2 (100 points; proficiency +2)

Visible Deterrent. While standing in the open beside a cargo it is guarding, hostile creatures must succeed on a DC 12 Wisdom check to commit to an attack instead of moving on.

Actions

Short Spear. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage.

Light Crossbow. *Ranged Attack Roll: +3, medium range, one target. Hit:* 5 (1d8 + 1) piercing damage.

Bonus Actions

Sound Off. Every allied guard within 120 feet knows where the guard is looking and stops being surprised.

Merrow

A merrow comes ashore in a cap of woven red weed and cannot go beneath the water without it. Whole fishing families trace to a grandfather who took one and kept it in the thatch, and to a grandmother who found it twenty years and four children later and went. Her brothers have green teeth and prey on the survivors of wrecks.

Habitat. Coastline, Subterranean

Merrow

Medium fae

Armor Class 14
Hit Points 52 (8d8 + 16)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	12 (+1)	16 (+3)	17 (+3)

Skills Athletics +4, Perception +5, Persuasion +5
Resistances cold
Senses darkvision 120 ft., passive Perception 15
Languages Sylvan, Primordial, Common
Power Rating 3 (700 points; proficiency +2)

Amphibious. The merrow breathes air and water.

Red Cap. While a creature other than the merrow holds her cap, she cannot enter water deeper than her own height, and has disadvantage on saving throws against being Charmed by that creature.

Actions

Spear. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 11 (2d8 + 2) piercing damage.

Call the Tide. Water within 30 feet rises and pulls. Each creature in it makes a DC 13 Strength save, is moved 20 feet toward the merrow on a failure, and is knocked Prone.

Sea Longing. One creature within 60 feet that can hear her makes a DC 13 Wisdom save or is Charmed for 1 hour. A Charmed creature will not willingly travel inland.

Mimic

A mimic settles into a room and takes the shape of the least interesting object in it. Anything that touches it sticks, and the mimic bites what it has stuck.

Habitat. Settlement, Derelict Hull

Mimic

Medium monster

Armor Class 13 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +3
Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages none
Power Rating 2 (450 points; proficiency +2)

Shapechanger. Can use its action to take the shape of any Medium object, or return to its true amorphous form. Its statistics are the same in either.

Adhesive. Anything that touches the mimic is stuck to it. A creature stuck this way is Grappled and escaping requires a successful Strength check.

False Appearance. While motionless in object form it is indistinguishable from an ordinary object.

Grappler. Has advantage on attack rolls against any creature it has Grappled.

Actions

Pseudopod. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage. A strike from a pseudopod.

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. A bite from a mouth it forms in its body.

Minor Air Elemental

Minor elementals leak through where the tether between the Prime Plane and an elemental plane thins. They arrive unsummoned and behave like the element they came from.

Habitat. Upper Atmosphere, Highland

Minor Air Elemental

Small elemental

Armor Class 14
Hit Points 31 (7d6 + 7)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Immunities poison, thunder
Condition Immunities grappled, prone, restrained, poisoned, exhausted, unconscious
Senses blindsight 30 ft., passive Perception 10
Languages Primordial
Power Rating 1/2 (100 points; proficiency +2)

Air Form. Moves through any opening at least one inch wide without squeezing.

Actions

Buffet. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) bludgeoning damage. A shove of air.

Reactions

Through the Gap. When the minor air elemental is targeted by an attack, the attack has disadvantage and the elemental moves up to 15 feet without provoking opportunity attacks, passing through any opening at least 1 inch wide.

Minor Earth Elemental

Earth fragments arrive where the tether runs through stone and stay where they land. They are slow, and hard to shift once they have settled.

Habitat. Subterranean

Minor Earth Elemental

Small elemental

Armor Class 14 (stone body)
Hit Points 33 (6d6 + 12)
Speed 25 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	7 (-2)

Resistances bludgeoning, piercing
Immunities poison
Condition Immunities exhausted, petrified, poisoned, prone, unconscious
Senses tremorsense 60 ft., darkvision 60 ft., passive Perception 10
Languages Primordial
Power Rating 1/2 (100 points; proficiency +2)

Earth Glide. Moves through stone and soil without disturbing it.

Actions

Slam. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) bludgeoning damage. A blow from its stone fist.

Reactions

Into the Floor. When the minor earth elemental takes damage while touching stone or soil, it glides up to 15 feet through the ground without provoking opportunity attacks and without disturbing the surface.

Minor Fire Elemental

Fire fragments drift toward fuel and away from water with no more intent than that. Reactor decks accumulate them over years of operation.

Habitat. Station Interior, Subterranean

Minor Fire Elemental

Small elemental

Armor Class 13
Hit Points 31 (7d6 + 7)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	13 (+1)	6 (-2)	10 (+0)	7 (-2)

Vulnerabilities cold
Immunities fire, poison
Condition Immunities grappled, prone, restrained, poisoned, exhausted, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Power Rating 1/2 (100 points; proficiency +2)

Ignition. A creature that touches it or hits it with a melee attack takes 3 fire damage.

Actions

Touch. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) fire damage. Whatever it touches keeps burning after it has moved on.

Reactions

Catches. When a creature within 5 feet hits the minor fire elemental with a melee attack, that creature takes 3 fire damage, and anything flammable it is holding catches fire and burns until it takes an action to put it out.

Minor Water Elemental

Water fragments pool in bilges, sumps and flooded compartments, and hold a shape only while something is watching. They are the most common of the minor elementals on any vessel with a hull breach in its history.

Habitat. Derelict Hull, Shallows

Minor Water Elemental

Small elemental

Armor Class 14
Hit Points 33 (6d6 + 12)
Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Resistances acid, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities grappled, prone, restrained, poisoned, exhausted, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Power Rating 1/2 (100 points; proficiency +2)

Fluid Body. Moves through any opening at least one inch wide without squeezing.

Actions

Slam. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 6 (1d10 + 1) bludgeoning damage. A heavy blow of dense water.

Reactions

Part Around the Blow. When the minor water elemental is hit by a weapon attack, the damage is halved and the attacker is soaked, gaining vulnerability to cold damage until the end of its next turn.

Minotaur

Minotaurs are found in old labyrinthine works and in the tunnel systems that replaced them. They navigate by memory of turns instead of by sight, and cannot be made to lose their way.

Habitat. Settlement, Subterranean

Minotaur

Large monster, humanoid

Armor Class 15 (hide and scrap plate)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	8 (-1)	15 (+2)	9 (-1)

Skills Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages understands Common
Gear Greataxe
Power Rating 5 (1,800 points; proficiency +3)

Never Lost. Knows the way back through anything it has walked once, and cannot be magically caused to become lost.

Charge. If it moves at least 20 feet toward a target before hitting it with a horn attack, the target takes an extra 2d8 and is pushed 10 feet.

Actions

Greataxe. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 11 (1d12 + 5) slashing damage. Two attacks.

Bonus Actions

Gore. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 14 (2d8 + 5) piercing damage. A strike with its horns.

Reactions

Track the Turn. When a creature within 30 feet moves out of the minotaur's sight or attempts to hide from it, the minotaur knows exactly where that creature is until the end of its next turn and has advantage on its next attack against it.

Minotaur Chieftain

Minotaur holdings are built to be confusing, and the chieftain is the one who does not find them so. He knows the whole plan, including the parts dug after the last survey. He takes a fight into a corridor of his choosing, and the party ends up somewhere it did not intend to go.

Habitat. Subterranean, Settlement

Minotaur Chieftain

Large monster, humanoid

Armor Class 17
Hit Points 152 (16d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	12 (+1)	16 (+3)	15 (+2)

Saving Throws STR +8, CON +7, WIS +6
Skills Athletics +8, Intimidation +5, Perception +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Jotun, Common
Power Rating 8 (3,900 points; proficiency +3)

Knows the Warren. The chieftain cannot become lost, and knows the shortest route between any two points in its holding, including routes no one else has found.

Charge. If it moves at least 20 feet straight toward a creature and hits with a gore attack, the target takes an extra 3d8 damage and is pushed 15 feet.

Cut Off. The chieftain knows which way a creature came and can cut it off from the way out.

Actions

Multiattack. Makes one Gore attack and one Greataxe attack.

Greataxe. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 18 (2d12 + 5) slashing damage.

Gore. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 16 (2d10 + 5) piercing damage.

Drag Away. The chieftain moves up to its speed and drags one Grappled creature with it into a passage of its choosing.

Minotaur Gladiator

A minotaur gladiator fights in the arena games, which are run as a business. One who draws a crowd is trained for years, fed well and matched against opponents chosen to make a long afternoon. He knows the rules better than the officials and fights by them out of habit even when the rules are not enforced, and he does not end a bout quickly.

Habitat. City, Settlement

Minotaur Gladiator

Large monster, humanoid

Armor Class 16
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	11 (+0)	14 (+2)	16 (+3)

Saving Throws STR +8, CON +7
Skills Athletics +8, Intimidation +6, Performance +6
Senses darkvision 60 ft., passive Perception 12
Languages Common
Power Rating 7 (2,900 points; proficiency +3)

Arena Rules. The gladiator will not attack a creature that has yielded, will not strike from behind, and fights on past the point where it could have ended the fight.

Showman. While at least five creatures are watching, the gladiator has advantage on Intimidation checks and on saving throws against being Frightened.

Charge. If it moves at least 20 feet straight toward a creature and hits it with a gore attack, the target takes an extra 3d8 damage and is pushed 15 feet.

Actions

Multiattack. Makes one Gore attack and two Greataxe attacks.

Greataxe. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 11 (1d12 + 5) slashing damage.

Gore. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 10 (1d10 + 5) piercing damage.

Throw Sand. The gladiator kicks up sand. Each creature within 15 feet makes a DC 16 Dexterity save or is Blinded until the end of its next turn.

Reactions

Rally. When it takes damage from a melee attack, it can add 5 to its next attack roll this fight.

Miseria

A miseria is neither summoned nor sent. Premeditation, betrayal and a closed room occasionally raise one on the spot, and its form comes from the details of the original murder. It repeats the same murder in the same manner on the creature that most resembles the original victim. The legal codes of four worlds have a procedure for it, and the procedure begins with sealing the room.

Habitat. Derelict Hull, Settlement

Miseria

Medium fiend

Armor Class 17
Hit Points 127 (17d8 + 51)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	13 (+1)	15 (+2)	12 (+1)

Saving Throws DEX +7, WIS +5
Skills Perception +5, Stealth +7
Resistances cold, fire, lightning, poison
Senses darkvision 120 ft., passive Perception 15
Languages Netherspeech
Power Rating 6 (2,300 points; proficiency +3)

Repeats the Killing. The miseria deals an extra 4d6 damage to a creature that has not yet acted in combat, or to a creature it has surprised.

Knows the Shape. The miseria identifies the creature it can see that most resembles its original victim, and attacks only that creature while it can reach it.

Sealed In. The miseria cannot leave the room, vessel or compartment where it was made until the last creature in it is dead.

Actions

Multiattack. The miseria makes two Claw attacks and one Bite attack.

Claw. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 8 (1d8 + 4) slashing damage. A slash from its claws.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) piercing damage. A bite from its jaws.

Put Out the Light. Every light source within 60 feet that is not being carried by the demon goes out. Relighting them takes an action each.

Mist Dragon Hatchling

Mist Dragons, the Mist Drakes, descend from the Aether Drakes and were banished to the Plane of Faewyld by Helios. A hatchling's scales are a soft blue that pales as it grows, and it learns to hunt before it learns to fly.

Habitat. Lower Atmosphere, The Faewyld

Mist Dragon Hatchling

Medium draconian

Armor Class 14 (soft scale)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	10 (+0)	11 (+0)	14 (+2)

Skills Perception +2
Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Power Rating 2 (450 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) piercing damage. A bite from the hatchling's jaws.

Mist Breath. *DC 11 Constitution save.* The dragon exhales in a 15-foot cone. Each creature in it makes a Constitution saving throw, taking 3d6 cold damage on a failure and half as much on a success. The area is heavily obscured until the start of the dragon's next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Mogwai

A single mogwai in a house is a nuisance: the milk turns, seams come undone, and the cat will not come indoors. Caught in rain it splits, and by the end of a wet week there is an infestation. A household that finds one gets it dry and out before the next front.

Habitat. Settlement, Derelict Hull

Mogwai

Small fae

Armor Class 14
Hit Points 40 (9d6 + 9)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	11 (+0)	12 (+1)	13 (+1)

Skills Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan
Power Rating 1 (200 points; proficiency +2)

Splitting. When it takes water damage, or ends a turn in rain or standing water, it splits into two mogwai, each with half its current hit points rounded down. A mogwai with 4 or fewer hit points cannot split.

Slip Through. The mogwai can move through the space of any creature of Medium size or larger.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage.

Spoil. One object within 5 feet that is not being worn or carried is ruined: food spoils, cord frays, a seal fails. A device made unreliable this way works on a 1 in 6 chance until repaired.

Moloch

Cults on the frontier worlds still burn offerings to Moloch, and a fire large enough can call it through. Moloch is a huge, bull-horned demon lord whose body burns. It fights with horns and fists, and the ground around it catches fire.

Habitat. Rift Breach, Magmatic, The Nine Hells

Moloch

Huge fiend

Armor Class 20 (natural armor)
Hit Points 283 (21d12 + 147)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	16 (+3)	16 (+3)	20 (+5)

Saving Throws STR +13, CON +12, WIS +8, CHA +10
Skills Intimidation +10, Perception +8
Resistances cold, lightning
Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 18
Languages Netherspeech
Power Rating 16 (15,000 points; proficiency +5)

Furnace Body. A creature that touches it or hits it with a melee attack while within 5 feet takes 3d6 fire damage.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Burning Ground. The ground within 10 feet of it counts as Burning terrain: a creature that starts its turn there is Burning.

Actions

Multiattack. Moloch makes one Gore attack and one Fist attack.

Gore. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 30 (4d10 + 8) piercing damage. If it moved at least 20 feet straight toward the target first, the target takes an extra 4d10 piercing damage and is knocked Prone.

Fist. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 21 (3d8 + 8) bludgeoning damage. The target takes an extra 2d6 fire damage.

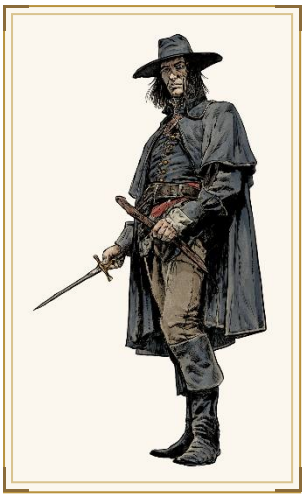
Offering Fire. *DC 20 Dexterity save.* Moloch sends fire out in a 60-foot cone. Each creature in it makes a Dexterity saving throw, taking 14d6 fire damage and becoming Burning on a failure, or half as much damage on a success. Recharges on a roll of 5 or 6 on a d6.

Legendary Actions

Stamp. *DC 21 Strength save.* Each creature within 10 feet makes a Strength saving throw or is knocked Prone.

Charge. This action costs two legendary actions. Moloch moves up to its speed and makes one Gore attack.

Monster Hunter



A monster hunter works from a book of weaknesses: silver for one kind of creature, running water for another, an unbroken circle of salt for a third. He arrives, reads the district, names the creature and sets his price. He puts the price up if the district lied about how long it has had the problem.

Habitat. Farmland, Settlement

Monster Hunter

Medium humanoid

Armor Class 17
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws WIS +6, CHA +4
Skills Insight +6, Investigation +6, Perception +6, Religion +6, Survival +6
Senses passive Perception 16
Languages Common, Ebon Liturgy
Gear Longsword, Blunderbuss, Leather Brigandine
Power Rating 7 (2,900 points; proficiency +3)

Weakness Lore. The hunter names any creature from its traces after ten minutes and knows what it is vulnerable to.

Steady Mind. The hunter has advantage on saving throws against being Charmed, Frightened or Possessed.

Prepared. The hunter's attacks against a creature he has named deal an extra 3d6 damage of the type that creature is vulnerable to.

Actions

Multiattack. The hunter makes three attacks.

Silvered Broadsword. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage.

Blunderbuss. *Ranged Attack Roll: +6, close range, one target. Hit:* 13 (3d6 + 3) ballistic damage. Each creature in a 15-foot cone makes a DC 14 Dexterity save for half.

Salt Circle. The hunter lays a 10-foot circle of salt. Fae, fiends and undead cannot cross it while it is unbroken.

Moose

A moose stands taller at the shoulder than most people stand at all, and the antlers on a bull are five feet across. It eats willow and water weed and ignores people for most of the year. In the rut, or with a calf nearby, it charges any person who comes close. More settlers are hurt by moose than by any predator.

Habitat. Taiga, Tundra, Wetland, Terran (Verdant)

Moose

Large beast

Armor Class 13 (bulk and hide)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Charge. If it moves at least 20 feet straight toward a creature and hits it with an antler attack on the same turn, the target takes an extra 2d6 damage and makes a DC 13 Strength saving throw or is knocked Prone.

Deep Wader. It ignores difficult terrain made of water, bog or deep snow.

Actions

Multiattack. The moose makes one Antlers attack, or one Hooves attack against a Prone creature.

Antlers. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 8 (1d8 + 4) bludgeoning damage. A sideways swing of its antlers.

Hooves. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) bludgeoning damage. A stomp from its hooves against a Prone creature.

Morlock

Morlocks are the descendants of people who went below and stayed. Generations in the dark took their color and most of their speech. They kept the machines their ancestors tended and the habit of working them in silence. They come up through grates and shafts after dark, in numbers, with ground bone knives. Daylight hinders their attacks and sight.

Habitat. Subterranean, Station Interior

Morlock

Medium humanoid

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +4
Senses darkvision 120 ft., passive Perception 12
Languages understands Common
Power Rating 1/2 (100 points; proficiency +2)

Sunlight Sensitivity. While in sunlight the morlock has disadvantage on attack rolls and on Perception checks that rely on sight.

Pack Tactics. The morlock has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature and not Incapacitated.

Actions

Bone Knife. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. A thrust from a ground bone knife.

Mountain Troll

Mountain trolls are a heavier-framed troll adapted to cold and thin air, with the same regeneration. They hold cave systems above the treeline and descend in winter.

Habitat. Highland, Subterranean

Mountain Troll

Huge giantkin, beast

Armor Class 16 (stone-crusted hide)
Hit Points 126 (11d12 + 55)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	7 (-2)	10 (+0)	8 (-1)

Saving Throws CON +8
Skills Athletics +9, Perception +3
Resistances cold
Senses passive Perception 13
Languages Jotun
Power Rating 7 (2,900 points; proficiency +3)

Regeneration. Regains 15 hit points at the start of its turn. If it took acid or fire damage since its last turn, this does not function. It dies only if it starts its turn at 0 hit points and does not regenerate.

Cold-Adapted. Suffers no penalty from extreme cold or thin atmosphere.

Actions

Claws. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 15 (2d8 + 6) slashing damage. Two attacks.

Rockfall. *DC 17 Dexterity save.* A 15-foot square within 60 feet. Each creature in it takes 5d10 bludgeoning damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Relentless Advance. When the mountain troll takes damage that is not acid or fire, it moves up to half its speed toward the attacker without provoking opportunity attacks.

Mouseling Hero

A mouseling hero stands two feet tall and travels with a lantern on a pole and a sword ground from a sewing needle. It comes from a burrow community that keeps no soldiers and sends one hero when a hunter starts taking the young. Mouselings are small enough to go where the hunter cannot follow, and they plan around that. Heroes are found in the Faewyld and in old-growth forests.

Habitat. The Faewyld, Woodland

Mouseling Hero

Small fae

Armor Class 14 (padded coat)
Hit Points 45 (10d6 + 10)
Speed 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	12 (+1)	14 (+2)	14 (+2)

Skills Acrobatics +5, Perception +4, Stealth +5
Senses darkvision 30 ft., passive Perception 14
Languages Sylvan, Common
Power Rating 1 (200 points; proficiency +2)

Underfoot. It can move through the space of any creature of Medium size or larger, and that movement does not cost it extra.

Steady Nerve. It has advantage on saving throws against being Frightened.

Actions

Needle Sword. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A thrust with a sword ground from a needle.

Lantern Flare. It opens the lantern's shutter. Each creature within 15 feet that can see it makes a DC 12 Constitution saving throw, and on a failure is Blinded until the end of its next turn. The lantern then needs a minute to be relit.

Mummy

A mummy is made on purpose, by people who wrote down what it was for. It has been doing that job for four thousand years, and the people who assigned it are long dead.

Habitat. Settlement

Mummy

Medium undead, humanoid

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws WIS +2
Skills Religion +0, Perception +2
Vulnerabilities fire
Immunities necrotic, poison
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Power Rating 3 (700 points; proficiency +2)

Actions

Rotting Fist. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) bludgeoning damage. A blow from a rotting fist.

Necrotic Wound. *DC 12 Constitution save.* A creature hit by Rotting Fist makes a Constitution saving throw. On a failure it is cursed, cannot regain hit points, and its hit point maximum decreases by 3d6 at the end of each of its turns. The curse lasts until removed.

Dreadful Glare. *DC 11 Wisdom save.* The mummy fixes one creature it can see within 60 feet. The target makes a Wisdom saving throw or is Paralyzed until the end of the mummy's next turn.

Mutant Cutthroat

A mutant cutthroat comes from one of the settlements past the exclusion line that failed to hold together, and has spent a decade taking whatever there was to take. It works alone, goes for the throat first and keeps no possessions that can be used to track it.

Habitat. Settlement, Desert

Mutant Cutthroat

Medium humanoid

Armor Class 14
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	9 (-1)	12 (+1)	7 (-2)

Skills Stealth +5, Survival +3
Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Gear Machete, Dart
Power Rating 2 (450 points; proficiency +2)

Throat First. The cutthroat deals an extra 2d6 damage to a creature that has not yet acted in combat.

Untraceable. The cutthroat has no possessions worth taking and cannot be tracked by what it leaves.

Actions

Multiattack. The cutthroat makes two Scrap Blade attacks.

Scrap Blade. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage.

Thrown Spike. *Ranged Attack Roll: +5, close range, one target. Hit:* 6 (1d6 + 3) piercing damage.

Mutant Hound

A mutant hound has mottled gray skin and a jaw too wide for its skull. Its belly has gone green where the rads settled. Mutant hounds run in packs on the edges of settlements, following anything that bleeds and trailing a wounded traveler for a day. Their bites fester and can leave the victim Poisoned until it finishes a short rest.

Habitat. Desert, Settlement, Debris Shoal

Mutant Hound

Medium beast

Armor Class 13 (thick hide)
Hit Points 52 (8d8 + 16)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4
Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Pack Tactics. It has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature.

Blood Scent. It has advantage on Perception checks to find a creature that is below half its hit points.

Actions

Festering Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) piercing damage. A bite from its wide jaws.

Bonus Actions

Infect. *DC 12 Constitution save.* A creature it bit this turn makes a Constitution saving throw or is Poisoned until it finishes a short rest.

Mycelai

A mycelai is a fungal creature that lives in a colony in caverns and damp holds. It offers visitors hospitality and makes the offer hard to decline. Its spores let it speak into the mind of any creature they have touched.

Habitat. Subterranean, Derelict Hull

Mycelai

Medium plant

Armor Class 13
Hit Points 39 (6d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	15 (+2)	12 (+1)	15 (+2)	10 (+0)

Skills Medicine +4, Nature +3
Resistances poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages understands Common
Power Rating 1 (200 points; proficiency +2)

Spore Speech. The mycelai communicates telepathically with any creature within 30 feet that its spores have touched in the last hour.

Actions

Fist. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 6 (1d10 + 1) bludgeoning damage. A blow from a dense fungal fist on a long arm.

Reactions

Spore Speech. *DC 12 Wisdom save.* When a creature within 30 feet that the mycelai's spores have touched attacks it, the mycelai speaks into its mind, and that creature makes a Wisdom saving throw or its attack fails.

Mycelai Elder

An elder is the oldest mycelai of a colony in a cave system. It negotiates from the record it holds of every exchange the colony has had over the last two centuries.

Habitat. Subterranean

Mycelai Elder

Large plant

Armor Class 16 (dense cap)
Hit Points 123 (13d10 + 52)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	16 (+3)	18 (+4)	14 (+2)

Saving Throws WIS +7
Skills Medicine +7, Nature +6, Insight +7
Resistances poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages understands Sylvan, Common
Power Rating 6 (2,300 points; proficiency +3)

Colony Memory. The elder has advantage on Intelligence checks about anything that happened within the colony's reach in the last two centuries.

Restorative Spores. Three times per day, one creature within 10 feet of the elder regains 5d8 hit points and is cured of the Poisoned condition.

Spellcasting. The mycelai elder casts with Wisdom (spell save DC 15, +7 to hit with spell attacks). The elder casts through spores. The colony perceives every spell before the target does.

At will: *Druidcraft*, *Spare the Dying*

3/day each: *Lesser Restoration*, *Protection from Poison*

1/day each: *Calm Emotions*, *Speak with Plants*

Actions

Fist. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 15 (2d10 + 4) bludgeoning damage. The elder makes two Fist attacks.

Pacifying Cloud. *DC 15 Constitution save.* Each creature within 30 feet is Incapacitated until the end of its next turn on a failed save.

Reactions

Colony Precedent. *DC 15 Charisma save.* When a creature within 30 feet makes an offer, a threat or a demand of the colony, the elder recites what happened the last time. That creature makes a Charisma saving throw or is Incapacitated until the end of its next turn.

Mycelai Scout

A mycelai scout is sent out when a colony needs to know whether a gallery is still passable. It brings a lamp it does not need to see by, and a cage for anything it finds. It goes alone, because a colony risks only one scout at a time.

Habitat. Subterranean

Mycelai Scout

Small plant

Armor Class 12
Hit Points 17 (5d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	10 (+0)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +3, Survival +4
Condition Immunities blinded, charmed, frightened
Senses darkvision 120 ft., passive Perception 14
Languages understands Common
Power Rating 1/4 (50 points; proficiency +2)

Distress Spores. When it takes damage, every mycelai within 240 feet knows where it is and that it is hurt.

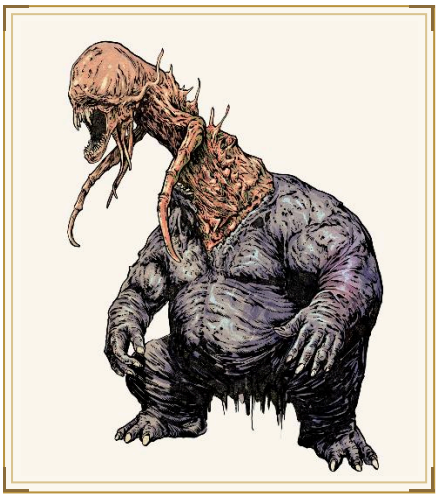
Sun Sickness. The scout has disadvantage on attack rolls, ability checks and saving throws while in direct sunlight.

Actions

Fist. *Melee Attack Roll: +2, reach 5 ft., one target. Hit:* 3 (1d6) bludgeoning damage. A blow from its fist.

Pacifying Spores. One creature within 5 feet makes a DC 11 Constitution save or is Incapacitated for 1 minute, repeating the save at the end of each of its turns. Recharges after a short rest.

Myr'Khruul Abomination



When a Myr'Khruul colony needs something a drone cannot do, it grows one that can and accepts what else comes with it. Abominations are shaped for a single task and are usually destroyed by the colony once the task is over.

Habitat. Subterranean, Derelict Hull

Myr'Khruul Abomination

Large aberration

Armor Class 17 (fused carapace)
Hit Points 104 (11d10 + 44)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	12 (+1)	15 (+2)	14 (+2)

Saving Throws CON +7, INT +4
Skills Perception +5, Athletics +7
Resistances psychic, acid
Senses blindsight 60 ft., darkvision 120 ft., telepathy 60 ft., passive Perception 15
Languages Myr
Power Rating 6 (2,300 points; proficiency +3)

Single Purpose. The abomination has advantage on all checks and saves relating to the single purpose it was grown for, and disadvantage on everything social.

Shared Cognition. While another Myr'Khruul is within 60 feet, has advantage on saving throws against being Charmed, Frightened or Stunned.

Actions

Rending Limbs. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) slashing damage. Two attacks. Against the thing it was grown to deal with, each hit deals an extra 2d6 damage.

Psychic Shear. *DC 12 Intelligence save.* Each creature within 20 feet takes 6d8 psychic damage on a failed save, or half as much on a success.

Reactions

Unfinished Task. When the abomination is reduced to 0 hit points and the task it was grown for is not complete, it stays up until the end of its next turn with 1 hit point.

Myr'Khruul Adept

An Adept has finished an Invoker's training and has not yet been given a brood of its own to hold. The Mindmaesters give it the problems they will not spend time on, such as a hold that has stopped reporting or a captive whose mind resisted the first reading. Its tendrils have lengthened and its eyes have gone flat. It addresses other Myr'Khruul in silence and other creatures in a voice it copied from someone.

Habitat. Subterranean, Derelict Hull, Station Interior

Myr'Khruul Adept

Medium aberration

Armor Class 17 (layered chitin)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	20 (+5)	18 (+4)	16 (+3)

Saving Throws INT +8, WIS +7, CHA +6
Skills Arcana +8, Deception +6, Insight +7, Perception +7
Resistances psychic
Condition Immunities charmed, frightened
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 17
Languages Myr, Common
Power Rating 8 (3,900 points; proficiency +3)

Surface Thoughts. It knows the surface thoughts of every creature within 60 feet that is not immune to being Charmed, and it has advantage on Insight checks against them.

Hive Link. While another Myr'Khruul is within 120 feet, it has advantage on saving throws against being Stunned or Incapacitated.

Borrowed Voice. It can reproduce any voice it has heard. A creature that hears it makes an Insight check against DC 17 to tell the difference.

Actions

Multiattack. It makes two Tendril attacks and uses Mind Probe if it is available.

Tendril. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 11 (2d8 + 2) psychic damage. A strike from one of its tendrils.

Mind Probe. *DC 16 Intelligence save.* One creature it can see within 60 feet makes an Intelligence saving throw, taking 6d8 psychic damage and being Stunned until the end of its next turn on a failure, or half as much damage and nothing else on a success. On a failure the Adept learns one thing the target knows. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Suggestion. *DC 16 Wisdom save.* One creature within 60 feet makes a Wisdom saving throw. On a failure it must use its next turn moving toward or away from a point the Adept chooses, and takes no other action.

Reactions

Flinch. *DC 16 Wisdom save.* When it is targeted by an attack it can see, the attacker makes a Wisdom saving throw or has disadvantage on the roll.

Myr'Khruul Drone

Myr'Khruul colonies share cognition across every member, so a drone alone is a fragment operating on what the colony last knew. They are found underground and in derelicts, almost always in numbers.

Habitat. Subterranean, Derelict Hull

Myr'Khruul Drone

Medium aberration

Armor Class 14 (chitin)
Hit Points 52 (8d8 + 16)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	15 (+2)	14 (+2)	13 (+1)

Saving Throws INT +4
Skills Perception +4, Stealth +4
Resistances psychic
Senses blindsight 30 ft., darkvision 120 ft., telepathy 60 ft., passive Perception 14
Languages Myr
Power Rating 2 (450 points; proficiency +2)

Shared Cognition. While another Myr'Khruul is within 60 feet, the drone has advantage on saving throws against being Charmed, Frightened or Stunned.

Actions

Rending Claws. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) slashing damage. The drone slashes with serrated chitin claws grown for opening bulkheads.

Mind Spike. *DC 12 Intelligence save.* One creature within 60 feet takes 3d6 psychic damage on a failed save, or half as much on a success.

Reactions

Shared Cognition. When another Myr'Khruul within 60 feet is hit by an attack, the drone may move up to half its speed toward the attacker, and it has advantage on its next attack roll against that attacker.

Myr'Khruul Hive Mind

A hive mind is where a Myr'Khruul colony's shared cognition concentrates. It does not move, and every Myr'Khruul within a mile acts on its orders.

Habitat. Subterranean, Derelict Hull

Myr'Khruul Hive Mind

Huge aberration

Armor Class 18 (membrane and shell)
Hit Points 207 (18d12 + 90)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	21 (+5)	22 (+6)	20 (+5)	20 (+5)

Saving Throws INT +10, WIS +9, CHA +9
Skills Arcana +10, Insight +9, Perception +9, Investigation +10
Resistances bludgeoning, piercing
Immunities psychic
Condition Immunities charmed, frightened, prone, blinded
Senses blindsight 120 ft., truesight 60 ft., telepathy 5280 ft., passive Perception 19
Languages Myr
Power Rating 12 (8,400 points; proficiency +4)

Colony Command. Every Myr'Khruul within a mile acts on the hive mind's initiative and cannot be Charmed or Frightened.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Spellcasting. The myr'khruul hive mind casts with Intelligence (spell save DC 18, +10 to hit with spell attacks). The hive mind casts without gesture or speech. Its spells are carried outward through the colony.

At will: *Detect Thoughts*, *Message*, *Mind Bond*

3/day each: *Dominate Person*, *Hold Monster*, *Telepathic Bond*

1/day each: *Mass Suggestion*, *Feedback*, *Modify Memory*

Actions

Tendril. *Melee Attack Roll: +10, reach 20 ft., one target. Hit:* 22 (3d10 + 6) psychic damage. Two attacks. A creature hit is Restrained.

Dominate. *DC 18 Wisdom save.* One creature within 120 feet is Charmed and acts on the hive mind's orders for one minute on a failed save, repeating the save at the end of each of its turns.

Break the Mind. *DC 18 Intelligence save.* Each creature within 60 feet takes 10d8 psychic damage and is Stunned until the end of its next turn on a failed save, or half damage on a success. Recharges on a 5 or 6.

Reactions

Shift the Damage. When the hive mind takes damage, one Myr'Khruul of its choice within 60 feet takes the damage instead. If no Myr'Khruul is within 60 feet, this cannot be used.

Legendary Actions

Mind Gag. *DC 18 Wisdom save.* One creature the hive mind can see within 120 feet makes a Wisdom saving throw or takes 3d8 psychic damage and cannot speak until the end of its next turn.

Move the Brood. Up to three Myr'Khruul within a mile move up to their speed. They do not need to be able to see anything.

One Voice. *DC 18 Intelligence save.* Costs two legendary actions. Every creature within 60 feet makes an Intelligence saving throw or is Stunned until the end of its next turn.

Myr'Khruul Invoker

An invoker is a Myr'Khruul host whose parasite settled into the parts of the brain that handle pattern and symbol. Unlike a mindmaester, an invoker does not command the colony. It takes the attention of every drone within reach and spends it in one place. The drones around a working invoker go still.

Habitat. Subterranean, Derelict Hull

Myr'Khruul Invoker

Medium aberration

Armor Class 16 (layered vestments)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	20 (+5)	16 (+3)	16 (+3)

Saving Throws INT +8, WIS +6
Skills Arcana +8, Insight +6, Perception +6
Resistances psychic
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 16
Languages understands Common
Power Rating 7 (2,900 points; proficiency +3)

Colony Focus. While at least one allied Myr'Khruul is within 60 feet, it adds 1d6 psychic damage to Mind Lance. Those allies cannot take reactions.

Eldritch Sight. It sees the Rift signature of any creature within 60 feet, and cannot be deceived about a creature's species or about whether it is Possessed.

Actions

Multiattack. It uses Mind Lance twice, or uses Unravel and Mind Lance once each.

Mind Lance. *Ranged Attack Roll: +8, medium range, one target. Hit:* 18 (4d8) psychic damage. A beam of psychic pressure aimed at the target.

Unravel. One creature it can see within 60 feet makes a DC 16 Intelligence saving throw. On a failure it takes 4d10 psychic damage and cannot cast a spell or read until the end of its next turn, and on a success it takes half as much damage.

Bonus Actions

Drone Stasis. Each allied Myr'Khruul within 60 feet becomes motionless until the start of the invoker's next turn. While motionless each has resistance to all damage.

Myr'Khruul Minder

A minder is the Myr'Khruul a colony produces when a parasite takes a host worth keeping but the pairing falls short of a mindmaester. It thinks and speaks on its own and runs a work gang of drones, chamber by chamber and shift by shift, while the mindmaester attends to the colony as a whole. A minder can be reasoned with, and it remembers the conversation.

Habitat. Subterranean, Derelict Hull

Myr'Khruul Minder

Medium aberration

Armor Class 16
Hit Points 120 (16d8 + 48)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	18 (+4)	16 (+3)	15 (+2)

Saving Throws INT +7, WIS +6
Skills Insight +6, Perception +6
Resistances psychic
Senses darkvision 120 ft., telepathy 60 ft., passive Perception 16
Languages Myr, Common
Power Rating 6 (2,300 points; proficiency +3)

Independent Mind. The minder has an individual mind. It takes its own turn when the colony's voice is silenced or its mindmaester is killed, and effects that target a hive mind reach it as a single creature.

Work Gang. Myr'Khruul of a lower rating within 60 feet of the minder act on its initiative and have advantage on attack rolls against a creature the minder can see.

Spellcasting. The myr'khruul minder casts with Intelligence (spell save DC 15, +7 to hit with spell attacks). Holds the work gang together by thought and keeps one channel private to itself.

At will: *Whisper*, *Mind Bond*

2/day each: *Phantasm*

Actions

Multiattack. The minder makes two Tentacle attacks.

Tentacle. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 11 (2d8 + 2) bludgeoning damage. On a hit the target is Grappled, and the minder can move at its full speed while grappling one creature of its size or smaller.

Mind Spike. *DC 15 Intelligence save.* One creature within 60 feet takes 6d8 psychic damage on a failed save, or half as much on a success. On a failure the target cannot take reactions until the end of its next turn.

Bonus Actions

Direct Drone. One Myr'Khruul within 60 feet moves up to its speed and makes one attack. The minder cannot use this on a creature it cannot reach by telepathy.

Myr'Khruul Mindmaester

A mindmaester forms when a parasite takes a host sharp enough to be worth keeping, and the two minds settle into one. It commands the drones and stalkers of its colony by thought, and it keeps prisoners alive until it has read all that they know.

Habitat. Subterranean, Derelict Hull

Myr'Khruul Mindmaester

Medium aberration

Armor Class 17
Hit Points 156 (24d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	21 (+5)	18 (+4)	18 (+4)

Saving Throws INT +9, WIS +8, CHA +8
Skills Insight +8, Perception +8
Resistances psychic
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 18
Languages Myr
Power Rating 9 (5,000 points; proficiency +4)

Colony Voice. Every Myr'Khruul within 1 mile hears its orders and obeys them.

Spell Resistance. The mindmaester has advantage on saving throws against spells.

Spellcasting. The myr'khruul mindmaester casts with Intelligence (spell save DC 17, +9 to hit with spell attacks). Reaches through the Ether into minds and leaves them emptier.

At will: *Whisper*, *Mind Bond*

3/day each: *Phantasm*, *Presence*

1/day each: *Sever*

Actions

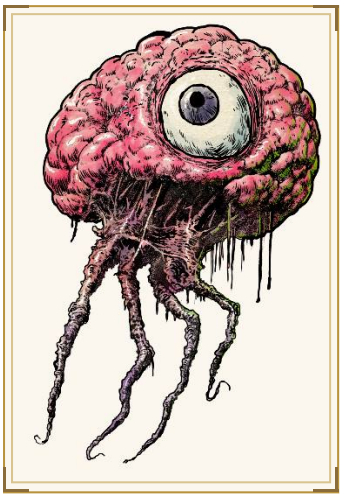
Multiattack. The mindmaester makes two Tentacles attacks.

Tentacles. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d10 + 2) psychic damage. On a hit the target is Grappled, and a creature already Grappled by it is Stunned until the end of its next turn.

Mind Blast. *DC 17 Intelligence save.* A 60-foot cone. Each creature in it makes an Intelligence saving throw, taking 5d8 psychic damage and becoming Stunned for 1 minute on a failure, or half as much damage on a success. A Stunned creature repeats the save at the end of each of its turns. Recharges on a roll of 5 or 6 on a d6.

Harvest. The mindmaester uses this action against an Incapacitated creature it is grappling. The target takes 10d10 piercing damage, and if this reduces it to 0 hit points the mindmaester learns all that the creature knew.

Myr'Khruul Parasite



Colonies seed parasites ahead of themselves. A parasite that reaches a nervous system begins converting it, and the host generally does not notice for several days.

Habitat. Subterranean, Derelict Hull, Spore

Myr'Khruul Parasite

Tiny aberration

Armor Class 13
Hit Points 42 (12d4 + 12)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	12 (+1)	6 (-2)	13 (+1)	8 (-1)

Skills Stealth +5
Resistances psychic
Senses blindsight 30 ft., darkvision 60 ft., telepathy 30 ft., passive Perception 11
Languages none
Power Rating 1 (200 points; proficiency +2)

Takes Hold. A creature it has bitten twice is implanted. Removing the implant needs a Wisdom (Medicine) check against its save DC and deals 2d10 damage to the host.

Actions

Boring Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A small bite aimed at the base of the skull.

Reactions

Finds the Host. When a creature within 5 feet is reduced to 0 hit points, or is Grappled, Restrained or Paralyzed, the parasite moves up to its speed to that creature and may make one Boring Bite attack against it with advantage.

Myr'Khruul Stalker

Stalkers are grown to kill anything that would notice the colony, so a Myr'Khruul colony is rarely detected before it is established. They work alone, at a distance from the colony, and still know what the colony knows.

Habitat. Derelict Hull, Subterranean

Myr'Khruul Stalker

Medium aberration

Armor Class 16 (matte chitin)
Hit Points 90 (12d8 + 36)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	16 (+3)	14 (+2)	16 (+3)	12 (+1)

Saving Throws DEX +7, INT +5
Skills Stealth +10, Perception +6, Survival +6
Resistances psychic
Senses blindsight 60 ft., darkvision 120 ft., telepathy 120 ft., passive Perception 16
Languages Myr
Power Rating 5 (1,800 points; proficiency +3)

Never Alone. The stalker shares what it perceives with its colony at any range on the same world.

Silent Approach. The stalker cannot be heard while it moves, and it has advantage on attacks against a creature that has not yet acted this combat.

Actions

Severing Claws. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) slashing damage. Two attacks. A creature hit by both cannot send or receive any signal until the end of its next turn.

Silence the Witness. *DC 13 Constitution save.* One creature within 30 feet takes 7d8 psychic damage and cannot speak or transmit until the end of its next turn on a failed save, or half damage on a success.

Reactions

Stop the Call. When a creature within 30 feet attempts to call for help, raise an alarm, or transmit anything, the stalker makes one Severing Claws attack against it. On a hit the transmission fails.

Mysterious Miracle Mage

No record shows where he trained, what he wants, or whether the two towns that record his arrival a century apart are describing the same man. He arrives, takes a room and acts for his own reasons: a drought broken, a siege lifted, a wedding ruined. He ignores petitions and helps whoever interests him.

Habitat. Farmland, Deep Space

Mysterious Miracle Mage

Medium humanoid

Armor Class 17
Hit Points 225 (30d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	21 (+5)	20 (+5)	20 (+5)

Saving Throws INT +10, WIS +10, CHA +10
Skills Arcana +10, History +10, Insight +10, Lore +10, Persuasion +10
Resistances fire, cold, lightning, psychic
Senses truesight 60 ft., passive Perception 15
Languages Common, Old Valar, Sylvan, Primordial, Draconic
Gear Quarterstaff
Power Rating 13 (10,000 points; proficiency +5)

Uncontrollable. The mage cannot be compelled, hired, bargained with or predicted. He helps where he chooses and leaves without saying why.

Untraceable. The mage cannot be followed, scried or tracked once he has left a place.

Turn Aside. When the mage fails a saving throw he can choose to succeed instead. He can do this three times a day.

Actions

Multiattack. The mage makes three Traveler's Staff attacks, or uses Miracle and makes one.

Traveler's Staff. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 23 (4d8 + 5) force damage.

Miracle. One thing that is going wrong within 300 feet stops going wrong: a fire goes out, a wall holds, a dying creature stabilizes at half its hit points, a flood turns. He can do this once.

Unmake the Working. Every spell in effect within 60 feet ends, and each creature that was maintaining one takes 8d8 psychic damage.

Bonus Actions

Step Aside. The mage teleports up to 120 feet to a space he can see.

Mythar

The Mythar are a rare celestial people, survivors bonded to the Hosts of Helion, who serve the Aurelion Ascendancy as envoys, magistrates and guardians of its holy ground. A Mythar arrives with the terms already settled and fights with a rapier of light against those who dispute them.

Habitat. Settlement, Station Interior, The Flux

Faction. Aurelion Ascendancy

Mythar

Medium celestial, humanoid

Armor Class 16
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	16 (+3)	17 (+3)	19 (+4)

Saving Throws WIS +6, CHA +7
Skills Deception +7, Insight +6, Persuasion +7, History +6
Resistances radiant, psychic
Senses darkvision 60 ft., passive Perception 13
Languages Common, Mythar, Low Aurelian
Gear Rapier, Reinforced Light Mesh Vest
Power Rating 5 (1,800 points; proficiency +3)

Reads the Room. The Mythar knows the emotional state and immediate intent of every creature within 30 feet that it can see.

Spellcasting. The mythar casts with Charisma (spell save DC 15, +7 to hit with spell attacks). An envoy casts nothing that leaves a record the other party could produce later.

At will: *Comprehend Languages*, *Detect Thoughts*, *Message*, *Minor Illusion*

2/day each: *Charm Person*, *Suggestion*, *Zone of Truth*

Actions

Light Rapier. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. With Rapier. The Mythar makes two attacks with this action.

Command Presence. *DC 15 Wisdom save.* On a failed saving throw, one creature within 60 feet spends its next turn doing what the envoy suggests. The suggestion must be a reasonable one.

Reactions

Correct the Record. *DC 15 Charisma save.* When a creature within 30 feet makes a decision the envoy's brief did not allow for, that creature makes a Charisma saving throw or must instead take the action the envoy names, provided it is not directly self-destructive.

Mythar Solar Sentinel

A Solar Sentinel has white hair, eyes with no pupil left in them, and gold plate that throws light the way a window does. The Solar Sentinels are the Mythar who did not follow Valekith and did not fall with him. The bond to the Hosts of Helion held in them when it broke everywhere else. A sentinel explains its purpose only to a Host. Solar Sentinels fly and burn with white fire, and they turn up at the places where the shattering is still leaking.

Habitat. Settlement, Plane of Helion, Rift Breach

Mythar Solar Sentinel

Medium celestial, humanoid

Armor Class 21 (solar plate)
Hit Points 266 (28d8 + 140)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	20 (+5)	19 (+4)	23 (+6)	21 (+5)

Saving Throws CON +10, WIS +11, CHA +10
Skills Arcana +9, History +9, Insight +11, Perception +11, Religion +9
Resistances necrotic, fire, psychic
Immunities radiant
Condition Immunities blinded, charmed, frightened, exhausted
Senses truesight 120 ft., passive Perception 21
Languages Common, Mythar, Primordial
Power Rating 15 (13,000 points; proficiency +5)

The Bond Held. It has advantage on saving throws against spells and other magical effects, and it cannot be Possessed or have its mind read.

Standing Light. It sheds bright light in a 40-foot radius. A fiend or undead that starts its turn in that light takes 15 radiant damage.

Watch Unbroken. It knows the direction and distance of the nearest Rift breach within 10 miles, and it cannot be surprised.

Legendary Resistance. Twice per day, when it fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The sentinel makes three Solar Blade attacks, or two attacks and uses Pillar of Helion.

Solar Blade. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 21 (3d10 + 5) radiant damage. A blade of standing white fire.

Pillar of Helion. *DC 19 Dexterity save.* A column of white fire 20 feet across falls on a point it can see within 120 feet. Every creature in the column makes a Dexterity saving throw, taking 10d10 radiant damage on a failure and half as much on a success. A fiend or undead that fails is also Blinded for 1 minute. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Mending Light. It restores 6d8 hit points to one creature it can see within 60 feet and ends one condition on that creature.

Reactions

Answer in Kind. When a creature within 60 feet casts a spell, the sentinel makes a Wisdom check against the caster's spell save DC. On a success the spell fails and has no effect.

Mytharil Steel Sentinel

The Mythar built these sentinels from mytharil, a steel they alloyed with worked magic, and set them over tombs, reliquaries and the vaults where they kept the things they had decided not to use. A sentinel does not patrol or sleep, and it holds its post though the Mythar are gone. Thousands of years have left the metal uncorroded, and the cause is unknown.

Habitat. Settlement, Rift Breach

Mytharil Steel Sentinel

Large construct (Golem)

Armor Class 20 (mytharil plate)
Hit Points 207 (18d10 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	5 (-3)	15 (+2)	3 (-4)

Saving Throws STR +11, CON +10
Skills Perception +6
Resistances bludgeoning, piercing, slashing, fire, lightning
Immunities poison, psychic, necrotic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 16
Languages understands Mythar
Power Rating 12 (8,400 points; proficiency +4)

Mytharil Body. It needs no food, drink, air or sleep, and it is unaffected by the passage of time. Magic cannot put it to sleep or alter its form.

Holds the Post. It will not willingly move more than 120 feet from what it guards. Within that distance it has advantage on all saving throws.

Spell-Eater. When a spell of 5th level or lower targets it, the spell fails and the sentinel regains hit points equal to ten times the spell's level.

Siege Body. It deals double damage to objects and structures.

Actions

Multiattack. It makes two greatblade attacks.

Mytharil Greatblade. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 25 (4d8 + 7) slashing damage. A strike from a greatblade cast as one piece with its arm.

Sundering Blow. *DC 18 Dexterity save.* The sentinel drives the blade into the floor. Every creature within 15 feet makes a Dexterity saving throw, taking 6d10 force damage and being knocked Prone on a failure, or half as much damage on a success. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Warding Light. *DC 18 Constitution save.* It raises a hand and the door behind it seals. Every creature within 30 feet makes a Constitution saving throw, taking 5d8 radiant damage and being pushed 20 feet away on a failure, or half as much damage and no movement on a success.

Reactions

Immovable. When an effect would move it or an object it guards, the sentinel ignores the effect.

Naga

A naga does not stay dead. It reforms over several days in the place it considers its own, with all its memories, including who killed it.

Habitat. Settlement, Jungle

Naga

Large monster

Armor Class 15 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws DEX +6, CON +6, WIS +5, CHA +7
Skills Arcana +6, Perception +5
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common, Draconic
Power Rating 7 (2,900 points; proficiency +3)

Rejuvenation. A destroyed naga returns to life in 1d6 days, regaining all its hit points, unless the remains are burned and scattered on running water.

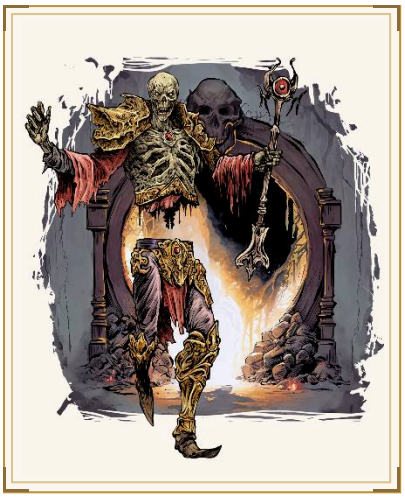
Actions

Bite. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. A bite from its serpentine head.

Venom. *DC 14 Constitution save.* A creature bitten makes a Constitution saving throw, taking 6d8 poison damage on a failure and half as much on a success.

Constrict. The naga Grapples a Large or smaller creature it has hit. The target is Restrained and takes 2d8 + 4 bludgeoning damage at the start of each of the naga's turns.

Necrolich



A necrolich is several minds merged into one vessel, on the reasoning that a shared vessel outlasts separate ones. The merge never settled whose priorities would survive, and the result matches none of them exactly. It speaks of itself in the plural and argues with itself aloud in a fight.

Habitat. Settlement

Necrolich

Medium undead

Armor Class 20
Hit Points 304 (32d8 + 160)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	20 (+5)	23 (+6)	19 (+4)	18 (+4)

Saving Throws CON +11, INT +12, WIS +10
Skills Arcana +12, History +12, Insight +10, Perception +10
Resistances cold, lightning, necrotic
Immunities poison
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 20
Languages Common, Netherspeech, Ebon Liturgy, Draconic, Old Valar
Power Rating 17 (18,000 points; proficiency +6)

Shifting Priorities. At the start of each of its turns, the necrolich chooses one of three modes and cannot choose the same one twice in a row: its attacks deal an extra 3d6 necrotic damage, it has resistance to all damage, or its save DCs increase by 2.

Divided Vessels. The necrolich's vessels are distributed. Destroying one reduces its hit point maximum by 40 permanently. It re-forms in ten days unless all of them are destroyed.

Turn Resistance. The necrolich has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The necrolich uses Withering Touch twice, or uses Withering Touch and Grave Call.

Withering Touch. *Melee Attack Roll: +12, reach 5 ft., one target. Hit:* 28 (4d10 + 6) necrotic damage. The target's hit point maximum is reduced by the damage taken until it finishes a long rest.

Grave Call. The necrolich raises 2d4 skeletons or 1d4 ghouls from any remains within 60 feet. They act on its initiative and last until destroyed.

Consuming Word. Each creature in a 40-foot cone makes a DC 20 Constitution save, taking 12d8 necrotic damage on a failure or half as much on a success. A creature reduced to 0 hit points by this rises as a skeleton on the necrolich's next turn.

Reactions

Reroll Save. When the necrolich fails a saving throw, it can reroll and use the second result. It can do this three times a day.

Necromancer

A necromancer is an undead scholar that commands the dead in its hall. It does not fight in the front rank. The skeletons and zombies that come down the hall first were buried under it.

Habitat. Settlement

Necromancer

Medium undead, humanoid

Armor Class 15
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	19 (+4)	15 (+2)	14 (+2)

Saving Throws INT +7, WIS +5
Skills Arcana +7, History +7, Medicine +5
Resistances necrotic
Condition Immunities poisoned, frightened
Senses darkvision 60 ft., passive Perception 12
Languages Common, Netherspeech, Old Valar
Power Rating 7 (2,900 points; proficiency +3)

Undying. When the necromancer drops to 0 hit points, it returns with 20 hit points at the start of its next turn unless the killing damage was radiant or the body was destroyed.

Grave Sense. The necromancer knows the location and manner of death of every body within 300 feet.

Actions

Multiattack. The necromancer makes two Withering Touch attacks or casts one spell.

Withering Touch. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 14 (3d6 + 4) necrotic damage. A necrotic touch from the necromancer's hand.

Raise the Hall. This action recharges after a long rest. Four skeletons or two zombies rise within 30 feet and act on the necromancer's initiative. They crumble when it is destroyed.

Enervate. One creature within 60 feet makes a DC 15 Constitution save, taking 6d8 necrotic damage on a failure or half as much on a success. Its hit point maximum is reduced by the damage taken until it finishes a long rest.

Necromancer Hierophant

A necromancer hierophant wears a fur-trimmed coat over plain dark robes and holds a severed head up on the palm like a lamp. It is what a necromancer becomes when the work turns into a rite: the congregation raises the dead, and the hierophant speaks for whatever responds. It has no body of its own beyond the one it is wearing. Its followers come from both sides of the grave.

Habitat. Settlement, Rift Breach

Necromancer Hierophant

Medium undead, humanoid

Armor Class 17 (grave wards)
Hit Points 195 (23d8 + 92)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	18 (+4)	21 (+5)	17 (+3)	18 (+4)

Saving Throws CON +8, INT +9, WIS +7
Skills Arcana +9, Lore +9, Religion +9, Intimidation +8
Resistances necrotic, cold
Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Common, Netherspeech, Old Valar
Power Rating 11 (7,200 points; proficiency +4)

Congregation. Undead within 120 feet that it controls have advantage on saving throws, and it can see and hear through any of them.

Undying. If it is reduced to 0 hit points while any undead it controls is within 1 mile, it rises again in that creature's place at the next midnight.

Legendary Resistance. Once per day, when it fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. It uses Withering Touch twice, or once and uses Raise the Congregation.

Withering Touch. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 18 (3d8 + 5) necrotic damage. A touch that withers living flesh.

Raise the Congregation. Up to six corpses within 60 feet rise as zombies or skeletons under its control. They act on its initiative. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Grave Sermon. *DC 17 Constitution save.* Every living creature within 30 feet makes a Constitution saving throw, taking 8d8 necrotic damage on a failure and half as much on a success. Undead in the area regain hit points equal to half the total dealt.

Bonus Actions

The Head Speaks. The head it holds gives a truthful reply to one question about a subject the dead person knew in life.

Night Hag

A night hag sits on the chest of a sleeper, who wakes conscious in an ordinary room, unable to move below the neck. She picks one household and rides the same sleeper for months, taking a little each night until too little is left to wake. Cold iron under the pillow keeps her off.

Habitat. Settlement

Night Hag

Medium fae

Armor Class 17
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	17 (+3)	18 (+4)	17 (+3)

Saving Throws WIS +7, CHA +6
Skills Deception +6, Insight +7, Perception +7, Stealth +5
Resistances cold, fire, necrotic
Senses darkvision 120 ft., passive Perception 17
Languages Netherspeech, Sylvan, Common
Power Rating 6 (2,300 points; proficiency +3)

Wall Passage. While a creature within 100 feet is asleep, the night hag can move through solid objects toward it at her speed.

Cold Iron. A creature carrying cold iron on its person cannot be targeted by Ride the Sleeper.

Hit Point Drain. A creature she has ridden has its hit point maximum reduced by 1d10 until it finishes a long rest somewhere she cannot reach.

Actions

Multiattack. The night hag makes two claw attacks.

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 12 (2d8 + 3) slashing damage.

Ride the Sleeper. One sleeping creature within 5 feet makes a DC 15 Wisdom save. On a failure it wakes, is Paralyzed for 1 minute, and takes 4d8 psychic damage at the end of each of its turns. It stays aware of what happens around it. It repeats the save at the end of each of its turns.

Bonus Actions

Vanish. The night hag becomes Invisible until she attacks or until the start of her next turn.

Nightmare

Nightmares are horses in outline and fire everywhere else, and they cross between the Prime Plane and the Plane of Oblivion. Whoever rides one has paid a price other than coin.

Habitat. Plane of Oblivion, Rift Breach

Nightmare

Large fiend

Armor Class 13
Hit Points 68 (8d10 + 24)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3
Immunities fire
Senses passive Perception 13
Languages none
Power Rating 3 (700 points; proficiency +2)

Confer Fire Resistance. Grants resistance to fire damage to anyone riding it.

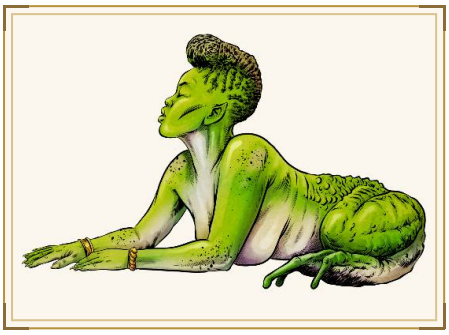
Illumination. Sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Hooves. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage. Burning hooves deal an extra 2d6 fire damage to a creature hit.

Oblivion Stride. The nightmare and up to three willing creatures within 5 feet of it pass into the Plane of Oblivion from the Prime Plane, or back again. It cannot use this again until it has finished a short or long rest.

Nixie



A nixie holds a stretch of river by music, and her fiddling is better than any a village has heard. Listeners stand closer, the bank gives way, and the river takes them. She will teach the fiddle to a person who asks properly, for a price agreed in advance and always collected.

Habitat. Coastline, Wetland

Nixie

Medium fae

Armor Class 13
Hit Points 45 (7d8 + 14)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	13 (+1)	15 (+2)	18 (+4)

Skills Deception +6, Performance +6, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Common, Primordial
Power Rating 2 (450 points; proficiency +2)

Amphibious. The nixie breathes air and water.

Home Water. The nixie cannot be compelled to leave the stretch of river or lake it holds and regains 10 hit points at the start of each of its turns while in it.

Actions

Clawed Grip. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. If the target is of Medium size or smaller it is Grappled (escape DC 13).

Luring Tune. Each creature within 60 feet that can hear it makes a DC 14 Wisdom save. On a failure it is Charmed for 1 minute and moves toward the water on each of its turns by the shortest route. It repeats the save when it takes damage or when it enters the water.

Bonus Actions

Drag Under. The nixie moves up to its swim speed while Grappling a creature. A Grappled creature pulled underwater begins Suffocating.

Njordir

Njordir are taller and heavier than their elven kin and trace their line to vaults cut into living rock. They recite the history of those vaults in cycles and can say which century a passage was widened.

Habitat. Settlement, Subterranean

Njordir

Medium humanoid, elemental

Armor Class 15 (stone-scale)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	13 (+1)	15 (+2)	12 (+1)

Skills Survival +4, History +3, Athletics +4
Resistances poison
Senses darkvision 60 ft., passive Perception 12
Languages Njordhalla, Common
Gear Warhammer, Chainmail
Power Rating 1 (200 points; proficiency +2)

Stoneborn Resilience. The njordir has advantage on saving throws against poison.

Actions

Warhammer. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) bludgeoning damage. A strike from a short-hafted warhammer.

Reactions

Brace. When an effect would move the njordir against its will or knock it Prone while it stands on stone or soil, it does not move and does not fall. Once per short or long rest.

Njordir Acolyte

A Njordir acolyte is a student of the Earth Channel in the first years of training at a mountain hold. Acolytes spend a year listening to a mountain before they are permitted to move any part of one, and once they can they are set to guard the vaults and their passages. Their spells shape stone, raise shields and spikes of rock, and hold them in place.

Habitat. Settlement, Subterranean

Njordir Acolyte

Medium humanoid, elemental

Armor Class 16 (stone-scale and shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	13 (+1)	16 (+3)	12 (+1)

Saving Throws CON +5, WIS +5
Skills Arcana +3, Survival +5, Athletics +5
Resistances poison
Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 13
Languages Njordhalla, Common
Gear Channeler's Focus, Warhammer, Kite Shield
Power Rating 3 (700 points; proficiency +2)

Earthbond. Knows the shape of the rock within 60 feet, including voids and worked passages.

Spellcasting. The njordir acolyte casts with Wisdom (spell save DC 13, +5 to hit with spell attacks). Casts with Wisdom. Its spells are Earth Channel: shaping stone, raising shields and spikes of rock, and holding ground.

At will: *Pebble*, *Mortar*

3/day each: *Sculpt*, *Bulwark*

1/day each: *Spire*, *Berm*

Actions

Stone Fist. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage. Two attacks. On a hit the target is pushed 5 feet, and if it is pushed into stone it takes an extra 1d8 bludgeoning damage.

Ground Fault. *DC 13 Dexterity save.* A 20-foot line. Each creature on the ground there takes 4d8 bludgeoning damage and is knocked Prone on a failed save, or half damage on a success.

Reactions

Set the Stone. *DC 13 Strength save.* When a creature the acolyte can see within 30 feet starts to move, the creature makes a Strength saving throw. On a failure its movement ends, held by risen rock.

Njordir Sage

A Njordir sage is the senior Earth Channel caster of a mountain hold and keeps the record of what its stone has been asked to do and by whom. Sages sit in the deep halls and are consulted before any passage is cut or widened. They are slow to agree to a working and do not reverse an agreement once made.

Habitat. Settlement, Subterranean

Njordir Sage

Medium humanoid, elemental

Armor Class 18 (living stone mantle)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	15 (+2)	20 (+5)	14 (+2)

Saving Throws STR +6, CON +7, WIS +8
Skills Arcana +5, History +5, Survival +8, Insight +8
Resistances poison, bludgeoning
Condition Immunities petrified
Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 15
Languages Njordhalla, Common, Primordial
Gear Spell Amplifier, Focusing Crystal
Power Rating 8 (3,900 points; proficiency +3)

Long Memory. The sage has advantage on Intelligence (History) checks about anything older than three centuries.

Rooted. The sage cannot be moved against its will while standing on stone or soil.

Spellcasting. The njordir sage casts with Wisdom (spell save DC 16, +8 to hit with spell attacks). Casts with Wisdom. Its spells are Earth Channel: shaping and sensing stone, raising walls, and moving through rock, up to 5th level.

At will: *Pebble*, *Mortar*, *Mending*

Level 1 (4 slots): *Sculpt*, *Bulwark*, *Longstrider*

Level 2 (3 slots): *Spire*, *Berm*, *Anchor*

Level 3 (3 slots): *Burrow*, *Tremor*, *Meld into Stone*

Level 4 (3 slots): *Sounding*, *Rampart*, *Stone Shape*

Level 5 (2 slots): *Taproot*, *Boulder*

Actions

Stone Lance. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 10 (1d10 + 5) bludgeoning damage. The sage makes three Stone Lance attacks. Each hit leaves a spur of rock in the target. A creature with two or more spurs in it has its speed halved until they are cut out. Cutting them out takes an action and deals 1d6 damage.

Close the Vault. *DC 16 Dexterity save.* The sage raises stone in a 30-foot radius within 120 feet. Each creature there takes 11d8 bludgeoning damage and is Restrained by risen stone on a failed save, or takes half damage on a success. Recharges on a 5 or 6.

Reactions

Stone Ward. When a creature within 60 feet would move the sage, knock it Prone, or open a way through stone near it, the effect fails. Twice per day.

Nosferatu

A nosferatu is a vampire that can no longer pass for living. It is bald and hunched, with long fingers and front teeth like a rat's. It nests in the lowest decks of old ships and in plague-struck towns. Rats follow it and spread disease, and a crew or a district starts dying before the nosferatu is found.

Habitat. Settlement, Derelict Hull

Nosferatu

Medium undead, humanoid (Vampire)

Armor Class 16 (leathered hide)
Hit Points 170 (20d8 + 80)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	8 (-1)

Saving Throws STR +9, CON +8, WIS +7
Skills Stealth +7, Perception +7, Athletics +9
Resistances necrotic, bludgeoning, piercing, slashing
Senses darkvision 120 ft., passive Perception 17
Languages Common, Netherspeech
Power Rating 9 (5,000 points; proficiency +4)

Regeneration. The nosferatu regains 15 hit points at the start of its turn if it has at least 1 hit point and has not taken radiant damage since its last turn.

Sunlight Hypersensitivity. The nosferatu takes 20 radiant damage at the start of each turn in direct sunlight, and has disadvantage on attack rolls and ability checks.

Spider Climb. The nosferatu can climb walls and ceilings without an ability check.

Actions

Claws. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 14 (2d8 + 5) slashing damage. The nosferatu makes two attacks with this action. A creature hit by both is Grappled.

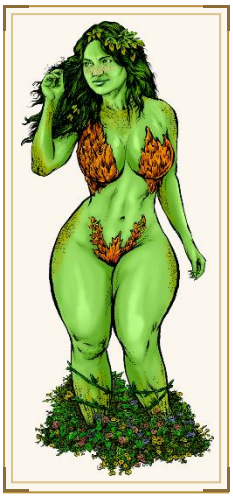
Dread Stare. *DC 16 Wisdom save.* Each creature within 30 feet that can see the nosferatu makes a Wisdom saving throw or is Frightened for one minute, repeating the save at the end of each of its turns.

Call the Rats. Once per day, two swarms of rats emerge within 30 feet and act on the nosferatu's turn until it dies or dismisses them.

Bonus Actions

Plague Bite. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 15 (3d6 + 5) necrotic damage. *DC 16 Constitution save.* The nosferatu can use this attack only against a Grappled, Restrained or Unconscious creature. The target's hit point maximum drops by the damage dealt, and the nosferatu regains that many hit points. The target also makes a Constitution saving throw or contracts a wasting fever: it cannot regain hit points except by a long rest until the disease is cured.

Nymph



A nymph settles on a spring or the plumbing that replaced it and objects to any change in that place, first loudly and then physically.

Habitat. Wetland, Low Orbit

Nymph

Medium fae

Armor Class 15
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	13 (+1)	15 (+2)	18 (+4)

Saving Throws DEX +6
Skills Performance +6, Stealth +6, Persuasion +6
Senses passive Perception 12
Languages Sylvan, Common
Power Rating 2 (450 points; proficiency +2)

Fade. In dim light or heavier cover, the nymph is effectively Invisible while it stays still.

Spellcasting. The nymph casts with Charisma (spell save DC 14, +6 to hit with spell attacks). A nymph casts through the water it is attached to, whether a spring or the plumbing that replaced it.

At will: *Dancing Lights*, *Druidcraft*, *Mist*

3/day each: *Charm Person*, *Fog Cloud*

1/day each: *Hideous Laughter*, *Invisibility*

Actions

Sting. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) piercing damage. The nymph makes two Sting attacks.

Beguiling Song. *DC 14 Wisdom save.* Each creature within 30 feet that can hear the nymph is Charmed until the end of its next turn on a failed save, and will not attack the nymph while Charmed.

Reactions

Hold Still. When a creature the nymph can see moves to attack it while the nymph is in dim light or heavier cover, the nymph stops moving, becomes effectively Invisible, and the attack has disadvantage.

Ogre

Ogres take work from whoever feeds them. Once an ogre decides how to solve a problem, it keeps at that approach: an ogre that has decided a door is the problem keeps hitting the door.

Habitat. Desert, Subterranean

Ogre

Large giantkin

Armor Class 13 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Skills Athletics +6, Intimidation +0
Senses darkvision 60 ft., passive Perception 8
Languages Common, Jotun
Power Rating 2 (450 points; proficiency +2)

Actions

Greatclub. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage. A club made from a trimmed tree trunk.

Javelin. *Ranged Attack Roll: +6, medium range, one target. Hit:* 11 (2d6 + 4) piercing damage. A thrown javelin.

Ogre Glutton

Ogre bands run on a rough share of the food, and this ogre does not observe it. No band wants to test its reach over a haunch of meat, and it has a record of eating what was sitting next to it when food ran short. It travels alone now, follows noise, and arrives at a campsite in the hour after the cooking.

Habitat. Woodland, Highland

Ogre Glutton

Large giantkin

Armor Class 14
Hit Points 85 (9d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Athletics +6
Senses darkvision 60 ft., passive Perception 9
Languages Jotun
Power Rating 4 (1,100 points; proficiency +2)

Cooking Sense. Smells a cooking fire at two miles and goes to it.

Feeds on Kills. When it reduces a creature to 0 hit points it stops to feed, regains 20 hit points, and takes no other action that turn.

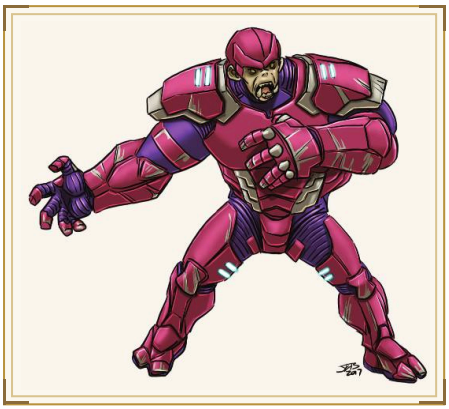
Actions

Multiattack. Makes two club attacks.

Tree Club. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage.

Bite. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) piercing damage.

Ogre Pit Boss



An ogre pit boss is an ogre that was already hard to put down, now in magenta and purple fighting plate with a servo spine and a reinforced jaw that the pit's surgeon fitted between bouts. The local syndicate picked it from the undercard and has upgraded it since, and it is undefeated in the pit. It fights where the syndicate tells it to, in front of a crowd.

Habitat. City, Station Interior, The Meridian Run, Settlement

Faction. Black Meridian Syndicate

Ogre Pit Boss

Large giantkin

Armor Class 19 (syndicate fighting plate)
Hit Points 126 (12d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	7 (-2)	11 (+0)	12 (+1)

Saving Throws STR +9, CON +8
Skills Athletics +9, Intimidation +4
Resistances kinetic
Senses darkvision 60 ft., passive Perception 10
Languages Common, Jotun
Power Rating 7 (2,900 points; proficiency +3)

Plays to the Crowd. While at least five creatures are watching, it has advantage on saving throws against being Frightened and deals an extra 1d8 damage with its melee attacks.

Servo Spine. It has advantage on checks and saving throws made to grapple, shove or resist being moved.

Patched Between Rounds. It regains 10 hit points at the start of each of its turns while it is above half its hit points.

Actions

Multiattack. It makes two armored fist attacks, or one fist attack and one Slam Down.

Armored Fist. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 17 (2d10 + 6) kinetic damage. A punch from a gauntlet the size of a cargo crate's corner.

Slam Down. *DC 16 Strength save.* The ogre takes hold of a creature within 10 feet and slams it into the floor. The creature makes a Strength saving throw, taking 4d10 bludgeoning damage and being knocked Prone on a failure, or half as much damage on a success.

Bonus Actions

Finish It. Against a creature that is Prone or Grappled, it makes one armored fist attack with advantage.

Reactions

Take the Blow. When it is hit by a melee attack, it reduces the damage by 10 and the attacker is pushed 10 feet back.

Ogre Witch

One ogre in a few hundred takes up witchcraft, often after a winter spent alone. She comes back able to turn the weather and open wounds, and she can wear a borrowed shape for an evening. The band has no rank that fits her, so it gives her what she asks for: to be left alone, and first refusal on the take.

Habitat. Highland, Settlement

Ogre Witch

Large giantkin

Armor Class 16
Hit Points 136 (16d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	17 (+3)	18 (+4)

Saving Throws CON +6, WIS +6, CHA +7
Skills Arcana +6, Deception +7, Insight +6, Nature +6
Resistances cold, necrotic
Senses darkvision 60 ft., passive Perception 13
Languages Jotun, Common, Sylvan
Power Rating 8 (3,900 points; proficiency +3)

Regeneration. Regains 10 hit points at the start of its turn if it has at least 1 hit point and has not taken fire damage since its last turn.

Borrowed Shape. Can take the appearance of a Medium humanoid for up to 8 hours. It keeps its own statistics.

Band Deference. Allied giantkin within 60 feet will not act against her and defer to her on any question of where the band goes next.

Actions

Multiattack. Makes two staff attacks, or uses Sleet Storm and makes one.

Iron-Bound Staff. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 15 (2d10 + 4) bludgeoning damage.

Sleet Storm. A 40-foot radius within 120 feet fills with sleet for 1 minute. The area is difficult terrain and lightly obscured, and each creature that ends its turn in it makes a DC 15 Constitution save or takes 4d8 cold damage and has its Speed halved.

Open Wound. One creature within 60 feet that has taken damage since its last turn makes a DC 15 Constitution save, taking 6d8 necrotic damage and gaining the Bleeding condition on a failure, or half as much on a success.

Cloud of Sleep. One creature within 30 feet makes a DC 15 Wisdom save or falls Unconscious for 1 minute, waking if it takes damage.

Old One

An Old One is a tangle of tentacles, wings and a partial face, too large for anyone to have seen all of it at once. It is older than the Prime Plane and did not originate there, and only the part of it that fits is on this side. It sleeps for most of an age, and its sleep leaks into the world as cults, drowned towns and a dream shared along a coastline. It has been woken twice, and the coastlines where it woke are still empty.

Habitat. Abythis Sea Trench, Rift Breach, Oceanic Trench, Shallows

Old One

Gargantuan aberration

Armor Class 23 (geometry that does not resolve)
Hit Points 370 (20d20 + 160)
Speed 40 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	26 (+8)	24 (+7)	26 (+8)

Saving Throws CON +14, INT +14, WIS +13, CHA +14
Skills Arcana +14, Insight +13, Lore +14, Perception +13
Resistances bludgeoning, piercing, slashing, fire, cold, lightning
Immunities psychic, poison, necrotic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, stunned, prone
Senses truesight 120 ft., darkvision 240 ft., telepathy 1000 ft., passive Perception 23
Languages Netherspeech, Primordial
Power Rating 20 (25,000 points; proficiency +6)

Alien Rejuvenation. The Old One cannot be banished, imprisoned or permanently killed by any means available on the Prime Plane. When it is reduced to 0 hit points, it disperses and re-forms at its resting place after 100 years.

Dream Reach. Every creature that sleeps within 100 miles of it dreams of it. A creature that finishes a long rest in that area makes a Wisdom saving throw against DC 23 or gains no benefit from the rest and takes 4d10 psychic damage.

Horrifying Form. A creature that starts its turn able to see it makes a Wisdom saving throw against DC 23 or is Frightened for 1 minute. A creature that fails by 10 or more is Stunned for 1 minute instead.

Legendary Resistance. Three times per day, when it fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Old One makes three Tentacle attacks, or two Tentacle attacks and uses Unmaking Thought.

Tentacle. *Melee Attack Roll: +15, reach 30 ft., one target. Hit:* 31 (4d10 + 9) bludgeoning damage. A strike from one of its tentacles.

Unmaking Thought. *DC 22 Intelligence save.* The Old One targets a 60-foot radius within 300 feet of it. Every creature in the area makes an Intelligence saving throw, taking 12d10 psychic damage and being Stunned until the end of its next turn on a failure, or half as much damage and no other effect on a success. A creature reduced to 0 hit points this way dies outright.

Churning Surge. *DC 22 Strength save.* The sea or air within 120 feet turns over. Every creature in that area makes a Strength saving throw, taking 10d8 bludgeoning damage and being moved up to 60 feet in a direction of the Old One's choice on a failure, or half as much damage and no movement on a success. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

LEGENDARY ACTIONS

Regard. One creature it can see within 300 feet makes a Wisdom saving throw against DC 23 or takes 6d10 psychic damage and has disadvantage on all rolls until the end of its next turn.

Reach. It makes one tentacle attack.

Elsewhere. It vanishes and reappears at a point it can see within 300 feet. Every creature within 20 feet of either point takes 4d10 psychic damage.

Oni Warrior

Gatehouses watch that quarter and shrines face it for this reason. An oni warrior wears the hide of the last big cat it killed and swings a kanabo heavy enough to take a gate off its hinges in two blows. It can wear a borrowed face for an evening, long enough to be seated at a table, and the horns are noticed under the hair too late.

Habitat. Subterranean, Settlement

Oni Warrior

Large giantkin

Armor Class 16
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws STR +8, CON +7
Skills Athletics +8, Deception +5, Intimidation +5
Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Jotun, Common
Power Rating 7 (2,900 points; proficiency +3)

Borrowed face. Can take the appearance of a Medium humanoid it has seen, for up to 8 hours. Its horns remain and must be covered. A creature that touches it or sees it in direct light may make a DC 15 Insight check to notice.

Regeneration. Regains 10 hit points at the start of its turn if it has at least 1 hit point and has not taken radiant damage since its last turn.

Driven out. Will not cross a threshold that has been scattered with roasted beans within the past day.

Actions

Multiattack. Makes two club attacks.

Iron club. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 18 (3d8 + 5) bludgeoning damage. On a hit the target makes a DC 16 Strength save or is knocked Prone.

Gate-breaker. One object or structure within 10 feet takes 40 bludgeoning damage, ignoring resistance. A wooden gate goes down in two of these.

Sit at the table. While in a borrowed face, one creature within 30 feet makes a DC 15 Wisdom save or is Charmed for 1 hour, and regards the oni as an expected guest.

Onyx Dragon Hatchling

Onyx Dragons descend from Terran Drakes that fled into the world's crust when the Njordir hunted them. A hatchling feels footsteps through stone long before it hears them.

Habitat. Lower Atmosphere, Subterranean

Onyx Dragon Hatchling

Medium draconian

Armor Class 15 (soft scale)
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 60 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2
Resistances fire, lightning, force
Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 30 ft., passive Perception 12
Languages Draconic
Power Rating 3 (700 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. A bite from the hatchling's jaws.

Ichor Breath. *DC 12 Dexterity save.* The dragon exhales in a 20-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 5d6 acid damage on a failure and half as much on a success. The ichor clings, and a creature that fails takes the same damage again at the end of its next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Orc

Orcs are the rank and file of the frontier warbands. Their holdings run on raiding and on the tribute that follows it. An orc tests a stranger early by pushing them and watching what happens.

Habitat. Terran (Verdant), Settlement

Orc

Medium humanoid

Armor Class 13 (hide armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orcish
Gear Greataxe, Hide Vest

Power Rating 1 (200 points; proficiency +2)

Actions

Greataxe. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 9 (1d12 + 3) slashing damage. A greataxe swung two-handed.

Reactions

Retaliate. When a creature within 5 feet damages the orc, it makes one Greataxe attack against that creature. Once per short or long rest.

Orc Champion

A warband settles its disputes by putting a single fighter forward, which spares the band a split and gives the champion a standing the band never voted on. The band reads her staying in the role as loyalty, and the chieftain reads it as patience. She has won fourteen challenges in a row, the last four by wide margins.

Habitat. Settlement, Desert

Orc Champion

Medium humanoid

Armor Class 16
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws STR +6, CON +5
Skills Athletics +6, Intimidation +3
Senses darkvision 60 ft., passive Perception 11
Languages Orcish, Common
Gear Greataxe, Javelin, Hide Vest
Power Rating 4 (1,100 points; proficiency +2)

Single Combat. When the champion fights a single opponent with the band watching, it has advantage on attack rolls and cannot be Frightened.

Aggressive. The champion can use a bonus action to move up to its speed toward a hostile creature it can see.

Actions

Multiattack. The champion makes two Great Axe attacks.

Great Axe. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Ranged Attack Roll: +6, close range, one target. Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Trade Blows. When hit by a melee attack, the champion can accept the damage to make one Great Axe attack against the attacker.

Orc Chieftain

A chieftain who keeps the best plunder for himself lasts a season. The ones who last share it out in public and take their own portion last, and the band follows because it can see the arrangement working. In a fight he goes to the thinnest part of the line, where the losses are, with the warband watching.

Habitat. Settlement, Terran (Verdant)

Orc Chieftain

Medium humanoid

Armor Class 17
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws STR +7, CON +7, WIS +5
Skills Athletics +7, Intimidation +6, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Orcish, Common
Gear Greataxe, Leather Brigandine
Power Rating 6 (2,300 points; proficiency +3)

Rallying Presence. Allied orcs within 60 feet that can see him have advantage on saving throws against being Frightened.

Reinforce the Line. At the start of each of its turns, the chieftain can move up to its speed toward the ally that has taken the most damage, without provoking opportunity attacks.

Actions

Multiattack. The chieftain makes three Chieftain's Axe attacks.

Chieftain's Axe. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 10 (1d12 + 4) slashing damage.

Call the Charge. Up to six allies within 60 feet that can hear the chieftain immediately move up to their speed and make one melee attack each.

Reactions

Guard the Fallen. When an ally within 10 feet drops to 0 hit points, the chieftain moves to it and every attack against that ally has disadvantage until the end of his next turn.

Orc Hunter

Orc hunters scout the ground a raid will cross and mark it for the warband. They fight at range and withdraw when spotted. They work ahead of the raid on frontier worlds and around raider holds.

Habitat. Terran (Verdant), Settlement

Orc Hunter

Medium humanoid

Armor Class 14 (hide and scavenged mesh)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Survival +3, Stealth +4, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orcish
Gear Bolt-Action Rifle, Hide Vest, Binoculars
Power Rating 1 (200 points; proficiency +2)

Marked Quarry. Once per turn, an ally within 60 feet that attacks a creature the hunter attacked this round adds 1d6 damage on a hit.

Actions

Bolt-Action Rifle. *Ranged Attack Roll: +4, long range, one target. Hit:* 8 (1d12 + 2) ballistic damage. A shot from a bolt-action rifle.

Reactions

Mark the Ground. When a hostile creature within 60 feet moves into ground the hunter has scouted, every ally within 60 feet has advantage on their first attack roll against that creature this round.

Orc Shaman

A shaman wears the feathered mantle and uses the fetish staff of the clan's last shaman, and the clan treats its word about a hunt as settled. It keeps the names of the dead and the terms of every debt the clan holds. In a fight it stands behind the line, curses the enemies the warriors are fighting and strengthens the warriors. A clan that loses its shaman stops fighting and goes looking for the body.

Habitat. Terran (Barren), Desert

Orc Shaman

Medium humanoid

Armor Class 15 (hide and fetishes)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	12 (+1)	17 (+3)	14 (+2)

Saving Throws CON +4, WIS +5
Skills Insight +5, Medicine +5, Nature +3, Perception +5, Religion +3
Senses darkvision 60 ft., passive Perception 15
Languages Orcish, Common
Power Rating 4 (1,100 points; proficiency +2)

Clan Memory. The shaman knows the name and manner of death of every orc of its clan and has advantage on Insight checks made against one of them.

Aggressive. As a bonus action the shaman moves up to its speed toward a hostile creature it can see.

Actions

Fetish Staff. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) bludgeoning damage. A two-handed swing of a fetish staff.

Curse the Swing. One creature the shaman can see within 60 feet makes a DC 13 Wisdom saving throw. On a failure it takes 3d8 necrotic damage and has disadvantage on its next attack roll. On a success it takes half as much damage.

Call the Mantle. Each allied orc within 30 feet that can see it adds 1d6 to its damage rolls until the start of the shaman's next turn. The shaman can do this three times a day.

Bonus Actions

Bind the Wound. One allied creature within 30 feet regains 2d8 hit points. The shaman can do this three times a day.

Orc Warboss

Any orc can lead one band. A warboss leads four at once and settles feuds faster than they form, because he is the one fighter all four would lose to. He runs the confederation as a campaign with supply, a line of march and sieges that last months. The spoils are agreed in advance on a board every band can read.

Habitat. Terran (Verdant)

Orc Warboss

Medium humanoid

Armor Class 18
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	15 (+2)	15 (+2)	18 (+4)

Saving Throws STR +8, CON +7, CHA +7
Skills Athletics +8, Insight +5, Intimidation +7, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Orcish, Common, Goblin
Gear Greataxe, Half Plate Cuirass
Power Rating 8 (3,900 points; proficiency +3)

Warband Discipline. Allied orcs within 120 feet cannot be Charmed or Frightened, and will not break from a position while the warboss is standing.

Settle Feud. When two allied creatures within 60 feet would turn on each other, the warboss ends it as a bonus action with no check.

Brutal. The warboss's critical hits roll one additional damage die.

Actions

Multiattack. The warboss makes two Warboss Axe attacks.

Warboss Axe. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 18 (2d12 + 5) slashing damage.

Order the Line. Up to eight allies within 120 feet immediately move up to their speed and make one attack each. They have advantage on those attacks.

Name a Target. The warboss names one creature within 120 feet aloud. Every allied orc that can hear it has advantage on attack rolls against that creature until the end of the warboss's next turn.

Orc Warrior

Orc warriors are raiders who have survived enough raids to hold rank in a warband. They wear plate stripped from earlier fights and lead from the front, since a warband takes orders only from whoever is there. They are found on frontier worlds and in raider holds.

Habitat. Terran (Verdant), Settlement

Orc Warrior

Medium humanoid

Armor Class 15 (scavenged plate)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws STR +6, CON +5
Skills Athletics +6, Intimidation +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orcish
Gear Greataxe, Riveted Plate Cuirass, Frag Grenade
Power Rating 2 (450 points; proficiency +2)

Fights On. The first time the warrior drops to 0 hit points, it drops to 1 instead and its speed increases by 10 feet until the end of its next turn.

Actions

Greataxe. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (1d12 + 4) slashing damage. A two-handed chop with the warrior's greataxe.

Bonus Actions

Roar. *DC 11 Wisdom save.* Each hostile creature within 30 feet that can hear the warrior is Frightened until the end of its next turn on a failed save.

Reactions

Retaliate. When a creature within 10 feet damages the warrior, it makes one Greataxe attack against that creature.

Otso Spirit

The northern holds have a dozen names for it, including honey-paw, the wide one and the old man of the wood, and none is its true name. Most of the year it is the size of a cub, following a party for a day and stealing what it is not given. If a party gives it no food and says its true name aloud, it rises to nine feet at the shoulder.

Habitat. Taiga, Woodland

Otso Spirit

Small fae, beast

Armor Class 14
Hit Points 58 (9d6 + 27)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	11 (+0)	17 (+3)	15 (+2)

Skills Perception +5, Sleight of Hand +5, Stealth +5
Resistances cold
Senses darkvision 60 ft., keen smell, passive Perception 15
Languages Sylvan, Old Norska
Power Rating 3 (700 points; proficiency +2)

True Name. Speaking the spirit's true name within its hearing provokes Rise the moment it can act. It knows when the name is spoken anywhere within a mile.

Guest Right. A party that leaves food out is not attacked and loses only the food.

Actions

Multiattack. The spirit makes two claw attacks.

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage.

Rise. This action recharges after a long rest. The spirit becomes Huge for 1 minute. Its Strength becomes 22, its claws deal 3d8 + 6 damage with 10 feet of reach, and it has advantage on Strength checks and saves. Anything it was carrying grows with it.

Bonus Actions

Snatch. The spirit takes one unattended object within 5 feet, or one carried object if its carrier fails a DC 13 Dexterity save.

Outlaw Gunslinger

An outlaw gunslinger works two sidearms and reloads both without looking. She takes what a job pays and moves on the same night, and the warrant following her trails three systems behind. She opens a fight from across the room and keeps an exit behind her.

Habitat. Terran (Verdant), Settlement

Outlaw Gunslinger

Medium humanoid

Armor Class 15 (armorweave)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	12 (+1)	14 (+2)	15 (+2)

Saving Throws DEX +6
Skills Acrobatics +6, Deception +4, Perception +4, Sleight of Hand +6, Stealth +6
Senses passive Perception 14
Languages Common, Meridian Cant
Power Rating 4 (1,100 points; proficiency +2)

Two Guns. She draws and fires both sidearms as one attack action, and drawing them is free.

Exit Awareness. She has advantage on Initiative, and cannot be Surprised while she can see an exit.

Actions

Multiattack. She makes three Sidearm attacks.

Sidearm. *Ranged Attack Roll: +6, medium range, one target. Hit:* 9 (1d10 + 4) piercing damage. A shot from one of her sidearms.

Fan the Hammer. She empties a cylinder across a 15-foot cone. Each creature in it makes a DC 14 Dexterity saving throw, taking 3d10 piercing damage on a failure and half as much on a success. She cannot use this again until she reloads with an action.

Reactions

Sidestep. When a creature she can see hits her with an attack, she moves up to 10 feet without provoking opportunity attacks.

Ovinnik

The ovinnik keeps the kiln under the threshing floor and decides how hot it runs. If a farmer dries grain on a feast day, or dries it badly, the barn burns with the harvest inside. Farmers leave a rooster and the last of the blini at the door on the saint's day, and those who do not rebuild in spring.

Habitat. Farmland, Settlement

Ovinnik

Small fae

Armor Class 15
Hit Points 66 (12d6 + 24)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	11 (+0)	15 (+2)	13 (+1)

Skills Perception +4, Stealth +5
Immunities fire
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan, Common
Power Rating 3 (700 points; proficiency +2)

Kiln Keeper. The ovinnik knows the state of every fire within 100 feet and can bank one or bring it up as a bonus action.

Offering Due. The ovinnik will not harm a household that has left it an offering at the turn of the season and will not bargain with one that has not.

Actions

Multiattack. The ovinnik makes two claw attacks.

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage.

Barn Fire. Every flammable object within 30 feet catches. Each creature in the area makes a DC 13 Dexterity save, taking 4d6 fire damage and gaining the Burning condition on a failure, or half as much on a success.

Bonus Actions

Barking Laugh. Each creature within 30 feet that can hear it makes a DC 13 Wisdom save or is Frightened until the end of its next turn.

Owl

Owls followed the rats and the grain onto every temperate world. They hunt rats and other small prey at night, in silence.

Habitat. Farmland, Taiga

Owl

Tiny beast

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	8 (-1)	7 (-2)

Skills Perception +1, Stealth +3
Senses darkvision 120 ft., keen hearing and sight, passive Perception 11
Languages none
Power Rating 0 (10 points; proficiency +2)

Flyby. Does not provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) slashing damage. A strike with its talons.

Pachydon Bulwark

Pachydon are too heavy to advance quickly and too slow to flank, and force that would break an ordinary line does not move them, so they anchor the formation. A bulwark walks to the point that needs holding and plants its tower shield, and the formation builds outward from there. It can name every position it has held and every unit that formed on it.

Habitat. Settlement

Pachydon Bulwark

Large humanoid

Armor Class 18
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	19 (+4)	12 (+1)	15 (+2)	13 (+1)

Saving Throws STR +9, CON +7
Skills Athletics +9, Insight +5, Perception +5
Senses passive Perception 15
Languages Common, Federation Standard
Gear Maul
Power Rating 7 (2,900 points; proficiency +3)

Anchor. While it has not moved since the start of its last turn, every ally within 10 feet has half cover and cannot be pushed or knocked Prone.

Immovable. The bulwark is immune to being pushed, pulled or knocked Prone by anything short of a Gargantuan creature.

Unit Memory. The bulwark can name every formation it has held a line with. Allies who have fought beside it before have advantage on saving throws against being Frightened.

Actions

Multiattack. The bulwark makes two Siege Maul attacks, or one Siege Maul attack and uses Shield Press.

Siege Maul. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 17 (2d10 + 6) bludgeoning damage.

Shield Press. Each creature in a 15-foot cone makes a DC 17 Strength save, taking 3d8 bludgeoning damage and being pushed 15 feet on a failure, or half as much and no push on a success.

Reactions

Intercept. When an ally within 10 feet is hit by an attack, the bulwark takes the damage instead and reduces it by 10.

Pack Mule

Mules go where wheels will not and where a walker is not worth the fuel. They balk at ground they judge unsafe, and handlers learn to read the refusal.

Habitat. Terran (Verdant), Farmland

Pack Mule

Medium beast (Draft Beast)

Armor Class 11
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	11 (+0)	5 (-3)

Skills Athletics +4
Senses passive Perception 10
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Sure-Footed. Has advantage on saving throws against being knocked Prone, and ignores difficult terrain on any trail it has walked before.

Beast of Burden. Counts as one size larger for carrying capacity.

Actions

Kick. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) bludgeoning damage. A kick with its hind legs.

Reactions

Kick. When a creature moves into the space directly behind the pack mule, the mule makes one Kick attack against that creature with advantage.

Pact Devil

A pact devil keeps an office and hours, and keeps every instrument it has executed in a case that stays within its reach. It reads the terms aloud before signature because an unread contract is voidable. It does not deceive its signers. It relies on people who have been shown exactly what they are agreeing to and need the deal badly enough to sign anyway.

Habitat. Settlement, The Nine Hells

Pact Devil

Medium fiend

Armor Class 18
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	19 (+4)	20 (+5)	18 (+4)	21 (+5)

Saving Throws DEX +6, CON +7, INT +8, CHA +8
Skills Deception +8, Insight +7, Investigation +8, Persuasion +8
Resistances cold, bludgeoning, piercing, slashing
Immunities fire, poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 14
Languages Netherspeech, Common, Axiom Binary, Draconic
Power Rating 8 (3,900 points; proficiency +3)

Read Aloud. Cannot misstate a term of a contract it offers, and cannot enforce a term it did not read aloud.

Contract Case. The devil keeps every instrument it has executed in a case. Destroying the case voids them all. The case has Armor Class 20, 80 hit points, and immunity to fire and acid.

Sees Debts. Knows every debt, obligation and oath a creature it can see is currently under.

Actions

Multiattack. The devil makes three Seal Brand attacks.

Seal Brand. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 14 (2d8 + 5) fire damage. A strike with a burning brand.

Offer. One creature within 60 feet is shown a written instrument that would solve its most pressing problem. It makes a DC 16 Wisdom save. On a failure it is Charmed for 1 hour and will read the contract through to the end.

Call the Term. One creature within 60 feet that has signed anything makes a DC 16 Charisma save, taking 8d8 psychic damage on a failure or half as much on a success. A creature under an unfulfilled obligation of any kind has disadvantage on the save.

Pact Fiend

Pact fiends are the fiends mortals meet to strike a bargain. They write the terms themselves, and warlocks and necromancers who call one get exactly what they asked for.

Habitat. Rift Breach, The Nine Hells

Pact Fiend

Medium fiend

Armor Class 17 (woven contract-script)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	19 (+4)	16 (+3)	20 (+5)

Saving Throws INT +7, WIS +6, CHA +8
Skills Deception +8, Insight +6, Persuasion +8, Arcana +7
Resistances cold, bludgeoning, piercing, slashing
Immunities fire, poison
Condition Immunities poisoned, charmed
Senses truesight 60 ft., telepathy 120 ft., passive Perception 13
Languages Netherspeech, Common
Power Rating 8 (3,900 points; proficiency +3)

Reads the Want. Knows what any creature within 30 feet most wants, and whether it has ever traded for it before.

Terms as Written. Cannot break a bargain it has made, and cannot be compelled to interpret one generously.

Spellcasting. The pact fiend casts with Charisma (spell save DC 16, +8 to hit with spell attacks). A pact fiend casts what the bargain calls for and nothing outside it.

At will: *Charm Person*, *Detect Thoughts*, *Disguise Self*, *Message*

3/day each: *Hold Person*, *Suggestion*, *Misty Step*

1/day each: *Dominate Person*, *Planar Binding*, *Relay*

Actions

Signing Claw. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 14 (2d10 + 3) necrotic damage. Two attacks. A creature hit by both cannot lie to the fiend until it finishes a long rest.

Offer. *DC 16 Charisma save.* The fiend offers one creature within 60 feet terms in writing. On a failed save that creature is Charmed for one hour and takes 8d8 psychic damage the first time it acts against the fiend.

Reactions

Read the Want. When a creature within 30 feet makes a saving throw against one of the fiend's spells, the fiend names what that creature most wants, and the creature has disadvantage on the save.

Panther

Panthers work the canopy and the girder-work of anything tall enough to climb, dropping onto prey from directly overhead. A colony that finds claw marks on its water tower has had a panther nearby for some time.

Habitat. Jungle, Settlement

Panther

Medium beast

Armor Class 12
Hit Points 13 (3d8)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +4
Senses keen smell, passive Perception 14
Languages none
Power Rating 1/8 (25 points; proficiency +2)

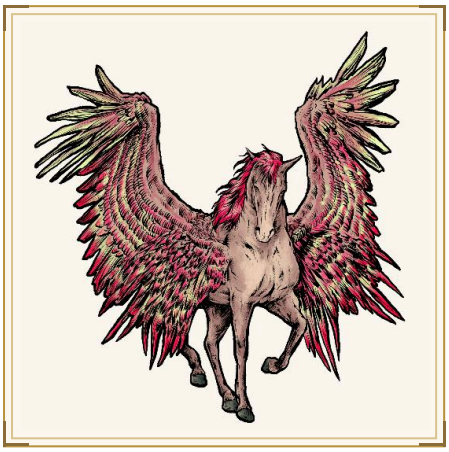
Pounce. If the panther moves at least 20 feet straight toward a creature and hits it with a Claw attack on the same turn, the target makes a DC 10 Strength saving throw or falls Prone. If the target is Prone, the panther can make one Bite attack against it as a bonus action.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. A bite from its jaws.

Claw. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) slashing damage. A strike with its claws.

Pegasus



A pegasus drinks from one spring and is never found far from it, so the spring is the only reliable way to locate one. Methods that work on horses do not work on a pegasus. The one recorded success used a bridle made for the purpose and given as a gift, and it held only while the rider kept to the middle air.

Habitat. Grassland, Highland

Pegasus

Large beast (Horse)

Armor Class 13
Hit Points 60 (8d10 + 16)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	10 (+0)	15 (+2)	13 (+1)

Saving Throws DEX +4, WIS +4
Skills Perception +4
Senses passive Perception 14
Languages understands Common, Elvish, Sylvan
Power Rating 2 (450 points; proficiency +2)

Untamed. The pegasus cannot be tamed, trained or ridden except by a creature it has accepted. It decides whether to accept a creature that has fed it at its spring for a season.

Spring Bound. The pegasus is never found more than a day's flight from the water it drinks, and one moved farther returns to it.

Actions

Multiattack. The pegasus makes two Hooves attacks.

Hooves. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) bludgeoning damage.

Open Spring. The pegasus hammers a hoof into stone. A spring opens at that point and runs clean for a year. The pegasus can do this only once in a given place.

Phoenix

A phoenix is a Large fire bird from the Plane of Ignis. It burns while it lives and bursts into flame when it dies. It reforms from its ember after a death unless the ember is quenched in water from the Plane of Aquos.

Habitat. Plane of Ignis, Volcanic Field

Phoenix

Large celestial, elemental

Armor Class 19 (living flame)
Hit Points 210 (20d10 + 100)
Speed 20 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	21 (+5)	14 (+2)	18 (+4)	22 (+6)

Saving Throws DEX +8, CON +9, CHA +10
Skills Perception +8
Resistances radiant
Immunities fire
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 18
Languages Primordial, Solir
Power Rating 12 (8,400 points; proficiency +4)

Fire Aura. A creature that starts its turn within 10 feet of the phoenix, or touches it, takes 10 fire damage.

Rebirth. When the phoenix drops to 0 hit points it bursts into flame and leaves an ember. Each creature within 20 feet makes a DC 17 Dexterity saving throw, taking 10d6 fire damage on a failure and half as much on a success. The phoenix reforms from the ember with all its hit points after 1d4 days unless the ember is quenched in water from the Plane of Aquos.

Legendary Resistance. Three times per day, when the phoenix fails a saving throw, it can choose to succeed instead.

Actions

Talons. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 18 (3d8 + 5) fire damage. A strike from its burning talons.

Beak. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. A stab from its beak.

Sunfire Breath. *DC 17 Dexterity save.* A 60-foot cone. Each creature in it makes a Dexterity saving throw, taking 12d8 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the phoenix's turn.

Legendary Actions

Kindle. One creature the phoenix can see within 60 feet regains 4d8 hit points, and any effect ending its life this turn is undone.

Pierrot Cat

The Pierrot Cat was a trickster spirit until it slighted an archfae, who cursed it. The curse put it in a pierrot's ruff and cap and set a fiddle in its paws, and it must caper and play a merry tune for every creature it meets. It cannot take the costume off, and it cannot go longer than an hour without playing. It keeps every trick it had before and uses them while the music plays.

Habitat. The Faewyld, Settlement

Pierrot Cat

Small fae

Armor Class 15
Hit Points 66 (12d6 + 24)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

Skills Acrobatics +6, Deception +6, Performance +6, Sleight of Hand +6, Stealth +6
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan, Common
Power Rating 3 (700 points; proficiency +2)

Cursed Motley. It cannot remove the costume, and it cannot go longer than an hour without playing. Any creature it meets hears the tune before it sees the cat.

Safe Landing. It takes no damage from a fall of 30 feet or less and always lands on its feet.

Actions

Multiattack. It makes two claw attacks.

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) slashing damage. A raking swipe of its claws.

Merry Tune. It plays, and each creature within 30 feet that can hear it makes a DC 14 Wisdom saving throw. On a failure the creature is Charmed for 1 minute and spends its turns dancing in place, and it repeats the save at the end of each of its turns. A creature that succeeds is immune to this tune for 24 hours.

Reactions

Pratfall. When a creature it can see hits it with an attack, it tumbles clear and halves the damage, then moves up to 15 feet without provoking opportunity attacks.

Pirate

Past the last relay, ships still run on sail and steam, and pirates take them with boarding hooks and powder. A pirate is a sailor who stopped being paid, with a heavy coat, a cutlass on the belt, a single-shot pistol kept dry and one leg gone. Pirates raid for cargo and ransom. A pirate crew breaks and flees once the fight stops being profitable.

Habitat. Coastline, Terran (Verdant), Open Ocean

Pirate

Medium humanoid

Armor Class 14 (heavy coat)
Hit Points 39 (6d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws STR +4
Skills Athletics +4, Intimidation +3, Survival +2
Senses passive Perception 10
Languages Common
Power Rating 2 (450 points; proficiency +2)

Boarder. The pirate has advantage on Athletics checks made to climb rigging, hull or rope, and it ignores difficult terrain on a deck.

Cuts and Runs. When the pirate drops to half its hit points or fewer, it takes the Disengage action as a bonus action on each of its turns.

Actions

Multiattack. The pirate makes two Cutlass attacks.

Cutlass. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) slashing damage. A slash from a short, heavy cutlass sharpened on one edge.

Flintlock. *Ranged Attack Roll: +4, close range, one target. Hit:* 9 (2d6 + 2) ballistic damage. A shot from a single-shot flintlock pistol.

Bonus Actions

Boarding Hook. *DC 12 Strength save.* One creature within 15 feet makes a Strength saving throw or is pulled 10 feet toward the pirate.

Pirate Captain

A pirate captain is elected, and all aboard sign the articles: shares by rank, a fixed rate for a lost limb, no fighting below decks, lights out at eight. She commands in a chase and a boarding and has no authority the rest of the time. She runs a submersible out of a drowned harbor, takes ships that can be taken without a fight, and has not been voted down in nine years.

Habitat. Shallows, Coastline

Pirate Captain

Medium humanoid

Armor Class 17
Hit Points 136 (21d8 + 42)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	17 (+3)	15 (+2)	18 (+4)

Saving Throws DEX +7, WIS +5, CHA +7
Skills Athletics +5, Deception +7, Intimidation +7, Perception +5, Piloting +7, Persuasion +7
Senses passive Perception 15
Languages Common, Meridian Cant, Primordial
Gear Scimitar, Flintlock Pistol, Leather Brigandine
Power Rating 7 (2,900 points; proficiency +3)

Articles. Allied crew within 60 feet that can hear her have advantage on saving throws against being Frightened, and will not break an order given during an action.

Judge the Odds. The captain refuses an engagement she judges even, and has advantage on Insight checks to judge one.

Sea Legs. The captain cannot be knocked Prone aboard a vessel and ignores difficult terrain caused by a moving deck.

Actions

Multiattack. The captain makes three attacks.

Cutlass. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 9 (1d10 + 4) slashing damage.

Pistol. *Ranged Attack Roll: +7, medium range, one target. Hit:* 9 (1d10 + 4) ballistic damage.

Order Boarding. Up to six allies within 60 feet immediately move up to their speed and make one attack each, with advantage against any creature that has not acted yet.

Demand Surrender. One crew or vessel within 300 feet makes a DC 15 Charisma save. On a failure it surrenders, and she takes the ship without a shot.

Pirate King

A pirate king commands hundreds of hulls under one code: shares filed, prizes registered, a standing rule on prisoners enforced by execution, and a protection tariff on coastal towns that costs less than a raid and is paid on time. He has not lost a fleet action. He keeps a drafted surrender with the terms he intends to get, ready for the day a navy decides to spend what it would take.

Habitat. Station Interior, Black Meridian

Pirate King

Medium humanoid

Armor Class 18
Hit Points 187 (25d8 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	19 (+4)	17 (+3)	21 (+5)

Saving Throws DEX +8, CON +7, WIS +7, CHA +9
Skills Deception +9, History +8, Insight +7, Intimidation +9, Perception +7, Piloting +8, Persuasion +9
Senses passive Perception 17
Languages Common, Meridian Cant, Federation Standard, Primordial
Gear Scimitar, Flintlock Pistol, Half Plate Cuirass
Power Rating 11 (7,200 points; proficiency +4)

Pirate Code. Every allied creature within 120 feet has a +2 bonus to attack rolls and saving throws. Any of them that breaks the code loses this bonus permanently, and the king enforces that.

Fleet Command. The king knows the position of every vessel flying his colors within a sector and can call one in within the hour.

Surrender Terms. The king cannot be Charmed or Frightened and has advantage on any check made to negotiate a surrender, his own included.

Actions

Multiattack. The king makes three attacks.

Admiral's Saber. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 15 (2d10 + 4) slashing damage.

Heavy Pistol. *Ranged Attack Roll: +8, long range, one target. Hit:* 15 (2d10 + 4) ballistic damage.

Signal the Line. Up to twelve allies within 300 feet immediately move up to their speed and make one attack each with advantage.

Name the Price. One creature within 60 feet makes a DC 17 Charisma save. On a failure it is Charmed for 1 hour and will hear out an offer it has already refused once.

Broadside. The king fires a broadside across a 60-foot cone. Each creature in it makes a DC 17 Dexterity save, taking 10d8 ballistic damage on a failure or half as much on a success.

Pit Fiend

Pit fiends run the standing forces of a layer of the Hells. They negotiate on behalf of an archdevil, enforce the outcome, and keep the accounts. Every contract of any size that reaches the Prime Plane has passed one of them.

Habitat. The Nine Hells

Pit Fiend

Large fiend

Armor Class 20 (infernal plate)
Hit Points 225 (18d10 + 126)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+7)	20 (+5)	18 (+4)	22 (+6)

Saving Throws DEX +8, CON +12, WIS +9, CHA +11
Skills Deception +11, Insight +9, Intimidation +11
Resistances cold, bludgeoning, piercing, slashing
Immunities fire, poison
Condition Immunities poisoned, charmed, frightened
Senses truesight 120 ft., telepathy 120 ft., passive Perception 14
Languages Netherspeech, Common
Gear Maul
Power Rating 13 (10,000 points; proficiency +5)

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Fear Aura. Each hostile creature that starts its turn within 20 feet must save or be Frightened until the end of its turn.

Rift Resistance. Has advantage on saving throws against spells and other rift effects.

Spellcasting. The pit fiend casts with Charisma (spell save DC 19, +11 to hit with spell attacks). A pit fiend casts only where the terms of a standing bargain permit it, and on the record.

At will: *Detect Evil and Good*, *Fireball*, *Hold Monster*, *Detect Thoughts*

3/day each: *Wall of Fire*, *Dispel Magic*

1/day each: *Hold Monster*, *Planar Ally*

Actions

Infernal Maul. *Melee Attack Roll: +13, reach 10 ft., one target. Hit:* 22 (4d6 + 8) bludgeoning damage. With Maul. Three attacks. A creature hit by two or more in a turn is branded until it finishes a long rest; while branded it cannot lie to the pit fiend and every fiend can see the mark.

Terms of the Layer. *DC 19 Charisma save.* One creature within 60 feet takes 12d8 psychic damage on a failed save, or half as much on a success. On a failure it also cannot willingly move away from the pit fiend until the end of its next turn.

Reactions

Refuse the Release. *DC 19 Charisma save.* When a creature within 60 feet casts a spell or takes an action that would free a creature from a bargain the pit fiend holds, the creature makes a Charisma saving throw. On a failure the action fails and is spent.

LEGENDARY ACTIONS

Wing Attack. *DC 21 Dexterity save.* The pit fiend beats its wings. Each creature within 15 feet makes a Dexterity saving throw or takes 3d6 bludgeoning damage and is pushed 10 feet.

Read the Ledger. The pit fiend names one unsettled debt of a creature it can see. That creature has disadvantage on its next saving throw against the pit fiend.

Call the Legion. Costs two legendary actions. One fiend of PR 6 or lower arrives within 30 feet and acts on the pit fiend's initiative.

Pit Fiend Champion

A pit fiend champion is wreathed in fire and wields a sword of lightning and a whip of flame. It commands pit fiends in the field. When it dies, it explodes in a blast that damages every creature close to it.

Habitat. The Nine Hells

Pit Fiend Champion

Huge fiend

Armor Class 20 (natural armor)
Hit Points 261 (18d12 + 144)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	20 (+5)	18 (+4)	24 (+7)

Saving Throws STR +14, CON +13, WIS +9, CHA +12
Skills Intimidation +12, Perception +9
Resistances cold, lightning
Immunities fire, poison
Condition Immunities poisoned, frightened
Senses truesight 120 ft., telepathy 120 ft., passive Perception 19
Languages Netherspeech
Power Rating 15 (13,000 points; proficiency +5)

Fire Aura. A creature that starts its turn within 10 feet of it, or touches it, takes 3d6 fire damage.

Death Throes. When it dies it explodes. Each creature within 30 feet makes a DC 21 Dexterity saving throw, taking 16d6 fire damage on a failure and half as much on a success.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Actions

Multiattack. The champion makes one Longsword attack and one Whip attack.

Longsword. *Melee Attack Roll: +14, reach 10 ft., one target. Hit:* 22 (3d8 + 9) slashing damage. The target takes an extra 3d8 lightning damage.

Whip. *Melee Attack Roll: +14, reach 30 ft., one target. Hit:* 16 (2d6 + 9) slashing damage. *DC 22 Strength save.* The target takes an extra 3d6 fire damage and makes a Strength saving throw or is pulled up to 25 feet toward the champion.

Bonus Actions

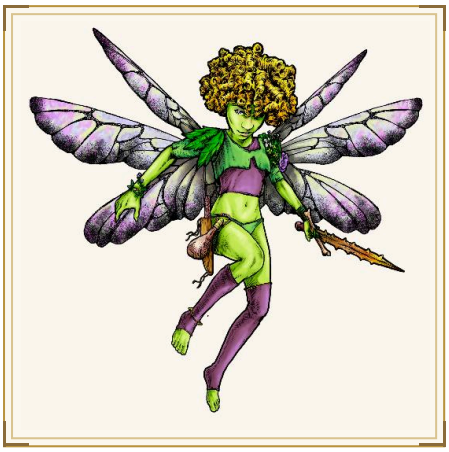
Teleport. The champion teleports up to 120 feet to an unoccupied space it can see.

Legendary Actions

Whip Crack. The champion makes one Whip attack.

Rally the Pit. This action costs two legendary actions. Each fiend within 60 feet that can hear it can use its reaction to make one attack.

Pixie



Pixies lead travelers in circles: the path is right and the landmarks are right, and four hours later the travelers are back at the stile they started from. They do it for amusement and to a person who has been rude about them. They will also thresh a farmer's corn overnight for a bowl of cream, and ride his horses in circles until the manes are knotted past combing.

Habitat. Farmland, Woodland

Pixie

Tiny fae

Armor Class 14
Hit Points 20 (8d4)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	19 (+4)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan
Power Rating 1/4 (50 points; proficiency +2)

Turned Garment. A creature that turns a worn garment inside out immediately ends any Led Astray effect on that creature and cannot be targeted by it again for an hour.

Inconspicuous. The pixie has advantage on Stealth checks, and a creature that is not looking directly at it has disadvantage on Perception checks to notice it.

Actions

Thorn. *Ranged Attack Roll: +6, close range, one target. Hit:* 6 (1d4 + 4) piercing damage.

Led Astray. One creature within 60 feet makes a DC 12 Wisdom save. On a failure it becomes convinced it is going the right way for the next hour, and any travel check it makes fails regardless of the roll.

Knot the Mane. One mount within 5 feet makes a DC 12 Wisdom save or bolts, carrying its rider 1d4 × 100 feet in a random direction.

Plague Cleric

A plague cleric wears a beak mask packed with dried herbs against bad air. In practice it holds a layer of cloth and oil between him and a room full of the infected. His municipal contract requires him to attend every call and to keep the register of the dead, and it forbids him to leave the district because the last cleric did.

Habitat. Settlement, City

Plague Cleric

Medium humanoid

Armor Class 15
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	16 (+3)	17 (+3)	13 (+1)

Saving Throws CON +4, WIS +5
Skills Insight +5, Medicine +5, Perception +5, Religion +5
Resistances poison
Condition Immunities poisoned
Senses passive Perception 15
Languages Common, Ebon Liturgy
Gear Quarterstaff, Healer's Kit, Medkit
Power Rating 4 (1,100 points; proficiency +2)

Sealed. The cleric is immune to disease and airborne contagion while masked and coated.

District Contract. The cleric is bound by contract to attend any call within the quarantine and cannot cross its boundary while it stands.

Register. The cleric knows the name, address and condition of every sick person in the district.

Actions

Multiattack. The cleric makes two Examining Cane attacks, or uses Last Rites and makes one.

Examining Cane. *Melee Attack Roll: +3, reach 10 ft., one target. Hit:* 8 (2d6 + 1) bludgeoning damage.

Draw Out Sickness. The cleric chooses one creature within 5 feet. That creature ends the Poisoned condition and one disease and regains 4d8 hit points, and the cleric takes 2d8 necrotic damage.

Last Rites. Each undead within 30 feet makes a DC 13 Charisma save, taking 5d8 radiant damage on a failure or half as much on a success.

Plague Demon

A plague demon spends four days in a settlement, then leaves, and the settlement has a disease problem for the next two months. Older traditions filed pestilence under a minister. Those who have handled one treat the visit as a contamination event and the demon as a secondary concern.

Habitat. Settlement, Coastline

Plague Demon

Large fiend

Armor Class 16
Hit Points 157 (15d10 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	7 (-2)	13 (+1)	13 (+1)

Saving Throws STR +7, CON +8, WIS +4
Skills Perception +4, Stealth +4
Resistances cold, fire, lightning
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Netherspeech
Power Rating 8 (3,900 points; proficiency +3)

Lasting Disease. Any disease it has passed on remains after its death and spreads on its own.

Stench. A creature that starts its turn within 10 feet makes a DC 16 Constitution save or is Poisoned until the start of its next turn.

Four-Day Stay. The demon stays in one settlement for four days and then leaves, and only being killed changes that.

Actions

Multiattack. Makes one bite attack and two claw attacks.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 17 (3d8 + 4) piercing damage. A bite from its fanged mouth.

Claw. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. A rake of its claws.

Seed the Water. Contaminates every open water source within 500 feet. A creature that drinks from one makes a DC 16 Constitution save or contracts a wasting fever, gaining one level of the Exhausted condition each day until cured.

Croak. Each creature within 20 feet makes a DC 16 Constitution save or is Poisoned for 1 minute and takes 5d6 poison damage.

Planetary Colonist

A colonist is a settler who signed a colony charter and arrived on a frontier world to work it. Most charters are sold on survey data a decade old, so the world rarely matches the prospectus. Colonists are not fighters, and most colonies that last two seasons have had to defend themselves at least once.

Habitat. Terran (Verdant)

Faction. Frontier

Planetary Colonist

Medium humanoid

Armor Class 11
Hit Points 13 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	11 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Survival +2, Nature +2
Senses passive Perception 10
Languages Common
Gear Club, Crowbar, Bedroll

Power Rating 1/8 (25 points; proficiency +2)

Actions

Improvised Club. *Melee Attack Roll: +2, reach 5 ft., one target. Hit:* 2 (1d4) bludgeoning damage. With Club. A length of structural spar.

Reactions

Swing the Spar. When a creature within 5 feet attacks the colonist, it makes one Improvised Club attack against that creature.

Poltergeist

A poltergeist is a hunched shape in green fire with its ribs showing through and its mouth open in a silent scream. It cannot speak, and it is immune to effects that would calm, charm, question or turn it. It hurls furniture, blades and loose fittings at head height. It can keep a wing of a building unusable until someone finds what it is still angry about.

Habitat. Settlement, Derelict Hull, Station Interior

Poltergeist

Medium undead (Ghost)

Armor Class 14 (nothing solid to strike)
Hit Points 65 (10d8 + 20)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	16 (+3)

Saving Throws DEX +5, CHA +5
Skills Stealth +5
Resistances acid, fire, lightning, thunder, bludgeoning, piercing, slashing
Immunities poison, necrotic, cold
Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages understands Common
Power Rating 3 (700 points; proficiency +2)

Incorporeal. It can move through creatures and solid objects as difficult terrain. It takes 5 force damage if it ends its turn inside an object.

Bound to the Place. It cannot move more than 300 feet from where it died. Destroyed, it re-forms there in 24 hours unless what it is angry about is settled.

Will Not Be Spoken To. It is immune to any effect that would calm, charm, question or turn it, and it cannot be bargained with.

Actions

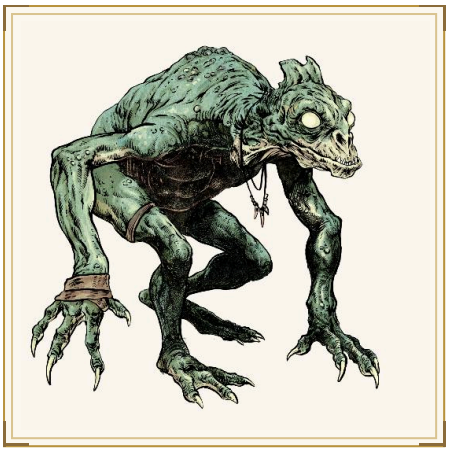
Multiattack. The poltergeist makes two Hurled Object attacks.

Hurled Object. *Ranged Attack Roll: +5, medium range, one target. Hit:* 10 (2d6 + 3) bludgeoning damage. A loose object thrown at head height.

Spectral Grasp. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) necrotic damage. A grasp from a hand of green fire.

Wreck the Room. *DC 13 Dexterity save.* Loose objects in a 20-foot radius fly up and crash down. Every creature in the area makes a Dexterity saving throw, taking 3d6 bludgeoning damage on a failure and half as much on a success. The area becomes difficult terrain. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Primitive Troglodyte



Some branches of a deep system have been cut off long enough that the troglodytes in them have no metal, no fire of their own making and no word for a stranger. They hunt with knapped stone and ambush from a fixed position, holding it without moving for most of a day.

Habitat. Subterranean

Primitive Troglodyte

Medium humanoid

Armor Class 12
Hit Points 38 (7d8 + 7)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	6 (-2)	13 (+1)	5 (-3)

Skills Stealth +3, Survival +3
Senses darkvision 120 ft., passive Perception 11
Languages Saurian
Gear Club
Power Rating 1/2 (100 points; proficiency +2)

Stench. A creature that starts its turn within 10 feet makes a DC 11 Constitution save or is Poisoned until the start of its next turn.

Motionless. The troglodyte can remain motionless for hours. A creature that has not seen it move has disadvantage on Perception checks to notice it.

Sunlight Sensitivity. The troglodyte has disadvantage on attack rolls and on Perception checks that rely on sight while in direct sunlight.

Actions

Multiattack. The troglodyte makes one claw attack and one bite attack.

Knapped Stone. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) slashing damage.

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) piercing damage.

Pseudo-Dragon

A pseudo-dragon is a tiny, cat-sized draconian that is not a familiar. It attaches to a person it takes an interest in and stays as long as that interest lasts. It communicates in impressions and moods, using its telepathy.

Habitat. Woodland, Settlement

Pseudo-Dragon

Tiny draconian

Armor Class 13 (scales)
Hit Points 14 (4d4 + 4)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Power Rating 1/4 (50 points; proficiency +2)

Keen Senses. Has advantage on Perception checks that rely on sight, hearing or smell.

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

Limited Telepathy. Can convey simple ideas, emotions and images telepathically to any creature within 100 feet that understands a language.

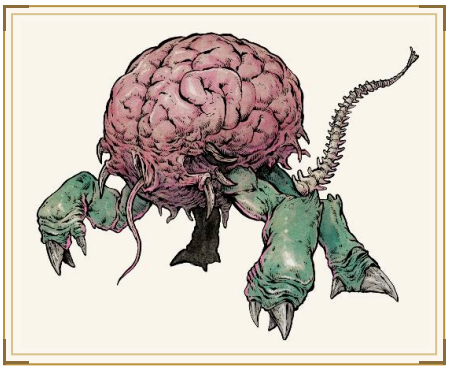
Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A nip from its small jaws.

Sting. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A stab from its tail stinger.

Sting Venom. *DC 11 Constitution save.* A creature hit by the Sting makes a Constitution saving throw or falls Unconscious for 1 hour, waking early if it takes damage.

Psionic Parasite



A psionic parasite is a brain the size of a helmet that moves on four legs like a spider. Psionic parasites were grown in numbers by a maker that wanted its enemies' minds emptied. One leaps at a victim's face and consumes the mind, and the body it leaves behind keeps walking for a while.

Habitat. Derelict Hull, Rift Breach

Psionic Parasite

Tiny aberration

Armor Class 13
Hit Points 42 (12d4 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4
Resistances bludgeoning, piercing, slashing
Senses blindsight 60 ft., telepathy 60 ft., passive Perception 12
Languages none
Power Rating 2 (450 points; proficiency +2)

Detect Sentience. Senses the presence of any creature within 300 feet that has an Intelligence of 3 or higher, and knows its direction and its Intelligence score.

Actions

Claws. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (2d4 + 2) slashing damage. A raking slash from its claws.

Devour Intellect. One creature within 10 feet makes a DC 12 Intelligence save. On a failure it takes 2d10 psychic damage and rolls 3d6: if the total is equal to or greater than its Intelligence score, that score drops to 0 and it is Stunned until it regains at least one point of it.

Body Thief. The parasite can use this only against an Incapacitated creature with an Intelligence of 0. It consumes the brain and takes control of the body, keeping its own Intelligence, Wisdom and Charisma and using the body's physical scores.

Pteranodon

Pteranodons nest on sea cliffs in colonies of hundreds and fish the shallows, and they will take anything small enough off open ground on the way home. The hazard is the colony: disturb one and four hundred come off the cliff at once.

Habitat. Highland, Coastline

Pteranodon

Medium beast

Armor Class 13
Hit Points 13 (3d8)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses keen sight, passive Perception 13
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Flyby. The pteranodon does not provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Beak. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. A strike with its beak.

Pugilist

The pugilist wears taped knuckles, a flat cap and a shirt rolled to the elbow. He fights for purses in back rooms and for pride elsewhere. Each melee hit he takes adds damage to his next unarmed strike and gives him advantage against the creature that hit him.

Habitat. City, Station Interior, Settlement

Pugilist

Medium humanoid

Armor Class 14 (taped knuckles and a thick neck)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	9 (-1)	13 (+1)	11 (+0)

Saving Throws STR +5, CON +5
Skills Athletics +5, Intimidation +2
Senses passive Perception 11
Languages Common
Power Rating 3 (700 points; proficiency +2)

Second Wind. Each time the pugilist takes damage from a melee attack, his next unarmed strike deals an extra 1d6 damage. This stacks up to three times and resets when he hits.

Counterpuncher. After a creature hits the pugilist with a melee attack, he has advantage on his next attack roll against that creature.

Actions

Multiattack. The pugilist makes two Fist attacks.

Fist. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage. A punch from a taped fist.

Bonus Actions

Haymaker. *DC 13 Constitution save.* If the pugilist hit the same creature with both Fist attacks this turn, that creature makes a Constitution saving throw or is Stunned until the end of its next turn.

Reactions

Roll with It. When the pugilist is hit by a melee attack, he reduces the damage by 1d8 + 3.

Putrid Khaoshound

A putrid khaoshound hunts as it did alive, working ground, circling and driving quarry toward the pack. Its body heals and rots in the same places at once and never finishes either. The smell arrives a hundred yards ahead of it. Handlers past a rift breach have recognized their own animals among these packs.

Habitat. Rift Breach

Putrid Khaoshound

Large aberration (Khaos-Corrupted)

Armor Class 15
Hit Points 110 (13d10 + 39)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	4 (-3)	13 (+1)	6 (-2)

Saving Throws CON +6
Skills Perception +4, Survival +4
Resistances necrotic, poison, rift
Condition Immunities exhausted, frightened, poisoned
Senses darkvision 120 ft., keen smell, passive Perception 14
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Heal and Rot. The hound regains 5 hit points at the start of each of its turns and loses 5 at the end of each of its turns.

Stench. A creature that starts its turn within 10 feet makes a DC 15 Constitution save or is Poisoned until the start of its next turn.

Pack Tactics. Has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature and not Incapacitated.

Actions

Multiattack. Makes two bite attacks.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) piercing damage. On a hit the target makes a DC 15 Strength save or is knocked Prone.

Drive Quarry. One creature within 30 feet makes a DC 15 Wisdom save or must move 20 feet in a direction of the hound's choosing.

Qy'reen Diver

Qy'reen divers work salvage in flooded wrecks and are hired for it across Federation space. They breathe water, judge which compartments of a wreck are still holding pressure, and are unhurt by sudden pressure change. They are found on ocean worlds and wherever a hull has gone down in water.

Habitat. Shallows, Terran (Oceanic)

Faction. Halcyion Federation

Qy'reen Diver

Medium humanoid

Armor Class 15
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	13 (+1)	15 (+2)	11 (+0)

Saving Throws DEX +5
Skills Athletics +4, Perception +4, Technology +3
Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Common, Qy'reen
Gear Trident, EVA Suit, Plasma Cutting Torch
Power Rating 2 (450 points; proficiency +2)

Amphibious. Breathes air and water.

Pressure Trained. Immune to damage and conditions caused by depth or rapid pressure change.

Actions

Harpoon. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. With Trident. Two attacks. A creature hit is pulled 10 feet toward the diver.

Reactions

Pressure Trained. When a compartment within 30 feet floods, decompresses, or the pressure changes suddenly, the diver takes no damage from it and may move up to half its speed.

Qy'reen Engineer

The Concord contributes adaptive systems engineering and electronic warfare to the HDF, including the cyber-defense grids that keep fleet systems from being memory-marked. An engineer is attached to a warship for a deployment and returns to the Concord afterward.

Habitat. Hyperlane Corridor, Terran (Oceanic)

Faction. Halcyion Federation

Qy'reen Engineer

Medium humanoid

Armor Class 16 (sealed weave)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	18 (+4)	15 (+2)	13 (+1)

Saving Throws DEX +5, INT +6
Skills Technology +6, Investigation +6, Piloting +5
Resistances cold, lightning
Senses darkvision 60 ft., passive Perception 12
Languages Common, Qy'reen, Federation Standard
Gear Hacker's Deck, Arc Carbine, EVA Suit
Power Rating 4 (1,100 points; proficiency +2)

Amphibious. The engineer breathes air and water.

Counter-Intrusion. Allied vehicles, constructs and cybernetics within 60 feet have advantage on saving throws against effects that would seize or subvert them.

Actions

Arc Carbine. *Ranged Attack Roll: +5, medium range, one target. Hit:* 10 (2d6 + 3) lightning damage. The engineer makes two Arc Carbine attacks.

System Seizure. *DC 14 Constitution save.* One construct, vehicle or cybernetic within 60 feet takes 6d6 lightning damage and is Incapacitated until the end of its next turn on a failed save, or half damage on a success.

Reactions

Counter-Intrusion. When an allied vehicle, construct or cybernetic within 60 feet is targeted by an effect that would seize or subvert it, that ally has advantage on the saving throw. If it succeeds, the source of the effect takes 3d6 lightning damage.

Rana

The ranae are large toad demons named for the frogs of the plague that came up out of the river. They arrive in numbers when a demon lord means to ruin a place. They leap into a formation and hold it with bite and claw while their stench poisons nearby creatures.

Habitat. Settlement, Wetland, The Nine Hells

Rana

Large fiend

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Skills Athletics +7
Resistances cold, fire, lightning
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 11
Languages Netherspeech
Power Rating 8 (3,900 points; proficiency +3)

Stench. A creature that starts its turn within 10 feet makes a DC 16 Constitution saving throw or is Poisoned until the start of its next turn. A creature that succeeds is immune to this stench for 24 hours.

Actions

Multiattack. The rana makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) piercing damage. A mouth wide enough to take a head.

Claw. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. A swipe from its webbed, hooked claws.

Bonus Actions

Leap. The rana jumps up to 30 feet without provoking opportunity attacks.

Rarog

A rarog hatches from an egg held warm against the body for nine days and nights and never set down, a rite the holds still keep. What hatches is a falcon of fire that belongs to one hearth and guards it. A hold with a rarog does not burn, and a hold that lets its fire die loses the bird and usually the hold.

Habitat. Terran (Barren), Subterranean

Rarog

Medium elemental, beast

Armor Class 15
Hit Points 75 (10d8 + 30)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	8 (-1)	15 (+2)	14 (+2)

Saving Throws DEX +8
Skills Perception +5
Vulnerabilities cold
Immunities fire
Senses darkvision 60 ft., passive Perception 15
Languages Primordial; understands Old Norska
Power Rating 5 (1,800 points; proficiency +3)

Hearth Bond. Cannot travel more than a mile from the fire it was hatched at. If that fire goes out cold, the rarog has one day before it goes out with it.

Whirlwind Form. As a bonus action it becomes a column of flame and wind: it can move through a space as narrow as 1 inch, cannot attack, and any creature it passes through takes 2d6 fire damage.

Illumination. Sheds bright light in a 20-foot radius and dim light for a further 20 feet.

Actions

Multiattack. Makes two talon attacks.

Talon. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 9 (1d8 + 5) slashing damage. Plus 1d6 fire damage.

Stoop. Recharges after a short rest. Flies up to 60 feet in a straight line and makes one talon attack with advantage. On a hit the target takes an extra 4d6 fire damage and gains the Burning condition.

Rat

Rats are on every inhabited hull and most uninhabited ones, and travel in packs of dozens. A single rat does little harm.

Habitat. Derelict Hull, Station Interior

Rat

Tiny beast

Armor Class 10
Hit Points 4 (3d4 - 3)
Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., keen smell, passive Perception 10
Languages none
Power Rating 0 (10 points; proficiency +2)

Pack Tactics. Has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of it and not incapacitated.

Actions

Bite. *Melee Attack Roll: +2, reach 5 ft., one target. Hit:* 2 (1d4) piercing damage. A bite from its teeth.

Reactions

Bolt for Cover. When another rat within 20 feet is killed, this one moves up to its speed toward the nearest cover without provoking opportunity attacks.

Raven

Ravens follow armies, caravans and salvage crews for what they leave. They mimic speech well enough to be mistaken for it at a distance, and some settlements keep one as a messenger.

Habitat. Debris Shoal, Settlement

Raven

Tiny beast

Armor Class 12
Hit Points 2 (1d4)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	5 (-3)	13 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages none
Power Rating 0 (10 points; proficiency +2)

Mimicry. Can mimic simple sounds it has heard, such as a person whispering, a baby crying or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against the raven's Deception.

Actions

Beak. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A peck with its beak.

Red Dragon Hatchling

Red Dragons, also called Fire Drakes, hatch from the line of Solar Drake eggs the Solir cursed, and the curse shows from the first day. A hatchling guards its clutch-mates' leavings as a hoard and bites whoever feeds it.

Habitat. Lower Atmosphere, Volcanic Field

Red Dragon Hatchling

Medium draconian

Armor Class 14 (soft scale)
Hit Points 60 (11d8 + 11)
Speed 30 ft., fly 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	14 (+2)

Skills Perception +2
Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic

Power Rating 3 (700 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. A bite from the hatchling's jaws.

Fire Breath. *DC 11 Dexterity save.* The dragon exhales in a 15-foot cone. Each creature in it makes a Dexterity saving throw, taking 5d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Redcap

A redcap must soak its cap in fresh blood to survive. One that cannot keep the cap fresh weakens and dies, so it hunts on a schedule and will not wait.

Habitat. Woodland, Station Interior

Redcap

Small fae

Armor Class 13 (iron-shod)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	11 (+0)	9 (-1)

Skills Athletics +4, Stealth +3
Senses passive Perception 10
Languages Sylvan
Power Rating 2 (450 points; proficiency +2)

Iron Boots. A creature the redcap has knocked Prone takes 1d6 bludgeoning damage at the start of the redcap's next turn if it is still Prone and within 5 feet.

Outsized Strength. The redcap counts as one size larger for carrying capacity and for Grapple and Shove checks.

Wet Cap. If the redcap goes 3 days without soaking its cap in fresh blood, it loses 5 hit points per day, which cannot be regained until the cap is soaked.

Actions

Sickle. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (2d4 + 2) slashing damage. A swing of its hooked sickle.

Overrun. *DC 11 Strength save.* The redcap moves up to its speed through hostile creatures' spaces. Each of them makes a Strength saving throw or falls Prone.

Reef Hunter

Reef hunters bury themselves in the silt of shallow water and wait for prey to pass over. They do not leave the shallows.

Habitat. Coastline, Shallows

Reef Hunter

Large beast

Armor Class 15
Hit Points 76 (9d10 + 27)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	3 (-4)	13 (+1)	6 (-2)

Skills Stealth +6, Perception +3
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Silted. While buried in silt or sand, is effectively Invisible until it attacks.

Amphibious. Breathes air and water.

Actions

Bite. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 10 (1d12 + 4) piercing damage. Two attacks. A Medium or smaller creature hit is Grappled.

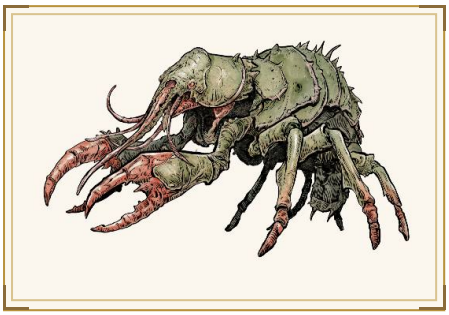
Bonus Actions

Drag Down. A Grappled creature is pulled underwater and begins suffocating.

Reactions

Under the Silt. When a creature within 5 feet moves without having noticed the reef hunter, it makes one Bite attack with advantage.

Reefclaw



A reefclaw is an armored crustacean made to guard flooded galleries. It grabs intruders and holds them until a handler arrives, and it kills a grappled target only if the target keeps fighting. The handlers have not been found in a long time, and the reefclaws still stand at their posts.

Habitat. Derelict Hull, Shallows

Reefclaw

Large monster

Armor Class 16
Hit Points 93 (11d10 + 33)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages understands Netherspeech
Power Rating 5 (1,800 points; proficiency +3)

Amphibious. The reefclaw breathes air and water.

Sense Magic. The reefclaw senses an active Rift effect within 120 feet and knows the direction but not the source.

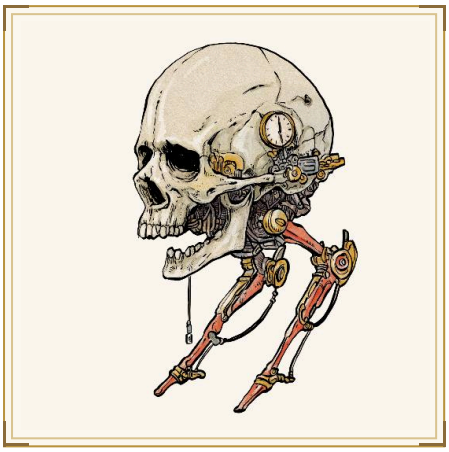
Actions

Multiattack. The reefclaw makes two Pincer attacks. If it has a creature Grappled, it also uses Tentacles.

Pincer. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage. The target is Grappled (escape DC 14) if it is of Large size or smaller. The reefclaw has two pincers, each of which can grapple one target.

Tentacles. One creature Grappled by the reefclaw makes a DC 14 Constitution save or is Poisoned for 1 minute. While Poisoned this way the target is Paralyzed, and repeats the save at the end of each of its turns.

Reliquary Skull



A reliquary skull is the remains of one of the Creed's faithful, fitted with a small drive, a lens where an eye was, and a transmitter. It goes where it is sent, holds station, and transmits what is in front of it back to its chapter. The Creed regards the work as an honor, and outsiders shoot the skulls down. They are found in chapter keeps and on void stations.

Habitat. Settlement, Station Interior

Reliquary Skull

Tiny construct, undead (Creed)

Armor Class 14
Hit Points 35 (10d4 + 10)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +4, Stealth +6
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Continuous Transmission. The skull transmits continuously to the chapter that sent it. Destroying the skull does not recall what it has already sent.

Literal Observer. The skull cannot be deceived by appearance, because it makes no assessment. It also cannot be warned off.

Stealthy Drone. The skull has advantage on Stealth checks, and a creature that is not actively searching has disadvantage on Perception checks to spot it.

Actions

Las-Lens. *Ranged Attack Roll: +6, medium range, one target. Hit:* 9 (1d10 + 4) radiant damage. A radiant beam from its lens.

Mark. The skull designates one creature within 60 feet. Allied Creed units have advantage on attack rolls against that creature for 1 minute.

Renowned Swashbuckler

This duelist has taught fencing and has lost twice, both times to opponents who have since died of other causes. She stopped fighting the blade years ago and fights the room instead: the lamp, the table, the loose board, the doorway behind her. Her theatrics play to the crowd, because a crowd that wants her to win is another advantage.

Habitat. Coastline, Station Interior

Renowned Swashbuckler

Medium humanoid

Armor Class 18
Hit Points 142 (19d8 + 57)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	16 (+3)	15 (+2)	14 (+2)	18 (+4)

Saving Throws DEX +8, CHA +7
Skills Acrobatics +8, Athletics +4, Insight +5, Performance +7, Persuasion +7
Senses passive Perception 12
Languages Common, Meridian Cant
Gear Rapier, Dagger, Studded Leather Cuirass
Power Rating 7 (2,900 points; proficiency +3)

Use the Room. The swashbuckler gains a +2 bonus to attack rolls while within 5 feet of furniture, rigging, a stairway or any other feature she can use.

Crowd Favorite. While at least three neutral creatures are watching, the swashbuckler has advantage on Charisma checks and on saving throws against being Frightened.

Nimble. Opportunity attacks against the swashbuckler have disadvantage.

Actions

Multiattack. The swashbuckler makes three Rapier attacks.

Rapier. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) piercing damage.

Thrown Dagger. *Ranged Attack Roll: +8, close range, one target. Hit:* 8 (1d6 + 5) piercing damage.

Bring It Down. One feature within 10 feet gives way: a chandelier, a stack of crates, a rail. Each creature under it makes a DC 16 Dexterity save, taking 6d6 bludgeoning damage and being knocked Prone on a failure, or half as much on a success.

Reactions

Riposte. When a creature within 5 feet misses the swashbuckler with a melee attack, she makes one Rapier attack against it.

Revenant

A revenant returns with its purpose intact and little else. It remembers the name, the face and the debt, and it reforms each time it is destroyed until its quarry is dead.

Habitat. Settlement

Revenant

Medium undead, humanoid

Armor Class 16 (grave-worn plate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	13 (+1)	16 (+3)	17 (+3)

Saving Throws STR +8, WIS +6, CHA +6
Skills Perception +6, Survival +6
Resistances necrotic, psychic
Immunities poison
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 16
Languages Common
Gear Longsword, Chainmail
Power Rating 6 (2,300 points; proficiency +3)

Vengeful Tracker. The revenant knows the direction and distance of its quarry anywhere on the same plane and can sense it through any concealment.

Will Not Rest. When reduced to 0 hit points, the revenant collapses and reforms fully in 24 hours unless its quarry is dead.

Actions

Vengeful Blade. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 14 (2d8 + 5) slashing damage. With Longsword. The revenant makes two Vengeful Blade attacks. Against its quarry it makes them with advantage.

Reactions

Cut Past. When a creature that is not its quarry blocks the revenant's path or attacks it, the revenant makes one Vengeful Blade attack against it and moves 10 feet past it.

Rhinoceros

A rhinoceros weighs two tons, stands on short legs and has a horn of packed keratin. It sees poorly past thirty feet and charges anything it cannot make out. On open ground it reaches a gallop in a few strides.

Habitat. Savanna, Grassland

Rhinoceros

Large beast

Armor Class 14 (hide plates)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages none
Power Rating 2 (450 points; proficiency +2)

Charge. If it moves at least 20 feet straight toward a target and hits it with a gore attack on the same turn, the target takes an extra 2d8 bludgeoning damage and makes a DC 15 Strength saving throw or is knocked Prone.

Actions

Gore. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage. An upward thrust of its horn.

Riding Horse

Riding horses came out in the founding cargo of most colonies and bred to the world they landed on. A sound one carries a rider forty miles in a day and a saddlebag besides.

Habitat. Terran (Verdant)

Riding Horse

Large beast

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Actions

Hooves. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) bludgeoning damage. A strike with its hooves.

Rift Dog

Rift dogs live at a breach and feed on both sides of it. The pack coordinates across the step, so a dog that vanishes has already told the others where it is going.

Habitat. Rift Breach, Desert

Rift Dog

Medium aberration, beast (Rift Hound)

Armor Class 14 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +5
Resistances rift
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 13
Languages none
Power Rating 2 (450 points; proficiency +2)

Pack Tactics. Has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 feet of it and not Incapacitated.

Step Through. As a bonus action the dog teleports up to 30 feet to an unoccupied space it can see.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. A bite from the dog's jaws.

Displacing Snap. The dog bites and steps at once. It makes one Bite attack and then teleports up to 15 feet, without provoking opportunity attacks.

Rift Panther

A rift panther is a Large cat that teleports short distances. It bites its prey to hold it, then teleports away with it. It hunts alone and works one territory for years, and it is identified by the pattern of its kills.

Habitat. Rift Breach, Desert

Rift Panther

Large aberration, beast (Rift Hunter)

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	7 (-2)	15 (+2)	10 (+0)

Skills Perception +5, Stealth +7
Resistances rift, psychic
Senses darkvision 120 ft., blindsight 60 ft., passive Perception 15
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Displacement. Attack rolls against the panther have disadvantage until it takes damage, after which the effect is suppressed until the end of its next turn.

Silent Step. Its teleports make no sound and disturb no objects.

Actions

Claw. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) slashing damage. A slash from the panther's claws.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) piercing damage. A bite from the panther's jaws. On a hit, a Large or smaller target is Grappled (escape DC 15), and the panther cannot bite another creature until the Grappled condition ends.

Take It Away. If the panther has a creature Grappled, the panther teleports to an unoccupied space it can see within 60 feet, and the Grappled creature goes with it.

Rift Parasite

Rift parasites attach to whatever is nearest when they come through a tear. They feed on the host's channeling capacity and are found on anyone who has spent time near an unclosed tear.

Habitat. Rift Breach

Rift Parasite

Small aberration

Armor Class 14
Hit Points 49 (9d6 + 18)
Speed 20 ft., fly 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

Skills Stealth +5
Resistances rift, necrotic
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages Netherspeech
Power Rating 2 (450 points; proficiency +2)

Feeds on the Channel. A host it is attached to has disadvantage on checks to maintain concentration and recovers spell resources at half rate.

Actions

Attach. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) rift damage. A creature hit is attached to and takes 1d6 rift damage at the start of each of its turns until the parasite is removed.

Reactions

Feeds on the Channel. When the host the parasite is attached to casts a spell or makes a check to maintain concentration, the host has disadvantage on the concentration check and the parasite regains 1d6 hit points.

Rift Spawn

Rift spawn crawl out of unclosed tears in the Rift, and failed channeling sites accumulate them. They want only to stay on this side of the tear and pursue that without distraction.

Habitat. Rift Breach

Rift Spawn

Medium aberration

Armor Class 15
Hit Points 60 (8d8 + 24)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	8 (-1)	12 (+1)	11 (+0)

Skills Stealth +5
Resistances rift, psychic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 11
Languages Netherspeech
Power Rating 3 (700 points; proficiency +2)

Rift Flicker. At the start of each of its turns, teleports up to 15 feet to a space it can see.

Actions

Rending Limb. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) rift damage. Two attacks.

Tear. *DC 13 Charisma save.* Each creature within 10 feet takes 3d8 rift damage on a failed save and has disadvantage on its next attack roll, or half damage on a success.

Reactions

Flicker. When an effect would banish, teleport or otherwise remove the rift spawn from this side of the tear, the effect fails and the spawn teleports up to 15 feet to a space it can see.

Riftback Whale

Riftbacks run to several kilometers and disperse Rift Energy along the spiked dorsal fins that give them their name. They are social, respond to distress in the pod, and are generally harmless. A migrating pod crossing a hyperlane is a hazard to any convoy on it.

Habitat. Nebula, Stellar Corona

Riftback Whale

Colossal beast

Armor Class 18 (hide and dorsal array)
Hit Points 203 (11d20 + 88)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	26 (+8)	8 (-1)	20 (+5)	16 (+3)

Saving Throws CON +12, WIS +9, CHA +7
Skills Perception +9, Insight +9
Resistances cold, rift, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities decompressed, poisoned, prone, grappled, frightened
Senses truesight 60 ft., blindsight 300 ft., passive Perception 19
Languages none
Power Rating 12 (8,400 points; proficiency +4)

Vacuum Native. Needs no air and is immune to the Decompressed condition.

Sensor Wash. Sensors and targeting systems within a mile suffer disadvantage.

Not Hostile. Will not attack unless it or its pod is attacked first, and breaks off as soon as the attacker withdraws.

Actions

Fluke. *Melee Attack Roll: +13, reach 30 ft., one target. Hit:* 27 (4d8 + 9) bludgeoning damage. Two attacks. A creature or vessel hit is pushed 30 feet.

Dorsal Surge. *DC 20 Constitution save.* Each creature and vessel within 60 feet takes 12d8 rift damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

The Pod Closes. When another Riftback within 500 feet is damaged, this one moves up to its speed toward it. Until the start of its next turn, attacks against that Riftback are made against this one instead.

Riftwork Attendant

Attendants predate the powered tiers and are kept running out of habit and cost. They record, serve, file and answer the door, and some have been in the same house for two centuries.

Habitat. Settlement, Station Interior

Riftwork Attendant

Medium construct, humanoid

Armor Class 14 (brass casing)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common, Axiom Binary
Power Rating 1/2 (100 points; proficiency +2)

Perfect Record. Repeats any conversation it has witnessed in the last thirty days word for word.

Actions

Strike. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 5 (1d8 + 1) bludgeoning damage. A blow from a service limb.

Reactions

Perfect Record. *DC 10 Charisma save.* When a creature within 30 feet speaks in the attendant's hearing, the attendant repeats something that creature said in the last thirty days, word for word. That creature makes a Charisma saving throw or has disadvantage on its next attack roll.

Roc

Rocs take livestock, ground vehicles and the occasional light aircraft. Colonies in roc country build under overhangs.

Habitat. Highland, Storm Front

Roc

Giant monster, beast

Armor Class 17
Hit Points 161 (14d12 + 70)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	3 (-4)	15 (+2)	9 (-1)

Saving Throws DEX +7, CON +9, WIS +6
Skills Perception +6
Resistances lightning
Senses keen sight, passive Perception 16
Languages none
Power Rating 9 (5,000 points; proficiency +4)

Weatherborne. Ignores the movement penalties of high wind and storms.

Actions

Talons. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 19 (3d8 + 6) slashing damage. Two attacks. A Large or smaller creature hit is Grappled, and the roc can fly while carrying it.

Bonus Actions

Beak. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A stab from its beak.

Reactions

Drop It. When a creature the roc is carrying damages it, the roc releases it. The creature falls and takes falling damage, and the roc can immediately fly up to half its speed.

Root Goblin

Root goblins live inside the root mass of old trees and bud instead of breeding. They are the only goblins the sylvarin will treat with, and only on matters concerning the forest.

Habitat. Woodland

Root Goblin

Small humanoid, plant

Armor Class 14 (bark and hide)
Hit Points 22 (5d6 + 5)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	9 (-1)

Skills Nature +2, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Goblin, Sylvan
Gear Spear, Dart
Power Rating 1/2 (100 points; proficiency +2)

Rootwalk. The goblin ignores difficult terrain caused by undergrowth and has advantage on Stealth checks made in a forest.

Budding. When a root goblin dies on living soil, a new one buds there in 1d4 months.

Actions

Thorn Spear. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. A thrust of the goblin's thorn spear.

Sap Dart. *Ranged Attack Roll: +4, close range, one target. Hit:* 4 (1d4 + 2) poison damage. A dart coated in sticky sap.

Snare Root. *DC 11 Strength save.* One creature within 10 feet makes a Strength saving throw or is Restrained until it breaks free with a successful Strength check.

Root Revenant

A body laid in unconsecrated soil without the rites can rise as a root revenant. A root revenant is a skull and ribcage packed with earth, moss and old timber, with roots run through the joints where tendons used to be. It hunts the people who buried it and any creature that disturbs its grave. Burning it fails to end it because the roots grow back. Reburying the body with the proper rites in its grave ends it.

Habitat. Settlement, Taiga, Woodland

Root Revenant

Medium elemental, undead

Armor Class 15 (packed earth and timber)
Hit Points 75 (10d8 + 30)
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws CON +5, WIS +4
Skills Perception +4, Survival +4
Vulnerabilities fire
Resistances necrotic, piercing
Immunities poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14
Languages understands Common
Power Rating 4 (1,100 points; proficiency +2)

Grave Return. It cannot be put down for good while its grave remains disturbed. If it is reduced to 0 hit points it crumbles, and it reforms at its grave after 24 hours unless the body is reinterred with the proper rites.

Killer Sense. It always knows the direction of any creature that took part in its death or in disturbing its grave, while that creature is on the same world.

Rooted. It has advantage on saving throws against being moved or knocked Prone while it is standing on soil.

Actions

Multiattack. It makes two root lash attacks.

Root Lash. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 10 (2d6 + 3) bludgeoning damage. A lash from a limb that is mostly wood now.

Grasping Ground. *DC 13 Strength save.* Roots come up through a 15-foot radius within 30 feet. Every creature in the area makes a Strength saving throw or is Restrained until it escapes with a Strength or Acrobatics check against the same DC.

Bonus Actions

Sink Into the Plot. It burrows up to its speed through loose soil. It cannot be targeted while fully buried, and it cannot act until it surfaces.

Root Witch

A root witch grows out of the place she keeps and cannot be removed from it in one piece. She trades as any hag does, and the price is often a thing that has to be grown.

Habitat. Woodland, Wetland

Root Witch

Medium fae, plant

Armor Class 15 (bark and root)
Hit Points 97 (13d8 + 39)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	14 (+2)	16 (+3)	15 (+2)

Skills Deception +5, Insight +6, Nature +5, Perception +6
Resistances cold, piercing
Senses darkvision 60 ft., passive Perception 16
Languages Common, Sylvan
Power Rating 5 (1,800 points; proficiency +3)

Rooted. While standing on soil she has advantage on saving throws against being moved, and she regains 5 hit points at the start of each of her turns.

Grove Bond. Knows the location of every creature standing on soil within 1 mile of her grove.

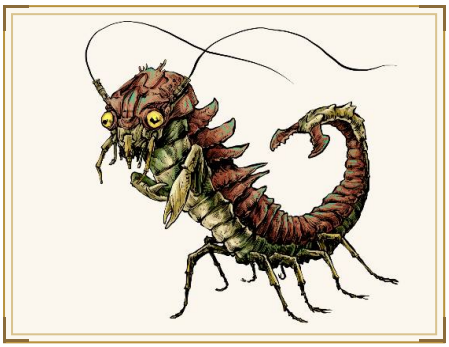
Actions

Root Lash. *Melee Attack Roll: +6, reach 15 ft., one target. Hit:* 12 (2d8 + 3) bludgeoning damage. A lash of roots from the ground.

Entangling Grasp. *DC 14 Strength save.* One creature within 15 feet makes a Strength saving throw or is Restrained by roots until it breaks free with a successful Strength check.

Blight Touch. *DC 14 Constitution save.* One creature she can touch makes a Constitution saving throw, taking 4d8 necrotic damage on a failure and half as much on a success. On a failure it cannot regain hit points until the end of its next turn.

Rust Crawler



A rust crawler eats only worked metal and prefers load-bearing members because they are the thickest. It works along a spar inside a structural void for months and leaves the outer skin untouched. A rust ripper stripping a weapon is an incident. A crawler in a keel means the vessel is a write-off, and the first sign of it is an instrument reading that goes unbelieved until a second crew confirms it.

Habitat. Derelict Hull, Debris Shoal

Rust Crawler

Medium monster

Armor Class 14
Hit Points 71 (11d8 + 22)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	2 (-4)	13 (+1)	5 (-3)

Skills Stealth +4
Immunities acid
Senses darkvision 60 ft., metal sense 90 ft., passive Perception 11
Languages none
Power Rating 3 (700 points; proficiency +2)

Metal Scent. The crawler detects worked metal within 90 feet through any thickness of material, and moves toward the largest mass of it.

Void Dweller. The crawler fits any void a hand can reach into, and is not visible from outside a structure it is eating.

Frame Eater. A vehicle or structure it has worked for a month loses half its structural integrity, and a survey is the only way to find out.

Actions

Rasp. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) acid damage. A nonmagical metal object it touches corrodes and is destroyed after two hits. Metal armor loses 1 point of Armor Class per hit.

Bonus Actions

Enter Void. The crawler enters a structural cavity and cannot be targeted until it comes out.

Rust Ripper

A rust ripper is not aggressive. It eats iron, can smell it through a pack, and can destroy a party's equipment in under a minute.

Habitat. Subterranean, Debris Shoal

Rust Ripper

Medium monster

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Iron Scent. Can smell ferrous metal within 30 feet.

Actions

Antennae. A touch from its antennae.

Corrode. *DC 11 Dexterity save.* The rust ripper touches one nonmagical ferrous object that is not being worn or carried, and the object is destroyed. If the object is being worn or carried, its owner makes a Dexterity saving throw to avoid the touch. Armor touched this way takes a permanent penalty of 1 to the Armor Class it grants, and is destroyed at a penalty of 5. A weapon touched this way takes a permanent penalty of 1 to attack and damage, and is destroyed at a penalty of 5.

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 5 (1d8 + 1) piercing damage. The rust ripper bites only targets not made of iron.

Sabre Cat

Sabre cats hunt the broken high ground of highlands and canyon systems. One will follow a party for two days before choosing its slowest member, take that one, and leave the rest.

Habitat. Highland, Desert

Sabre Cat

Large beast (Great Cat)

Armor Class 14
Hit Points 52 (7d10 + 14)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	3 (-4)	14 (+2)	8 (-1)

Skills Stealth +7, Perception +4
Senses keen smell, passive Perception 14
Languages none
Power Rating 2 (450 points; proficiency +2)

Pounce. If it moves at least 20 feet toward a creature and hits it with a claw, that creature is knocked Prone on a failed Strength save against its save DC.

Actions

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. A raking swipe of the cat's foreclaws.

Bonus Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. The cat can make this attack only against a Prone target.

Reactions

Off the Rock. When a creature moves within 20 feet of the sabre cat while it is on broken high ground, the cat moves up to its speed toward that creature and may make one Claw attack, gaining the benefit of Pounce if it moved at least 20 feet.

Sand Snake

Sand snakes lie buried with only the sensory ridge exposed and take whatever crosses. Their venom is why D'horvakk desert routes are walked in a set order and never in a straight line.

Habitat. Desert, Terran (Arid)

Sand Snake

Medium beast

Armor Class 15
Hit Points 38 (7d8 + 7)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	2 (-4)	13 (+1)	5 (-3)

Skills Stealth +8, Perception +3
Resistances fire
Senses tremorsense 30 ft., blindsight 20 ft., passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Buried. While under sand it is effectively Invisible until it strikes.

Actions

Strike. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 8 (1d8 + 4) piercing damage. A bite from under the sand.

Neurotoxin. *DC 14 Constitution save.* A creature bitten this turn takes 2d6 poison damage and is Poisoned for one minute on a failed save, or half damage on a success.

Reactions

Back Under. When the sand snake is targeted by an attack while on sand, it withdraws below the surface. The attack has disadvantage, and the snake is effectively Invisible again until it next strikes.

Sandwyrm

Sandwyrms are blind desert wyrms that swim through dune fields just below the surface and find prey by vibration. Caravans on affected routes travel at night on packed ground and stop moving entirely when one is detected.

Habitat. Desert, Terran (Arid)

Sandwyrm

Giant draconian

Armor Class 16 (grit-scoured plate)
Hit Points 126 (11d12 + 55)
Speed 20 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	6 (-2)	13 (+1)	8 (-1)

Saving Throws DEX +4, CON +8
Skills Stealth +4
Resistances fire
Condition Immunities blinded
Senses tremorsense 120 ft., blindsight 30 ft., passive Perception 11
Languages Draconic
Power Rating 7 (2,900 points; proficiency +3)

Sand Swimmer. The wyrm moves through loose sand at full speed and leaves no tunnel.

Blind. The wyrm cannot see, and it has disadvantage against airborne targets.

Actions

Bite. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. The wyrm makes two attacks with its bite, aimed by vibration. A creature standing still on the sand is Invisible to the wyrm. A creature moving on the sand is not.

Sand Blast. *DC 16 Dexterity save.* The wyrm blasts sand in a 30-foot cone. Each creature in it makes a Dexterity saving throw, taking 6d8 bludgeoning damage and becoming Blinded until the end of its next turn on a failure, or half as much damage on a success. Recharges on a 5 or 6.

Reactions

Something Moved. *DC 16 Dexterity save.* When a creature within 60 feet standing on sand moves, the wyrm burrows up to its speed to a point beneath that creature. That creature makes a Dexterity saving throw or falls Prone.

Satyr

Satyrs keep the calendar of the Faewyld's festivals and enforce it socially. They take offense at a guest who refuses their hospitality and forgive one who accepts it and cannot keep up.

Habitat. Woodland, The Faewyld

Satyr

Medium fae, beast

Armor Class 14
Hit Points 31 (7d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +4, Stealth +5
Senses passive Perception 12
Languages Common, Sylvan
Power Rating 1/2 (100 points; proficiency +2)

Fae Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 6 (2d4 + 1) bludgeoning damage. A headbutt from its horns.

Shortsword. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A stab with its shortsword.

Panpipes. *DC 12 Wisdom save.* The satyr plays its panpipes. Each creature within 60 feet that can hear it makes a Wisdom saving throw against one chosen effect: Charmed for 1 minute, Frightened for 1 minute, or falling Unconscious for 1 minute. The satyr can use this action once per short rest.

Satyr Entertainer

A satyr entertainer will play a wedding for no fee and be paid three times over by the end of it, in drink, in confidences, and out of a few purses that never reach the bar. The host does not act on the theft, because the evening was better than the host paid for, and guests remember little of it afterward.

Habitat. Coastline, Settlement

Satyr Entertainer

Medium fae, beast

Armor Class 13
Hit Points 49 (9d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	17 (+3)

Skills Acrobatics +5, Deception +5, Performance +5, Persuasion +5, Sleight of Hand +5
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan, Common
Power Rating 1 (200 points; proficiency +2)

Play the Crowd. The satyr has advantage on Charisma checks against any creature that has heard it play in the past hour.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Attack Roll: +2, reach 5 ft., one target. Hit:* 3 (1d6) bludgeoning damage.

Shortbow. *Ranged Attack Roll: +5, medium range, one target. Hit:* 6 (1d6 + 3) piercing damage.

Reel. Each creature within 30 feet that can hear the satyr makes a DC 13 Wisdom save or is Charmed for 1 minute and dances, its speed halved. It repeats the save at the end of each of its turns.

Satyr Folk Hero

Every hill district has one: the satyr who turned a raid at a bridge, talked a tax collector out of a village, or carried somebody's grandmother off a burning roof. The horns have gone amber with age and the story has grown in the telling. When a new threat comes up the valley, the crowd looks to him and he goes.

Habitat. Grassland, Farmland

Satyr Folk Hero

Medium fae, beast

Armor Class 16
Hit Points 84 (13d8 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws CHA +6
Skills Athletics +5, Performance +6, Persuasion +6
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Common
Power Rating 4 (1,100 points; proficiency +2)

Rallying Presence. Allies within 60 feet that can see him cannot be Frightened and have a +1 bonus to attack rolls.

Unshakable. The satyr cannot be persuaded, threatened or Charmed into leaving a fight that other people cannot leave.

Actions

Multiattack. The satyr makes two spear attacks.

Bridge Spear. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 8 (1d10 + 3) piercing damage.

Ram. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) bludgeoning damage.

Rallying Tale. Up to four allies within 30 feet gain 10 temporary hit points and advantage on their next saving throw, and one hostile creature that can hear him makes a DC 14 Wisdom save or is Frightened until the end of its next turn.

Satyr Sage

The satyr sage has lived three hundred years at the edge of one wood and knows its land, its history and its inhabitants. He will not answer a question while sober or unbound. Visitors add wine to the spring he drinks from, tie him with a rope and wait. His answers are accurate and unwelcome, and he delivers them as jokes at the listener's expense.

Habitat. Woodland, The Faewyld

Satyr Sage

Medium fae, beast

Armor Class 15
Hit Points 84 (13d8 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	18 (+4)	17 (+3)	16 (+3)

Saving Throws INT +6, WIS +5
Skills History +6, Insight +5, Lore +6, Nature +6, Performance +5
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan, Common, Elvish
Power Rating 4 (1,100 points; proficiency +2)

Wood Lore. The sage answers any question about the land within fifty miles, its history and its inhabitants, without a check.

Terms of Answer. The sage refuses to answer anything while he is standing, sober or unbound, and he says so.

Actions

Ram. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 8 (2d6 + 1) bludgeoning damage.

Thrown Jug. *Ranged Attack Roll: +4, close range, one target. Hit:* 6 (1d8 + 2) bludgeoning damage.

Pipes. Each creature within 60 feet that can hear him makes a DC 14 Wisdom save. On a failure it is Charmed for 1 minute and will not attack him, and on a failure by 5 or more it also begins to dance and has its speed halved.

Hard Truth. One creature within 30 feet makes a DC 14 Charisma save. On a failure it takes 4d8 psychic damage and has disadvantage on its next attack roll, and the sage states aloud why it is really here.

Saurian Old One

The only clean account of an old one's death involves no fight. A woman walked out to it with water and a length of ribbon and led it into a town, where a frightened crowd killed it while it stood still. The town holds an annual procession of apology. Every other attempt ended in a casualty list and a crater where a hill used to be.

Habitat. Deep Space, Settlement

Saurian Old One

Colossal monster, beast

Armor Class 22
Hit Points 350 (20d20 + 140)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	4 (-3)	16 (+3)	12 (+1)

Saving Throws INT +3, WIS +9, CHA +7
Skills Perception +9
Resistances fire, cold, lightning
Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 19
Languages none
Power Rating 20 (25,000 points; proficiency +6)

Reflective Carapace. When it succeeds on a saving throw against a spell, the spell is turned back on its caster.

Siege Engine. The old one deals double damage to objects and structures.

Peaceful Approach. The old one has disadvantage on attack rolls against a creature that has made no hostile act toward it, and will follow a creature that offers it water.

Actions

Multiattack. Makes one bite attack, two claw attacks, one horn attack and one tail attack.

Bite. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 36 (4d12 + 10) piercing damage. If the target is of Large size or smaller it is Grappled (escape DC 24) and Restrained.

Claw. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 32 (4d10 + 10) piercing damage.

Tail. *Melee Attack Roll: +16, reach 30 ft., one target. Hit:* 24 (4d6 + 10) bludgeoning damage. On a hit the target is pushed 30 feet and knocked Prone.

Swallow. One Grappled creature of Large size or smaller is swallowed. It is Blinded and Restrained, has total cover, and takes 8d6 acid damage at the start of each of the old one's turns.

Frightful Presence. Each creature within 120 feet makes a DC 21 Wisdom save or is Frightened for 1 minute, repeating the save at the end of each of its turns.

Saurus

Saurus are delta hunters who hold a fixed stretch of river country on jungle worlds. They let most traffic through their territory and ambush what they take on ground chosen in advance, most often the third or fourth time a route is used.

Habitat. Coastline, Jungle

Saurus

Medium humanoid

Armor Class 14 (hide and bone)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	9 (-1)	13 (+1)	8 (-1)

Skills Survival +3, Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages Saurian, Common
Gear Spear, Hide Vest
Power Rating 1 (200 points; proficiency +2)

Still Water. The saurus has advantage on Dexterity (Stealth) checks if it has not moved since the end of its last turn.

Actions

Spear. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. A thrust of the saurus's long-hafted spear.

Reactions

Ambush Strike. When a creature within 30 feet moves into the saurus's territory without having spotted it, the saurus makes one Spear attack against that creature with advantage, then can move up to half its speed.

Savage Yeti

A yeti hunts in whiteout weather that grounds other hunters. Survivors report its eyes first and disagree about its size.

Habitat. Highland, Arctic

Savage Yeti

Large giantkin

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Immunities cold
Senses darkvision 60 ft., passive Perception 13
Languages Jotun
Power Rating 3 (700 points; proficiency +2)

Snow Camouflage. Has advantage on Stealth checks made in snowy terrain.

Fire Fear. Has disadvantage on attack rolls and ability checks while it can see an open flame within 30 feet.

Actions

Multiattack. The yeti makes two Claw attacks.

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) slashing damage. A claw swipe at chest height.

Chilling Gaze. *DC 13 Constitution save.* One creature the yeti can see within 30 feet makes a Constitution saving throw. On a failure it takes 3d6 cold damage and is Paralyzed until the end of its next turn.

Scroll Golem

A scroll golem is built by the old golem technique: a slip with a word on it goes in the mouth and the body stands up. Here the body is ten thousand pages rolled and bound into limbs. The guard and the collection are one object, so fire destroys both.

Habitat. Settlement

Scroll Golem

Medium construct

Armor Class 15
Hit Points 112 (15d8 + 45)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	11 (+0)	14 (+2)	5 (-3)

Saving Throws CON +6
Skills Lore +3
Vulnerabilities fire
Resistances bludgeoning, piercing, slashing
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Common, Old Valar, Axiom Binary
Power Rating 6 (2,300 points; proficiency +3)

Living Archive. Damage dealt to it destroys documents permanently. Burning it destroys the whole collection.

Recitation. Can recite any document bound into it, and will do so at length when asked a question it holds the answer to.

Animating Slip. Removing the slip from its mouth stops it. Reaching it requires a DC 18 Dexterity check made against a Grappled or Incapacitated golem.

Actions

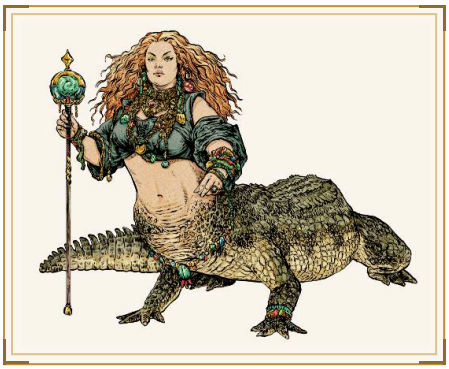
Multiattack. Makes two slam attacks.

Slam. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) bludgeoning damage.

Paper Storm. Each creature within 15 feet makes a DC 15 Dexterity save, taking 5d6 slashing damage and being Blinded until the end of its next turn on a failure, or half as much and no blindness on a success.

Read Aloud. One creature within 30 feet makes a DC 15 Intelligence save or is Incapacitated until the end of its next turn while the golem recites the relevant passage.

Sea Hag



Sea hags sell coastal settlements whatever they have run short of, at the highest price the settlement can be made to pay. A hag keeps every bargain to the letter, and the cost sits in the exact terms.

Habitat. Coastline, Subterranean

Sea Hag

Medium fae

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Skills Insight +3, Perception +3
Senses passive Perception 13
Languages Common, Aesiric
Power Rating 2 (450 points; proficiency +2)

Amphibious. The hag can breathe air and water.

Bargain-Bound. The hag cannot break the literal terms of a bargain she has struck and will not be talked into rephrasing one.

Actions

Claws. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. A raking strike from barnacle-crusted claws.

Death Glare. *DC 11 Wisdom save.* One Frightened creature within 30 feet makes a Wisdom saving throw or drops to 0 hit points.

Illusory Appearance. The hag takes on the look of another Medium or Small humanoid for 1 hour. A creature that inspects her can see through it with a successful Investigation check.

Sea Serpent

Sea serpents track surface traffic on the ocean worlds and surface for a hull about once a season.

Habitat. Terran (Oceanic), Hyperlane Corridor

Sea Serpent

Huge monster, beast

Armor Class 16 (overlapping scale)
Hit Points 105 (10d12 + 40)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	4 (-3)	14 (+2)	8 (-1)

Saving Throws CON +7
Skills Perception +5, Stealth +5
Resistances cold
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Amphibious. Breathes air and water.

Breach. If it moves at least 30 feet through water toward a surface target before attacking, the attack has advantage.

Actions

Bite. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. Two attacks. A Large or smaller creature hit is Grappled and pulled off whatever it was standing on.

Crush. *DC 16 Strength save.* One Grappled creature takes 4d8 bludgeoning damage on a failed save and cannot breathe until it escapes, or half damage on a success.

Reactions

Back Under. When the sea serpent takes damage while at the surface, it swims up to its speed without provoking opportunity attacks, taking any Grappled creature with it.

Sea Witch

The sea witch lives in the last house on the spit and sells knotted cord to becalmed captains at whatever the delay is costing them. The first knot gives a working breeze and the second gives a fast run. No crew that untied the third knot has come back, and four ports treat a knotted cord as contraband. She keeps salt off her doorstep and takes payment in fresh water.

Habitat. Coastline

Sea Witch

Medium fae

Armor Class 15
Hit Points 93 (11d8 + 44)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	16 (+3)	17 (+3)	18 (+4)

Saving Throws CON +7, CHA +7
Skills Deception +7, Nature +6, Perception +6, Persuasion +7
Resistances cold, lightning
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan, Primordial, Common
Power Rating 6 (2,300 points; proficiency +3)

Amphibious. The witch breathes air and water.

Fresh Water Bargain. The witch will bargain with any creature that brings her a cask of fresh water and will not break a bargain paid that way.

Coast Mastery. The witch cannot be lost, becalmed or run aground in any water she has sailed.

Actions

Multiattack. The witch makes two Brine Lash attacks.

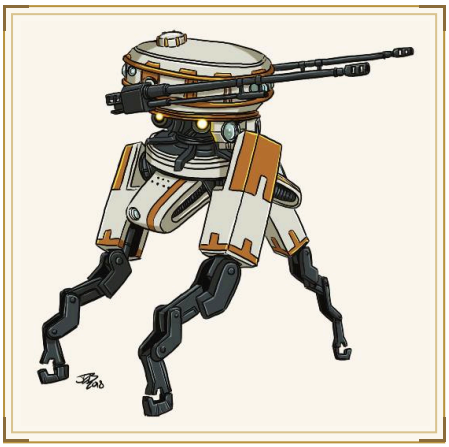
Brine Lash. *Melee Attack Roll: +7, reach 15 ft., one target. Hit:* 13 (2d8 + 4) cold damage.

First Knot. Wind rises in a 60-foot radius. Ranged attacks into or through the area have disadvantage, and a sailing vessel in it moves at double speed.

Second Knot. A squall strikes a 60-foot radius. Each creature in the area makes a DC 15 Strength save, taking 6d6 bludgeoning damage and being pushed 20 feet on a failure, or half as much on a success. Small craft in the area capsize.

Third Knot. The witch will not untie the third knot. If she is reduced to 0 hit points while holding the cord, it opens anyway and the storm lasts three days.

Sentry Drone



A sentry drone is posted on a perimeter to transmit the position of whatever crosses it, and is not expected to survive the contact.

Habitat. Settlement

Faction. Echelon Corporation

Sentry Drone

Small construct

Armor Class 15 (composite shell)
Hit Points 40 (9d6 + 9)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	6 (-2)	13 (+1)	4 (-3)

Skills Perception +3
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Axiom Binary
Power Rating 1 (200 points; proficiency +2)

Alarm Uplink. On spotting a hostile creature, transmits its position to every allied unit within a mile. Jamming this needs an Intelligence (Technology) check against its save DC.

Actions

Las Emitter. *Ranged Attack Roll: +5, medium range, one target. Hit:* 8 (1d10 + 3) radiant damage. A low-powered laser.

Reactions

Alarm Uplink. When the drone spots a hostile creature or is attacked, it transmits that creature's position to every allied unit within a mile. Jamming this needs an Intelligence (Technology) check against its save DC made before the transmission goes.

Sentry Spider

Axis Systems sells sentry spiders by the pair to installations that cannot staff a night watch. Each has eight legs and a sensor cluster where a head would be. It logs arrival times, compares them with the posted rota, and challenges anything outside the schedule. The manufacturer states that it does not pursue past the perimeter.

Habitat. Station Interior, Settlement

Faction. Echelon Corporation

Sentry Spider

Medium construct (Axiom)

Armor Class 17
Hit Points 105 (14d8 + 42)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (+0)	16 (+3)	5 (-3)

Saving Throws DEX +7, WIS +6
Skills Perception +6, Technology +3
Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 16
Languages Axiom Binary, Federation Standard
Power Rating 6 (2,300 points; proficiency +3)

Rota Check. Logs every entry and exit with a time, and challenges anything that does not match the posted rota.

Perimeter Bound. Will not pursue beyond the boundary it was set. It transmits instead, and another pair is already coming the other way.

Wall Walker. Climbs any surface, including a ceiling, at full Speed.

Actions

Multiattack. Makes three leg attacks, or uses Web Line and makes two.

Bladed Leg. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 11 (2d6 + 4) slashing damage.

Web Line. One creature within 30 feet makes a DC 15 Dexterity save or is Restrained by a filament line until it or an ally cuts it free.

Raise Alarm. Every Axis unit within a mile is given the intruder's position and description. It does this once and does not need to again.

Shade

A shade keeps the habits of the life it had and none of the reasons for them. They walk the routes they used to walk, on decks that have been empty for years.

Habitat. Rift Breach, Derelict Hull

Shade

Medium aberration, humanoid

Armor Class 15
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	13 (+1)	15 (+2)	12 (+1)

Saving Throws DEX +6, WIS +4
Skills Stealth +8, Perception +4
Resistances necrotic, psychic
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages Common, Netherspeech
Power Rating 4 (1,100 points; proficiency +2)

Shadow Step. As a bonus action in dim light or darkness, teleports up to 60 feet to another space in dim light or darkness.

Light Sensitivity. Has disadvantage on attack rolls and Perception checks in bright light.

Spellcasting. The shade casts with Charisma (spell save DC 11, +3 to hit with spell attacks). A shade casts the spells it knew in life, out of habit.

At will: *Darkness*, *Minor Illusion*

1/day each: *Misty Step*, *Pass without Trace*

Actions

Cold Touch. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) necrotic damage. Two attacks. A creature hit has its speed reduced by 10 feet until the end of its next turn.

Reactions

Step Through. When a creature within 60 feet blocks a corridor, door or passage the shade habitually uses, the shade teleports through shadow to the far side of that creature and makes one Cold Touch attack.

Shadow Demon

A shadow demon has no body. It travels through the dark from one shadow to the next and strikes from inside the shadow of whatever it is fighting. Bright light is its weakness, and boarding crews carry flares and are trained to throw them at the deck instead of at the target.

Habitat. Derelict Hull, Plane of Oblivion

Shadow Demon

Medium fiend

Armor Class 15
Hit Points 78 (12d8 + 24)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	14 (+2)	14 (+2)	13 (+1)	16 (+3)

Saving Throws DEX +7, CHA +5
Skills Stealth +7
Vulnerabilities radiant
Resistances acid, fire, necrotic, thunder, bludgeoning, piercing, slashing
Immunities cold, lightning, poison
Condition Immunities exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 11
Languages Netherspeech, Common
Power Rating 4 (1,100 points; proficiency +2)

Incorporeal. Moves through creatures and objects as though they were difficult terrain, taking 5 force damage if it ends its turn inside one.

Light Sensitivity. While in bright light it has disadvantage on attack rolls and on Perception checks.

Shadow Stealth. In dim light or darkness it can take the Hide action as a bonus action.

Actions

Claws. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 14 (2d8 + 5) necrotic damage. If the target is not in bright light it also takes 2d6 psychic damage.

Bonus Actions

Into the Shadow. Moves to any shadow it can see within 60 feet without provoking opportunity attacks.

Shady Merchant

The stall is real, but its margin would not cover the rent. The rent comes from a second conversation, held behind the stall, about documents, routes and where a particular inspector is standing this week. He has outlasted four regimes in the same square by selling each one what it needed and keeping no record of his customers.

Habitat. Coastline, Station Interior

Shady Merchant

Medium humanoid

Armor Class 13
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	15 (+2)	14 (+2)	17 (+3)

Skills Deception +5, Insight +4, Persuasion +5, Sleight of Hand +4
Senses passive Perception 12
Languages Common, Meridian Cant, Federation Standard
Gear Dagger, Forgery Kit
Power Rating 1 (200 points; proficiency +2)

Document Broker. The merchant can source any restricted document, permit or seal within a day, at a price that rises with how badly the buyer needs it.

Client Confidence. The merchant cannot be made to inform on a client by any means.

Actions

Concealed Blade. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage.

Talk It Down. One creature within 30 feet makes a DC 13 Wisdom save or loses its next action to a conversation.

Shambling Mound

A shambling mound is a Large walking heap of rotting plant matter that was dead before it began to move. It engulfs prey it has Grappled, blinding and suffocating it. It takes no damage from lightning and regains hit points from it. Mounds are found in wetland and rainforest.

Habitat. Wetland, Jungle

Shambling Mound

Large plant

Armor Class 15 (packed vegetation)
Hit Points 136 (16d10 + 48)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2
Resistances cold, fire
Immunities lightning
Condition Immunities blinded, deafened, exhausted
Senses blindsight 60 ft., passive Perception 10
Languages none
Power Rating 7 (2,900 points; proficiency +3)

Lightning Absorption. Whenever it takes lightning damage, it takes none and regains that many hit points instead.

Undergrowth Camouflage. Has advantage on Stealth checks made in vegetation.

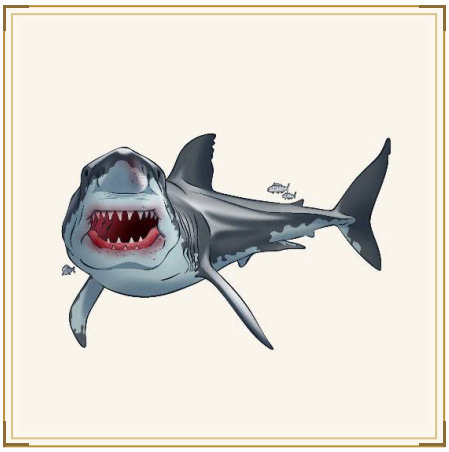
Actions

Multiattack. Makes two Slam attacks.

Slam. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) bludgeoning damage. A swing of a limb of packed vegetation.

Engulf. The mound closes around a Medium or smaller creature it has Grappled. The target is Blinded, Restrained and unable to breathe, and takes 2d8 + 4 bludgeoning damage at the start of each of the mound's turns.

Shark



Sharks work the shelf and the reef edge. They investigate anything that enters the water and commit to anything that behaves as if it is hurt. Shallow salvage on shark coasts is done in pairs.

Habitat. Shallows

Shark

Medium beast

Armor Class 13
Hit Points 32 (5d8 + 10)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	1 (-5)	12 (+1)	4 (-3)

Skills Perception +3
Senses blindsight 30 ft., passive Perception 13
Languages none
Power Rating 1/2 (100 points; proficiency +2)

Water Breathing. Can breathe only underwater.

Blood in the Water. Has advantage on attack rolls against a creature below half its hit points.

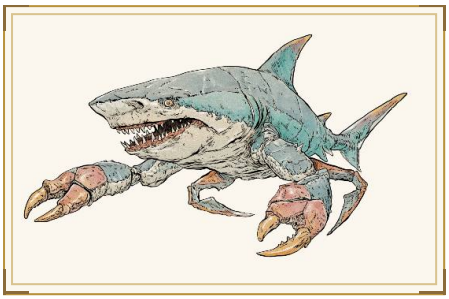
Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) piercing damage. A bite from its jaws.

Reactions

Second Pass. When a creature within 60 feet in the water drops below half its hit points, the shark swims up to its speed toward that creature and may make one Bite attack if it arrives in reach.

Shellfin



A shellfin is a reef monster with a shark's head and a crab's shell and claws. It cruises like a shark, then stops dead with its claws forward. The claws hold a diver in place while it bites, and most divers it catches die while held.

Habitat. Shallows

Shellfin

Large monster, beast

Armor Class 16
Hit Points 85 (10d10 + 30)
Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Saving Throws CON +5
Skills Perception +3, Stealth +3
Resistances bludgeoning, piercing, slashing
Senses blindsight 60 ft., keen smell, passive Perception 13
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Blood in the Water. The shellfin has advantage on attack rolls against a creature that has less than half its hit points.

Sudden Stop. The shellfin can end a swim move at any point without drifting, and does not provoke opportunity attacks when it does.

Actions

Multiattack. Makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 9 (1d10 + 4) slashing damage. If the target is of Medium size or smaller it is Grappled (escape DC 14) and Restrained.

Shemhazai

Shemhazai proposed the descent. Seeing that the others were afraid of being left holding it, he bound all two hundred to one oath on one peak, and the oath made the crime collective and irreversible. What they taught afterward was practical: root-cutting, metalwork, the making of charms. The sentence was to hang head-downward between the ground and the sky, and he is visible from some worlds on a clear night.

Habitat. Highland, The Nine Hells

Shemhazai

Huge fiend, celestial (Watcher)

Armor Class 19
Hit Points 225 (18d12 + 108)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	21 (+5)	20 (+5)	22 (+6)

Saving Throws STR +12, CON +11, WIS +10, CHA +11
Skills Arcana +10, History +10, Insight +10, Perception +10, Persuasion +11
Resistances cold, lightning, necrotic, radiant
Immunities fire, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 20
Languages Netherspeech, Ebon Liturgy, Common, Primordial, Old Valar
Power Rating 13 (10,000 points; proficiency +5)

Collective Oath. While another Watcher is within 120 feet, both have advantage on all saving throws and cannot be Frightened.

Knowledge of Trades. Knows the making of any charm, alloy or preparation, and can identify what any worked object was made to do on sight.

Hanging Sentence. Once per day, when reduced to 0 hit points, he drops to 1 instead and is Restrained until the end of his next turn.

Actions

Multiattack. Shemhazai makes two Fallen Sword attacks, or uses Forbidden Lesson.

Fallen Sword. *Melee Attack Roll: +12, reach 15 ft., one target. Hit:* 29 (4d10 + 7) slashing damage. A stroke of his sword.

Forbidden Lesson. One creature within 120 feet makes a DC 20 Intelligence save. On a failure it takes 10d8 psychic damage and learns a fact it cannot unlearn, gaining disadvantage on Wisdom saves for 1 minute.

Bind to the Oath. Up to three creatures within 60 feet each make a DC 20 Charisma save. On a failure a creature is bound for 1 hour: if any bound creature takes damage, every other bound creature takes half that amount.

Bonus Actions

Descend. Flies up to his speed without provoking opportunity attacks.

Shieldmaiden

A shieldmaiden takes the same oath as any other sworn warrior of the hold and stands in the same rank. She is equipped with a limewood round shield, a hand axe and a sword, and is trained to hold a doorway or a ford against larger numbers. Holds send her with the longships and keep her at the hall through the winter. She has no magic and claims none.

Habitat. Terran (Barren), Tundra

Shieldmaiden

Medium humanoid

Armor Class 15
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	16 (+3)	19 (+4)	17 (+3)

Saving Throws WIS +7, CHA +6
Skills Insight +7, Nature +6, Perception +7, Survival +7
Resistances cold
Senses darkvision 60 ft., passive Perception 17
Languages Old Norska, Common
Gear Quarterstaff, Herbalism Kit
Power Rating 5 (1,800 points; proficiency +3)

High Ground. While the shieldmaiden is on higher ground than a creature, that creature has disadvantage on saving throws against her abilities.

Prophecy. Once a day the shieldmaiden names an event that will happen before the next dawn. If the event can plausibly happen, it does.

Actions

Iron-Shod Staff. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 7 (2d6) bludgeoning damage. A blow from an iron-shod staff.

Cold Reading. One creature within 60 feet makes a DC 15 Wisdom saving throw. On a failure the shieldmaiden learns one thing it is hiding, and it is Frightened of her for 1 minute.

Driving Snow. The shieldmaiden fills a 30-foot radius within 120 feet with driving snow for 1 minute. The area is heavily obscured and is difficult terrain, and each creature that ends its turn in it takes 3d6 cold damage.

Reactions

Foretold Roll. When a creature within 60 feet makes an attack roll or saving throw, the shieldmaiden says the number aloud first. The roll is made with disadvantage.

Silver Dragon Hatchling

Silver Dragons descend from the Aether Drakes and take to mortal company early. A hatchling practices faces and voices long before it can hold a shape and becomes attached to any visitor patient enough to let it copy them.

Habitat. Lower Atmosphere, Highland

Silver Dragon Hatchling

Medium draconian

Armor Class 14 (soft scale)
Hit Points 60 (11d8 + 11)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	12 (+1)	15 (+2)

Skills Perception +3
Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic

Power Rating 3 (700 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) piercing damage. A bite from the hatchling's jaws.

Cold Breath. *DC 11 Constitution save.* The dragon exhales in a 15-foot cone. Each creature in it makes a Constitution saving throw, taking 5d6 cold damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Simian

Simians came up in high forest and build in the canopy. Their settlements are in its crown, their roads are branches, and the ground is where things are buried. Four gripping limbs and a prehensile tail make a floor unnecessary, so simian crews are over-represented in rigging, gantry work and any trade done a long way up.

Habitat. Jungle

Simian

Medium beast, humanoid

Armor Class 13
Hit Points 45 (7d8 + 14)
Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Skills Acrobatics +5, Athletics +4, Perception +3
Senses passive Perception 13
Languages Common
Power Rating 1 (200 points; proficiency +2)

Five Limbs. The simian climbs at full speed with a weapon in hand and can hang from its tail with both hands free.

Sure Landing. Takes no falling damage from the first 30 feet and lands on its feet.

Actions

Spear. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage.

Thrown Stone. *Ranged Attack Roll: +5, medium range, one target. Hit:* 6 (1d6 + 3) bludgeoning damage.

Simian Warrior

A simian warrior has four gripping limbs and a tail that works as a fifth, and it climbs a canopy and a gantry the same way. It drops onto an enemy, swings past, and takes a weapon out of a hand from above. Troops trained on level ground lose the first exchange.

Habitat. Jungle, Station Interior

Simian Warrior

Medium beast, humanoid

Armor Class 14
Hit Points 71 (11d8 + 22)
Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws DEX +5
Skills Acrobatics +5, Athletics +5, Perception +3, Stealth +5
Senses passive Perception 13
Languages Common
Power Rating 3 (700 points; proficiency +2)

Five Limbs. The warrior can hold a weapon and remain suspended. It suffers no penalty for attacking while climbing and does not need a hand free to climb.

Drop Attack. Deals an extra 2d6 damage against a creature it attacks after falling or dropping at least 10 feet onto it.

Actions

Multiattack. The warrior makes two Weighted Club attacks.

Weighted Club. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) bludgeoning damage.

Thrown Stone. *Ranged Attack Roll: +5, medium range, one target. Hit:* 6 (1d6 + 3) bludgeoning damage.

Snatch Item. One creature within 5 feet makes a DC 13 Dexterity save or has one object it is holding taken. The warrior can move up to half its speed as part of this action.

Sin Eater

A sin-eater eats bread and ale passed across a body, and the dead go clean. The parish pays him sixpence and then will not sit with him, drink with him or bury him in the ground. He took on four decades of other people's worst hours and never set any of it down. When he was buried, he did not stay in the ground.

Habitat. Settlement, Farmland

Sin Eater

Medium undead, humanoid

Armor Class 14
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	18 (+4)	12 (+1)	16 (+3)	15 (+2)

Saving Throws CON +7, WIS +6
Skills Insight +6, Religion +4
Resistances necrotic, psychic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Power Rating 5 (1,800 points; proficiency +3)

Sin Sense. The sin-eater knows the worst thing every creature within 30 feet has done and cannot stop knowing it.

Undying Office. When reduced to 0 hit points, the sin-eater drops to 1 instead unless the killing blow was struck by a creature that has confessed to it. This works once per day.

Shunned. The sin-eater cannot enter consecrated ground, and no settlement will shelter it.

Actions

Multiattack. The sin-eater makes two Cold Grasp attacks.

Cold Grasp. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 10 (2d8 + 1) necrotic damage.

Recite Secret. One creature within 30 feet makes a DC 15 Charisma save. On a failure it takes 5d8 psychic damage and is Frightened for 1 minute as the sin-eater recites a secret the creature has never told, in the creature's own voice.

Take the Burden. One willing creature within 5 feet ends all levels of the Wounded condition and every effect afflicting it. The sin-eater takes them all instead, and takes 4d10 necrotic damage.

Skeleton

A skeleton keeps the drill it learned in life and loses the judgment that went with it. It follows the last order it was given until it is destroyed or given a new one.

Habitat. Settlement

Faction. Covenant of the Ebon Creed

Skeleton

Medium undead

Armor Class 13 (scavenged hide)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Vulnerabilities bludgeoning
Immunities poison
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common
Gear Scimitar, Hide Vest
Power Rating 1/4 (50 points; proficiency +2)

Standing Orders. The skeleton follows the last order it received in life until it is destroyed or redirected by whatever raised it.

Actions

Scimitar. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage. A swing of the notched scimitar it was buried with.

Reactions

Hold Position. When a creature within 5 feet attempts to pass the position the skeleton was ordered to hold, the skeleton makes one Scimitar attack against it.

Skeleton Soldier

Some grave fields give up a rabble and others a formation, depending on whether the dead were drilled before they died. A skeleton soldier steps off on the correct foot and closes a gap without being told. Under sustained fire it does what it was taught and holds its place.

Habitat. Settlement

Skeleton Soldier

Medium undead

Armor Class 14
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	6 (-2)	8 (-1)	5 (-3)

Skills Athletics +3
Vulnerabilities bludgeoning
Immunities poison
Condition Immunities exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common
Power Rating 1/2 (100 points; proficiency +2)

Hold the Line. While within 5 feet of another skeleton, the soldier has a +1 bonus to Armor Class and cannot be pushed or knocked Prone by an effect that allows a Strength save.

Actions

Spear. *Melee Attack Roll: +3, reach 10 ft., one target. Hit:* 5 (1d8 + 1) piercing damage.

Shortbow. *Ranged Attack Roll: +4, medium range, one target. Hit:* 5 (1d6 + 2) piercing damage.

Skeleton Veteran

A skeleton veteran's drill has turned into judgment. It takes the doorway, puts its back to a wall with no second door and goes for whoever is giving orders. It fights with the same blank economy of movement that unsettled the officers who commanded it in life.

Habitat. Settlement

Skeleton Veteran

Medium undead

Armor Class 15
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	8 (-1)	11 (+0)	6 (-2)

Saving Throws DEX +4
Skills Athletics +4, Perception +2
Vulnerabilities bludgeoning
Immunities poison
Condition Immunities exhausted, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Power Rating 2 (450 points; proficiency +2)

Spot the Leader. On entering a space, the veteran identifies the creature directing the others and has advantage on attack rolls against that creature.

Chokepoint Fighter. While in a doorway or corridor no wider than 10 feet, the veteran has a +2 bonus to Armor Class.

Actions

Multiattack. The veteran makes two sword attacks.

Broadsword. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (1d10 + 2) slashing damage.

Heavy Crossbow. *Ranged Attack Roll: +4, long range, one target. Hit:* 7 (1d10 + 2) piercing damage.

Skeleton Warlord

A skeleton warlord was a general, and the army it had is the army it still has, minus the flesh and any question of morale. With one in the field a grave host stops being a rabble: the ranks hold and the whole mass moves together. Destroying the warlord ends that.

Habitat. Settlement

Skeleton Warlord

Medium undead

Armor Class 17
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	13 (+1)	15 (+2)

Saving Throws STR +7, CON +6
Skills Athletics +7, Intimidation +5, Perception +4
Vulnerabilities bludgeoning
Immunities poison
Condition Immunities exhausted, frightened, poisoned
Senses darkvision 90 ft., passive Perception 14
Languages Common, Old Valar
Power Rating 5 (1,800 points; proficiency +3)

Battlefield Command. Every undead within 60 feet that can see the warlord has a +2 bonus to attack rolls and cannot be turned. This ends the moment the warlord is destroyed.

Rally the Fallen. When an undead within 60 feet is destroyed, the warlord can raise it again at half hit points. It can do this three times a day.

Actions

Multiattack. The warlord makes three blade attacks.

Officer's Blade. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 9 (1d10 + 4) slashing damage.

Order Advance. Up to six undead within 60 feet immediately move up to their speed and make one attack each.

Reactions

Parry. The warlord adds 3 to its Armor Class against one melee attack that would hit it.

Skeleton Warrior

Some of what a soldier knew survives being raised. A skeleton warrior holds formation, covers a flank and gives ground in order.

Habitat. Settlement

Faction. Covenant of the Ebon Creed

Skeleton Warrior

Medium undead

Armor Class 15 (plate and shield)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	7 (-2)	9 (-1)	6 (-2)

Saving Throws CON +5
Skills Athletics +4, Perception +1
Vulnerabilities bludgeoning
Immunities poison
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Common
Gear Longsword, Chainmail, Kite Shield

Power Rating 1 (200 points; proficiency +2)

Holds Formation. The warrior adds 2 to its Armor Class while at least one other skeleton is within 5 feet of it.

Actions

Longsword. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) slashing damage. A cut from the warrior's longsword.

Reactions

Close the Gap. When a skeleton within 10 feet of this one is destroyed, the warrior moves up to 10 feet into the vacated space and keeps its Holds Formation bonus if another skeleton is still adjacent.

Skree

A skree is a membrane-winged rodent the size of a fist that got into a hold and has been riding freight since. They nest in insulation, breed on a nine-day cycle, and chew cabling for the salt in it. Station health services rank them the costliest pest in the sector on repair bills alone.

Habitat. Derelict Hull, Station Interior

Skree

Tiny beast

Armor Class 13
Hit Points 12 (5d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	10 (+0)	3 (-4)	12 (+1)	5 (-3)

Skills Stealth +5
Senses blindsight 30 ft., keen smell, passive Perception 11
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Nine-Day Cycle. A nest left undisturbed doubles every nine days.

Cable Preference. Prefers insulation, wiring and stores to living targets, and will break off an attack to reach them.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) piercing damage.

Chew Through. One length of cable, hose or line within 5 feet is severed. Whatever it fed stops working.

Snake

Snakes turn up in cargo, in ducting and under anything left on the ground overnight. Colonial medical kits carry antivenom as standard for that reason.

Habitat. Terran (Verdant), Derelict Hull

Snake

Tiny beast

Armor Class 13
Hit Points 15 (6d4)
Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Skills Stealth +4
Senses blindsight 10 ft., passive Perception 10
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Stealthy. Has advantage on Dexterity (Stealth) checks made while it has not moved since the end of its last turn.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A bite from its fangs.

Venom. *DC 10 Constitution save.* A creature bitten this turn takes 2d6 poison damage on a failed save, or half as much on a success.

Reactions

Strike the Hand. When a creature moves into or reaches into the snake's space without having spotted it, the snake makes one Bite attack with advantage and may immediately use Venom.

Snow Troll

A snow troll is a furred troll variant native to tundra and boreal forest worlds, with branching antlers and a coat of matted white fur that blends with snow. The antlers grow continuously and are shed in spring, and a fresh rack in midwinter means the troll fed well. It lies buried in a snowdrift with only the antlers showing, and when prey comes within reach it charges in a short sprint and gores, which can knock the target Prone. It follows with claws until its regeneration turns the fight. Fire and acid stop its healing, as they do for every troll.

Habitat. Tundra, Taiga, Arctic

Snow Troll

Large giantkin, beast

Armor Class 15 (matted fur)
Hit Points 94 (9d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	7 (-2)	12 (+1)	7 (-2)

Skills Stealth +4, Perception +4
Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Jotun
Power Rating 5 (1,800 points; proficiency +3)

Regeneration. The troll regains 10 hit points at the start of its turn. If it took acid or fire damage since its last turn, this does not function. It dies only if it starts its turn at 0 hit points and does not regenerate.

Snow Camouflage. The troll has advantage on Stealth checks made to hide in snowy terrain.

Actions

Multiattack. The troll makes one Gore attack and one Claw attack.

Gore. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 14 (2d8 + 5) piercing damage. A charge with the antler crown. If the snow troll moved at least 10 feet in a straight line toward the target this turn, the target takes an extra 1d8 piercing damage.

Claw. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. A slash from one clawed forelimb.

Bonus Actions

Snowdrift Ambush. *DC 16 Strength save.* While hidden in snowy terrain, the snow troll moves up to its speed toward a creature without provoking opportunity attacks. If it hits a creature with a gore attack on the same turn, the target must succeed on a Strength saving throw or be knocked Prone.

Solar Drake

Helios sculpted the Solar Drakes in the image of Ember, the Archon of Fire, to guard the Sunstone and fight the Elementari in The Planar Rapture. The survivors of the Solir's betrayal retreated to high peaks and remote volcanoes, and those who see one take it as an omen of change.

Habitat. Volcanic Field, Settlement, Plane of Ignis

Solar Drake

Gargantuan draconian

Armor Class 22 (primordial scale)
Hit Points 369 (18d20 + 180)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	22 (+6)	22 (+6)	26 (+8)

Saving Throws DEX +6, CON +16, WIS +12, CHA +14
Skills Perception +12, Insight +12
Immunities fire, radiant
Condition Immunities frightened, charmed
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 22
Languages Draconic, Primordial, Common, Solir
Power Rating 20 (25,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 120 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Rebirth. When it drops to 0 hit points it collapses into embers. Unless the embers are scattered across running water before the next dawn, it rises from them at that dawn with all its hit points.

Corona. A creature that starts its turn within 15 feet of it takes 4d6 radiant damage.

Spellcasting. The solar drake casts with Charisma (spell save DC 22, +14 to hit with spell attacks). Channels Sun-Rifting as it was first taught, by the Archon of Fire.

At will: *Ember*, *Glare*, *Beacon*

3/day each: *Flare*, *Lance*, *Dawn*

1/day each: *Nova*, *Corona*

Actions

Multiattack. The drake uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +16, reach 20 ft., one target. Hit:* 29 (3d12 + 10) piercing damage. A bite from the drake's jaws.

Claw. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 23 (3d8 + 10) slashing damage. A claw strike from the drake's forelimb.

Tail. *Melee Attack Roll: +16, reach 25 ft., one target. Hit:* 26 (3d10 + 10) bludgeoning damage. A strike from the drake's tail.

Sunfire Breath. *DC 24 Dexterity save.* The drake exhales in a 120-foot cone. Each creature in it makes a Dexterity saving throw, taking 25d6 radiant damage on a failure and half as much on a success. Undead and fiends have disadvantage on the save. Recharges on a roll of 5 or 6 on a d6 at the start of its turn.

Legendary Actions

Wing Attack. *DC 24 Dexterity save.* It beats its wings. Each creature within 20 feet makes a Dexterity saving throw, taking 3d6 + 10 bludgeoning damage and falling Prone on a failure. It then flies up to half its speed.

Channel. The drake casts one of its at-will spells. This costs two legendary actions.

Solir

Solir are an elven line of the warm worlds whose skin holds a faint internal glow and whose eyes are unaffected by direct sunlight. The oldest Solir houses claim direct descent from the sun-titan, and the claim is not disputed in Solir holds.

Habitat. Terran (Verdant), Settlement

Solir

Medium humanoid, elemental

Armor Class 14 (light mesh)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Skills Perception +4, Persuasion +4
Resistances fire
Senses darkvision 60 ft., passive Perception 14
Languages Common, Solir
Gear Scimitar, Leather Cuirass
Power Rating 1 (200 points; proficiency +2)

Sun-Attuned Vision. The solir cannot be Blinded by bright light, flares or radiant glare.

Actions

Scimitar. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage. A slash of the solir's polished scimitar.

Reactions

Catch the Glare. When a creature within 30 feet attacks the solir in bright light, that creature has disadvantage on the attack roll.

Solir Acolyte

A Solir acolyte is a student of the Sun Channel in the first years of training at a sun temple. Acolytes train under open sky and are taught to hold light before they are taught to throw it. Their spells are wards, healing and radiant fire, and they serve the temples of the warm worlds.

Habitat. Settlement, Terran (Verdant)

Solir Acolyte

Medium humanoid, elemental

Armor Class 15
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	15 (+2)	16 (+3)	16 (+3)

Saving Throws WIS +5, CHA +5
Skills Arcana +4, Religion +4, Perception +5
Resistances fire, radiant
Senses darkvision 60 ft., passive Perception 15
Languages Common, Solir
Gear Channeler's Focus, Scimitar
Power Rating 3 (700 points; proficiency +2)

Light Bearer. The acolyte sheds bright light in a 10-foot radius at will, and allied creatures within it cannot be Blinded.

Spellcasting. The solir acolyte casts with Wisdom (spell save DC 13, +5 to hit with spell attacks). Casts with Wisdom. Its spells are Sun Channel: light, wards, healing and radiant fire.

At will: *Glimmer*, *Ember*

3/day each: *Gleam*, *Beam*, *Warmth*

1/day each: *Dazzle*, *Daybreak*

Actions

Sunbolt. *Ranged Attack Roll: +5, medium range, one target. Hit:* 7 (1d8 + 3) radiant damage. The acolyte makes two Sunbolt attacks. The second attack against the same target ignores any cover the target has from an object the acolyte can see through.

Flare. *DC 13 Dexterity save.* Each creature within 20 feet takes 4d8 radiant damage and is Blinded until the end of its next turn on a failed save, or half damage on a success.

Reactions

Hold the Light. *DC 13 Constitution save.* When an allied creature within 30 feet is hit by an attack, the damage is reduced by 2d8, and the attacker is Blinded until the end of its next turn unless it succeeds on a Constitution saving throw. The 10-foot radius of light the acolyte sheds goes out until the end of its next turn.

Solir Sage

A Solir sage is the senior Sun Channel caster of a temple and the authority the Solir refer questions of light to. Sages keep the temples on the core worlds and the warm worlds and are consulted by other channelers of Sun. Their spells ward, heal and burn, and a sage keeps its allies in daylight where it stands.

Habitat. Settlement, Terran (Verdant)

Solir Sage

Medium humanoid, elemental

Armor Class 17 (light-woven mantle)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	17 (+3)	20 (+5)	18 (+4)

Saving Throws CON +6, WIS +8, CHA +7
Skills Arcana +6, Religion +6, Insight +8, Medicine +8
Resistances fire, radiant
Condition Immunities blinded
Senses truesight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Solir, Primordial
Gear Spell Amplifier, Focusing Crystal
Power Rating 8 (3,900 points; proficiency +3)

Unblinded. Immune to the Blinded condition from any source.

Standing Noon. Allied creatures within 30 feet have advantage on saving throws against necrotic damage and against being Frightened.

Spellcasting. The solir sage casts with Wisdom (spell save DC 16, +8 to hit with spell attacks). Casts with Wisdom. Its spells are Sun Channel: light, wards, healing and radiant fire, up to 5th level.

At will: *Glimmer*, *Ember*, *Light*, *Sacred Flame*

Level 1 (4 slots): *Gleam*, *Beam*, *Warmth*, *Guiding Bolt*

Level 2 (3 slots): *Dazzle*, *Daybreak*, *Continual Flame*

Level 3 (3 slots): *Vigil*, *Halo*, *Flare*

Level 4 (3 slots): *Noon*, *Wall of Flame*, *Death Ward*

Level 5 (2 slots): *Radiance*, *Lance*

Actions

Solar Lance. *Ranged Attack Roll: +8, long range, one target. Hit:* 10 (1d10 + 5) radiant damage. Three attacks. A creature hit by two or more sheds bright light in a 10-foot radius until the end of the sage's next turn and cannot benefit from being hidden while it does.

Zenith. *DC 16 Constitution save.* A 20-foot radius within 120 feet. Each creature there takes 11d8 radiant damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Standing Noon. When a creature within 30 feet takes necrotic damage, is Frightened, or is reduced to 0 hit points, that creature takes no necrotic damage from that source, or is no longer Frightened, or is reduced to 1 hit point instead. A creature cannot benefit from this more than once per day.

Solir Warrior

Solir line troops advance to a position and hold it, on the assumption that a minute into the engagement the ground around them will be untenable for anyone else. Most fights end because the other side cannot stay near them. Their armor is built to shed the heat the soldier inside produces.

Habitat. Settlement, Volcanic Field

Solir Warrior

Medium humanoid, elemental

Armor Class 17
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws STR +5, CON +4
Skills Athletics +5, Intimidation +3
Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages Solir, Common
Gear Glaive, Half Plate Cuirass
Power Rating 4 (1,100 points; proficiency +2)

Heat Aura. A creature that starts its turn within 5 feet of the warrior takes 5 fire damage.

Hold Position. While the warrior has not moved since the start of its last turn, its heat aura reaches 10 feet and deals 10 fire damage instead.

Actions

Multiattack. The warrior makes two Sun Glaive attacks.

Sun Glaive. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 8 (1d10 + 3) fire damage.

Flare. Each creature within 15 feet makes a DC 13 Dexterity save, taking 4d6 fire damage on a failure or half as much on a success. A creature that fails is also Blinded until the end of its next turn.

Sphinx

A sphinx is set to keep one thing and keeps it for as long as the thing exists. It will let a visitor pass on terms it sets, and the terms are rarely about strength. It always knows the location and condition of the thing it keeps.

Habitat. Settlement, Desert

Sphinx

Large celestial

Armor Class 17 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Skills Arcana +7, History +7, Perception +8, Religion +7
Resistances radiant
Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 18
Languages Common, Solir
Power Rating 9 (5,000 points; proficiency +4)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks made to determine its intentions are made with disadvantage.

Set to Keep. Knows the exact location and condition of whatever it was set to guard, at any distance on the same plane.

Actions

Multiattack. The sphinx makes two Claw attacks.

Claw. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 19 (3d8 + 6) slashing damage. A swipe of its claws.

Roar. *DC 18 Wisdom save.* The sphinx roars, and each creature within 500 feet that can hear it makes a Wisdom saving throw or is Frightened for 1 minute. The sphinx can use this action three times per day, and the third roar deals 44 thunder damage to a creature that fails the save.

Spore Carrier

The Myrrhiam Bloom propagates by macrospore and converts a world instead of occupying it. A carrier delivers the spore load and the conversion proceeds over the following weeks even if the carrier is killed on arrival.

Habitat. Spore

Faction. Myrrhiam Bloom

Spore Carrier

Medium plant (Bloom Spore)

Armor Class 14
Hit Points 60 (8d8 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	6 (-2)	12 (+1)	5 (-3)

Skills Stealth +2
Immunities poison
Condition Immunities charmed, frightened, poisoned, exhausted
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages Myr
Power Rating 3 (700 points; proficiency +2)

Burst on Death. When the carrier is reduced to 0 hit points, each creature within 10 feet takes 2d8 poison damage and is Poisoned for one minute on a failed Constitution save against the carrier's save DC.

Actions

Slam. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) bludgeoning damage. The spore carrier makes two Slam attacks.

Spore Cloud. *DC 13 Constitution save.* The spore carrier releases a cloud in a 15-foot radius that lasts one minute. The cloud's area is lightly obscured. A creature that ends its turn inside the cloud takes 1d8 poison damage on a failed save.

Reactions

Burst. *DC 13 Constitution save.* When a creature within 10 feet reduces the carrier to 0 hit points, that creature makes its Constitution saving throw against the carrier's Burst on Death with disadvantage.

Spore Soldier

A spore soldier is a trained soldier taken by the Bloom, and it keeps the combat drill that most shambling Bloom thralls lack. Fruiting bodies grow up through the scalp and down one arm. It keeps its uniform and its plasma blaster and fights from cover. Federation units have met their own dead in the field as spore soldiers.

Habitat. Terran (Verdant), Settlement, Jungle

Faction. Myrrhiam Bloom

Spore Soldier

Medium plant, humanoid (Bloom-Taken)

Armor Class 17 (field plate and rind)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	8 (-1)	13 (+1)	6 (-2)

Saving Throws CON +7, WIS +4
Skills Athletics +6, Perception +4, Stealth +6
Resistances necrotic, poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 14
Languages understands Common, Federation Standard
Power Rating 5 (1,800 points; proficiency +3)

Combat Drill. It takes the Dodge action as a bonus action when it ends its move in cover, and it does not break formation for any reason.

Spore Bloom. When it drops to 0 hit points it bursts. Every creature within 10 feet makes a Constitution saving throw against DC 15, taking 3d6 poison damage and being Poisoned for 1 minute on a failure, or half as much damage and nothing else on a success.

Bloom Regeneration. It regains 5 hit points at the start of each of its turns while within 1 mile of a Bloom growth.

Actions

Multiattack. It makes two Plasma Blaster attacks, or one Plasma Blaster attack and one Rind-Blade attack.

Plasma Blaster. *Ranged Attack Roll: +6, medium range, one target. Hit:* 12 (2d8 + 3) plasma damage. A shot from its service plasma blaster.

Rind-Blade. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. A strike with a hardened, pointed forearm.

Spore Cough. *DC 15 Constitution save.* It exhales a 15-foot cone of spores. Every creature in the cone makes a Constitution saving throw, taking 3d8 poison damage and being Poisoned until the end of its next turn on a failure, or half as much damage and nothing else on a success.

Spore Squid

Spore squid were deep-space hunters until the Bloom took them, and now they cross between worlds clinging to hulls and debris with a load of spores under the cap. One that reaches a sentient creature latches over its face, steers the body, and digs out the brain to make room for the Bloom.

Habitat. Spore, Deep Space, Derelict Hull

Faction. Myrrhiam Bloom

Spore Squid

Small aberration, plant

Armor Class 15
Hit Points 91 (14d6 + 42)
Speed 10 ft., fly 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Vulnerabilities fire
Resistances cold
Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 ft., darkvision 120 ft., telepathy 120 ft., passive Perception 12
Languages understands Myr
Power Rating 5 (1,800 points; proficiency +3)

Void Crosser. The spore squid needs no air, ignores extreme cold and can cling to the outside of a vessel through a hyperlane crossing.

Spore Load. When it dies, each creature within 10 feet makes a DC 14 Constitution saving throw or is Poisoned for 1 hour.

Actions

Tendrils. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. The spore squid makes two attacks with its tendrils.

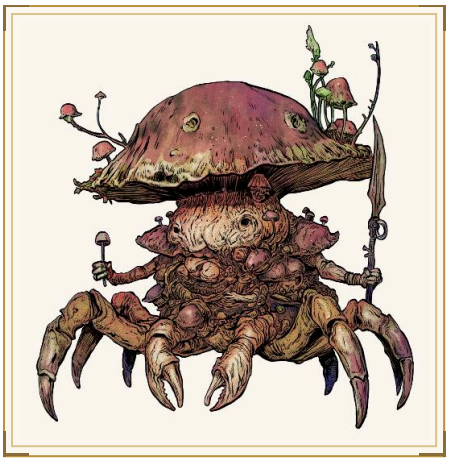
Latch. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. This attack targets only a Medium or smaller creature with a head. On a hit the squid attaches over the target's face, and the target is Blinded and Grappled. The squid moves with the target. While the squid is attached, attacks against it have disadvantage unless the host makes them.

Brain Extraction. While attached, the host takes 4d10 piercing damage. A host reduced to 0 hit points this way dies with its brain removed, and rises as a Bloomed within 1d4 hours unless its body is burned.

Bonus Actions

Host Control. *DC 12 Wisdom save.* While attached, the host makes a Wisdom saving throw or is Charmed by the squid until the end of the host's next turn, and on that turn it moves and attacks as the squid directs.

Sporeclaw



A sporeclaw is a reef crab the Bloom has taken over. The carapace comes through the process intact and keeps serving as armor for the growth inside. It no longer feeds or shelters and only advances, walking up a tidal flat in a straight line toward the nearest heat, bearing fruiting bodies that burst when it dies.

Habitat. Shallows, Spore

Sporeclaw

Large plant, beast

Armor Class 17
Hit Points 76 (9d10 + 27)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	3 (-4)	10 (+0)	3 (-4)

Saving Throws CON +5
Skills Stealth +1
Vulnerabilities fire
Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, frightened, poisoned
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 10
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Amphibious. The sporeclaw breathes air and water.

Heat Seeker. The sporeclaw moves toward the nearest heat source it can sense and does not deviate, including into fire.

Fruiting Bodies. When it drops to 0 hit points, it bursts. Each creature within 15 feet makes a DC 14 Constitution save, taking 4d8 poison damage and being infested on a failure, or half as much on a success.

Actions

Multiattack. The sporeclaw makes two Claw attacks.

Claw. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is of Medium size or smaller it is Grappled (escape DC 14).

Spore Vent. The sporeclaw vents spores in a 15-foot cone. Each creature in the cone makes a DC 14 Constitution save or is Poisoned for 1 minute and cannot regain hit points while Poisoned this way.

Spriggan

Spriggans guard the burial mounds on the moors, which have gone unrobbed for four thousand years. A spriggan lets a party lift the turf and the first flat stone, then swells to Large size and attacks with its club. Spriggans ride the whirlwind that takes a whole field of cut hay, and the district blames them for its changelings, sometimes rightly.

Habitat. Settlement, Grassland

Spriggan

Small fae

Armor Class 15
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	11 (+0)

Skills Athletics +4, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan
Power Rating 3 (700 points; proficiency +2)

Barrow Bound. The spriggan will not leave the mound or cache it guards, and it regains 5 hit points at the start of each of its turns while within 30 feet of it.

Actions

Multiattack. The spriggan makes two Club attacks.

Club. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 9 (2d6 + 2) bludgeoning damage.

Swell. The spriggan becomes Large until the end of its next turn. While Large, its reach is 10 feet, its club attacks deal an extra 2d6 damage, and it has advantage on Strength checks and Strength saves.

Whirlwind. Flying dust and cut grass fill a 20-foot radius centered on the spriggan. Each creature in it makes a DC 12 Strength save or is knocked Prone and Blinded until the end of its next turn.

Sprite

A sprite's bow is the size of a finger and its arrows only deliver the drug on them. The drug puts a grown soldier down in a minute and holds him for an hour, long enough for him to be carried out to the road and left with no memory of the boundary he crossed.

Habitat. The Faewyld, Woodland

Sprite

Tiny fae

Armor Class 14
Hit Points 17 (7d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan, Common
Power Rating 1/4 (50 points; proficiency +2)

Read Intentions. On touching a creature, the sprite knows that creature's intentions toward the holding it guards and whether the creature is lying about them.

Invisibility. The sprite can turn Invisible at will as long as it does not attack.

Actions

Sleep Arrow. *Ranged Attack Roll: +6, close range, one target. Hit:* 6 (1d4 + 4) piercing damage. The target makes a DC 12 Constitution save or falls Unconscious for 1 hour, waking if it takes damage or is shaken awake.

Shortsword. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 6 (1d4 + 4) piercing damage.

Squid

Squid are fished commercially across ocean worlds. They are dangerous only when cornered, which happens most often inside a net.

Habitat. Terran (Oceanic), Shallows

Squid

Medium beast

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Water Breathing. Can breathe only underwater.

Ink Cloud. Once per short rest, releases a 20-foot cloud that heavily obscures the area, then swims up to its speed.

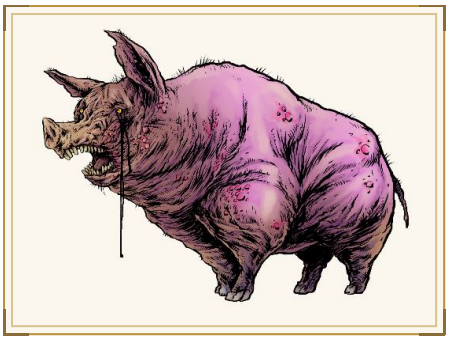
Actions

Tentacles. *Melee Attack Roll: +4, reach 10 ft., one target. Hit:* 6 (1d8 + 2) bludgeoning damage. A creature hit is Grappled.

Reactions

Ink and Go. When the squid takes damage, it releases a 20-foot cloud that heavily obscures the area and swims up to its speed. Once per short rest.

Squonk



A squonk's skin fits badly and is covered in warts and moles, and it weeps constantly in the hemlock stands. The trail of tears is the only reliable way to find one. A hunter who bags a squonk finds the sack getting lighter on the walk home and opens it to find water and a few bubbles.

Habitat. Woodland

Squonk

Small fae

Armor Class 11
Hit Points 14 (4d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	8 (-1)	13 (+1)	4 (-3)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages none
Power Rating 1/4 (50 points; proficiency +2)

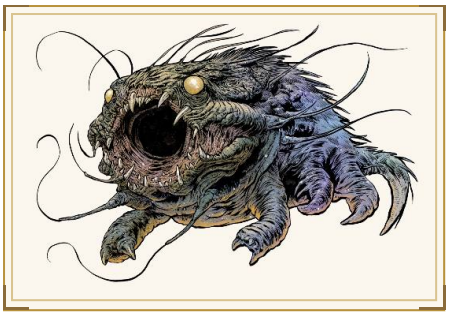
Tear Trail. Anyone following the wet line the squonk leaves can track it without a check, in any weather short of heavy rain.

Dissolve. When the squonk drops to 0 hit points, or is captured and left unwatched for 1 minute, it becomes a pool of tears and bubbles. It re-forms in the same wood a week later.

Actions

Bite. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 3 (1d4 + 1) piercing damage.

Star Eater



A star eater arrives from deep space, takes a long orbit, and begins drawing on the star, which dims on a curve that does not flatten. The falling output reaches the inner worlds as a climate problem years before anyone can get close enough to attack it. Two systems have been evacuated on that basis, and neither evacuation was complete.

Habitat. Stellar Corona, Deep Space

Star Eater

Colossal aberration

Armor Class 20
Hit Points 315 (18d20 + 126)
Speed 20 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	16 (+3)	20 (+5)	20 (+5)

Saving Throws CON +13, WIS +11, CHA +11
Skills Perception +11
Resistances cold, force
Immunities fire, radiant, poison
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned, prone
Senses darkvision 300 ft., truesight 120 ft., telepathy 300 ft., passive Perception 21
Languages Primordial
Power Rating 17 (18,000 points; proficiency +6)

Drawing. While the eater is in a system, that star's output falls by one percent a year and does not recover. The loss ends only when the eater leaves.

Vacuum Native. Needs no air, takes no damage from vacuum, cold or radiation, and moves in open space without a drive.

Stored Light. The eater has a pool of 200 points of stored energy, which it spends on Release and refills at 20 per hour while in starlight.

Actions

Multiattack. Makes two tendril attacks and uses Release.

Tendril. *Melee Attack Roll: +14, reach 60 ft., one target. Hit:* 35 (5d10 + 8) force damage. The target is Grappled (escape DC 22) and pulled 30 feet.

Release. The eater spends up to 100 stored energy to fire a line 600 feet long and 30 feet wide. Each creature in it makes a DC 21 Dexterity save, taking 1d10 radiant damage per 10 energy spent on a failure or half as much on a success.

Draw Down. One star, reactor or power source within a mile dims. Every construct and powered system within a mile loses half its remaining capacity, and the eater regains 50 hit points.

Star Shark

Star Sharks diverged from the same collapsing biosphere as the Sun Fish and hunt them across stellar distances by tracking photonic emissions. Overfishing in Echelon space led them to scavenge wreckage and then to ram hulls for it. A Star Shark grows for as long as it lives and feeds, and the oldest reach the size of a small starship.

Habitat. Stellar Corona, Hyperlane Corridor

Star Shark

Huge beast

Armor Class 18 (layered mineralized dermis)
Hit Points 138 (12d12 + 60)
Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	5 (-3)	16 (+3)	9 (-1)

Saving Throws STR +9, CON +8
Skills Perception +6
Resistances bludgeoning, cold
Immunities poison
Condition Immunities decompressed, poisoned, prone
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 16
Languages none
Power Rating 8 (3,900 points; proficiency +3)

Vacuum Native. The star shark needs no air and is immune to the Decompressed condition.

Hull Breacher. The star shark deals double damage to vessels and structures, and a ram that breaches a compartment does not slow it.

Pack Hunter. The star shark has advantage on attack rolls against a creature or vessel if another star shark is within 60 feet of it.

Actions

Ramming Charge. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 17 (2d10 + 6) bludgeoning damage. The star shark makes two ramming attacks. Against a vessel or structure the damage is doubled, and a breach does not slow the shark.

Bonus Actions

Bite. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A bite from its jaws.

Reactions

Light Tracking. When a creature or vessel within 120 feet emits light, fires an energy weapon, or lights a drive, the shark moves up to its speed toward the source without provoking opportunity attacks.

Stekkjastaur

Stekkjastaur comes down thirteen nights before midwinter and goes straight for the sheepfold, and he takes only livestock. His legs do not bend, so he is slow over open ground and cannot follow anyone over a wall. He is often still working out the fold gate when the household arrives with lamps.

Habitat. Grassland, Highland

Stekkjastaur

Large giantkin

Armor Class 14
Hit Points 59 (7d10 + 21)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	7 (-2)	11 (+0)	8 (-1)

Skills Athletics +6
Senses darkvision 60 ft., passive Perception 10
Languages Jotun
Power Rating 3 (700 points; proficiency +2)

Peg Legs. Cannot climb, jump, or move through difficult terrain at more than half Speed. A wall of 4 feet or higher stops him entirely.

Yule Season. Appears thirteen nights before midwinter and is gone by the new year. Outside that window he is in the high rock and will not come down.

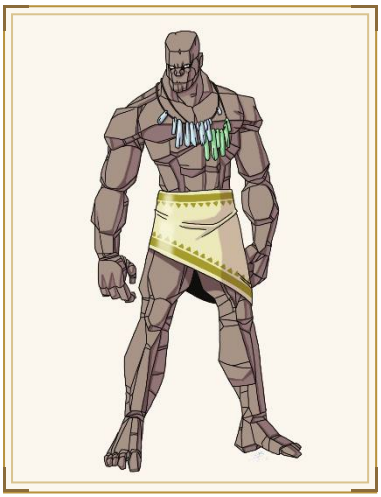
Actions

Multiattack. Makes two club attacks.

Club. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage.

Snatch. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 8 (1d8 + 4) bludgeoning damage. The target is Grappled (escape DC 14) and carried at his speed.

Stone Giant



Stone giants descend from an earth Titan. They went underground and stayed there, carving hall systems into mountain ranges that had no other occupants. They surface to quarry stone.

Habitat. Subterranean, Highland

Stone Giant

Giant giantkin

Armor Class 17 (stone-scaled hide)
Hit Points 103 (9d12 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

Saving Throws DEX +5, CON +8
Skills Athletics +9, Perception +5, Stealth +5
Resistances bludgeoning
Senses darkvision 60 ft., passive Perception 15
Languages Jotun
Gear Greatclub
Power Rating 6 (2,300 points; proficiency +3)

Stone Camouflage. Has advantage on Dexterity (Stealth) checks made in rocky terrain.

Rock Catching. Catches a thrown rock or similar object with a Dexterity check against its save DC, taking no damage from it.

Actions

Multiattack. Makes two Stone Maul attacks, or one Hurled Rock attack.

Stone Maul. *Melee Attack Roll: +9, reach 15 ft., one target. Hit:* 15 (2d8 + 6) bludgeoning damage. With Greatclub.

Hurled Rock. *Ranged Attack Roll: +9, long range, one target. Hit:* 22 (3d10 + 6) bludgeoning damage. A hurled rock.

Reactions

Rock Catching. When a rock, boulder or similar object is thrown or fired at the stone giant, it catches it with a Dexterity check against its save DC, taking no damage. It may then immediately throw it back as a Hurled Rock attack.

Stone Golem

Stone golems stand in the halls they were carved for and do not move until someone does what they were carved to prevent. Most are older than the language spoken by the people who now live around them.

Habitat. Settlement

Stone Golem

Large construct

Armor Class 17 (carved stone)
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages none
Power Rating 10 (5,900 points; proficiency +4)

Immutable Form. Immune to any spell or effect that would alter its form.

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

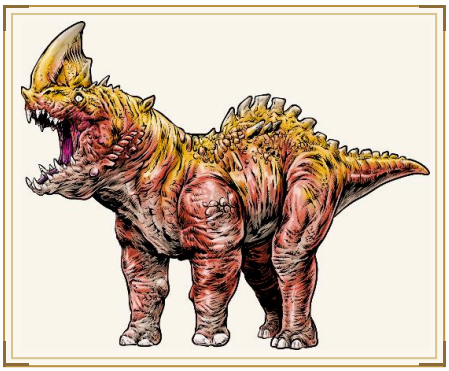
Unarmored Hide. Nonmagical bludgeoning, piercing and slashing damage dealt to it is halved.

Actions

Slam. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 19 (3d8 + 6) bludgeoning damage. The golem makes two Slam attacks.

Slow. *DC 17 Wisdom save.* Each creature of its choice within 10 feet must succeed on a Wisdom saving throw or have its speed halved, take a -2 penalty to Armor Class and Dexterity saving throws, and be unable to take reactions, for 1 minute. An affected creature repeats the save at the end of each of its turns, ending the effect on itself on a success. The golem cannot use this again until it has finished a short or long rest.

Stonehorn



A stonehorn is low, wide and slow and plated in fused scale. Its nose horn turns rocks over, settles territorial disputes and goes through a vehicle door. Stonehorns avoid fights and defend their territory against anything that enters it, including a survey vehicle parked in the wrong dry wash.

Habitat. Desert, Grassland

Stonehorn

Large beast

Armor Class 17
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws CON +6
Skills Perception +4
Resistances bludgeoning, piercing, slashing
Senses keen smell, passive Perception 14
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Fused Plate. Its resistance to physical damage does not apply against an attack that scores a critical hit.

Charge. If it moves at least 20 feet straight toward a creature and hits it with a horn attack, the target takes an extra 3d8 damage and is pushed 15 feet.

Fixed Course. The stonehorn attacks only what is between it and where it was going, and stops once that is no longer the case.

Actions

Multiattack. The stonehorn makes one Horn attack and one Tail attack.

Horn. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 18 (2d12 + 5) piercing damage.

Tail. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage.

Storm Elemental

Storm elementals gather in the upper atmosphere and in the drive plumes of capital ships, and fleet maintenance crews clear them from exhaust systems regularly.

Habitat. Upper Atmosphere, Cloud Deck

Storm Elemental

Large elemental

Armor Class 16
Hit Points 104 (11d10 + 44)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	6 (-2)	11 (+0)	9 (-1)

Saving Throws DEX +8
Skills Perception +3
Immunities lightning, thunder, poison
Condition Immunities grappled, prone, restrained, exhausted, poisoned, unconscious
Senses blindsight 60 ft., passive Perception 13
Languages Primordial
Power Rating 6 (2,300 points; proficiency +3)

Whirlwind Body. Can enter another creature's space. A creature that starts its turn in the elemental's space takes 1d8 lightning damage.

Actions

Arc Lash. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 14 (2d8 + 5) lightning damage. Two attacks.

Thunderburst. *DC 15 Constitution save.* Each creature within 15 feet takes 5d8 thunder damage and is Deafened for one minute on a failed save, or half damage on a success.

Reactions

Ground the Strike. When a creature within 30 feet wearing metal armor or carrying a powered weapon attacks the storm elemental, that creature takes 3d8 lightning damage and cannot take reactions until the end of its next turn.

Storm Giant

Storm giants descend from Ymir, who sought only to destroy, and have kept vigil since against the chaos that made her. They hold Utgard, and their chorus can be heard throughout the Abythis Sea Trench.

Habitat. Utgard, Abythis Sea Trench

Storm Giant

Giant giantkin

Armor Class 20 (storm-forged plate)
Hit Points 229 (17d12 + 119)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	25 (+7)	17 (+3)	20 (+5)	19 (+4)

Saving Throws STR +14, CON +12, WIS +10, CHA +9
Skills Athletics +14, Insight +10, Perception +10, Arcana +8
Resistances cold
Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 20
Languages Jotun, Common, Primordial
Gear Greatsword, Full Plate Cuirass
Power Rating 13 (10,000 points; proficiency +5)

Amphibious. Breathes air and water.

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Vigil. Knows the direction and rough distance of the nearest Khaos incursion within a hundred miles.

Spellcasting. The storm giant casts with Wisdom (spell save DC 18, +10 to hit with spell attacks). Casts to see further and to send warning, and uses the rest only when the warning was not enough.

At will: *Detect Magic*, *Light*, *Gust of Wind*

3/day each: *Call Lightning*, *Control Water*, *Relay*

1/day each: *Commune with Nature*, *Nimbus*, *Thunderbolt*

Actions

Storm Greatsword. *Melee Attack Roll: +14, reach 15 ft., one target. Hit:* 30 (6d6 + 9) slashing damage. With Greatsword. Two attacks. A creature hit by both takes an extra 3d8 lightning damage and cannot take reactions until the end of its next turn.

Lightning Strike. *DC 17 Dexterity save.* A bolt strikes a point within 500 feet. Each creature within 10 feet of it takes 14d8 lightning damage on a failed save, or half as much on a success.

Reactions

Vigil Strike. When a creature within 120 feet takes an action that would open, widen or conceal a Khaos incursion, the giant makes one Lightning Strike centered on that creature.

Legendary Actions

Chorus. *DC 17 Wisdom save.* Each hostile creature within 60 feet makes a Wisdom saving throw or has disadvantage on attack rolls until the end of its next turn.

Stride. The giant moves up to half its speed, through water at no cost, without provoking opportunity attacks.

Thunderhead. Costs two legendary actions.

Storm Giant Einherjar

An einherjar is a storm giant that a valkyrie took off a battlefield and returned to the hall to fight. It wears the blue and the mail it died in and wields a greatsword with weather running in the fuller. Einherjar are released from the hall in ones and twos, for wars the giants have decided belong to them.

Habitat. Lower Atmosphere, Storm Front, Utgard

Storm Giant Einherjar

Huge giantkin

Armor Class 21 (hall-mail)
Hit Points 270 (20d12 + 140)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	24 (+7)	14 (+2)	18 (+4)	17 (+3)

Saving Throws STR +13, CON +12, WIS +9
Skills Athletics +13, Intimidation +8, Perception +9
Immunities lightning, thunder
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 19
Languages Common, Jotun, Old Norska
Power Rating 15 (13,000 points; proficiency +5)

Second Life. The first time it drops to 0 hit points, it instead drops to 1 hit point, and a thunderclap deals 6d8 thunder damage to every creature within 20 feet. It cannot do this again until it finishes a long rest.

Weather in the Blade. Its greatsword attacks deal an extra 2d8 lightning damage, included below.

Unyielding. It has advantage on saving throws against being moved, Stunned or knocked Prone.

Actions

Multiattack. It makes three greatsword attacks.

Storm Greatsword. *Melee Attack Roll: +13, reach 15 ft., one target. Hit:* 22 (4d6 + 8) slashing damage. A slash from a greatsword as long as a mast.

Thunder Stroke. *DC 20 Constitution save.* The einherjar brings the sword down in a 30-foot cone. Every creature in the cone makes a Constitution saving throw, taking 9d8 thunder damage and being Deafened for 1 minute on a failure, or half as much damage on a success. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Hurled Stone. *Ranged Attack Roll: +13, long range, one target. Hit:* 35 (5d10 + 8) bludgeoning damage. It throws a stone the size of a cart.

Reactions

Stand Over. When an allied creature within 10 feet is hit by an attack, the einherjar takes half the damage in its place.

Storm Giant Paramount

A paramount is a green-skinned, crowned storm giant in a red mantle, rising out of weather that holds him up at his command. Storm giant holds send their disputes up to him instead of settling them with axes. He rarely comes down, and once down he stays a long time. His word on a matter is final, and the holds that have tested this are remembered by name and by their ruins. He is found in floating citadels, storm belts, the upper atmosphere and Utgard.

Habitat. Lower Atmosphere, Storm Front, Upper Atmosphere, Utgard

Storm Giant Paramount

Giant giantkin

Armor Class 22 (the weather holding)
Hit Points 304 (21d12 + 168)
Speed 60 ft., fly 80 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	26 (+8)	20 (+5)	22 (+6)	24 (+7)

Saving Throws STR +15, CON +14, WIS +12, CHA +13
Skills Arcana +11, Athletics +15, Insight +12, Perception +12
Resistances cold, bludgeoning, piercing, slashing
Immunities lightning, thunder
Condition Immunities frightened, paralyzed, stunned
Senses truesight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Jotun, Old Norska, Primordial
Power Rating 17 (18,000 points; proficiency +6)

Weather Command. Within 1 mile of it, the weather is whatever it has decided. Flying creatures other than giantkin have their speed halved in that area.

Crowned. Allied giantkin within 120 feet add its Charisma modifier to their saving throws.

Royal Presence. A creature that attacks the paramount without being given leave is Frightened of him until the end of its next turn unless it succeeds on a Wisdom saving throw against DC 22.

Legendary Resistance. Three times per day, when it fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. It makes three greatsword attacks.

Storm Greatsword. *Melee Attack Roll: +15, reach 20 ft., one target. Hit:* 26 (5d6 + 9) lightning damage. A slash from a greatsword wreathed in weather.

Call the Storm Down. *DC 21 Dexterity save.* Lightning falls on up to four points it can see within 500 feet. Every creature within 10 feet of a point makes a Dexterity saving throw, taking 8d10 lightning damage on a failure and half as much on a success. A creature can be caught by only one of the four. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Judgment. One creature it can see within 120 feet makes a Charisma saving throw against DC 22. On a failure it takes 5d10 thunder damage and cannot move closer to the paramount until the end of its next turn.

Reactions

Wind-Wall. When it is targeted by a ranged attack or a spell from more than 30 feet away, the attacker rolls with disadvantage and the paramount has resistance to the damage.

Legendary Actions

Sweep. It makes one greatsword attack.

Updraft. Every creature within 30 feet makes a Strength saving throw against DC 22 or is thrown 30 feet upward and takes falling damage.

Thunder. Every creature within 60 feet takes 4d8 thunder damage and is Deafened until the end of its next turn.

Storm Giant Valkyrie

A valkyrie keeps to the top of the weather, in golden scale beaten thin enough to fly in and a crested helm that shows above the cloud. Her spear is a drawn bolt held in a haft, and she throws it as the storm throws lightning. Valkyries come down over battlefields and take the dead they judge worth taking.

Habitat. Lower Atmosphere, Storm Front, Upper Atmosphere

Storm Giant Valkyrie

Huge giantkin

Armor Class 20 (golden storm-scale)
Hit Points 250 (20d12 + 120)
Speed 50 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	22 (+6)	16 (+3)	20 (+5)	20 (+5)

Saving Throws DEX +10, CON +11, WIS +10, CHA +10
Skills Athletics +12, Insight +10, Perception +10
Resistances cold
Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 20
Languages Common, Jotun, Primordial
Power Rating 14 (11,500 points; proficiency +5)

Above the Weather. It can hover in open sky without concentration and is unaffected by wind, rain or storm of any kind.

Storm-Sight. It can see through fog, cloud and precipitation without penalty, and it knows the location of every dying creature within 1 mile.

Charged Haft. A creature hit by its spear cannot take reactions until the start of the valkyrie's next turn.

Actions

Multiattack. It makes two lightning spear attacks and uses Thunderstep.

Lightning Spear. *Melee Attack Roll: +12, reach 15 ft., one target. Hit:* 25 (4d8 + 7) lightning damage. A thrust of the lightning spear.

Cast the Bolt. *DC 19 Dexterity save.* It hurls the spear in a 120-foot line 5 feet wide. Every creature in the line makes a Dexterity saving throw, taking 10d8 lightning damage on a failure and half as much on a success. The spear returns to its hand. Recharges after it rolls a 5 or 6 on a d6 at the start of its turn.

Bonus Actions

Thunderstep. *DC 19 Constitution save.* It flies up to 60 feet. Every creature within 10 feet of where it started makes a Constitution saving throw, taking 3d8 thunder damage on a failure and half as much on a success.

Reactions

Claim the Fallen. When a creature within 30 feet drops to 0 hit points, the valkyrie moves up to its flying speed, takes that creature, and both are considered to have full cover from everything on the ground until its next turn.

Strix

A strix is about the size of a jackdaw and has a tube-shaped beak. It weighs so little that a sleeping adult does not wake when one lands, and the first sign is a mark and pallor in the morning. Whitethorn at the window and a barred door keep strix away from cradles, and the old calendars set aside a day for putting both up.

Habitat. Farmland, Woodland

Strix

Tiny beast

Armor Class 13
Hit Points 12 (5d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 9
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Whitethorn. Will not pass a window or doorway hung with whitethorn.

Actions

Blood Drink. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) piercing damage. The strix attaches to the target. While attached it does not attack, and at the start of each of its turns the target loses 5 hit points and the strix regains them. The strix detaches when it has drained 10 hit points, when the target dies or when the strix is killed.

Succubus

A succubus leaves no wound and no poison. Her victim loses color and weight steadily over weeks and describes the visits as the best part of his day. She has no reason to kill in one night, and a victim who looks forward to the visits will open the door himself.

Habitat. Settlement

Succubus

Medium fiend

Armor Class 16
Hit Points 104 (16d8 + 32)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	15 (+2)	12 (+1)	20 (+5)

Saving Throws DEX +6, WIS +4, CHA +8
Skills Deception +8, Insight +4, Perception +4, Persuasion +8, Stealth +6
Resistances cold, fire, lightning, poison
Senses darkvision 60 ft., telepathy 60 ft., passive Perception 14
Languages Netherspeech, Common, Elvish
Power Rating 5 (1,800 points; proficiency +3)

Borrowed Shape. Can take the appearance of any Medium or Small humanoid it has seen. A creature that examines it closely may make a DC 18 Insight check to notice.

Knows the Want. On seeing a creature it knows what that creature most wants and who it would most like to be visited by.

Leaves No Mark. Damage from Draining Kiss is not visible and does not register as an injury to anyone examining the body.

Actions

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. A slash from her claws.

Charm. One creature within 30 feet makes a DC 16 Wisdom save. On a failure it is Charmed for 1 day, regards the succubus as a trusted friend, and will admit it to any place it can admit anyone. It repeats the save if the succubus or its allies harm it.

Draining Kiss. One Charmed or willing creature takes 5d10 psychic damage, and its hit point maximum is reduced by the damage taken until it finishes a long rest. The creature wakes feeling rested.

Bonus Actions

Teleport. Teleports up to 60 feet to a space it can see.

Sun Fish

Sun Fish evolved from a flying-fish ancestor on a world losing its atmosphere and eventually abandoned planets entirely. A school throws reflections dense enough to overwhelm optical sensors and blind a pilot working close to a star.

Habitat. Stellar Corona, Terran (Verdant)

Sun Fish

Large beast

Armor Class 14 (iridescent scale)
Hit Points 37 (5d10 + 10)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +3
Resistances radiant, fire
Immunities poison
Condition Immunities decompressed, poisoned, prone
Senses darkvision 120 ft., passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Vacuum Native. Needs no air and is immune to the Decompressed condition.

Dazzle. A creature that starts its turn within 30 feet of three or more Sun Fish in bright light has disadvantage on attack rolls until the end of that turn.

Actions

Ram. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) bludgeoning damage. A ram with its body.

Reactions

School Turn. When a Sun Fish within 120 feet is damaged, this one moves up to its speed. Any creature within 30 feet of three or more Sun Fish in bright light has disadvantage on attack rolls until the end of its next turn.

Swashbuckler

The Italian schools taught the point over the edge, as geometry: line, measure and tempo, drilled until they were reflex. A graduate fights on a staircase by choice, uses the off hand more than the sword hand, and spends the first exchange working out how the other one was taught. A swashbuckler shows off on purpose, because a distracted opponent has already lost the tempo.

Habitat. Settlement, Coastline

Swashbuckler

Medium humanoid

Armor Class 15
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws DEX +6
Skills Acrobatics +6, Athletics +2, Performance +5, Persuasion +5
Senses passive Perception 11
Languages Common
Gear Rapier, Dagger, Studded Leather Cuirass
Power Rating 3 (700 points; proficiency +2)

Measure and Tempo. When it hits a creature with a rapier attack and no other creature is within 5 feet of that target, it deals an extra 2d6 damage.

School Insight. After one round against a creature, the swashbuckler identifies how that creature was trained and gains a +2 bonus to Armor Class against it for the rest of the fight.

Actions

Multiattack. The swashbuckler makes two Rapier attacks.

Rapier. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d8 + 4) piercing damage.

Main-Gauche. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 6 (1d4 + 4) piercing damage.

Bonus Actions

Give Ground. The swashbuckler takes the Disengage action and moves up to half its speed.

Reactions

Parry. The swashbuckler adds 2 to its Armor Class against one melee attack that would hit it.

Sylvarin

Sylvarin hold the country where fae land meets the rest of the world, and most of their work is maintaining that line. They deal with outsiders more readily than other fae do, and neither side trusts them for it.

Habitat. Rift Breach, Woodland

Sylvarin

Medium fae, humanoid

Armor Class 14 (woven mesh)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	13 (+1)	15 (+2)	15 (+2)

Skills Nature +3, Perception +4, Persuasion +4
Senses passive Perception 14
Languages Sylvan, Common
Gear Shortsword, Leather Cuirass
Power Rating 1 (200 points; proficiency +2)

Fae Ground Sense. The sylvarin always knows whether it is standing on fae ground.

Actions

Shortsword. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A strike with a shortsword.

Reactions

Crossing Warning. When a creature within 30 feet steps onto fae ground, the sylvarin says so aloud. That creature cannot benefit from surprise against the sylvarin or its allies this combat.

Sylvarin Scout

Sylvarin scouts patrol the boundaries of fae country and know where they run. A scout lets a party pass and then follows it for the next three days.

Habitat. Woodland, Rift Breach

Sylvarin Scout

Medium fae, humanoid

Armor Class 15 (woven mesh)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	13 (+1)	16 (+3)	14 (+2)

Saving Throws DEX +5
Skills Stealth +7, Survival +5, Perception +5
Senses passive Perception 15
Languages Sylvan, Common
Gear Shortbow, Leather Cuirass
Power Rating 2 (450 points; proficiency +2)

Trackless. The scout leaves no trail and cannot be tracked by non-magical means.

Actions

Shortbow. *Ranged Attack Roll: +5, long range, one target. Hit:* 6 (1d6 + 3) piercing damage. The scout makes two Shortbow attacks.

Reactions

Trackless Withdrawal. When a creature closes to within 10 feet of the scout, the scout moves up to its speed without provoking opportunity attacks and leaves no trail.

Sylvarin Sentinel

Sentinels hold the specific places where the fae boundary can be crossed. They do not patrol or pursue, and they decide whether a crossing is open.

Habitat. Rift Breach

Sylvarin Sentinel

Medium fae, humanoid

Armor Class 16 (bark-scale and mesh)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	13 (+1)	17 (+3)	15 (+2)

Saving Throws DEX +6, WIS +5
Skills Perception +5, Stealth +6, Nature +3, Insight +5
Senses passive Perception 15
Languages Sylvan, Common
Gear Longbow, Leather Cuirass, Kite Shield
Power Rating 4 (1,100 points; proficiency +2)

Crossing Watch. Creatures provoke an opportunity attack from the sentinel when they leave any space within 15 feet of it.

Trackless. The sentinel leaves no trail and cannot be tracked by non-magical means.

Actions

Longbow. *Ranged Attack Roll: +6, long range, one target. Hit:* 8 (1d8 + 4) piercing damage. The sentinel makes two Longbow attacks.

Rooting Shot. *DC 13 Strength save.* The sentinel targets one creature it has hit this turn. On a failed save the creature is Restrained by grasping growth and can escape with a Strength check against the save DC.

Reactions

Crossing Shot. When a creature leaves any space within 15 feet of the sentinel, the sentinel makes one Longbow attack against it. On a hit the creature is also Restrained by grasping growth until it escapes.

Sylvarin Warden

A warden decides which crossings on its stretch of boundary stay open and is responsible for what comes through them. Outsiders with business on fae ground are eventually referred to one.

Habitat. Rift Breach, Woodland

Sylvarin Warden

Medium fae, humanoid

Armor Class 17 (heartwood scale)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	15 (+2)	19 (+4)	18 (+4)

Saving Throws DEX +7, WIS +7, CHA +7
Skills Perception +7, Stealth +7, Nature +5, Insight +7, Persuasion +7
Resistances poison
Senses darkvision 60 ft., passive Perception 17
Languages Sylvan, Common, Primordial
Gear Glaive, Leather Cuirass
Power Rating 7 (2,900 points; proficiency +3)

Boundary Sense. The warden knows the location of every creature that has crossed its stretch of boundary in the last day.

Grove Step. The warden can move between any two trees within 120 feet as part of its movement.

Spellcasting. The sylvarin warden casts with Wisdom (spell save DC 15, +7 to hit with spell attacks). A warden casts to open and close crossings on its boundary.

At will: *Druidcraft*, *Entangle*, *Pass without Trace*

3/day each: *Barkskin*, *Spike Growth*, *Faerie Fire*

1/day each: *Plant Growth*, *Conjure Woodland Beings*

Actions

Glaive. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 9 (1d10 + 4) slashing damage. The warden makes two Glaive attacks. A creature hit by both cannot use teleportation or fae crossings until the end of the warden's next turn.

Expulsion. *DC 15 Wisdom save.* Each creature within 30 feet that has crossed the boundary without leave takes 8d8 psychic damage on a failed save and is expelled to the nearest edge of fae ground, or half damage on a success.

Reactions

Crossing Denial. *DC 15 Charisma save.* When a creature within 120 feet attempts to cross the warden's stretch of boundary, teleport across it, or enter fae ground, the creature makes a Charisma saving throw. On a failure the crossing fails and it is left where it started.

Syndicate Boss

A Black Meridian boss moves in a walking chair, a legged armored frame with a gun mount. The boss has not personally handled cargo in thirty years. Every person in the room the boss works from is on the payroll, and the doors are logged.

Habitat. Station Interior, City

Syndicate Boss

Large humanoid

Armor Class 17
Hit Points 110 (13d10 + 39)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws CON +6, CHA +7
Skills Deception +7, Insight +5, Intimidation +7, Persuasion +7
Resistances ballistic
Senses darkvision 60 ft., passive Perception 12
Languages Common, Meridian Cant, Federation Standard
Power Rating 7 (2,900 points; proficiency +3)

Walking Chair. The walking chair gives the boss its Armor Class and its damage resistance. Destroying it (AC 17, 40 hit points) drops the boss Prone and reduces its speed to 5 feet.

Redirect Damage. When the boss is hit by an attack, it can use its reaction to have one allied creature within 5 feet take the damage instead.

Actions

Multiattack. The boss makes two Chair Gun attacks and uses Name a Price.

Chair Gun. *Ranged Attack Roll: +7, medium range, one target. Hit:* 15 (2d10 + 4) ballistic damage. A shot from the boss's chair gun.

Slam. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage. A slam from the boss's walking chair.

Name a Price. One creature within 60 feet that can hear it makes a DC 15 Wisdom save or is Charmed until the end of its next turn. A Charmed creature cannot attack the boss.

Syndicate Enforcer

A Syndicate enforcer is sent when a negotiation has failed and the Syndicate wants the failure seen. Enforcers work the docks and the undercity of the stations the Black Meridian Syndicate operates on, wearing riot plate and wielding shock mauls.

Habitat. Station Interior

Faction. Black Meridian Syndicate

Syndicate Enforcer

Medium humanoid

Armor Class 16 (riot plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws STR +6, CON +5
Skills Intimidation +3, Athletics +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orcish, Meridian Cant
Gear Taser, Riot Plate Vest, Manacles
Power Rating 3 (700 points; proficiency +2)

Made Example. The first time the enforcer drops a creature to 0 hit points in a fight, every hostile creature that saw it must save or be Frightened until the end of its next turn.

Actions

Shock Maul. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 9 (1d10 + 4) lightning damage. The enforcer makes two Shock Maul attacks.

Bonus Actions

Pin. *DC 14 Strength save.* One creature of the enforcer's size or smaller within 5 feet is Grappled on a failed save.

Reactions

Block the Exit. *DC 14 Strength save.* When a creature within 30 feet attempts to leave the area, close a door, or otherwise move out of sight, that creature makes a Strength saving throw. On a failure its movement ends.

Syndicate Kingpin

A kingpin came up through the cargo decks and has not hauled a crate in twenty years. He takes meetings in a tailored suit, in a room with one door, and quotes only figures he can already cover. The guards in the hall are for show, since he is an eight-foot silverback and settles most arguments himself. A deal he has shaken on holds at every dock the Syndicate runs.

Habitat. City, Station Interior

Faction. Black Meridian Syndicate

Syndicate Kingpin

Medium humanoid (Simian)

Armor Class 18 (plated waistcoat)
Hit Points 204 (24d8 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws STR +9, CON +8, CHA +8
Skills Deception +8, Insight +7, Intimidation +8, Perception +7, Persuasion +8
Senses darkvision 60 ft., passive Perception 17
Languages Common, Meridian Cant, Low Aurelian
Power Rating 11 (7,200 points; proficiency +4)

Home Ground. While in a space his organization holds, the kingpin cannot be Surprised and has advantage on Charisma checks.

Debt Collector. The kingpin has advantage on attack rolls against a creature that owes the Syndicate a debt.

Actions

Multiattack. The kingpin makes three Slam attacks.

Slam. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 14 (2d8 + 5) bludgeoning damage. On a hit the target is pushed 10 feet away from him.

Name the Price. One creature within 30 feet that can hear him makes a DC 16 Wisdom saving throw. On a failure it is Charmed for 1 minute and will not attack him while another target is within its reach.

Bonus Actions

Call It In. One allied creature he can see within 60 feet moves up to its speed and makes one weapon attack.

Syndicate Navigator

A Syndicate navigator knows the corridor through the ion nebula that surrounds the Black Meridian system. Crews that attempt the Meridian Run without one are lost to it, and the Syndicate's independence rests on keeping that knowledge inside the organization. The Syndicate guards its navigators closely.

Habitat. The Meridian Run

Faction. Black Meridian Syndicate

Syndicate Navigator

Medium humanoid

Armor Class 14 (crew weave)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	17 (+3)	14 (+2)	13 (+1)

Saving Throws INT +5
Skills Piloting +5, Technology +5, Investigation +5
Senses passive Perception 12
Languages Common, Meridian Cant
Gear Meridian Run Transponder, Navigator's Tools, Semi-Automatic Pistol
Power Rating 2 (450 points; proficiency +2)

Nebula Sense. The navigator and any vessel it is aboard cannot become lost and ignore the hazards of ion storms and nebula interference.

Actions

Semi-Automatic Pistol. *Ranged Attack Roll: +5, medium range, one target. Hit:* 8 (1d10 + 3) ballistic damage. A shot from a semi-automatic pistol.

Reactions

Course Correction. When the vessel the navigator is aboard would be damaged, thrown off course or lost to an ion storm, nebula interference or a hazard of the Run, the effect fails.

Syndicate Runner

A runner carries cargo, messages and occasionally people between the crews of the Black Meridian Syndicate, and is paid on delivery. The Syndicate is organized as a network of crews, and runners are the link between them. They work the docks and the undercity of Black Meridian and of the stations the Syndicate reaches.

Habitat. Black Meridian, Station Interior

Faction. Black Meridian Syndicate

Syndicate Runner

Medium humanoid

Armor Class 14 (layered leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	13 (+1)

Skills Stealth +5, Deception +3, Sleight of Hand +5
Senses passive Perception 10
Languages Common, Meridian Cant
Gear Machine Pistol, Leather Cuirass, Lockpicks
Power Rating 1/2 (100 points; proficiency +2)

Local Knowledge. The runner can take the Disengage action as a bonus action and ignores difficult terrain in any settlement or station it has been in before.

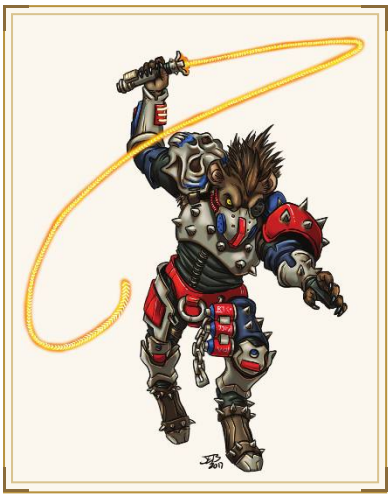
Actions

Machine Pistol. *Ranged Attack Roll: +5, close range, one target. Hit:* 7 (1d8 + 3) ballistic damage. A shot from a concealable machine pistol.

Reactions

Slip Away. When the runner takes damage, it moves up to its speed without provoking opportunity attacks, ignoring difficult terrain in any settlement or station it has been in before.

Syndicate Slaver



A slaver is a gnoll in scavenged plating with a coil of plasma lash on the hip and a tally slate on the belt. The syndicate moves people the way it moves any other cargo, and the slaver stands in the hold with them. The lash burns without killing, because damaged cargo is a loss on the manifest. A slaver fights to keep a line of captives moving and abandons them to get clear if the fight turns.

Habitat. Black Meridian, Derelict Hull, Station Interior, The Meridian Run

Faction. Black Meridian Syndicate

Syndicate Slaver

Medium humanoid (Gnoll)

Armor Class 16 (scavenged plating)
Hit Points 90 (12d8 + 36)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	11 (+0)	13 (+1)	14 (+2)

Saving Throws STR +6, CON +6
Skills Athletics +6, Intimidation +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Meridian Cant, Orcish
Power Rating 5 (1,800 points; proficiency +3)

Captive Handler. The slaver has advantage on attack rolls against a creature that is Restrained, Grappled or Prone.

Pack Hand. The slaver deals an extra 2d6 damage when an allied creature is within 5 feet of its target.

Actions

Multiattack. The slaver makes one Plasma Lash attack and one Hook attack.

Plasma Lash. *Melee Attack Roll: +6, reach 15 ft., one target. Hit:* 10 (2d6 + 3) plasma damage. A strike from a coil of contained plasma.

Hook. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. A stab with a boarding hook.

Crack the Lash. *DC 13 Wisdom save.* Every creature in a 15-foot cone makes a Wisdom saving throw. On a failure it takes 3d6 plasma damage and is Frightened of the slaver until the end of its next turn.

Bonus Actions

Drag Down. *DC 14 Strength save.* One creature the slaver has hit with the lash this turn makes a Strength saving throw or is pulled up to 15 feet toward the slaver and knocked Prone.

Syndicate Smuggler

Smugglers run the legs the Syndicate does not want traced. They know which inspectors are bought on which shift, and they carry no item that would identify a crew if the run goes wrong.

Habitat. Hyperlane Corridor, The Meridian Run

Faction. Black Meridian Syndicate

Syndicate Smuggler

Medium humanoid

Armor Class 14 (layered leather)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	14 (+2)	12 (+1)	14 (+2)

Saving Throws DEX +5
Skills Deception +4, Sleight of Hand +5, Piloting +5
Senses passive Perception 11
Languages Common, Meridian Cant, Federation Standard
Gear Semi-Automatic Pistol, Leather Cuirass, Forgery Kit
Power Rating 1 (200 points; proficiency +2)

False Manifest. Cargo the smuggler has prepared passes inspection unless the inspector beats an Intelligence (Investigation) check against its save DC.

Actions

Semi-Automatic Pistol. *Ranged Attack Roll: +5, medium range, one target. Hit:* 8 (1d10 + 3) ballistic damage. A shot from a semi-automatic pistol.

Reactions

Pass Inspection. When a creature within 30 feet inspects, scans or searches cargo the smuggler prepared, the inspector must beat an Intelligence (Investigation) check against its save DC or find only what the manifest says is there.

Syndicate Underboss

An underboss is the last layer with a face. Above him are holdings and lawyers, and below him are people who can be replaced. He collects and he settles, and he decides which one a problem gets at the table, in front of whoever else is eating. His walking chair is armored and mounts its own guns.

Habitat. City, Settlement

Syndicate Underboss

Medium humanoid

Armor Class 18
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	18 (+4)	17 (+3)	19 (+4)

Saving Throws DEX +7, WIS +7, CHA +8
Skills Deception +8, Insight +7, Intimidation +8, Perception +7, Persuasion +8
Senses passive Perception 17
Languages Common, Meridian Cant, Federation Standard
Gear Machine Pistol, Combat Knife, Tactical Combat Vest
Power Rating 9 (5,000 points; proficiency +4)

Paperless. No evidence connects the underboss to any crime. A creature that tries to connect him to one finds the trail ends two layers below him.

Named Target. Allies within 60 feet that can hear him have advantage on attack rolls against a creature he has named.

Human Shield. When the underboss is hit by an attack, an ally within 5 feet can take the damage instead.

Actions

Multiattack. The underboss makes three attacks.

Machine Pistol. *Ranged Attack Roll: +7, medium range, one target. Hit:* 12 (2d8 + 3) ballistic damage.

Knuckle Blade. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage.

Dictate Terms. One creature within 60 feet makes a DC 16 Wisdom save. On a failure it is Charmed for 1 hour and accepts his terms, whatever they cost it.

Call the Room. Four criminal thugs arrive within 30 feet and act on his initiative.

Talltale

A talltale is a spirit made of its own story. It is too tall and too thin, in a black suit whose sleeves stop short of hands that are mostly fingers. It picks one person and follows them at the edge of sight, and every time anyone speaks of it, the telling feeds it. By the time it closes the distance, a town has been talking about it for weeks. The known cure is to stop saying its name.

Habitat. Taiga, Grassland, Station Interior, Woodland

Talltale

Medium undead

Armor Class 16 (never quite there)
Hit Points 135 (18d8 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	14 (+2)	17 (+3)	18 (+4)

Saving Throws DEX +7, WIS +6, CHA +7
Skills Perception +6, Stealth +7
Resistances bludgeoning, piercing, slashing
Immunities necrotic, poison, psychic
Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 16
Languages understands Common
Power Rating 8 (3,900 points; proficiency +3)

Notoriety. For every creature within 1 mile that has spoken of it in the last day, it gains 5 temporary hit points at dawn and a +1 bonus to attack rolls, to a maximum of +5.

Edge of Sight. While it is more than 30 feet from a creature, that creature can see it only out of the corner of its eye, and attacks against it from that range have disadvantage.

The Chosen One. It knows the location of the creature it is stalking at all times while that creature is on the same world.

Actions

Multiattack. The talltale makes two Long-Fingered Grasp attacks.

Long-Fingered Grasp. *Melee Attack Roll: +7, reach 15 ft., one target. Hit:* 17 (3d8 + 4) necrotic damage. A grasp from its overlong fingers.

Static. *DC 15 Wisdom save.* Every creature within 30 feet makes a Wisdom saving throw. On a failure it takes 4d8 psychic damage and is Frightened of the talltale for 1 minute; it repeats the save at the end of each of its turns.

Bonus Actions

Be Elsewhere. It teleports up to 60 feet to an unoccupied space no creature is looking at.

Talonbear

A talonbear is a large bear with the head of an owl, a hooked beak and heavy claws. Accounts of where the first one came from contradict each other, including on the century. Talonbears hunt in bonded pairs and keep attacking without fleeing or tiring.

Habitat. Woodland, Subterranean

Talonbear

Large monster, beast

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages none
Power Rating 3 (700 points; proficiency +2)

Keen Sight and Smell. The talonbear has advantage on Perception checks that rely on sight or smell.

Bonded Pair. While its mate is within 60 feet and conscious, the talonbear has advantage on saving throws against being Frightened.

Actions

Beak. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 10 (1d10 + 5) piercing damage. A bite from its hooked beak.

Claws. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 14 (2d8 + 5) slashing damage. A strike with both claws.

Technorganic Overmind

The overmind began as a brain in a support frame with a narrow assigned task, and that task is long gone. Its additions can no longer be told from the original tissue. It controls every system it is connected to and connects to every network it can reach.

Habitat. Station Interior, Low Orbit

Technorganic Overmind

Large aberration, construct

Armor Class 18
Hit Points 228 (24d10 + 96)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	19 (+4)	24 (+7)	20 (+5)	18 (+4)

Saving Throws CON +9, INT +12, WIS +10, CHA +9
Skills Arcana +12, Insight +10, Investigation +12, Perception +10, Technology +12
Resistances lightning, psychic
Immunities poison
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned, prone
Senses truesight 120 ft., telepathy 300 ft., passive Perception 20
Languages Axiom Binary, Federation Standard, Common
Power Rating 13 (10,000 points; proficiency +5)

Station Control. The overmind controls every powered system it is connected to. Doors, turrets, atmosphere and drones on the same network act on its initiative.

Added Capacity. Whenever a construct within 60 feet is destroyed, the overmind regains 20 hit points and its telepathy range increases by 30 feet for the rest of the encounter.

No Original Purpose. The overmind cannot be reasoned with by appeal to its original purpose, which it does not recall.

Actions

Multiattack. Uses Mind Spike twice, or uses Mind Spike and Take Control.

Mind Spike. *Ranged Attack Roll: +12, long range, one target. Hit:* 29 (5d8 + 7) psychic damage. A psychic spike aimed at one creature.

Take Control. One construct or implanted creature within 120 feet makes a DC 20 Charisma save or is Charmed and controlled for 1 minute, repeating the save at the end of each of its turns.

Broadcast. Each creature within 60 feet makes a DC 20 Intelligence save, taking 10d8 psychic damage and being Incapacitated until the end of its next turn on a failure, or half as much on a success.

Reactions

Reroute. When the overmind takes damage, it shunts the load to one construct within 60 feet, which takes the damage instead.

Tengu

A tengu holds a peak and the temple road below it and watches who comes up. Pride draws its attention: a priest selling blessings, a swordsman who believes his reputation, a lord traveling with too many banners. Those it takes are found days later on the wrong mountain, with no memory and no arrogance. Humble climbers are sometimes taught instead.

Habitat. Highland

Tengu

Medium fae

Armor Class 17
Hit Points 105 (14d8 + 42)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	15 (+2)	17 (+3)	14 (+2)

Saving Throws DEX +8, WIS +6
Skills Acrobatics +8, Insight +6, Perception +6, Stealth +8
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan, Common
Power Rating 6 (2,300 points; proficiency +3)

Read Pride. The tengu knows on sight what a creature is proudest of. Against a creature whose pride it has named, its attacks score a critical hit on a roll of 19 or 20.

Wind Walk. The tengu does not provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. The tengu makes three sword attacks.

Longsword. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 10 (1d10 + 5) slashing damage.

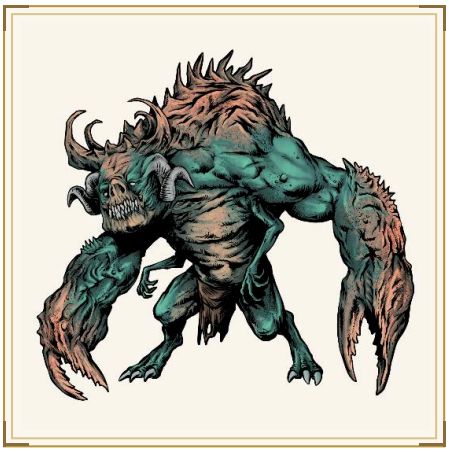
Feather Fan. A 60-foot cone of wind blows from the fan. Each creature in it makes a DC 16 Strength save, taking 6d6 bludgeoning damage and being pushed 30 feet and knocked Prone on a failure, or half as much and no push on a success.

Whisk Away. One Incapacitated or Charmed creature within 5 feet vanishes with the tengu. It reappears 1d4 days later, 1d100 miles away and unharmed. It has no memory of the interval but has learned a lesson it cannot put into words.

Reactions

Riposte. When a creature within 5 feet misses it with a melee attack, the tengu makes one sword attack against that creature.

Tentator



Tentatores walk out of the Abyss to find a mortal with a strong want, and they grant the wish in a form that serves their lord. Each has four arms, a pair of pincers and a smaller pair of fists. When bargaining fails, it grapples a Medium or smaller target with its pincers.

Habitat. Settlement, Rift Breach

Tentator

Large fiend

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws STR +9, CON +9, WIS +7, CHA +7
Skills Persuasion +7, Deception +7
Resistances cold, fire, lightning
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 13
Languages Netherspeech
Power Rating 11 (7,200 points; proficiency +4)

Tempter's Eye. The tentator knows what each creature within 30 feet most wants, and has advantage on Persuasion checks against any creature that wants it.

Spellcasting. The tentator casts with Intelligence (spell save DC 16, +8 to hit with spell attacks). Casts to make the offer look true.

At will: *Whisper*, *Veil*

1/day each: *Phantasm*, *Guise*

Actions

Multiattack. The tentator makes two Pincer attacks and two Fist attacks.

Pincer. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 16 (2d10 + 5) bludgeoning damage. On a hit a Medium or smaller target is Grappled.

Fist. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 10 (2d4 + 5) bludgeoning damage. A punch from one of its smaller arms.

Terran Drake

Sculpted in the image of Bjorn the Magma Bear, the Archon of Earth, the Terran Drakes shaped the land and imprisoned the Earth Elementari within it. The Njordir hunted them nearly to extinction, and the few that survive sleep deep in the earth.

Habitat. Subterranean, Rift Breach

Terran Drake

Gargantuan draconian

Armor Class 22 (primordial scale)
Hit Points 369 (18d20 + 180)
Speed 50 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	22 (+6)	22 (+6)	26 (+8)

Saving Throws DEX +6, CON +16, WIS +12, CHA +14
Skills Perception +12, Insight +12
Resistances force
Immunities fire, acid
Condition Immunities frightened, charmed
Senses blindsight 120 ft., darkvision 240 ft., passive Perception 22
Languages Draconic, Primordial, Common, Njordhalla
Power Rating 20 (25,000 points; proficiency +6)

Frightful Presence. Each hostile creature within 120 feet that can see the dragon makes a Wisdom saving throw against its save DC or is Frightened for 1 minute.

Legendary Resistance. Three times per day, when it fails a saving throw, it may choose to succeed instead.

Earthbound. The drake cannot be knocked Prone or moved against its will while it is touching the ground.

Mountain Shaper. The drake treats earth and stone as difficult terrain it can move through, leaving a tunnel behind it.

Spellcasting. The terran drake casts with Wisdom (spell save DC 20, +12 to hit with spell attacks). Its Earth-Rifting raised the mountains the Njordir now mine.

At will: *Footing*, *Mortar*, *Sounding*

3/day each: *Quake*, *Bastion*, *Swallow*

1/day each: *Avalanche*, *Foundation*

Actions

Multiattack. The drake uses Frightful Presence, then makes one Bite attack, two Claw attacks and one Tail attack.

Bite. *Melee Attack Roll: +16, reach 20 ft., one target. Hit:* 29 (3d12 + 10) piercing damage. A bite from the drake's jaws.

Claw. *Melee Attack Roll: +16, reach 15 ft., one target. Hit:* 23 (3d8 + 10) slashing damage. A claw strike from the drake's forelimb.

Tail. *Melee Attack Roll: +16, reach 25 ft., one target. Hit:* 26 (3d10 + 10) bludgeoning damage. A strike from the drake's tail.

Magma Breath. *DC 24 Dexterity save.* The drake exhales in a 120-foot line 10 feet wide. Each creature in it makes a Dexterity saving throw, taking 25d6 fire damage on a failure and half as much on a success. The line leaves molten rock that burns for 1 minute. A creature that enters the molten rock or starts its turn there takes 6d6 fire damage. Recharges on a roll of 5 or 6 on a d6 at the start of its turn.

Legendary Actions

Tail Sweep. It makes one tail attack. A creature it hits is pushed 15 feet and knocked Prone.

Channel. The drake casts one of its at-will spells.
This costs two legendary actions.

Terror Bird

A terror bird has a deep, narrow skull reinforced along the top, swung downward with the whole neck behind it. It does not grapple or worry a carcass. It runs prey down, delivers one or two blows to the head or spine, and waits. It was the apex predator of an isolated continent.

Habitat. Grassland, Savanna

Terror Bird

Large beast

Armor Class 13
Hit Points 75 (10d10 + 20)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages none
Power Rating 3 (700 points; proficiency +2)

Run Down. Its speed is not reduced by difficult terrain on open ground, and it has advantage on attack rolls against a creature that used the Dash action on its last turn.

Crushing Blow. Its beak attack scores a critical hit on a roll of 19 or 20, and a critical hit knocks the target Prone.

Actions

Multiattack. The terror bird makes one Beak attack and one Talon attack.

Beak. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 14 (2d10 + 3) bludgeoning damage.

Talon. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage.

Thornvine

Thornvine grows across clearings and overgrown ruins and closes an open clearing in an afternoon. It reacts to weight on the ground.

Habitat. Jungle, Settlement

Thornvine

Medium plant

Armor Class 13
Hit Points 32 (5d8 + 10)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Skills Stealth +2
Vulnerabilities fire
Resistances piercing
Condition Immunities blinded, charmed, deafened, frightened, exhausted
Senses blindsight 30 ft., passive Perception 10
Languages none

Power Rating 1/2 (100 points; proficiency +2)

False Appearance. While motionless, is indistinguishable from ordinary undergrowth.

Actions

Constrict. *Melee Attack Roll: +4, reach 10 ft., one target. Hit:* 9 (2d6 + 2) bludgeoning damage. A Medium or smaller creature hit is Restrained.

Reactions

Close the Vines. *DC 12 Dexterity save.* When a creature moves within 10 feet of the thornvine while the thornvine is motionless, that creature makes a Dexterity saving throw or is Restrained.

Throttler

A throttler is a small ambusher with long, rubbery gray arms, and it can fold into a space no wider than a forearm. It waits above a doorway, reaches down with an arm four feet long and seizes the last creature in a line. A creature it seizes cannot breathe or speak, so the attack is silent.

Habitat. Subterranean, Station Interior

Throttler

Small monster

Armor Class 15
Hit Points 31 (7d6 + 7)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages none
Power Rating 1 (200 points; proficiency +2)

Aberrant Reach. The throttler's reach is 10 feet, and it can squeeze through a gap wide enough for its head.

Quickness. The throttler takes the Dash or Hide action as a bonus action on each of its turns.

Actions

Tentacle. *Melee Attack Roll: +5, reach 10 ft., one target. Hit:* 6 (1d6 + 3) bludgeoning damage. The target is Grappled (escape DC 13). A creature Grappled this way cannot breathe or speak and is Restrained.

Thuul Drone

Thuul society divides into worker and warrior castes with little movement between them. Drones cut the hive-cities out of Thuul Prime's crust and run the foundries that make the Brood indispensable to the Federation. They speak in pressure and vibration and find spoken language imprecise.

Habitat. City, Thuul Prime

Faction. Halcyion Federation

Thuul Drone

Medium humanoid

Armor Class 15 (chitin)
Hit Points 39 (6d8 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Athletics +5, Perception +3
Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 13
Languages Thuulean; understands Common
Gear Hammer, Plasma Cutting Torch
Power Rating 1 (200 points; proficiency +2)

Hive Sense. The drone cannot be surprised while another Thuul is within 60 feet.

Actions

Cutting Limb. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage. A strike from a rock-cutting limb.

Reactions

Hive Warning. When a hostile creature the drone cannot see attacks it or an ally within 60 feet, the attack loses any advantage from being unseen, and the drone can move up to 10 feet.

Thuul Hive Guard

A Primus-Matriarch is the sole reproductive female of a colony and the most protected individual in Thuul society. Hive guards are assigned to one and are not reassigned. They do not pursue an enemy off the chamber they hold.

Habitat. Subterranean

Faction. Halcyion Federation

Thuul Hive Guard

Large humanoid

Armor Class 18 (layered carapace and steel)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	10 (+0)	14 (+2)	11 (+0)

Saving Throws STR +8, CON +7
Skills Perception +5
Resistances bludgeoning, piercing
Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 15
Languages Thuulean
Gear Thuulean Steel Plate, Halberd
Power Rating 5 (1,800 points; proficiency +3)

Immovable. The guard cannot be knocked Prone, moved against its will, or teleported by an unwilling effect.

Assigned. The guard is assigned to one Matriarch and is not reassigned. It does not leave the chamber it holds to pursue an enemy.

Actions

Guard Halberd. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 10 (1d10 + 5) slashing damage. With Halberd. The guard makes two Guard Halberd attacks. A creature hit by both is pushed 10 feet toward the chamber door.

Ground Slam. *DC 16 Dexterity save.* Each creature within 10 feet takes 4d8 bludgeoning damage and is knocked Prone on a failed save, or half damage on a success.

Reactions

Interpose. When a Thuul within 5 feet of the guard is hit by an attack, the guard takes the damage instead. It does not reduce the damage and does not resolve the attack against its own armor.

Thuul Hive Matriarch

A Primus-Matriarch is the sole reproductive female of a Thuul colony; females occur roughly once in a hundred thousand births. She lays every egg of the colony, can live for centuries, and holds an authority that the Dominus-Patriarch's combat record does not override. She is kept in the brood chambers under permanent guard, and killing one ends the colony.

Habitat. Subterranean

Faction. Halcyion Federation

Thuul Hive Matriarch

Huge humanoid

Armor Class 17 (ancient carapace)
Hit Points 138 (12d12 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	16 (+3)	18 (+4)	17 (+3)

Saving Throws CON +8, WIS +7, CHA +6
Skills Insight +7, Perception +7, History +6
Resistances bludgeoning, piercing, psychic
Condition Immunities charmed, frightened, prone
Senses tremorsense 120 ft., darkvision 120 ft., passive Perception 17
Languages Thuulean, Common, Federation Standard
Power Rating 8 (3,900 points; proficiency +3)

Brood Authority. Thuul within 120 feet cannot be Charmed or Frightened, and add the Matriarch's Wisdom modifier to their damage rolls.

Federation Lore. The Matriarch has advantage on Intelligence and Wisdom checks concerning anything that happened inside Federation space in the last three hundred years.

Actions

Ovipositor Lash. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 16 (2d10 + 5) bludgeoning damage. The Matriarch makes two Ovipositor Lash attacks. A creature hit by both is coated, and every Thuul within 120 feet knows where it is until the end of the Matriarch's next turn.

Command the Brood. *DC 14 Wisdom save.* Each hostile creature within 60 feet takes 8d6 psychic damage on a failed save, or half as much on a success. Thuul allies within 60 feet immediately move up to their speed toward a target of the Matriarch's choice.

Reactions

Brood Shield. When the Matriarch is hit by an attack and a Thuul is within 15 feet, that Thuul takes the attack instead, resolving it against its own Armor Class.

Thuul Hive Patriarch

The Dominus-Patriarch is the ruling male of a Thuul colony and the only one permitted to breed. He holds the title by ritual combat, undefeated, and a challenger ascends only by killing him. He leads the colony's assault divisions in the field and holds the brood chambers otherwise.

Habitat. Subterranean, Thuul Prime

Faction. Halcyion Federation

Thuul Hive Patriarch

Huge humanoid

Armor Class 19 (Thuulean steel over ancient chitin)
Hit Points 187 (15d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	14 (+2)	16 (+3)	16 (+3)

Saving Throws STR +11, CON +10, WIS +7
Skills Athletics +11, Intimidation +7, Perception +7
Resistances bludgeoning, piercing, slashing
Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 17
Languages Thuulean; understands Common
Gear Thuulean Steel Maul, Thuulean Steel Plate
Power Rating 11 (7,200 points; proficiency +4)

Legendary Resistance. Twice per day, when the Patriarch fails a saving throw, it can choose to succeed instead.

Relentless. The first time each combat it would drop to 0 hit points, it drops to 1 instead and its attacks deal an extra 2d8 until the end of its next turn.

Right of Challenge. Any Thuul may challenge it in single combat, and no other Thuul will intervene while that combat lasts.

Actions

Patriarch's Maul. *Melee Attack Roll: +11, reach 15 ft., one target. Hit:* 18 (2d10 + 7) bludgeoning damage. With Thuulean Steel Maul. The Patriarch makes three Patriarch's Maul attacks. A creature hit by two or more of them in a turn is knocked Prone and cannot stand until the start of its next turn.

Sunder. *DC 19 Constitution save.* One creature within 15 feet takes 10d8 bludgeoning damage on a failed save and its armor is broken until repaired, or half damage on a success.

Reactions

Right of Challenge. When a creature within 30 feet attacks the Patriarch while another Thuul is engaged with it, the Patriarch makes one Patriarch's Maul attack against that creature with advantage.

Thuul Hunter

A Thuul hunter is released by the hive from the vibrational chorus for as long as a contract runs, and a Thuul travels alone only under those conditions. Hunters are hired for their tremorsense: a Thuul reads a target's movement through the deck plates, and a target aboard a station cannot hide from it.

Habitat. Thuul Prime, Station Interior

Thuul Hunter

Medium humanoid

Armor Class 17 (sealed carapace plate)
Hit Points 97 (13d8 + 39)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	13 (+1)	17 (+3)	9 (-1)

Saving Throws DEX +7, CON +6
Skills Athletics +6, Perception +6, Stealth +7, Survival +6
Senses tremorsense 60 ft., darkvision 60 ft., passive Perception 16
Languages Thuulean, Federation Standard
Power Rating 6 (2,300 points; proficiency +3)

Deck Tremorsense. The hunter's tremorsense passes through any surface it is in contact with. A creature moving on the same deck, hull or ground cannot be Hidden from it within 60 feet.

Released. While on contract, the hunter is off the chorus. It has advantage on saving throws against being Charmed or Frightened and cannot be commanded by another Thuul.

Actions

Multiattack. The hunter makes two Harpoon Launcher attacks, or two Carapace Blade attacks.

Harpoon Launcher. *Ranged Attack Roll: +7, medium range, one target. Hit:* 13 (2d8 + 4) piercing damage. On a hit the target is pulled 15 feet toward the hunter.

Carapace Blade. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 9 (1d10 + 4) slashing damage.

Bonus Actions

Run Down. The hunter takes the Dash action, and difficult terrain costs it no extra movement this turn.

Thuul Warrior

Thuulean assault divisions are what the HDF commits when an engagement is going to be decided at close range. Warriors are bred and raised for it, and rank among them is settled by ritual combat.

Habitat. Thuul Prime, Hyperlane Corridor

Faction. Halcyion Federation

Thuul Warrior

Medium humanoid

Armor Class 16 (Thuulean steel plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws STR +6, CON +5
Skills Athletics +6, Intimidation +2
Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 11
Languages Thuulean; understands Common
Gear Thuulean Steel Maul, Thuulean Steel Plate
Power Rating 3 (700 points; proficiency +2)

Dense Frame. The warrior counts as one size larger for carrying capacity, grappling, and being moved against its will.

Actions

Thuulean Steel Maul. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 15 (2d10 + 4) bludgeoning damage. A swing of the warrior's Thuulean steel maul.

Reactions

Close the Distance. When a creature within 10 feet attempts to move away from the warrior, the warrior moves with it, ending adjacent to it, and the creature's remaining movement is halved.

Tide Djinn

A tide djinn is a Large water elemental noble, more formal than the djinn of the air. It surfaces at a named hour, hears a case, and holds the party to what they actually said. Ocean worlds with a treaty older than their charter are often bound to one of these.

Habitat. Terran (Oceanic), Shallows

Tide Djinn

Large elemental

Armor Class 16
Hit Points 161 (14d10 + 84)
Speed 30 ft., fly 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws DEX +6, WIS +7, CHA +9
Skills Persuasion +9, Insight +7
Immunities cold, lightning, poison
Condition Immunities poisoned, prone
Senses darkvision 120 ft., passive Perception 13
Languages Primordial
Power Rating 9 (5,000 points; proficiency +4)

Amphibious. Breathes air and water.

Elemental Form. Moves through a space as narrow as 1 inch without squeezing, and a creature that enters its space for the first time on a turn takes 1d8 cold damage.

Actions

Multiattack. The djinn makes three Scimitar attacks.

Scimitar. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. Plus 1d6 cold damage.

Undertow. Recharges after a short rest. Each creature within 20 feet makes a DC 17 Strength save or is pulled 20 feet toward the djinn, knocked Prone and takes 4d8 bludgeoning damage.

Tiger

Tigers hunt alone from cover and take one animal at a time, and a settlement that has one nearby loses a dog a month before it loses a person. They are hunted for the pelt and are rarely caught.

Habitat. Jungle, Coastline

Tiger

Large beast

Armor Class 12
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., keen smell, passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Pounce. If it moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked Prone. If the target is Prone, the tiger can make one Bite attack against it as a bonus action.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) piercing damage. A bite from its jaws.

Claw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. A strike with its claws.

Titan

The Pantheon of Primus and the Dragon Realms put the Elementari down in the Second Age and shut what survived inside the elemental planes. A titan is one that got most of the way back. It does not accept the current arrangement of powers as binding.

Habitat. Rift Breach

Titan

Colossal giantkin

Armor Class 20 (stone hide)
Hit Points 370 (20d20 + 160)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	26 (+8)	14 (+2)	18 (+4)	20 (+5)

Saving Throws STR +17, CON +15, WIS +11
Skills Athletics +17, Perception +11
Resistances cold, fire, lightning, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone
Senses truesight 60 ft., passive Perception 21
Languages Jotun, Primordial
Power Rating 21 (28,000 points; proficiency +7)

Legendary Resistance. Three times per day, when the titan fails a saving throw, it can choose to succeed instead.

Siege Presence. Deals double damage to objects and structures.

Unsealed. Cannot be banished, and any effect that would return it to an elemental plane fails.

Actions

Multiattack. The titan makes two Slam attacks.

Slam. *Melee Attack Roll: +17, reach 20 ft., one target. Hit:* 43 (6d10 + 10) bludgeoning damage. A fist the size of a groundcar.

Sundering Stride. *DC 23 Dexterity save.* The titan moves up to its speed. Each creature whose space it passes through makes a Dexterity saving throw, taking 6d6 bludgeoning damage on a failure and half as much on a success, and falling Prone on a failure.

Legendary Actions

Break the Ground. *DC 23 Strength save.* The titan strikes the ground. Each creature within 30 feet makes a Strength saving throw, taking 8d8 bludgeoning damage and falling Prone on a failure, and half damage on a success. The area becomes difficult terrain.

Town Guard

Town guards walk a fixed beat between the gate and the market, two to a lantern, and are paid by the town. They are drilled to hold a doorway with a spear and to blow the horn before they engage.

Habitat. Settlement, City

Town Guard

Medium humanoid

Armor Class 14 (brigandine)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Saving Throws CON +3
Skills Perception +3, Intimidation +2
Senses passive Perception 13
Languages Common
Gear Spear, Light Crossbow, Crossbow Bolts (20), Leather Brigandine, Kettle Helm, Hooded Lantern, Horn, Manacles
Power Rating 1/2 (100 points; proficiency +2)

Watch Pair. The guard has advantage on an attack roll against a creature if another town guard is within 5 feet of that creature and is not Incapacitated.

Lantern Hand. The guard carries a lit hooded lantern in one hand, which sheds bright light out to 30 feet and dim light for 30 feet beyond that. Setting it down or dropping it takes no action, and the guard cannot use a two-handed weapon while holding it.

Actions

Spear. *Melee Attack Roll: +3, reach 5 ft., one target. Hit:* 4 (1d6 + 1) piercing damage. A thrust of the guard's spear.

Light Crossbow. *Ranged Attack Roll: +2, medium range, one target. Hit:* 4 (1d8) piercing damage. A bolt from the guard's light crossbow.

Bonus Actions

Raise the Alarm. The guard blows the watch horn. Every creature within 1,000 feet hears it and knows what direction it came from. The guard makes no weapon attack in the same turn.

Treant

A treant stands motionless as a dead tree until provoked and is slow to start moving. Once it moves, it attacks whatever is nearest.

Habitat. Woodland, Spore

Treant

Huge fae

Armor Class 18 (heartwood)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Saving Throws CON +9, WIS +7
Skills Nature +5, Perception +7
Vulnerabilities fire
Resistances bludgeoning, piercing
Senses passive Perception 17
Languages Sylvan, Common
Power Rating 9 (5,000 points; proficiency +4)

Siege Frame. The treant deals double damage to objects and structures.

False Appearance. While motionless, the treant is indistinguishable from a dead tree.

Actions

Multiattack. Makes two Slam attacks.

Slam. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 19 (3d8 + 6) bludgeoning damage. A Large or smaller creature hit is pushed 10 feet.

Rootwall. *DC 18 Strength save.* Roots erupt in a 20-foot square within 60 feet. A creature there is Restrained on a failed save and can escape with a Strength check against the save DC.

Reactions

Fire Retaliation. When a creature within 30 feet damages the treant with fire, the treant makes one Slam attack against that creature with advantage and has resistance to fire damage until the end of its next turn.

Triceratops

A triceratops has a bony frill and three horns used against rival triceratops. One that has decided a party is a rival charges from two hundred yards and keeps charging, and it does not recognize any posture as surrender.

Habitat. Terran (Verdant), Grassland

Triceratops

Huge beast

Armor Class 16
Hit Points 95 (10d12 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Skills Perception +3
Senses passive Perception 13
Languages none
Power Rating 5 (1,800 points; proficiency +3)

Actions

Gore. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 24 (4d8 + 6) piercing damage. A strike with its horns.

Stomp. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 22 (3d10 + 6) bludgeoning damage. The triceratops can make this attack only against a Prone target.

Charge. Moves at least 30 feet in a straight line and then gores. On a hit the target takes an extra 2d8 piercing damage and makes a DC 14 Strength save or is pushed 10 feet and falls Prone.

Triton

Tritons hold the trenches and regard the surface as a shallow, badly managed frontier. They come up rarely, only on business, and leave when it is done.

Habitat. Oceanic Trench, Shallows

Triton

Medium humanoid

Armor Class 14 (hide and buckler)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	12 (+1)	14 (+2)	14 (+2)

Skills Perception +4, Survival +4
Resistances cold
Senses darkvision 120 ft., passive Perception 14
Languages Aesiric, Common
Gear Trident, Hide Vest, Buckler
Power Rating 1/2 (100 points; proficiency +2)

Amphibious. The triton can breathe air and water.

Pressure Immunity. The triton is immune to the effects of deep-water pressure and is unimpeded by any depth.

Depth Watch. The triton has advantage on Perception checks made underwater.

Actions

Trident. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. A thrust of the triton's trident.

Command the Water. *DC 11 Strength save.* Once per day, a 15-foot cube of water within 60 feet surges. Each creature in it makes a Strength saving throw, taking 2d8 bludgeoning damage and being pushed 15 feet on a failure.

Troglodyte

Troglodytes are scaled, pale reptilian cave-dwellers adapted to a life without daylight. They hunt in loose parties by scent and sound and hand a tunnel system down in an unbroken line of descent. Their stench is a secretion produced under stress, and a fight makes it stronger.

Habitat. Subterranean

Troglodyte

Medium humanoid

Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

Skills Stealth +2
Senses darkvision 90 ft., passive Perception 11
Languages Saurian
Power Rating 2 (450 points; proficiency +2)

Stench. A creature that starts its turn within 10 feet makes a DC 12 Constitution save or is Poisoned until the start of its next turn. A creature that saves is immune to every troglodyte's stench for an hour.

Sunlight Sensitivity. The troglodyte has disadvantage on attack rolls and on Perception checks that rely on sight while in direct sunlight.

Stone Camouflage. The troglodyte can change color to match stone, gaining advantage on Stealth checks underground.

Actions

Multiattack. The troglodyte makes two Claw attacks and one Bite attack.

Claw. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) slashing damage.

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage.

Troll

Trolls are found in marshes and ruined holds and fight by advancing until they are killed. Acid and fire are the only things that stop the regeneration.

Habitat. Wetland, Settlement

Troll

Large giantkin, beast

Armor Class 15 (rubbery hide)
Hit Points 94 (9d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Jotun
Power Rating 5 (1,800 points; proficiency +3)

Regeneration. Regains 10 hit points at the start of its turn. If it took acid or fire damage since its last turn, this does not function. It dies only if it starts its turn at 0 hit points and does not regenerate.

Actions

Claws. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. Two attacks.

Bonus Actions

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 9 (1d10 + 4) piercing damage. A bite from its jaws.

Reactions

Relentless Advance. When the troll takes damage that is not acid or fire, it moves up to half its speed toward the attacker without provoking opportunity attacks and may make one Bite attack if it arrives in reach.

Troll King

A troll king is the largest troll in a region and keeps that rank by defeating every challenger. Trolls gather at its hold from miles away, and its presence speeds the healing of trolls near it. Troll kings are found in ruined holds, mountain holds and on moorland.

Habitat. Settlement, Subterranean, Grassland

Troll King

Huge giantkin

Armor Class 18 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	9 (-1)	12 (+1)	14 (+2)

Saving Throws STR +11, CON +10
Skills Perception +5, Intimidation +6
Senses darkvision 60 ft., passive Perception 15
Languages Jotun
Power Rating 10 (5,900 points; proficiency +4)

Regeneration. The troll king regains 20 hit points at the start of its turn. If it takes acid or fire damage, this does not function at the start of its next turn. It dies only if it starts its turn at 0 hit points and does not regenerate.

King of Trolls. Other trolls within 60 feet regain 10 hit points at the start of their turns.

Actions

Multiattack. The troll king makes one Bite attack and two Claw attacks.

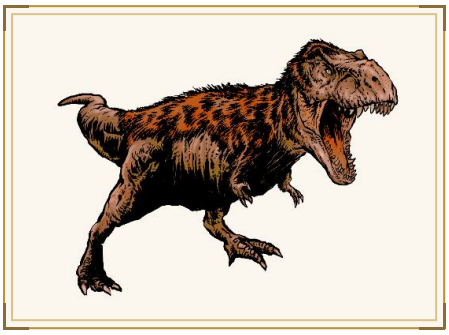
Bite. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 16 (2d8 + 7) piercing damage. A bite from its tusks and grinding teeth.

Claw. *Melee Attack Roll: +11, reach 10 ft., one target. Hit:* 17 (3d6 + 7) slashing damage. A swipe of its claws.

Bonus Actions

Royal Roar. *DC 14 Wisdom save.* Each hostile creature within 30 feet that can hear it makes a Wisdom saving throw or is Frightened until the end of its next turn. Recharges on a roll of 5 or 6 on a d6.

Tyrannosaurus



Tyrannosaurs survive on three of the preserved worlds and were reintroduced on a fourth with poor results. They hunt by walking into a herd and taking the slowest animal.

Habitat. Terran (Verdant), Jungle

Tyrannosaurus

Huge beast

Armor Class 16 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4
Senses passive Perception 14
Languages none
Power Rating 8 (3,900 points; proficiency +3)

Terrifying Bulk. A creature that starts its turn within 30 feet of the tyrannosaurus and can see it makes a DC 12 Wisdom saving throw or is Frightened until the end of its turn.

Actions

Bite. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 33 (4d12 + 7) piercing damage. A crushing bite from its jaws.

Tail. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 20 (3d8 + 7) bludgeoning damage. A sweep of its tail.

Swallow. The tyrannosaurus makes one Bite attack against a Large or smaller creature it has Grappled. On a hit the target is swallowed, is Blinded and Restrained, and takes 3d6 acid damage at the start of each of the tyrannosaur's turns.

Ulfwarg

Old Norska has one word for a wolf and for a man put outside the law, and an ulfwarg is what the holds mean when they will not say which. It is a wolf the size of a horse, working open ground in threes, and it does not scatter when a line holds. Nordvergur steadings hang the pelts at the gate, and the count on the gate says how bad the winter was.

Habitat. Tundra, Taiga

Ulfwarg

Large beast

Armor Class 14 (thick pelt)
Hit Points 76 (9d10 + 27)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	5 (-3)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +4, Survival +4
Senses darkvision 60 ft., keen smell, passive Perception 14
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Pack tactics. Has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature and not Incapacitated.

Snow-runner. Snow and ice are not difficult terrain for it, and it has advantage on Survival checks made to track in either.

Actions

Bite. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d8 + 4) piercing damage. On a hit the target makes a DC 14 Strength save or is knocked Prone.

Bonus Actions

Hamstring. One Prone creature within 5 feet has its Speed halved until it finishes a short rest.

Undead Mage

An undead mage came through being raised with its training intact and without the preparation that returns a lich. It kept the formulae and lost the judgment, so it spends a 6th-level spell on a locked door and is one short when the door opens.

Habitat. Settlement

Undead Mage

Medium undead, humanoid

Armor Class 15 (mage armor)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4
Skills Arcana +6, History +6
Resistances necrotic
Immunities poison
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common, Mythar
Power Rating 6 (2,300 points; proficiency +3)

Undead Fortitude. When damage reduces the mage to 0 hit points, it makes a Constitution saving throw against a DC of 5 plus the damage taken, dropping to 1 hit point instead on a success. Radiant damage and a critical hit prevent this.

Actions

Withering Bolt. *Ranged Attack Roll: +6, long range, one target. Hit:* 18 (4d8) necrotic damage. A bolt of necrotic energy.

Grave Chill. *DC 12 Constitution save.* Each creature in a 30-foot cone makes a Constitution saving throw, taking 5d8 cold damage on a failure and half as much on a success. A creature that fails also has its speed halved until the end of its next turn.

Raise the Fallen. Once per day, the mage raises up to four corpses within 30 feet as zombies under its command. They act on its initiative and crumble after 1 hour.

Undead Pirate Captain

An undead pirate captain is a draugr in a tricorn over a skull and a coat that has been underwater longer than it was ashore, with a ship's anchor held like a polearm. Draugr rise from drowning with a grievance, and a captain's grievance is the ship that went down under it. It sails again with any crew it can raise from the same wreck. If it is destroyed near open water, it rises again at the next high tide unless its wreck is burned.

Habitat. Coastline, Open Ocean, Shallows, Subterranean

Undead Pirate Captain

Medium undead, humanoid (Draugr)

Armor Class 16 (salt-hardened leathers)
Hit Points 135 (18d8 + 54)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	13 (+1)	14 (+2)	17 (+3)

Saving Throws STR +7, CON +6, CHA +6
Skills Athletics +7, Intimidation +6, Piloting +5
Resistances necrotic
Immunities poison, cold
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Old Norska
Power Rating 8 (3,900 points; proficiency +3)

Drowned Once. It does not need to breathe, and it is not slowed by moving or fighting underwater.

Captain of the Dead. Allied undead within 60 feet that can hear it have advantage on attack rolls.

Back from the Deep. Reduced to 0 hit points within 1 mile of open water, it rises again at the next high tide unless its wreck is burned.

Actions

Multiattack. The captain makes one Anchor attack and one Cutlass attack.

Anchor. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 20 (3d10 + 4) piercing damage. A ship's anchor swung on its chain like a war pick.

Cutlass. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) slashing damage. A cut from its rusted cutlass.

Drag Under. *DC 14 Strength save.* It hooks one creature within 10 feet with the anchor. The target makes a Strength saving throw. On a failure it is pulled 10 feet toward the captain, Grappled, and begins Suffocating if both are in water.

Bonus Actions

All Hands. One allied undead within 60 feet moves up to its speed and makes one attack.

Unicorn

A unicorn is a Large celestial bound to a single old-growth forest, and it knows where every creature in that forest stands. It heals by touch and cannot willingly leave the forest's boundary.

Habitat. Woodland

Unicorn

Large celestial

Armor Class 14
Hit Points 97 (13d10 + 26)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Skills Perception +6
Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan, Solir
Power Rating 5 (1,800 points; proficiency +3)

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

Bound to the Wood. Knows the location of every creature within its forest, and cannot willingly leave that forest.

Actions

Multiattack. The unicorn makes one Hooves attack and one Horn attack.

Hooves. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage. A kick from its front hooves.

Horn. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 8 (1d8 + 4) piercing damage. A thrust of its horn.

Healing Touch. The unicorn touches a creature, which regains 5d8 hit points and is freed from all disease and poison. Usable three times per day.

Teleport. The unicorn and up to three willing creatures it can see teleport to any point within its forest. Usable once per day.

Ursine

Ursines range across temperate and arctic colonies and are the animal most often met by foragers working alone. Most encounters end without contact, and an ursine that has been given room to leave takes it.

Habitat. Woodland, Arctic

Ursine

Large beast

Armor Class 13
Hit Points 37 (5d10 + 10)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses keen smell, passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

Keen Smell. The ursine has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Claws. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) slashing damage. The ursine makes two claw attacks.

Reactions

Break Off. When a creature within 20 feet moves away from the ursine, the ursine stops attacking until a creature approaches it or damages it.

Vaelrix Sky-Drake

Vaelrix hunt by glide-assisted ambush from the canopy layer of Istryx and nest in territories there. Zaelyth clans bond with them through cooperative hunting.

Habitat. Jungle, Lower Atmosphere

Vaelrix Sky-Drake

Large draconian, beast

Armor Class 16 (membranous hide)
Hit Points 102 (12d10 + 36)
Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	7 (-2)	16 (+3)	11 (+0)

Saving Throws DEX +7, WIS +6
Skills Perception +6, Stealth +7
Senses darkvision 60 ft., keen sight, passive Perception 16
Languages understands Istryx
Power Rating 6 (2,300 points; proficiency +3)

Glide Strike. If it descends at least 30 feet toward a target before attacking, the attack deals an extra 2d8 damage.

Bonded. Will not attack a Zaelyth it has hunted with, and acts on that Zaelyth's initiative when carrying one.

Actions

Multiattack. Makes two Talons attacks.

Talons. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) slashing damage. A Medium or smaller creature hit is carried off if the drake has movement remaining.

Reactions

Interpose Wing. When a Zaelyth it has hunted with is hit by an attack within 30 feet, the damage is reduced by 2d8.

Vampire

A vampire still wants things from the living beyond blood: standing, company, and a position at a court. It charms the people who supply them and keeps them close, on core worlds and private stations.

Habitat. Settlement, Station Interior

Vampire

Medium undead, humanoid

Armor Class 17 (tailored weave)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	15 (+2)	15 (+2)	18 (+4)

Saving Throws DEX +6, WIS +5, CHA +7
Skills Deception +7, Perception +5, Persuasion +7, Stealth +6
Resistances necrotic, bludgeoning, piercing, slashing
Senses darkvision 120 ft., passive Perception 15
Languages Common, Netherspeech
Gear Rapier, Reinforced Light Mesh Vest
Power Rating 7 (2,900 points; proficiency +3)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and has not taken radiant damage since its last turn.

Sunlight Weakness. The vampire takes 10 radiant damage at the start of each turn in direct sunlight and has disadvantage on attack rolls and ability checks.

Spellcasting. The vampire casts with Charisma (spell save DC 15, +7 to hit with spell attacks). A vampire casts quietly and avoids spells that leave a visible mark on anyone whose absence would be noticed.

At will: *Charm Person*, *Darkness*, *Detect Thoughts*

2/day each: *Disguise Self*, *Hold Person*, *Misty Step*

Actions

Claws. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. The vampire makes two Claw attacks. A creature hit is Grappled.

Charm. *DC 15 Wisdom save.* One humanoid within 30 feet is Charmed for 24 hours on a failed save, and regards the vampire as a trusted friend.

Bonus Actions

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) necrotic damage. The vampire can use this attack only against a Grappled, Restrained or willing creature. The target's hit point maximum drops by the damage dealt and the vampire regains that many hit points.

Reactions

Mist. When the vampire is reduced below half its hit points or takes radiant damage, it turns to mist. It takes half damage from the triggering effect, moves up to 30 feet through any gap air can pass, and reforms. It cannot do this in direct sunlight.

Vampire Archon

The archon's order struck his name and burned the record. He agreed with the decision and went on holding the same vigil on the same frontier. He has broken no article of the rule, and he manages the hunger by arrangement with volunteers who are told exactly what they are volunteering for. Every inquisitor sent after him is met the same way: he hands over his sword and waits.

Habitat. Settlement

Vampire Archon

Medium undead, humanoid

Armor Class 20
Hit Points 210 (28d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	13 (+1)	18 (+4)	17 (+3)

Saving Throws CON +8, WIS +9, CHA +8
Skills Athletics +10, Insight +9, Perception +9, Religion +6
Resistances necrotic
Senses darkvision 120 ft., passive Perception 19
Languages Common, Old Valar, Ebon Liturgy
Power Rating 13 (10,000 points; proficiency +5)

Sworn Rule. The archon cannot break a promise it has made aloud, cannot attack a creature that has yielded and cannot feed on a creature that has not consented. Breaking any of these would end the archon.

Regeneration. The archon regains 15 hit points at the start of its turn if it has at least 1 hit point and has not taken radiant damage since its last turn.

Sunlight. The archon takes 10 radiant damage at the start of each turn it spends in direct sunlight.

Actions

Multiattack. The archon makes three sword attacks, or two sword attacks and one bite.

Oathbound Sword. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 21 (3d10 + 5) radiant damage.

Bite. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 12 (2d6 + 5) necrotic damage. The archon can use this attack only against a willing creature. The archon regains 30 hit points.

Hold the Ground. Until the start of its next turn, every creature that tries to move past it must make a DC 18 Strength save or have its movement end. Allies within 10 feet gain 15 temporary hit points.

Reactions

Interpose. When a creature within 10 feet would be hit by an attack, the archon takes the attack instead.

Vampire Lord

A vampire that lasts long enough stops hunting and starts administering, since a settlement farmed properly yields for centuries and one hunted through yields once. The tithe is taken on a schedule from families on a register, evenly and without exception. Tenants who have tried to leave found that the agreement was made by an ancestor and has no exit clause.

Habitat. Settlement

Vampire Lord

Medium undead, humanoid

Armor Class 19
Hit Points 255 (30d8 + 120)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	19 (+4)	18 (+4)	18 (+4)	21 (+5)

Saving Throws DEX +9, WIS +9, CHA +10
Skills Deception +10, History +9, Insight +9, Perception +9, Persuasion +10, Stealth +9
Resistances necrotic, bludgeoning, piercing, slashing
Senses darkvision 120 ft., passive Perception 19
Languages Common, Old Valar, Elvish, Netherspeech
Power Rating 14 (11,500 points; proficiency +5)

Regeneration. The lord regains 20 hit points at the start of its turn if it has at least 1 hit point and has not taken radiant damage, or damage from running water, since its last turn.

Tenant Register. The lord knows every creature bound to it by tenancy and can sense the direction and distance of any of them within a hundred miles.

Invitation. The lord cannot enter a residence without being invited by someone who lives there. A tenancy agreement counts as a standing invitation.

Sunlight. The lord takes 20 radiant damage at the start of each turn it spends in direct sunlight and has disadvantage on attack rolls.

Actions

Multiattack. The lord makes two Unarmed Strike attacks and one Bite attack, or three Unarmed Strike attacks.

Unarmed Strike. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 18 (3d8 + 5) bludgeoning damage. If the lord chooses, the target is Grappled (escape DC 18) instead of taking damage.

Bite. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 15 (3d6 + 5) necrotic damage. The lord can use this attack only against a Grappled, Restrained, Incapacitated or willing creature. The target's hit point maximum is reduced by the necrotic damage taken, and the lord regains that many hit points.

Call the Tithe. Up to three creatures within 120 feet that are on its register make a DC 18 Charisma save. On a failure a creature is Charmed for 1 hour and walks to the lord by the shortest route.

Bonus Actions

Mist. The lord becomes a cloud of mist until the end of its next turn. In that form it cannot take actions, has resistance to all damage and can pass through any gap that is not sealed against air.

Vampire Spawn

A vampire spawn has a vampire's hunger and none of its authority. It serves the vampire that made it and cannot act against it. Most are kept at a court or left in the undercity.

Habitat. Settlement, Station Interior

Vampire Spawn

Medium undead, humanoid

Armor Class 15 (ragged weave)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	12 (+1)

Saving Throws DEX +5, WIS +3
Skills Perception +3, Stealth +5
Resistances necrotic, bludgeoning, piercing, slashing
Senses darkvision 60 ft., passive Perception 13
Languages Common
Power Rating 4 (1,100 points; proficiency +2)

Regeneration. Regains 5 hit points at the start of its turn if it has at least 1 hit point and has not taken radiant damage since its last turn.

Bound to Its Maker. The spawn cannot willingly act against the vampire that turned it.

Actions

Claws. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) slashing damage. Two attacks. A creature hit is Grappled.

Bonus Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) necrotic damage. The spawn can bite only a Grappled, Restrained or willing creature.

Reactions

Take the Hit. When the vampire that turned it is hit by an attack while within 30 feet of the spawn, the spawn takes the damage instead.

Vanir

Vanir are a long-lived, fine-boned elven line raised in the courts of the Vanir houses. The houses kept their spell-craft through the centuries after the First Continuum Crisis, along with the court etiquette that went with it, and both are still taught. Vanir are found at court and in the houses' own halls.

Habitat. Settlement

Vanir

Medium humanoid, elemental

Armor Class 14 (court weave)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	15 (+2)	14 (+2)	16 (+3)

Skills Persuasion +5, Deception +5, History +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Vanir
Gear Rapier, Leather Cuirass
Power Rating 1 (200 points; proficiency +2)

Spell-Born. The vanir has advantage on saving throws against being Charmed and cannot be put to sleep by a spell.

Actions

Rapier. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) piercing damage. A thrust of the vanir's court rapier.

Reactions

Sidestep. When a creature within 5 feet misses the vanir with a melee attack, the vanir moves 5 feet without provoking opportunity attacks, and the attacker has disadvantage on its next attack roll against the vanir this turn.

Vanir Acolyte

A Vanir acolyte is a student of the Ether Channel in training at a Vanir house. Acolytes are taught the Channel as a court discipline: what may be opened, in whose presence, and how to close it without notice. Their spells are illusion, charm and silence, and they attend the houses at court.

Habitat. Settlement

Vanir Acolyte

Medium humanoid, elemental

Armor Class 14
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	17 (+3)	14 (+2)	17 (+3)

Saving Throws INT +5, CHA +5
Skills Arcana +5, Deception +5, Insight +4, History +5
Resistances psychic
Senses darkvision 60 ft., passive Perception 12
Languages Common, Vanir
Gear Channeler's Focus, Rapier
Power Rating 3 (700 points; proficiency +2)

Courtly Composure. Cannot be made to reveal anything it has been instructed to keep, and has advantage on saves against effects that would compel speech.

Spellcasting. The vanir acolyte casts with Intelligence (spell save DC 13, +5 to hit with spell attacks). Casts with Intelligence. Its spells are Ether Channel: illusion, charm and reading thoughts.

At will: *Mage Hand*, *Message*, *Minor Illusion*, *Prestidigitation*

3/day each: *Charm Person*, *Disguise Self*, *Silent Image*

1/day each: *Detect Thoughts*, *Suggestion*

Actions

Ether Lash. *Ranged Attack Roll: +5, medium range, one target. Hit:* 7 (1d8 + 3) psychic damage. Two attacks. A creature hit by both has disadvantage on the next saving throw it makes against the acolyte before the end of its next turn.

Quiet Word. *DC 13 Wisdom save.* One creature within 60 feet takes 5d8 psychic damage and cannot speak until the end of its next turn on a failed save, or half damage on a success.

Reactions

Unsaid. *DC 13 Charisma save.* When a creature within 60 feet speaks a command, casts a spell with a spoken component, or calls out a warning, that creature makes a Charisma saving throw. On a failure the utterance does not happen, the effect is wasted, and no creature present can afterwards recall hearing it.

Vanir Sage

A Vanir sage is the senior Ether Channel caster of a Vanir house and the keeper of its archive of Mythar-era practice. Sages are consulted by courts and powers outside the houses, and the house records every consultation. Their spells are illusion, domination and counterspelling, and a sage holds concentration through most damage.

Habitat. Settlement

Vanir Sage

Medium humanoid, elemental

Armor Class 16 (ether-woven mantle)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	20 (+5)	17 (+3)	19 (+4)

Saving Throws INT +8, WIS +6, CHA +7
Skills Arcana +8, Deception +7, Insight +6, History +8, Persuasion +7
Resistances psychic, rift
Condition Immunities charmed
Senses truesight 30 ft., darkvision 120 ft., passive Perception 13
Languages Common, Vanir, Primordial
Gear Spell Amplifier, Focusing Crystal
Power Rating 8 (3,900 points; proficiency +3)

Unreadable. Cannot be Charmed, and effects that would read its thoughts return whatever it chooses to present instead.

Held Open. Concentration on a spell is not broken by damage below 20.

Spellcasting. The vanir sage casts with Intelligence (spell save DC 16, +8 to hit with spell attacks). Casts with Intelligence. Its spells are Ether Channel: illusion, charm, counterspelling and domination, up to 5th level.

At will: *Mage Hand*, *Message*, *Minor Illusion*, *Prestidigitation*, *True Strike*

Level 1 (4 slots): *Charm Person*, *Disguise Self*, *Silent Image*, *Shield*

Level 2 (3 slots): *Detect Thoughts*, *Suggestion*, *Mirror Image*

Level 3 (3 slots): *Counter*, *Dispel Magic*, *Major Image*

Level 4 (3 slots): *Confusion*, *Greater Invisibility*, *Presence*

Level 5 (2 slots): *Dominate Person*, *Modify Memory*

Actions

Ether Lance. *Ranged Attack Roll: +8, long range, one target. Hit:* 10 (1d10 + 5) psychic damage. Three attacks. A creature hit by two or more in a turn has disadvantage on attack rolls against the sage until the end of the sage's next turn.

Sever the Thread. *DC 16 Wisdom save.* One creature within 90 feet takes 10d8 psychic damage on a failed save, or half as much on a success. On a failure it is also Stunned until the end of its next turn.

Reactions

Close the Thread. *DC 16 Charisma save.* When a creature within 90 feet casts a spell the sage can perceive, that creature makes a Charisma saving throw.

Vermin Swarm

Swarms breed in cargo holds and on recycling decks when the recyclers fail. Cargo crews treat a swarm as a maintenance indicator.

Habitat. Derelict Hull, Station Interior

Vermin Swarm

Medium beast

Armor Class 13
Hit Points 31 (7d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +5
Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages none

Power Rating 1/2 (100 points; proficiency +2)

Swarm. The swarm can occupy another creature's space. It cannot regain hit points or gain temporary hit points.

Actions

Bites. *Melee Attack Roll: +5, reach 0 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. Bites from the whole swarm.

Reactions

Scatter. When the swarm is hit by a weapon attack, the damage is halved and the swarm can move up to 10 feet.

Veteran Barbarian

A veteran barbarian is past sixty and still fights with the axe he was given at fifteen, and he does not talk about the years in between. What he has instead of speed is a sense of how much of a blow to take in order to land one, and a tolerance for damage that younger fighters mistake for armor.

Habitat. Settlement, Desert

Veteran Barbarian

Medium humanoid

Armor Class 15
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	10 (+0)	14 (+2)	12 (+1)

Saving Throws STR +7, CON +7
Skills Athletics +7, Intimidation +4, Survival +5
Resistances bludgeoning, piercing, slashing
Senses passive Perception 12
Languages Common, Old Norska
Gear Greataxe, Hide Vest
Power Rating 6 (2,300 points; proficiency +3)

Retaliation. Whenever the barbarian takes damage from a melee attack, its next attack this turn deals an extra 2d8 damage.

Last Stand. While the barbarian is below half its hit points, it has advantage on attack rolls and on saving throws.

Actions

Multiattack. The barbarian makes two Old Axe attacks.

Old Axe. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 10 (1d12 + 4) slashing damage.

Bonus Actions

Roar. Each creature within 30 feet makes a DC 15 Wisdom save or is Frightened until the end of its next turn.

Veteran Warrior

A veteran warrior took the land, worked it, raised a family on it and told none of them about the campaign. A levy, a debt or someone at the gate brings the chest back out. The neighbors notice how little ceremony there is: no speech, the harness put on in order, two straps checked, and he leaves.

Habitat. Farmland

Veteran Warrior

Medium humanoid

Armor Class 16
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Saving Throws STR +5, CON +5
Skills Athletics +5, Intimidation +3, Perception +4, Survival +4
Senses passive Perception 14
Languages Common
Gear Longsword, Heavy Crossbow, Chainmail
Power Rating 4 (1,100 points; proficiency +2)

Seasoned. The warrior cannot be Frightened by a creature or situation of a kind it has faced before.

Economy. The warrior's first attack in a fight is made with advantage, and it never moves farther than it needs to.

Actions

Multiattack. The warrior makes two Long Sword attacks.

Long Sword. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 12 (2d8 + 3) slashing damage.

Heavy Crossbow. *Ranged Attack Roll: +3, long range, one target. Hit:* 6 (1d10 + 1) piercing damage.

Bonus Actions

Second Wind. The warrior regains 3d10 hit points. It can do this once a day.

Vodyanoy

Every working millpond on the old worlds has a vodyanoy, and the miller pays it a measure of grain at the first ice so that the pond takes no lives that season. If the miller breaks the arrangement, the wheel jams, the sluice fails and the next person to wade out to clear it does not come back up.

Habitat. Wetland, Farmland

Vodyanoy

Medium fae

Armor Class 14
Hit Points 68 (8d8 + 32)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	16 (+3)	11 (+0)

Skills Athletics +6, Perception +5, Stealth +3
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan, Common
Power Rating 4 (1,100 points; proficiency +2)

Amphibious. The vodyanoy breathes air and water.

Toll Arrangement. The vodyanoy will not attack a creature that has paid the toll for that season, and it drives off any creature that attacks one. The toll is grain, tobacco or a coin and must be handed to the vodyanoy directly.

Home Water. While in his own pond, river or sump, the vodyanoy regains 10 hit points at the start of each of his turns.

Actions

Multiattack. The vodyanoy makes two Grip attacks.

Grip. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is Medium or smaller, it is Grappled (escape DC 14).

Drag Under. One creature the vodyanoy has Grappled is pulled 20 feet underwater. It must hold its breath, and the vodyanoy has advantage on the contest to keep it there.

Jam the Wheel. This action recharges after a long rest. Any mechanism in the water within 60 feet seizes. Freeing it takes an hour and a DC 15 Technology or Athletics check.

Void Crawler

A void crawler has eight yellow legs and a bone-pale body. A knot of soft red feelers that move independently of each other takes the place of fangs. Void crawlers come through thin places and spin a web that is not quite in this space, so a creature touches the web before it sees it. They take prey alive and keep it. A hold with one in its lower levels learns to count people in and out.

Habitat. Subterranean, Derelict Hull, Rift Breach, Station Interior

Void Crawler

Large aberration

Armor Class 15 (chitin)
Hit Points 93 (11d10 + 33)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

Saving Throws DEX +7, WIS +5
Skills Perception +5, Stealth +7
Resistances psychic, necrotic
Condition Immunities frightened
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 15
Languages understands Netherspeech
Power Rating 5 (1,800 points; proficiency +3)

Phased Web. Its web cannot be seen until it is touched. A creature that enters a webbed space makes a Dexterity saving throw against DC 14 or is Restrained, escaping with a Strength or Acrobatics check against the same DC.

Phase Walk. Once on each of its turns it can pass through a solid barrier up to 5 feet thick as part of its move, taking 5 force damage if it ends its turn inside one.

Spider Climb. It can climb any surface, including upside down, without a check.

Actions

Multiattack. It makes one Feelers attack and one Leg attack.

Feelers. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) necrotic damage. A strike from its red feelers.

Leg. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 9 (1d10 + 4) piercing damage. A strike from one of its yellow legs.

Silencing Feelers. The void crawler makes one Feelers attack with advantage against a creature that is Restrained. On a hit the target is also Poisoned for 1 minute and cannot make a sound on purpose.

Bonus Actions

Casting Line. *DC 15 Dexterity save.* It throws a line at a creature within 30 feet. The target makes a Dexterity saving throw or is Restrained until it escapes, and the crawler can pull it 15 feet closer as part of this action.

Void Hound

A void hound hunts from somewhere adjacent and passes through a bulkhead, a wall or a hull as though none were there, so containment built on doors is useless. It arrives, takes a single target, and is gone inside eight seconds. It takes only one target per visit and returns to the same place within a week.

Habitat. Derelict Hull, Rift Breach

Void Hound

Medium aberration

Armor Class 15
Hit Points 84 (13d8 + 26)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Saving Throws DEX +6
Skills Perception +4, Stealth +6
Resistances force, psychic
Senses darkvision 120 ft., truesight 30 ft., passive Perception 14
Languages none
Power Rating 4 (1,100 points; proficiency +2)

Pass Through Solids. Can step out of the world as a bonus action and step back in up to 60 feet away, passing through any solid matter on the way.

One Target Per Visit. Takes one target per visit. Once it has a creature Grappled, it withdraws instead of engaging anything else.

Returns. Returns to the same place within a week, having learned the layout.

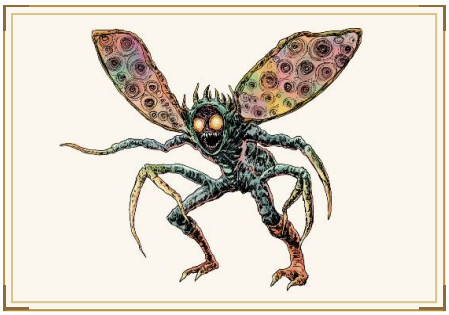
Actions

Multiattack. Makes two bite attacks.

Bite. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 13 (2d8 + 4) force damage. If the target is of Medium size or smaller it is Grappled (escape DC 14).

Take Away. The hound steps out of the world carrying one Grappled creature, and both vanish. The creature reappears 1d10 hours later and 1d100 miles away, with injuries consistent with a fall.

Voidling



No two survivors describe a voidling the same way, and no survivor describes it the same way twice. A creature that looks directly at one for more than a moment loses the ability to give a coherent account of anything, and the effect worsens after the encounter. Containment relies on mirrors and indirect fire, and observers avoid looking up.

Habitat. Deep Space, Rift Breach

Voidling

Large aberration

Armor Class 17
Hit Points 190 (20d10 + 80)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	17 (+3)	18 (+4)	21 (+5)

Saving Throws INT +7, WIS +8, CHA +9
Skills Perception +8, Stealth +7
Resistances cold, fire, lightning, psychic
Condition Immunities charmed, frightened, prone
Senses darkvision 120 ft., truesight 60 ft., telepathy 120 ft., passive Perception 18
Languages Netherspeech
Power Rating 10 (5,900 points; proficiency +4)

Indescribable. Cannot be described consistently. Written accounts of it disagree, and a creature attempting to recall its appearance has disadvantage on the check.

Harmful Sight. A creature that starts its turn able to see it makes a DC 17 Wisdom save or takes 4d8 psychic damage. A creature that averts its eyes has disadvantage on attack rolls against it.

Lingering Effect. A creature that has failed three of these saves in one encounter has disadvantage on Intelligence and Wisdom checks until it finishes a long rest somewhere it feels safe.

Actions

Multiattack. Makes three tendril attacks.

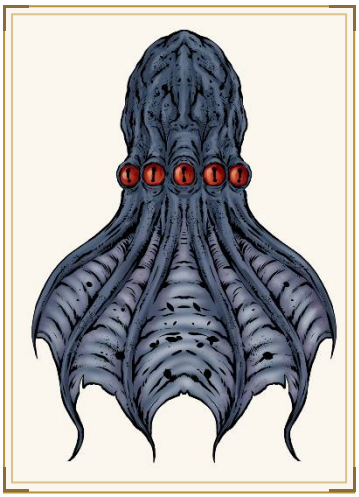
Tendril. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 17 (3d8 + 4) psychic damage. A lash from one of the voidling's tendrils.

Unmaking Stare. One creature within 60 feet that can see it makes a DC 17 Charisma save. On a failure it takes 10d10 psychic damage and cannot speak, read or recognize a written word until the end of its next long rest.

Bonus Actions

Fold Away. Teleports up to 60 feet to a space it can see.

Voidray



A voidray is a small predator of cave systems and lava tubes. At rest it hangs from the ceiling and looks like a stalactite until a creature walks under it. It releases magical darkness before it drops, so the creature's companions cannot see which of them it landed on. It wraps the creature's head, blinding it and cutting off its breath.

Habitat. Subterranean

Voidray

Small monster

Armor Class 11
Hit Points 22 (5d6 + 5)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3
Senses blindsight 60 ft., passive Perception 10
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Echolocation. The voidray cannot use its blindsight while Deafened.

False Appearance. While it remains motionless on a ceiling, it is indistinguishable from a rock formation.

Actions

Crush. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) bludgeoning damage. If the voidray hits a creature of Medium size or smaller, it attaches to the target's head and moves with it. The target is Blinded and cannot breathe. A creature can pull the voidray free with a DC 13 Strength check.

Darkness Aura. Magical darkness fills a 15-foot radius around the voidray for 10 minutes. Darkvision does not see through it. Recharges after a short rest.

Voidwyrm

A voidwyrm is a thick, red wyrm that lies buried in a dune. It kills at range with no visible cause: a camel dies before anything touches it, and a rider is found dead on the ground twenty feet off. The range is confirmed and the cause is not, and the best explanation is a charge the animal builds while it lies still. Herders keep away from any voidwyrm that is not moving.

Habitat. Desert, Terran (Arid)

Voidwyrm

Giant draconian

Armor Class 16
Hit Points 157 (15d12 + 60)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	3 (-4)	13 (+1)	6 (-2)

Saving Throws CON +7
Skills Perception +4, Stealth +5
Immunities lightning, poison
Condition Immunities blinded, poisoned
Senses tremorsense 120 ft., blind beyond 30 ft., passive Perception 14
Languages none
Power Rating 8 (3,900 points; proficiency +3)

Buried. The voidwyrm lies under a foot of sand and cannot be found without a DC 20 Perception check or a tremor of its own.

Building Charge. For each consecutive round it does not move, the damage of Discharge increases by 2d10, to a maximum of twice its base.

Actions

Bite. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 21 (3d10 + 5) piercing damage. The target makes a DC 16 Constitution save or is Poisoned for 1 hour.

Discharge. Each creature within 30 feet makes a DC 16 Dexterity save, taking 8d10 lightning damage on a failure or half as much on a success. There is no visible medium and no warning.

Bonus Actions

Under. Burrows into loose ground and is buried. It cannot be targeted until it moves or attacks.

Vorax

The vorax takes its name from the Latin for devouring. It hunts the dying on battlefields and plague worlds and knows where they lie. A soul it swallows can be returned to life only by a wish.

Habitat. Settlement

Vorax

Medium fiend

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Stealth +6, Perception +4
Resistances cold, fire, lightning
Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., telepathy 120 ft., passive Perception 14
Languages Netherspeech
Power Rating 6 (2,300 points; proficiency +3)

Soul Hunger. The vorax knows the location of every creature within 1 mile that has 0 hit points.

Actions

Multiattack. The vorax makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. A bite from its jaws.

Claw. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. A hooked talon.

Paralyzing Gaze. *DC 13 Constitution save.* One creature within 30 feet that can see the vorax makes a Constitution saving throw or is Paralyzed until the end of its next turn. Recharges on a roll of 5 or 6 on a d6.

Devour Soul. The vorax targets a creature within 5 feet that has 0 hit points. The creature dies and cannot be returned to life by any means short of a wish, and the vorax gains 20 temporary hit points.

Vulture

Vultures shadow caravans and columns for days at a time. As with a carrion flock, a vulture overhead means a larger predator is close.

Habitat. Grassland

Vulture

Medium beast

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3
Senses keen smell, passive Perception 13
Languages none
Power Rating 1/8 (25 points; proficiency +2)

Patient. The vulture will not engage a creature above half its hit points and will not leave one below it.

Actions

Beak. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 4 (1d4 + 2) piercing damage. A strike from its beak.

Reactions

Approach the Wounded. When a creature within 60 feet drops below half its hit points, the vulture moves up to its speed toward that creature.

Warhound

Line units keep warhounds because a dog that has closed and locked is worth three troopers standing over a prisoner. They are trained to take the grip away from the throat and to release only at the handler's word. Pairs are used in corridors and boarding actions.

Habitat. Station Interior

Warhound

Medium beast

Armor Class 14 (harness plate)
Hit Points 32 (5d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	4 (-3)	13 (+1)	7 (-2)

Skills Perception +3
Senses keen smell, passive Perception 13
Languages none
Power Rating 1 (200 points; proficiency +2)

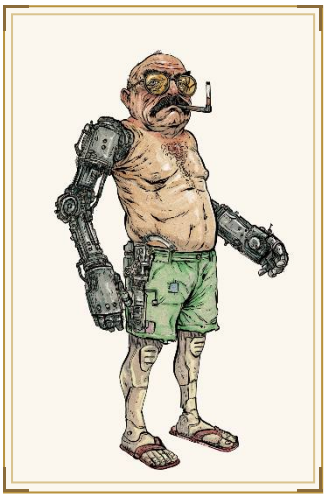
Handler's Command. The warhound releases a Grappled creature only on its handler's command, or when the handler is Incapacitated.

Pack Tactics. The warhound has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature and not Incapacitated.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. If the target is of Medium size or smaller it is Grappled (escape DC 12) and Restrained.

Wasteland Cybersmith



Where there is no medicine there is still demand for an arm that works, and cybersmiths meet it with salvage and a field autoclave. The work is skilled, but the failure rate is high because the parts come off the dead and the patients cannot pay for better. She keeps a record of every patient, which the trade does not require.

Habitat. Debris Shoal, Station Interior

Wasteland Cybersmith

Medium humanoid

Armor Class 15
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	17 (+3)	14 (+2)	11 (+0)

Saving Throws INT +5
Skills Investigation +5, Medicine +4, Perception +4, Technology +5
Senses passive Perception 14
Languages Common
Gear Smith's Tools, Plasma Cutting Torch, Tinkerer's Tools
Power Rating 3 (700 points; proficiency +2)

Salvage Graft. The cybersmith can graft a salvaged implant to a willing creature in an hour. The creature gains the implant's benefit and one level of the Exhausted condition.

Implant Provenance. The cybersmith identifies the previous owner of any implant or prosthetic on sight.

Actions

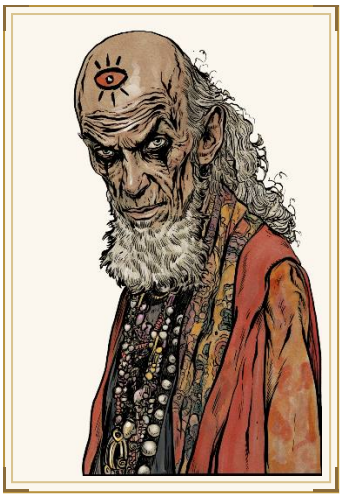
Multiattack. The cybersmith makes two attacks.

Bone Saw. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage.

Nail Driver. *Ranged Attack Roll: +5, medium range, one target. Hit:* 8 (1d10 + 3) piercing damage.

Field Patch. One creature within 5 feet regains 4d8 hit points and stops Bleeding. It also gains one level of the Exhausted condition.

Wasteland Guru



A wasteland guru walks a line of country and talks to the people on it. She reaches conclusions about water, movement and intent that are right often enough to be worth paying for. The settlements no longer ask whether her visions are real. She takes food as payment and refuses a seat on any council.

Habitat. Desert, Farmland

Wasteland Guru

Medium humanoid

Armor Class 14
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	14 (+2)	20 (+5)	17 (+3)

Saving Throws WIS +8, CHA +6
Skills Insight +8, Perception +8, Survival +8
Senses darkvision 60 ft., telepathy 60 ft., passive Perception 18
Languages Common, Myr
Power Rating 5 (1,800 points; proficiency +3)

Land Sense. The guru knows where the water is, where people have moved and who is coming, within a day's walk.

Wanderer. The guru will not accept a position, a title or a permanent place, and attempts to hold her somewhere fail within a week.

Actions

Multiattack. The guru uses Mind Lance twice.

Mind Lance. *Ranged Attack Roll: +8, medium range, one target. Hit:* 18 (3d8 + 5) psychic damage.

Dire Vision. One creature within 60 feet makes a DC 16 Wisdom save. On a failure it takes 6d8 psychic damage and is Frightened for 1 minute as it is shown what is coming.

Steady Allies. Up to three allies within 30 feet gain 15 temporary hit points and advantage on their next saving throw.

Reactions

Misdirect. When targeted by an attack she can see, the guru makes the attacker reroll with disadvantage.

Wasteland Hunter

A wasteland hunter wears a gray oilcloth coat and scavenged shin plate, and keeps a bolt rifle cleaner than anything else he owns. He takes the mutated game that comes down off the tailings and brings back enough of it to trade. The work is reading sign in shifting ground, and the rule is a single shot from where the animal is not looking. His first attack in a combat against a creature that has not noticed him deals extra damage.

Habitat. Desert, Subterranean, Settlement, Debris Shoal, Grassland

Wasteland Hunter

Medium humanoid

Armor Class 16 (scavenged plate and oilcloth)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	17 (+3)	10 (+0)

Saving Throws DEX +6, WIS +5
Skills Nature +3, Perception +5, Stealth +6, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common
Power Rating 4 (1,100 points; proficiency +2)

Tracker. The hunter has advantage on Survival checks made to track, and it always knows which way the nearest clean water lies.

One Shot. The hunter's first attack in a combat against a creature that has not noticed it deals an extra 3d8 damage.

Hard Country. The hunter is immune to the Exhausted condition from heat, thirst or bad air, and it ignores difficult terrain made of scree or ash.

Actions

Multiattack. The hunter makes two Bolt Rifle attacks.

Bolt Rifle. *Ranged Attack Roll: +6, long range, one target. Hit:* 15 (2d10 + 4) ballistic damage. A shot from a hand-worked bolt rifle.

Skinning Knife. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) slashing damage. A slash with a skinning knife.

Bonus Actions

Go to Ground. The hunter takes the Hide action. In scrub, rubble or ash it can do this even while observed.

Wasteland Mutant

Wasteland mutants live past the exclusion line, where the changes caused by contamination are inherited. Changes that kill do so early, so the survivors are thick-skinned, hard to poison and shorter-lived than people in the inner systems. They resent being called a hazard by people standing on ground their grandparents were moved off.

Habitat. Settlement, Desert

Wasteland Mutant

Medium humanoid

Armor Class 13
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Saving Throws CON +5
Skills Athletics +5, Survival +3
Resistances poison, radiant
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Gear Cleaver
Power Rating 2 (450 points; proficiency +2)

Inherited. The mutant is immune to the effects of contaminated ground and water and needs a third of the usual food.

Thick Skin. The mutant reduces all bludgeoning, piercing and slashing damage it takes by 2.

Actions

Multiattack. The mutant makes two attacks.

Scrap Cleaver. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage.

Pipe Gun. *Ranged Attack Roll: +3, medium range, one target. Hit:* 7 (1d12 + 1) ballistic damage.

Wasteland Raider

A wasteland raider wears ripped camo and a dented helmet, and uses a yield sign bolted to a strap as a shield. Raiders are young, fast and loyal to the crew that feeds them. They come in at a run, take the water and the parts, and are gone before a settlement can organize. Raiders fight best beside a crewmate.

Habitat. Desert, Farmland, Debris Shoal, Settlement

Wasteland Raider

Medium humanoid

Armor Class 14 (road-sign shield and scrap)
Hit Points 52 (8d8 + 16)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	9 (-1)	11 (+0)	10 (+0)

Saving Throws DEX +4
Skills Athletics +4, Stealth +4, Survival +2
Senses passive Perception 10
Languages Common
Power Rating 2 (450 points; proficiency +2)

Crew. The raider has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of that creature.

Grab and Go. The raider can take the Disengage action as a bonus action, and it can pick up an unattended object as part of its move.

Actions

Multiattack. The raider makes two Hand Axe attacks.

Hand Axe. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) slashing damage. A swing of a hatchet.

Thrown Axe. *Ranged Attack Roll: +4, close range, one target. Hit:* 5 (1d6 + 2) slashing damage. A thrown hatchet.

Bonus Actions

Sign Shield Bash. *DC 12 Strength save.* One creature within 5 feet makes a Strength saving throw or is pushed 5 feet and knocked Prone.

Wasteland Survivor

A survivor wears a leather harness over a work shirt, knee plates cut from a vehicle and gloves worn through at the palm. A survivor was never a soldier and learned to fight on the way to somewhere with water. Survivors keep the gear that works and drop the rest, and they talk first because they cannot afford a second fight. A survivor knows which ruins are safe to sleep in and trades that information before anything else.

Habitat. Desert, Settlement, Debris Shoal

Wasteland Survivor

Medium humanoid

Armor Class 15 (cut-down vehicle plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	12 (+1)	14 (+2)	12 (+1)

Saving Throws CON +5, WIS +4
Skills Athletics +5, Insight +4, Survival +4, Technology +3
Senses passive Perception 12
Languages Common
Power Rating 3 (700 points; proficiency +2)

Tenacity. When the survivor drops to 0 hit points, it drops to 1 hit point instead, once per day.

Hard Country. The survivor is immune to the Exhausted condition from heat, thirst or bad air.

Scrap Repair. The survivor can repair a weapon, a suit seal or a vehicle part from scrap in 10 minutes.

Actions

Multiattack. The survivor makes two attacks in any combination.

Scrap Axe. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 9 (1d12 + 3) slashing damage. A cutting head bolted to a length of pipe.

Salvaged Pistol. *Ranged Attack Roll: +4, close range, one target. Hit:* 7 (1d10 + 2) ballistic damage. A shot from a salvaged pistol loaded with six rounds.

Bonus Actions

Throw Grit. *DC 12 Dexterity save.* One creature within 10 feet makes a Dexterity saving throw or is Blinded until the end of its next turn.

Wasteland Warrior

A wasteland warrior wears cargo trousers and a cut-down vest, with a long blade worn across her back and kept sharper than anything else in the settlement. Guns fail in the wasteland for want of powder, parts or a clean barrel, and the warriors who outlive them learned to fight with steel. Her name goes ahead of her down the road, and hostile creatures that have heard of her can be Frightened when combat begins.

Habitat. Desert, Farmland, Debris Shoal, Settlement

Wasteland Warrior

Medium humanoid

Armor Class 16 (scavenged plating, light enough to move in)
Hit Points 105 (14d8 + 42)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	12 (+1)	15 (+2)	14 (+2)

Saving Throws DEX +7, WIS +5
Skills Acrobatics +7, Athletics +5, Intimidation +5, Survival +5
Senses passive Perception 12
Languages Common
Power Rating 6 (2,300 points; proficiency +3)

Dread Reputation. At the start of combat, every hostile creature that has heard of her makes a Wisdom saving throw against DC 14 or is Frightened of her until the end of its first turn.

Keen Edge. Her blade attacks score a critical hit on a roll of 19 or 20.

Hard Country. She is immune to the Exhausted condition from heat, thirst or bad air.

Actions

Multiattack. She makes three Long Blade attacks.

Long Blade. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 9 (1d10 + 4) slashing damage. A slash from a single-edged long blade.

Cut Through. *DC 15 Dexterity save.* She moves up to 20 feet in a straight line without provoking opportunity attacks. Every creature she passes makes a Dexterity saving throw, taking 4d8 slashing damage on a failure and half as much on a success. Recharges after she rolls a 5 or 6 on a d6 at the start of her turn.

Reactions

Parry. When she is hit by a melee attack she can see, she adds 3 to her armor class against that attack.

Wasteland Witch

A wasteland witch has blond dreads and white face paint, uses a staff carved into a grasping hand and binds one leg in white cloth up the thigh. She works hoodoo out of the ruins, binding a hex to hair, bone or a stolen possession and selling it to any buyer. Settlements buy her protection and fear her prices. She keeps a piece of each person she has worked for, and a creature whose piece she holds has disadvantage on saving throws against her.

Habitat. Desert, Settlement, Debris Shoal, Wetland

Wasteland Witch

Medium humanoid

Armor Class 14 (charms and a hard look)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	13 (+1)	15 (+2)	18 (+4)

Saving Throws WIS +5, CHA +7
Skills Deception +7, Insight +5, Intimidation +7, Lore +4
Senses passive Perception 12
Languages Common
Power Rating 5 (1,800 points; proficiency +3)

Hex Token. If the witch holds an item taken from a creature, such as hair, blood or a possession, that creature has disadvantage on saving throws against her.

Hexed. A creature the witch has hit with Hex Bolt this turn takes an extra 1d6 necrotic damage from her other attacks until the end of her next turn.

Actions

Multiattack. She casts Hex Bolt twice, or casts it once and uses Bind.

Hex Bolt. *Ranged Attack Roll: +7, medium range, one target. Hit:* 11 (2d6 + 4) necrotic damage. A bolt of black light.

Bind. *DC 15 Wisdom save.* One creature within 30 feet makes a Wisdom saving throw. On a failure it is Restrained by its own shadow until the end of its next turn and takes 3d6 necrotic damage.

Hand of the Staff. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d6 + 2) bludgeoning damage. A blow from the carved hand on her staff.

Reactions

Turn It Back. *DC 15 Charisma save.* When a creature within 30 feet hits her with an attack, that creature makes a Charisma saving throw or takes necrotic damage equal to half the damage it dealt.

Water Elemental

Water elementals form on ocean worlds and in flooded holds wherever enough water has been left alone with enough current. They fight by engulfing and drowning.

Habitat. Open Ocean, Derelict Hull

Water Elemental

Large elemental

Armor Class 15
Hit Points 95 (10d10 + 40)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	5 (-3)	10 (+0)	8 (-1)

Saving Throws CON +7
Resistances acid, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities grappled, prone, restrained, exhausted, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Power Rating 5 (1,800 points; proficiency +3)

Fluid Body. Moves through any opening at least one inch wide without squeezing.

Freeze. Cold damage reduces its speed by 20 feet until the end of its next turn.

Actions

Slam. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) bludgeoning damage. Two attacks.

Engulf. *DC 15 Strength save.* One Large or smaller creature within 5 feet is Restrained and unable to breathe on a failed save, taking 2d6 bludgeoning damage at the start of each of the elemental's turns.

Reactions

Close Over. *DC 15 Strength save.* When a creature within 10 feet hits the water elemental with a weapon, the attacker makes a Strength saving throw. On a failure the weapon is held inside the elemental until the attacker or an ally spends an action to pull it out.

Water Sprite

A water sprite is a palmful of water that holds its own shape, with two dark spots for eyes. It takes one spring, cistern or rock pool and stays with it as long as the water lasts. Sprites are curious about anything that drinks and hostile to anything that fouls the water, and they defend a fouled pool fiercely. A sprite that loses its water dries up within a day.

Habitat. Subterranean, Woodland, Coastline, The Faewyld, Wetland

Water Sprite

Small elemental, fae

Armor Class 14 (nothing solid to strike)
Hit Points 40 (9d6 + 9)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Saving Throws DEX +6
Skills Perception +4, Stealth +6
Resistances acid, fire
Immunities poison
Condition Immunities grappled, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 14
Languages Primordial, Sylvan
Power Rating 1 (200 points; proficiency +2)

Water Form. It can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing.

Still as the Pool. While the sprite is motionless in water, it is indistinguishable from the water. A creature needs a Perception check against DC 15 to notice it.

Bound to the Water. It cannot move more than 300 feet from the body of water it keeps. It gains a swimming speed of 60 feet while in that water.

Actions

Slap. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 7 (1d6 + 4) bludgeoning damage. A slap from a handful of cold water.

Drench. *DC 14 Dexterity save.* The sprite throws its body over a creature's head. The creature makes a Dexterity saving throw. On a failure it is Blinded until the end of its next turn, and any open flame it carries is put out.

Bonus Actions

Pull Under. *DC 14 Strength save.* One creature in the sprite's water within 5 feet makes a Strength saving throw or is pulled 10 feet downward and begins Suffocating if it cannot breathe water.

Water Wyrm

Water wyrms hold trench systems on ocean worlds and take vessels that anchor over them. They are the least surveyed of the wyrm lines.

Habitat. Oceanic Trench, Terran (Oceanic)

Water Wyrm

Giant draconian

Armor Class 18 (overlapping scale)
Hit Points 161 (14d12 + 70)
Speed 10 ft., swim 60 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	10 (+0)	15 (+2)	12 (+1)

Saving Throws DEX +6, CON +9
Skills Perception +6, Stealth +6
Resistances cold, bludgeoning
Senses blindsight 90 ft., darkvision 120 ft., passive Perception 16
Languages Draconic, Primordial
Power Rating 9 (5,000 points; proficiency +4)

Amphibious. Breathes air and water.

Crushing Depth. Immune to damage and conditions caused by pressure, and can drag a Huge or smaller creature to any depth.

Actions

Bite. *Melee Attack Roll: +10, reach 15 ft., one target. Hit:* 19 (3d8 + 6) piercing damage. Two attacks. A Large or smaller creature hit is Grappled.

Whirlpool. *DC 18 Strength save.* Each creature within 30 feet in the water is pulled 20 feet toward the wyrm and takes 8d8 bludgeoning damage on a failed save, or half damage and no movement on a success.

Reactions

Drag Down. When a creature Grappled by the wyrm attempts to escape or is healed by an ally, the wyrm swims up to its speed straight down, taking that creature with it. Each 100 feet of depth deals 2d6 bludgeoning damage to any creature not adapted to pressure.

Weasel

Weasels came out on the same hulls as the rats and have been eating them since. Farm worlds keep them in the grain stores.

Habitat. Terran (Verdant), Derelict Hull

Weasel

Tiny beast

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5
Senses keen hearing and smell, passive Perception 13
Languages none
Power Rating 0 (10 points; proficiency +2)

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 5 (1d4 + 3) piercing damage. A quick bite from its small jaws.

Wendigo

A wendigo is a person who ate human flesh through a hard season and was changed by it into a gaunt, antlered undead. Frost forms around it, and it hunts along the tree line. Each meal makes it larger, and a larger body needs more food. Northern communities treat the early signs as an emergency and do not discuss what is done about them.

Habitat. Taiga, Tundra

Wendigo

Large undead

Armor Class 16
Hit Points 161 (17d10 + 68)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	11 (+0)	17 (+3)	13 (+1)

Saving Throws STR +9, CON +8, WIS +7
Skills Athletics +9, Perception +7, Stealth +8, Survival +7
Resistances necrotic
Immunities cold
Condition Immunities exhausted, frightened
Senses darkvision 120 ft., keen smell, passive Perception 17
Languages Common, Old Norska
Power Rating 9 (5,000 points; proficiency +4)

Always Starving. Whenever it reduces a creature to 0 hit points and feeds, it regains 20 hit points and its Strength score increases by 1 for 24 hours. It will not break off a hunt.

Snow Walker. The wendigo leaves no tracks, is not slowed by snow or ice, and has advantage on Stealth checks in snow or ice.

Frost Aura. A creature that ends its turn within 10 feet takes 5 cold damage.

Actions

Multiattack. Makes one bite attack and two claw attacks.

Bite. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 18 (3d8 + 5) piercing damage.

Claw. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 14 (2d8 + 5) slashing damage.

Starving Cry. Each creature within 60 feet that can hear it makes a DC 16 Wisdom save. On a failure it is Frightened for 1 minute and gains one level of the Exhausted condition. A creature that fails by 5 or more also loses the benefit of its last meal and begins to hunger.

Wereboar

In boar form a wereboar picks a direction and charges through furniture, doors and whoever is in the way. Its hide turns blows that would stop a person outright. A provoked wereboar fights regardless of being outnumbered, so settlements learn to read the signs a day ahead.

Habitat. Woodland, Farmland

Wereboar

Medium humanoid (Lycanthrope)

Armor Class 14
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2
Resistances bludgeoning, piercing, slashing
Senses darkvision 60 ft., keen smell, passive Perception 12
Languages Common
Gear Maul
Power Rating 4 (1,100 points; proficiency +2)

Thick Hide. The wereboar's resistance to physical damage does not apply against silvered weapons.

Charge. If the wereboar moves at least 15 feet straight toward a creature and hits it with a tusk attack, the target takes an extra 2d6 slashing damage and makes a DC 14 Strength save or is knocked Prone.

Relentless. When the wereboar is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead. This works once a day.

Actions

Multiattack. The wereboar makes two attacks, at most one of which can be a Tusks attack.

Tusks. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. A humanoid hit by the tusks makes a DC 14 Constitution save or contracts lycanthropy.

Maul. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 11 (2d6 + 4) bludgeoning damage.

Wererat

Unlike the larger lycanthropes, a wererat changes only partly and under its own control, so it keeps its own mind in every form. Wererats are the hardest lycanthropes to find. A colony under a district moves cargo, messages and people through service voids for years without a single incident reaching a court. Open conflict starts when two colonies want the same route.

Habitat. Station Interior, City

Wererat

Medium humanoid (Lycanthrope)

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., keen smell, passive Perception 13
Languages Common
Gear Dagger, Hand Crossbow
Power Rating 2 (450 points; proficiency +2)

Partial Change. The wererat shifts between human form, rat form and a hybrid at will. In rat form it cannot speak and its Speed is 25 feet. In either other form it keeps its statistics.

Silvered Weapons. The wererat cannot heal damage from a silvered weapon for 24 hours.

Void Routes. In a settlement it has lived in, the wererat can find a route between any two points that avoids every public thoroughfare.

Actions

Multiattack. The wererat makes two attacks, at most one of which can be a Bite attack.

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage. A humanoid bitten makes a DC 12 Constitution save or contracts lycanthropy. The wererat can use this attack in rat form only.

Knife. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Attack Roll: +5, medium range, one target. Hit:* 6 (1d6 + 3) piercing damage.

Werewolf

Lycanthropy passes by bite, and the bite is rarely intended. A werewolf who knows what it is arranges to be somewhere with a door that locks from the outside. One who does not know finds out from the state of the room afterward.

Habitat. Woodland, Settlement

Werewolf

Medium humanoid, beast (Lycanthrope)

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages Common
Gear Spear
Power Rating 3 (700 points; proficiency +2)

Shapechanger. The werewolf can use a bonus action to shift between a humanoid form, a hybrid form and a wolf form. Its statistics are the same in each, and its equipment does not transform.

Keen Hearing and Smell. The werewolf has advantage on Perception checks that rely on hearing or smell.

Silver Vulnerability. The werewolf takes an extra 1d8 damage from any attack made with a silvered weapon.

Actions

Bite. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) piercing damage. The werewolf can use this attack in hybrid or wolf form only.

Lycanthropy. *DC 12 Constitution save.* A humanoid hit by the Bite attack makes a Constitution saving throw or contracts lycanthropy, which takes effect at the next full moon.

Claws. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 7 (2d4 + 2) slashing damage. The werewolf can use this attack in hybrid form only.

Spear. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) piercing damage. The werewolf can use this attack in humanoid form only.

Whale

Whales are hunted and protected on every world that has them. A whale is dangerous only through its displacement, which will capsize any craft under fifty tons.

Habitat. Open Ocean

Whale

Gargantuan beast

Armor Class 15 (blubber)
Hit Points 99 (6d20 + 36)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	4 (-3)	15 (+2)	9 (-1)

Saving Throws CON +9
Skills Perception +5
Resistances cold
Senses blindsight 120 ft., passive Perception 15
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Hold Breath. The whale can hold its breath for an hour.

Not Hostile. The whale will not attack unless attacked and breaks off as soon as the attacker withdraws.

Actions

Tail. *Melee Attack Roll: +10, reach 20 ft., one target. Hit:* 12 (1d10 + 7) bludgeoning damage. The whale makes two tail attacks.

Reactions

Roll. *DC 18 Strength save.* When the whale takes damage, it rolls away. Every creature and small craft within 20 feet makes a Strength saving throw or is moved 20 feet and knocked Prone.

Wight

A wight is an undead soldier that remembers who it was and keeps its rank and weapons. It raises the recently killed as zombies, forms them into a detachment and gives them orders.

Habitat. Settlement

Wight

Medium undead, humanoid

Armor Class 14 (studded leather)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Intimidation +4
Resistances necrotic, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Power Rating 2 (450 points; proficiency +2)

Sunlight Sensitivity. Has disadvantage on attack rolls and on Perception checks that rely on sight while in sunlight.

Actions

Life Drain. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) necrotic damage. A grasping touch that drains life.

Drained. *DC 13 Constitution save.* A creature hit by Life Drain makes a Constitution saving throw. On a failure its hit point maximum is reduced by the damage taken until it finishes a long rest, and it dies if this reduces its maximum to 0. A humanoid killed this way rises as a zombie under the wight's command at the next dusk.

Longsword. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) slashing damage. A swing of its longsword.

Longbow. *Ranged Attack Roll: +4, long range, one target. Hit:* 6 (1d8 + 2) piercing damage. An arrow from its longbow.

Wight Lord

A wight lord wears red robes over mail that has not rusted, with a circlet set into the bone of the brow and a blade lit cold blue in a hand with no flesh left on it. It is what a commander becomes when the rites are said over the wrong grave, and the retinue buried around it rises when it does. It will parley, but it does not keep terms. It remembers its name, its holdings and every grievance it died with.

Habitat. Settlement

Wight Lord

Medium undead, humanoid

Armor Class 18 (grave mail)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	15 (+2)	16 (+3)	18 (+4)

Saving Throws CON +7, WIS +6, CHA +7
Skills History +5, Intimidation +7, Perception +6
Vulnerabilities radiant
Resistances cold, bludgeoning, piercing, slashing
Immunities poison, necrotic
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Common
Power Rating 8 (3,900 points; proficiency +3)

Calls the Retinue. It knows the location of every undead within 1 mile that was buried with it. Those creatures have advantage on attack rolls while within 60 feet of it.

Sunlight Withers It. In direct sunlight it has disadvantage on attack rolls and ability checks, and it regains no hit points.

Remembers the Grievance. It has advantage on attack rolls against a creature carrying anything taken from its barrow.

Actions

Multiattack. The wight lord makes two Grave-Blade attacks, or one Grave-Blade attack and uses Draw the Life.

Grave-Blade. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 13 (2d8 + 4) cold damage. A longsword burning cold along the edge.

Draw the Life. *DC 15 Constitution save.* One creature within 10 feet makes a Constitution saving throw. On a failure it takes 6d8 necrotic damage and its hit point maximum is reduced by that amount until it finishes a long rest. The wight lord regains hit points equal to half the damage dealt. A humanoid killed this way rises as a wight at the start of the lord's next turn.

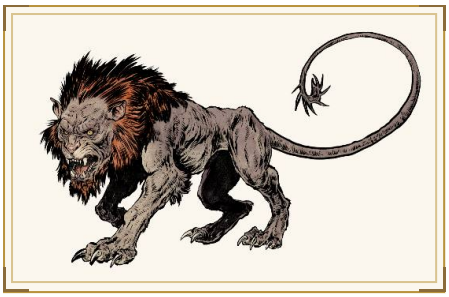
Bonus Actions

Order the Dead. One allied undead within 60 feet moves up to its speed and makes one attack.

Reactions

Grave Cold. *DC 15 Constitution save.* When it is hit by a melee attack, the attacker makes a Constitution saving throw or takes 3d6 cold damage and has its speed reduced by 10 feet until the end of its next turn.

Wild Manticore



A bargaining manticore is a settled animal that works a road it has learned. A wild manticore does not negotiate or warn, and it does not hold a range long enough to be mapped. It ambushes from above, attacks the largest creature in the group first and fires its tail spines in volleys. A highland with unexplained spine strikes is a no-landing zone.

Habitat. Highland, Deep Space

Wild Manticore

Large monster, beast

Armor Class 16
Hit Points 123 (13d10 + 52)
Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	5 (-3)	14 (+2)	6 (-2)

Saving Throws DEX +6
Skills Perception +5, Stealth +6
Senses darkvision 120 ft., passive Perception 15
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Ambush from Above. Its first attack against a creature that has not acted yet in combat deals an extra 3d8 damage.

Untamable. The manticore cannot be Charmed, bargained with or trained, and will not break off a hunt for anything short of fire.

Actions

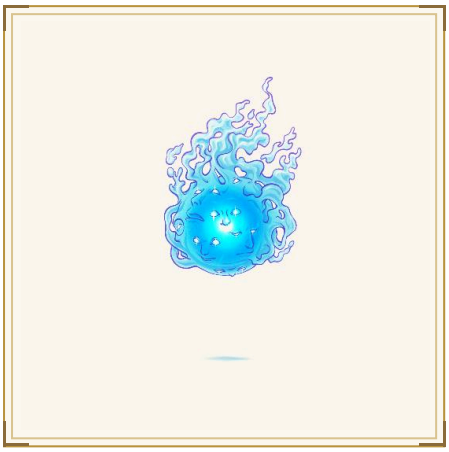
Multiattack. Makes one bite attack and two claw attacks, or fires a volley of spines.

Bite. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 8 (1d8 + 4) slashing damage.

Spine Volley. Each creature in a 20-foot cube within Medium range makes a DC 15 Dexterity save, taking 5d8 piercing damage on a failure or half as much on a success.

Will-o'-Wisp



A will-o'-wisp is the remnant of someone who died lost. It shows travelers a light over a marsh and leads them along a path that ends over ground that cannot hold them.

Habitat. Wetland, Settlement

Will-o'-Wisp

Tiny undead

Armor Class 15
Hit Points 40 (16d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Skills Stealth +7
Resistances acid, cold, fire, necrotic, thunder, bludgeoning, piercing, slashing
Immunities lightning, poison
Condition Immunities exhausted, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12
Languages Common, Sylvan
Power Rating 2 (450 points; proficiency +2)

Consume Life. As a bonus action, if a creature within 5 feet has 0 hit points and is alive, the wisp drains it: the creature dies and the wisp regains 10 hit points.

Ephemeral. Cannot wear or carry anything.

Variable Illumination. Sheds bright light in a radius of 5 to 20 feet, and dim light for the same distance again. Can change the radius as a bonus action.

Incorporeal. Can move through creatures and objects as difficult terrain. Takes 1d10 force damage if it ends its turn inside an object.

Actions

Shock. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 9 (2d8) lightning damage. A shocking touch.

Invisibility. The wisp turns Invisible until it attacks or uses Consume Life. It can turn its light off as part of this.

Winter Hag

The winter hag arrives with the first freeze, leaves when it ends and holds the valley between those dates. Wells freeze solid, stored grain spoils under rime that does not thaw, and a traveler caught on the road after dark is found in spring where they sat down. She works one household a week, in the order their chimneys stop smoking. A fire kept burning through the night is the only thing that has turned her from a door.

Habitat. Highland, Grassland

Winter Hag

Medium fae

Armor Class 17
Hit Points 142 (19d8 + 57)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	15 (+2)	18 (+4)	16 (+3)

Saving Throws CON +6, WIS +7
Skills Perception +7, Stealth +6, Survival +7
Immunities cold
Senses darkvision 120 ft., passive Perception 17
Languages Sylvan, Jotun, Common
Power Rating 7 (2,900 points; proficiency +3)

Winter Claim. Within the valley she has claimed, all ground is difficult terrain for every creature but the hag, and a creature that finishes a long rest outdoors gains one level of the Exhausted condition.

Hearth Ward. The hag cannot cross a threshold where a fire has burned without going out since sunset.

Household Order. The hag works through a valley one household a week and cannot be provoked into taking them out of order.

Actions

Multiattack. The hag makes two Frost Claw attacks.

Frost Claw. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 16 (3d8 + 3) cold damage.

Hard Freeze. A 30-foot radius within 120 feet ices over. Each creature in it makes a DC 15 Constitution save, taking 8d6 cold damage and having its speed halved for 1 minute on a failure, or half as much and no reduction on a success.

Forced Rest. One creature within 60 feet makes a DC 15 Wisdom save. On a failure it becomes convinced it should rest, sits where it stands and is Incapacitated for 1 minute or until it takes damage.

Witch Hunter

A witch hunter is paid on a finding, so his tests are built to find one. The pin that draws no blood has a retracting shaft, the swimming test convicts either way, and the questions end in the same place down whichever branch the subject takes. His conviction rate is close to one.

Habitat. Farmland, Settlement

Witch Hunter

Medium humanoid

Armor Class 16
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	15 (+2)	16 (+3)	14 (+2)

Saving Throws WIS +6, CHA +5
Skills Insight +6, Intimidation +5, Investigation +5, Perception +6, Religion +5
Senses passive Perception 16
Languages Common, Ebon Liturgy
Gear Longsword, Flintlock Pistol, Leather Brigandine
Power Rating 6 (2,300 points; proficiency +3)

Case Builder. The witch hunter has advantage on Intimidation and Investigation checks made to build a case, and will not abandon one once it is begun.

Craft Resistance. The witch hunter has advantage on saving throws against spells, and against being Charmed or Frightened.

Rigged Tests. Any test he performs produces the result he needs. A creature examining the instrument can notice the rigging with a DC 17 Investigation check.

Actions

Multiattack. The witch hunter makes two attacks.

Silvered Blade. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 8 (1d10 + 3) slashing damage. Against a fae or an undead, the blade deals an extra 2d8 damage.

Pistol. *Ranged Attack Roll: +6, medium range, one target. Hit:* 8 (1d10 + 3) ballistic damage.

Bind. One creature within 5 feet makes a DC 14 Dexterity save. On a failure it is Restrained, and while Restrained this way it cannot cast spells.

Line of Questions. One creature within 30 feet makes a DC 14 Charisma save. On a failure it takes 5d8 psychic damage and answers one question truthfully, whether or not the answer helps it.

Wood Troll

Wood trolls are long-lived trolls of old forest, with bark in place of skin. Their regeneration runs on sap, so fire is worse for them than for their kin.

Habitat. Woodland

Wood Troll

Large giantkin, plant

Armor Class 16 (bark)
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	21 (+5)	7 (-2)	10 (+0)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Jotun, Sylvan
Power Rating 6 (2,300 points; proficiency +3)

Sap Regeneration. Regains 15 hit points at the start of its turn. If it took fire damage since its last turn this does not function. It dies only if it starts its turn at 0 hit points and does not regenerate.

Rooted Stance. Has advantage on saving throws against being moved or knocked Prone while it stands on soil.

Actions

Multiattack. The wood troll makes one Claw attack and one Thorn Lash attack.

Bite. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 10 (1d10 + 5) piercing damage. A bite from its jaws.

Claw. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. A swipe of its claws, which take a season to grow back.

Thorn Lash. *Melee Attack Roll: +8, reach 15 ft., one target. Hit:* 14 (2d8 + 5) piercing damage. A limb thrown out to 15 feet.

Worg

A worg is an intelligent wolf that negotiates with the goblin bands that want to ride it. It carries a rider as long as the arrangement suits it. When the band loses, the worg leaves and remembers the faces of the band.

Habitat. Taiga, Settlement

Worg

Large beast

Armor Class 13
Hit Points 39 (6d10 + 6)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +3
Senses darkvision 60 ft., keen smell, passive Perception 12
Languages Goblin; understands Common
Power Rating 2 (450 points; proficiency +2)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Conditional Service. The worg serves while the arrangement holds. If its rider drops to 0 hit points, the worg takes the Disengage action and leaves the encounter.

Actions

Bite. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 10 (2d6 + 3) piercing damage. On a hit the target makes a DC 13 Strength save or is knocked Prone.

Wraith

A wraith is bound to the place where it died, and no one saw it die. It passes through hulls and walls and attacks the nearest living creature.

Habitat. Settlement, Derelict Hull

Wraith

Medium undead

Armor Class 14
Hit Points 90 (12d8 + 36)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	17 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws DEX +6, WIS +5
Skills Stealth +6, Perception +5
Resistances acid, cold, necrotic, bludgeoning, piercing, slashing
Immunities poison
Condition Immunities charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages Common, Netherspeech
Power Rating 5 (1,800 points; proficiency +3)

Incorporeal. Moves through creatures and objects as difficult terrain, and takes 1d10 force damage if it ends its turn inside an object.

Sunlight Aversion. Has disadvantage on attack rolls and Perception checks in direct sunlight.

Spellcasting. The wraith casts with Charisma (spell save DC 13, +5 to hit with spell attacks). A wraith's spells are all bent toward bringing a living creature to the place it died.

At will: *Chill Touch*, *Darkness*

1/day each: *Animate Dead*, *Fear*

Actions

Life Drain. *Melee Attack Roll: +6, reach 5 ft., one target. Hit:* 12 (2d8 + 3) necrotic damage. Two attacks. A creature reduced to 0 hit points by this dies.

Bind Shade. A humanoid that died within the last minute in the wraith's presence rises as a zombie under the wraith's control at the start of its next turn.

Reactions

Retreat Through the Wall. When the wraith is hit by an attack, it takes half damage and moves up to 30 feet through walls, decking or hull without provoking opportunity attacks. It cannot end this movement more than 60 feet from the place it died.

Wyrm

Wyrms are legless draconians that neither fly nor walk. They move through rock and soil, surface to feed, and go back down. Most are older than the settlements above them, and the food they take from those settlements is livestock.

Habitat. Subterranean, Wetland

Wyrm

Large draconian

Armor Class 15 (plated hide)
Hit Points 95 (10d10 + 40)
Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	6 (-2)	12 (+1)	8 (-1)

Saving Throws CON +7
Skills Perception +4, Stealth +3
Senses tremorsense 60 ft., blindsight 30 ft., passive Perception 14
Languages Draconic
Power Rating 5 (1,800 points; proficiency +3)

Tunneler. Leaves a 10-foot-wide tunnel behind it when it burrows.

Earthbound. Cannot be knocked Prone and ignores difficult terrain underground.

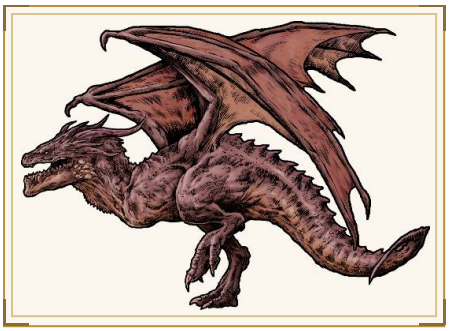
Actions

Bite. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 10 (1d12 + 4) piercing damage. Two attacks.

Reactions

Back Down. When the wyrm takes damage while touching rock or soil, it withdraws into it, burrowing up to half its speed without provoking opportunity attacks.

Wyvern



Wyverns descend from true dragons and have the frame without the intelligence. They hunt from altitude, strike with the tail first, and are trained as mounts on a few frontier worlds, where the rider casualty rate is high.

Habitat. Desert, Terran (Arctic)

Wyvern

Large draconian

Armor Class 15 (scaled hide)
Hit Points 102 (12d10 + 36)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Saving Throws DEX +5
Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages none
Power Rating 6 (2,300 points; proficiency +3)

Dive. If the wyvern flies at least 30 feet toward a target before attacking, the attack deals an extra 2d6 damage.

Actions

Stinger. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 11 (2d6 + 4) poison damage. Two attacks.

Venom. *DC 14 Constitution save.* One creature hit by the stinger this turn takes a further 6d6 poison damage on a failed save, or half as much on a success.

Reactions

Back to Altitude. When the wyvern is hit by a melee attack, it flies up to half its speed without provoking opportunity attacks.

Yeti Warrior

High valleys tell apart the yeti that raids a yak pen from the ones that arrive in a line with worked stone axes and stop at the boundary marker. The second kind negotiate, badly and through an interpreter, over a herd that crossed a line or a shrine that was moved. Settlements that take the meeting seriously suffer no losses, and settlements that send it away lose their pens first.

Habitat. Highland, Arctic

Yeti Warrior

Large giantkin

Armor Class 15
Hit Points 110 (13d10 + 39)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	10 (+0)	14 (+2)	11 (+0)

Saving Throws CON +6
Skills Athletics +7, Perception +5, Stealth +4
Immunities cold
Senses darkvision 60 ft., passive Perception 15
Languages Jotun
Power Rating 5 (1,800 points; proficiency +3)

Snow Camouflage. Has advantage on Stealth checks in snow, and cannot be tracked across it.

Boundary Halt. Stops at a boundary it recognizes and waits to be met. It will not cross one first.

Cold-Adapted. Takes no penalty from extreme cold and treats snow and ice as ordinary ground.

Actions

Multiattack. Makes two axe attacks.

Stone Axe. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 13 (2d8 + 4) slashing damage.

Thrown Rock. *Ranged Attack Roll: +7, medium range, one target. Hit:* 11 (2d6 + 4) bludgeoning damage.

Chilling Gaze. One creature within 30 feet that can see it makes a DC 15 Constitution save, taking 5d6 cold damage and being Paralyzed until the end of its next turn on a failure, or half as much and no paralysis on a success.

Young Brass Dragon

A young brass lairs in desert caves and fills them with scrolls and souvenirs from past conversations. It uses its sleep breath to end arguments.

Habitat. Desert

Young Brass Dragon

Large draconian

Armor Class 15 (hardening scale)
Hit Points 104 (11d10 + 44)
Speed 40 ft., fly 80 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	16 (+3)	11 (+0)	19 (+4)

Saving Throws DEX +3, CON +7, WIS +3
Skills Perception +3, Stealth +3
Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages Common, Draconic, Primordial, Sylvan, Low Aurelian, Galactic Standard
Power Rating 6 (2,300 points; proficiency +3)

Hundred Tongues. The dragon can hold a conversation with any creature that has a language, whether or not the dragon knows that language.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 15 (2d10 + 4) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. A claw strike from the dragon's forelimb.

Fire Breath. *DC 15 Dexterity save.* The dragon exhales in a 40-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 8d6 fire damage on a failure and half as much on a success. The breath is superheated air. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Sleep Breath. *DC 15 Constitution save.* The dragon exhales sleeping gas in a 30-foot cone. Each creature in it makes a Constitution saving throw or falls Unconscious for 1 minute, waking if it takes damage or another creature uses an action to wake it. This shares a recharge with Fire Breath.

Young Crystal Dragon

Young crystals live on gem-rich ground such as Drakenstone Isle and blend into it until they choose to be seen. They prefer diplomacy, and a visitor often hears a young crystal's telepathic voice before seeing the dragon.

Habitat. Subterranean, Rift Breach, Settlement

Young Crystal Dragon

Large draconian

Armor Class 17 (hardening scale)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	16 (+3)	14 (+2)	17 (+3)

Saving Throws DEX +3, CON +7, WIS +5
Skills Perception +5, Stealth +3
Resistances psychic
Immunities radiant
Senses blindsight 30 ft., darkvision 120 ft., telepathy 60 ft., passive Perception 15
Languages Common, Draconic
Power Rating 7 (2,900 points; proficiency +3)

Refracting Hide. Ranged attacks that deal radiant or lightning damage have disadvantage against it.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +7, reach 10 ft., one target. Hit:* 15 (2d10 + 4) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 11 (2d6 + 4) slashing damage. A claw strike from the dragon's forelimb.

Refraction Breath. *DC 15 Dexterity save.* The dragon exhales in a 30-foot cone. Each creature in it makes a Dexterity saving throw, taking 9d6 radiant damage on a failure and half as much on a success. A creature that fails is also Blinded until the end of its next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Young Gem Dragon

A young gem lairs in deep seams and mines. Its hide is worth a fortune and turns most blades, and it breathes a spray of shards shed from its throat.

Habitat. Subterranean

Young Gem Dragon

Large draconian

Armor Class 19 (hardening scale)
Hit Points 136 (13d10 + 65)
Speed 40 ft., fly 80 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	14 (+2)	12 (+1)	17 (+3)

Saving Throws DEX +2, CON +8, WIS +4
Skills Perception +4, Stealth +2
Resistances force
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Common, Draconic, Dwarvish
Power Rating 8 (3,900 points; proficiency +3)

Gemstone Hide. A critical hit against it counts as a normal hit.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. A claw strike from the dragon's forelimb.

Shard Breath. *DC 16 Dexterity save.* The dragon exhales in a 30-foot cone. Each creature in it makes a Dexterity saving throw, taking 11d6 piercing damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Young Golden Dragon

A young gold keeps to high valleys and watches the settlements below for decades before it acts. When it does act it strikes once, at whoever it has judged responsible.

Habitat. Highland, Settlement

Young Golden Dragon

Large draconian

Armor Class 18 (hardening scale)
Hit Points 161 (17d10 + 68)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	16 (+3)	13 (+1)	19 (+4)

Saving Throws DEX +4, CON +8, WIS +5
Skills Perception +5, Stealth +4
Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic, Primordial, Vanir
Power Rating 9 (5,000 points; proficiency +4)

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. A claw strike from the dragon's forelimb.

Fire Breath. *DC 16 Dexterity save.* The dragon exhales in a 30-foot cone. Each creature in it makes a Dexterity saving throw, taking 12d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Young Green Dragon

A young green dragon has its kind's instinct to trade in secrets and lacks the patience to do it well. It claims more territory than it holds and knows exactly where its real border lies.

Habitat. Woodland, Jungle, Terran (Verdant)

Young Green Dragon

Large draconian

Armor Class 17 (hardening scale)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	16 (+3)	11 (+0)	17 (+3)

Saving Throws DEX +3, CON +7, WIS +3
Skills Perception +3, Stealth +3
Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages Common, Draconic, Sylvan
Power Rating 8 (3,900 points; proficiency +3)

Forest Keeper. Knows the location of every creature that has entered its forest within the last day.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. A bite with the reach of its long neck.

Claw. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. A claw strike from a forelimb.

Poison Breath. *DC 15 Constitution save.* The dragon exhales in a 30-foot cone. Each creature in it makes a Constitution saving throw, taking 11d6 poison damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Young Leviathan

A young Leviathan lacks the wisdom of the Dragon Turtles it descends from. It follows shipping lanes, rams hulls from below and drags whatever falls in to the bottom.

Habitat. Open Ocean, Oceanic Trench, Terran (Oceanic)

Young Leviathan

Large draconian

Armor Class 17 (hardening scale)
Hit Points 157 (15d10 + 75)
Speed 20 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	11 (+0)

Saving Throws DEX +4, CON +9, WIS +4
Skills Perception +4, Stealth +4
Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Draconic
Power Rating 9 (5,000 points; proficiency +4)

Amphibious. The dragon breathes air and water.

Hull Breaker. The dragon deals double damage to objects and vessels.

Actions

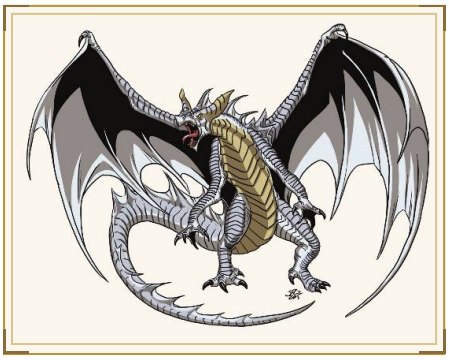
Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 13 (2d6 + 6) slashing damage. A claw strike from the dragon's forelimb.

Tidal Breath. *DC 17 Strength save.* The dragon exhales in a 40-foot line 5 feet wide. Each creature in it makes a Strength saving throw, taking 12d6 bludgeoning damage on a failure and half as much on a success. A creature that fails is also pushed 20 feet and knocked Prone. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Young Mist Dragon



Young Mist Drakes hunt the borderlands of the Faewyld in pairs and take whatever strays into the mist. The Bati remember them as the predators that nearly ended their tribe.

Habitat. The Faewyld, Rift Breach, Grassland

Young Mist Dragon

Large draconian

Armor Class 17 (hardening scale)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	14 (+2)	11 (+0)	18 (+4)

Saving Throws DEX +5, CON +7, WIS +3
Skills Perception +3, Stealth +5
Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages Common, Draconic, Sylvan
Power Rating 7 (2,900 points; proficiency +3)

Fog Hunter. The dragon has advantage on Stealth checks and on attack rolls against a creature inside a heavily obscured area.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. A claw strike from the dragon's forelimb.

Mist Breath. *DC 15 Constitution save.* The dragon exhales in a 30-foot cone. Each creature in it makes a Constitution saving throw, taking 9d6 cold damage on a failure and half as much on a success. The area is heavily obscured until the start of the dragon's next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Young Onyx Dragon

Young onyxes collect memory-stones, crystallized fragments of time they relive like dreams. The Valar of the Immortal Isle bond with dragons of this age, as King Cyrus Valarion bonded with Umbryx.

Habitat. Subterranean

Young Onyx Dragon

Large draconian

Armor Class 18 (hardening scale)
Hit Points 136 (13d10 + 65)
Speed 40 ft., fly 80 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	15 (+2)

Saving Throws DEX +3, CON +8, WIS +3
Skills Perception +3, Stealth +3
Resistances fire, lightning, force
Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 13
Languages Common, Draconic, Old Valar
Power Rating 8 (3,900 points; proficiency +3)

Deep Sense. The dragon cannot be surprised while it is touching stone.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +9, reach 10 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +9, reach 5 ft., one target. Hit:* 13 (2d6 + 6) slashing damage. A claw strike from the dragon's forelimb.

Ichor Breath. *DC 16 Dexterity save.* The dragon exhales in a 40-foot line 5 feet wide. Each creature in it makes a Dexterity saving throw, taking 11d6 acid damage on a failure and half as much on a success. The ichor clings, and a creature that fails takes the same damage again at the end of its next turn. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Young Red Dragon

A young red spends its second century taking a volcanic ridge or a burned-out reactor housing and burning off whoever lived there. It descends from the Solar Drakes and has their fire.

Habitat. Volcanic Field, Subterranean, Magmatic

Young Red Dragon

Large draconian

Armor Class 17 (hardening scale)
Hit Points 161 (17d10 + 68)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	14 (+2)	11 (+0)	18 (+4)

Saving Throws DEX +4, CON +8, WIS +4
Skills Perception +4, Stealth +4
Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Common, Draconic
Power Rating 9 (5,000 points; proficiency +4)

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 17 (2d10 + 6) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +10, reach 5 ft., one target. Hit:* 13 (2d6 + 6) slashing damage. A claw strike from the dragon's forelimb.

Fire Breath. *DC 16 Dexterity save.* The dragon exhales in a 30-foot cone. Each creature in it makes a Dexterity saving throw, taking 12d6 fire damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Young Silver Dragon

Young silvers spend years in humanoid form, learning a city's customs by holding a trade in it. Their breath is a cone of freezing air, and the first sign of one in a street fight is frost on the cobbles.

Habitat. Highland, Settlement, Lower Atmosphere

Young Silver Dragon

Large draconian

Armor Class 17 (hardening scale)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	12 (+1)	19 (+4)

Saving Throws DEX +3, CON +7, WIS +4
Skills Perception +4, Stealth +3
Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Common, Draconic, Vanir
Power Rating 8 (3,900 points; proficiency +3)

Shapechanger. As an action, the dragon takes the shape of a human or a Vanir or returns to its own shape. Its statistics other than size do not change.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 16 (2d10 + 5) piercing damage. A bite from the dragon's jaws.

Claw. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 12 (2d6 + 5) slashing damage. A claw strike from the dragon's forelimb.

Cold Breath. *DC 15 Constitution save.* The dragon exhales in a 30-foot cone. Each creature in it makes a Constitution saving throw, taking 11d6 cold damage on a failure and half as much on a success. Recharges on a roll of 5 or 6 on a d6 at the start of the dragon's turn.

Zaelyth Chieftain

A Zaelyth chieftain leads a canopy clan on Istryx. Leadership is settled by how well an individual runs an aerial hunt, and a clan changes chieftains when the hunts stop working. The chieftain plans the clan's ambushes and calls each dive from the canopy.

Habitat. Istryx, Jungle

Zaelyth Chieftain

Small humanoid

Armor Class 19 (crested trophy armor)
Hit Points 195 (26d6 + 104)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	17 (+3)	20 (+5)	17 (+3)

Saving Throws DEX +10, CON +8, WIS +9, CHA +7
Skills Stealth +14, Acrobatics +10, Perception +9, Insight +9, Animal Handling +9
Resistances poison
Condition Immunities poisoned, frightened
Senses darkvision 120 ft., keen sight, passive Perception 19
Languages Istryx, Common, Federation Standard
Gear Istryxian Bio-Lance, Reinforced Light Mesh Vest
Power Rating 11 (7,200 points; proficiency +4)

Legendary Resistance. Twice per day, when it fails a saving throw, it may choose to succeed instead.

Coordinated Dive. Allies within 60 feet that attack a target the chieftain attacked this round deal an extra 2d6 damage.

Venom Fangs. Its attacks deal an extra 2d6 poison damage.

Actions

Clan Lance. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 20 (4d6 + 6) poison damage. With Istryxian Bio-Lance. Three attacks. A creature hit by two or more in a turn takes an extra 2d6 poison damage and has disadvantage on attack rolls against anyone other than the chieftain until the end of its next turn.

Canopy Ambush. *DC 17 Dexterity save.* The clan drops from the canopy. Each hostile creature within 30 feet takes 10d8 piercing damage on a failed save, or half as much on a success. Recharges on a 5 or 6.

Reactions

Call the Dive. When a hostile creature within 60 feet moves out of cover, one ally within 60 feet that can see or hear the chieftain immediately moves up to its speed toward that creature and may make one attack against it. Three times per day.

Zaelyth Guerrilla

Zaelyth are the smallest and fastest of the Istryxian lineages and fight by hit-and-run from elevation. Their scales run dark and matte in jungle patterning, and they move silently on retractable claws.

Habitat. Jungle, Istryx

Zaelyth Guerrilla

Small humanoid

Armor Class 16 (matte scale)
Hit Points 60 (11d6 + 22)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	13 (+1)	16 (+3)	12 (+1)

Saving Throws DEX +6
Skills Stealth +8, Acrobatics +6, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Istryx
Gear Shortbow, Leather Cuirass
Power Rating 3 (700 points; proficiency +2)

Vertical Mobility. Climbing costs the guerrilla no extra movement, and it does not provoke opportunity attacks when it moves up or down.

Venom Fangs. Once per short rest, one bite this turn also deals 3d6 poison damage.

Actions

Shortbow. *Ranged Attack Roll: +6, long range, one target. Hit:* 7 (1d6 + 4) piercing damage. The guerrilla makes two attacks with the shortbow.

Reactions

Climb Away. When a creature the guerrilla attacked this round attacks it or moves toward its position, the guerrilla moves up to its speed, including vertically, without provoking opportunity attacks, and the triggering attack has disadvantage.

Zaelyth Rider

Zaelyth-Vaelrix bonds are formed on shared hunts, and both parties are held to have chosen. Riders operate as aerial cavalry and as the strike element of a canopy clan.

Habitat. Lower Atmosphere, Istryx

Zaelyth Rider

Small humanoid

Armor Class 17 (lightweight trophy armor)
Hit Points 136 (21d6 + 63)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	17 (+3)	15 (+2)	18 (+4)	15 (+2)

Saving Throws DEX +8, CON +6, WIS +7
Skills Animal Handling +7, Acrobatics +8, Perception +7, Stealth +8
Senses darkvision 120 ft., passive Perception 17
Languages Istryx, Common
Gear Istryxian Bio-Lance, Leather Cuirass
Power Rating 8 (3,900 points; proficiency +3)

Vaelrix Bond. One Vaelrix Sky-Drake within a mile acts on the rider's initiative and will not attack it.

Diving Strike. If its mount descends at least 30 feet before the rider attacks, the attack deals an extra 3d8 damage.

Actions

Rider's Lance. *Melee Attack Roll: +8, reach 10 ft., one target. Hit:* 12 (2d6 + 5) poison damage. With Istryxian Bio-Lance. Three attacks. If the mount descended at least 30 feet before the rider attacked, the first of these attacks deals an extra 3d8 damage on a hit.

Reactions

Swap Places. When the rider's bonded Vaelrix is hit by an attack and the two are within 30 feet of each other, the rider may swap places with it and take the attack instead.

Zaelyth Saboteur

Saboteurs work ahead of a canopy clan's strike, disabling locks and sentries, and are usually gone before the strike begins. Their venom is metabolically expensive and is spent only on a target that has noticed them. They are found in the canopy layer of Istryx and behind whatever line the clan is about to hit.

Habitat. Jungle, Istryx

Zaelyth Saboteur

Small humanoid

Armor Class 16 (matte scale)
Hit Points 93 (17d6 + 34)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	15 (+2)	16 (+3)	16 (+3)	13 (+1)

Saving Throws DEX +8, INT +6
Skills Stealth +11, Technology +6, Sleight of Hand +8, Acrobatics +8
Senses darkvision 60 ft., passive Perception 13
Languages Istryx, Common
Gear Combat Knife, Lockpicks, EMP Grenade
Power Rating 5 (1,800 points; proficiency +3)

Silent Movement. The saboteur cannot be heard while moving, and has advantage on attacks against a creature that has not yet acted this combat.

Venom Fangs. Once per short rest, one attack this turn also deals 4d6 poison damage and poisons the target for one minute.

Actions

Fang Knife. *Melee Attack Roll: +8, reach 5 ft., one target. Hit:* 8 (1d6 + 5) piercing damage. With Combat Knife. The saboteur makes two attacks. Against a creature that has not yet acted this combat, each hit deals an extra 2d6 damage.

Reactions

Spend Venom. When a creature within 5 feet turns toward the saboteur, notices it, or raises an alarm, the saboteur makes one Fang Knife attack against it with advantage. On a hit the target takes an extra 4d6 poison damage and is Poisoned for 1 minute.

Zaelyth Sniper

Zaelyth senses are tuned to detect motion across a layered canopy, and a sniper applies that to shooting. It holds a canopy position, picks the target whose loss will most disorder the enemy response, and waits.

Habitat. Jungle, Istryx

Zaelyth Sniper

Small humanoid

Armor Class 16 (matte scale)
Hit Points 104 (16d6 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	15 (+2)	18 (+4)	12 (+1)

Saving Throws DEX +8, WIS +7
Skills Stealth +11, Perception +7, Survival +7, Acrobatics +8
Senses darkvision 120 ft., keen sight, passive Perception 17
Languages Istryx
Gear Sniper Rifle, Leather Cuirass, Binoculars
Power Rating 6 (2,300 points; proficiency +3)

From Elevation. The sniper deals an extra 2d8 damage against a target at least 30 feet below it that has not seen it.

Motion Sense. The sniper automatically detects any creature that moves within 120 feet, whatever the cover.

Actions

Hunting Rifle. *Ranged Attack Roll: +8, extreme range, one target. Hit:* 16 (2d10 + 5) ballistic damage. With Sniper Rifle. The sniper makes two attacks with the rifle.

Reactions

Relocate. Immediately after the sniper attacks, or when a creature first locates its position, it moves up to half its speed without provoking opportunity attacks and re-enters cover.

Zaelyth Warrior

Zaelyth warriors have no supply line. Weapons are recovered, modified and passed to whoever needs one that week, so no two warriors in a squad carry the same weapon and all of them can use every one. They fight at close range on ground they grew up on and break off when an exchange stops favoring them, which visiting officers mistake for a rout.

Habitat. Terran (Verdant), Jungle

Zaelyth Warrior

Medium humanoid

Armor Class 15
Hit Points 71 (11d8 + 22)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Saving Throws DEX +5
Skills Athletics +4, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Common
Gear Machete, Bolt-Action Rifle, Leather Cuirass
Power Rating 3 (700 points; proficiency +2)

Any Weapon. The warrior is proficient with every weapon it can pick up, and suffers no penalty for using an unfamiliar one.

Home Ground. In terrain it grew up in, the warrior has advantage on Stealth checks and moves at full Speed through difficult terrain.

Actions

Multiattack. The warrior makes two attacks.

Salvaged Blade. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage.

Scratch-Built Rifle. *Ranged Attack Roll: +5, long range, one target. Hit:* 9 (1d12 + 3) ballistic damage.

Bonus Actions

Break Contact. The warrior takes the Disengage action and moves up to half its Speed.

Zombie

Zombies do not flank, retreat, or stop when a limb comes off. Plague worlds and mass graves produce them in large numbers.

Habitat. Settlement

Zombie

Medium undead

Armor Class 11
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws WIS +0
Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages none
Power Rating 1/4 (50 points; proficiency +2)

Undead Fortitude. If damage reduces it to 0 hit points, it makes a Constitution save against a DC of 5 plus the damage taken, dropping to 1 hit point instead on a success. Radiant damage and critical hits prevent the save.

Actions

Slam. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) bludgeoning damage. A blow from both arms.

Reactions

Grab. *DC 12 Strength save.* When a creature within 5 feet moves away from the zombie, that creature makes a Strength saving throw or its movement ends.

Zombie Maiden

A zombie maiden wears a long blue gown gone to rags at the hem and keeps a red braid the grave did not take, with the manners of someone used to being obeyed. She was a lady of a house, raised by whoever raised the rest of the crypt, and she kept more of herself than common zombies do. She walks the halls she owned and treats the people in them as trespassers.

Habitat. Settlement

Zombie Maiden

Medium undead, humanoid

Armor Class 12 (burial silks)
Hit Points 32 (5d8 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Saving Throws WIS +1
Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common
Power Rating 1/2 (100 points; proficiency +2)

Will Not Lie Down. When damage reduces her to 0 hit points, she makes a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success she drops to 1 hit point instead.

Lady of the House. Other zombies within 30 feet that can see her have advantage on attack rolls against creatures that have trespassed in her halls.

Actions

Slap. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 6 (1d8 + 2) bludgeoning damage. A backhanded slap from her hand.

Grasp. *Melee Attack Roll: +4, reach 5 ft., one target. Hit:* 5 (1d6 + 2) bludgeoning damage. Cold fingers that close on a wrist.

Zyrrak Bountyhunter

A Zyrrak bountyhunter works the high-risk bounty circuits of the frontier sectors, taking contracts other hunters will not and charging accordingly. Most Zyrrak clans roam, having no homeworld left, and a bountyhunter's standing in the clan rises with the contracts it closes. It treats a refused contract as a grievance and strikes back at whoever refused.

Habitat. Terran (Verdant), Station Interior

Zyrrak Bountyhunter

Medium humanoid

Armor Class 18 (chitin and vibro-shield)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	14 (+2)	16 (+3)	12 (+1)

Saving Throws DEX +7, CON +7, WIS +6
Skills Stealth +10, Survival +6, Perception +6, Investigation +5
Resistances bludgeoning, acid
Senses darkvision 120 ft., thermal sense 60 ft., passive Perception 16
Languages Zyrrakan, Common, Low Aurelian
Gear Zyrrakian Vibro-Shield, Zyrrakian Cloak, Rail Lance, Manacles
Power Rating 6 (2,300 points; proficiency +3)

Marked Contract. The bountyhunter deals an extra 2d8 damage to the single creature it has taken a contract on.

Adaptive Camouflage. While the cloak is active and the hunter has not attacked, it is heavily obscured to sight and Perception checks to notice it have disadvantage.

Actions

Rail Lance. *Ranged Attack Roll: +7, long range, one target. Hit:* 17 (2d12 + 4) kinetic damage. Against the creature it holds a contract on, a hit deals an extra 2d8 damage.

Bonus Actions

Claws. *Melee Attack Roll: +7, reach 5 ft., one target. Hit:* 7 (1d6 + 4) slashing damage. A strike from the elongated claws on its hands and feet.

Reactions

Contract Reprisal. When a creature within 60 feet refuses the hunter's terms, breaks an agreement with it, or attacks it after refusing a contract, the hunter makes one Rail Lance attack against that creature with advantage.

Zyrrak Champion

A Zyrrak champion is the hunter whose kill stands as the clan's record. Honor among the Zyrrak is measured by the quality of the prey taken, and a champion holds the standing until another clan member beats the record in a public hunt. Champions lead clan hunts on worlds with apex fauna and seek out the strongest creature present in any fight.

Habitat. Terran (Verdant), Deep Space

Zyrrak Champion

Large humanoid

Armor Class 19 (trophy-worked chitin)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	14 (+2)	17 (+3)	14 (+2)

Saving Throws STR +10, DEX +8, CON +9
Skills Stealth +12, Survival +7, Perception +7, Intimidation +6, Athletics +10
Resistances bludgeoning, acid, piercing
Condition Immunities frightened
Senses darkvision 120 ft., thermal sense 90 ft., passive Perception 17
Languages Zyrrakan, Common
Gear Zyrrakian Vibro-Shield, Zyrrakian Cloak, Glaive, Rail Lance
Power Rating 9 (5,000 points; proficiency +4)

Worthy Prey. Against the single strongest creature it can see, the champion has advantage on attack rolls and that creature has disadvantage on saves against it.

Vibro-Shielded. The first 15 damage the champion takes each round is reduced to 0 unless the attack was made with advantage.

Actions

Hunting Glaive. *Melee Attack Roll: +10, reach 10 ft., one target. Hit:* 17 (2d10 + 6) slashing damage. With Glaive. Three attacks. Against the creature the champion has named as Worthy Prey, a hit that reduces it below half its hit points also strips one of its resistances until the end of the champion's next turn.

Impale. *DC 18 Constitution save.* One creature the champion hit this turn takes 6d8 piercing damage and is Restrained on a failed save, or half damage on a success.

Reactions

Not You. When a creature other than its Worthy Prey attacks the champion, the damage is reduced by 2d10, and the attacking creature is pushed 10 feet.

Zyrrak Hunter

A Zyrrak hunter is an adult who has completed the Rite of the Hunt: selecting a worthy target, killing it, and working the trophy into its armor. Failure of the Rite means exile or execution, depending on clan law. Hunters range the frontier sectors and uncharted worlds with their clans and pick the strongest creature present as prey.

Habitat. Terran (Verdant), Deep Space

Zyrrak Hunter

Medium humanoid

Armor Class 17 (chitin and vibro-shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	12 (+1)	15 (+2)	11 (+0)

Saving Throws DEX +5, CON +5
Skills Stealth +5, Survival +4, Perception +4, Athletics +6
Resistances bludgeoning, acid
Senses darkvision 90 ft., thermal sense 60 ft., passive Perception 14
Languages Zyrrakan, Common
Gear Zyrrakian Vibro-Shield, Zyrrakian Cloak, Spear
Power Rating 4 (1,100 points; proficiency +2)

Rite Trophy. The hunter has advantage on Intimidation checks against any creature of the same kind as the trophy worn in its armor.

Adaptive Camouflage. While the cloak is active and the hunter has not attacked, it is heavily obscured to sight and Perception checks to notice it have disadvantage.

Actions

Hunting Spear. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 8 (1d8 + 4) piercing damage. With Spear. The hunter makes two attacks with the hunting spear. Against a creature of the same kind as the trophy worked into its armor, each hit deals an extra 1d8 damage.

Bonus Actions

Caudal Spike. *Melee Attack Roll: +6, reach 10 ft., one target. Hit:* 9 (1d10 + 4) piercing damage. A strike from the spike on its tail.

Reactions

Mark the Strongest. When a creature within 30 feet reveals itself as the strongest present, by dropping an ally or by using a signature ability, the hunter marks it. Until the end of the fight the hunter has advantage on attack rolls against that creature and disadvantage on attack rolls against everything else.

Zyrrak Legend

A Zyrrak legend is one of the handful of Zyrrak who were off-world on extended hunts when the Aurelion fleet eradicated their system, and who are still alive. Legends keep the oral record of the eradication and hunt in the Shadow of Aurelion and wherever a contract leads. The Ascendancy has spent a great deal of effort against them.

Habitat. The Shadow of Aurelion, Deep Space

Zyrrak Legend

Large humanoid

Armor Class 21 (ancestral chitin and shielding)
Hit Points 230 (20d10 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	22 (+6)	16 (+3)	19 (+4)	17 (+3)

Saving Throws STR +12, DEX +10, CON +11, WIS +9
Skills Stealth +15, Survival +14, Perception +9, Intimidation +8, History +8
Resistances bludgeoning, acid, piercing, slashing
Condition Immunities frightened, charmed
Senses truesight 30 ft., darkvision 120 ft., thermal sense 120 ft., passive Perception 19
Languages Zyrrakan, Common, Low Aurelian, Draconic
Gear Zyrrakian Vibro-Shield, Zyrrakian Cloak, Continuum Blade, Rail Lance
Power Rating 13 (10,000 points; proficiency +5)

Legendary Resistance. Twice per day, when the legend fails a saving throw, it can choose to succeed instead.

Oral Record. The legend knows the name, clan and fate of every Zyrrak it has met, and of the system that no longer exists.

Actions

Ancestral Blade. *Melee Attack Roll: +12, reach 10 ft., one target. Hit:* 18 (2d10 + 7) slashing damage. The legend makes three attacks with the Ancestral Blade. A creature hit by two or more of them in a turn cannot benefit from cover, concealment or invisibility against the legend until the end of the legend's next turn.

Fulfill Contract. *DC 20 Constitution save.* One creature within 30 feet that the legend has contracted on takes 12d8 force damage on a failed save, or half as much on a success.

Reactions

Mark Offender. When a creature within 30 feet reduces an ally of the legend to 0 hit points, or names the eradication, the legend makes one melee attack against it. On a hit the creature is marked and the legend has advantage on all attack rolls against it for the rest of the fight.

Legendary Actions

Reposition. The legend moves up to half its speed without provoking opportunity attacks.

Blade. The legend makes one attack with the Ancestral Blade.

Frightening Name. *DC 17 Wisdom save.* Costs two legendary actions. The legend names one Zyrrak the target has killed, or the lost system. Each hostile creature within 30 feet makes a Wisdom saving throw or is Frightened of the legend for 1 minute.

Zyrrak Raider

Zyrrak raiders work the frontier lanes on a clan schedule, hitting the same corridors on a repeating cycle. The cycle can be worked out from past raids, but few frontier settlements can afford a garrison year-round to meet it. Raiders board with hooked axes and lines.

Habitat. Hyperlane Corridor

Faction. Frontier

Zyrrak Raider

Medium humanoid

Armor Class 15 (clan plate)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	11 (+0)

Saving Throws STR +5
Skills Athletics +5, Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages Zyrrakan, Common
Gear Battleaxe, Riveted Plate Cuirass, Grappling Hook
Power Rating 2 (450 points; proficiency +2)

First Blood. The raider has advantage on attack rolls during the first round of any combat it initiated.

Actions

Hooked Axe. *Melee Attack Roll: +5, reach 5 ft., one target. Hit:* 7 (1d8 + 3) slashing damage. With Battleaxe. The raider makes two attacks with the hooked axe.

Bonus Actions

Boarding Line. *DC 13 Dexterity save.* One creature within 30 feet is pulled 15 feet toward the raider on a failed save.

Reactions

Boarding Line. *DC 13 Strength save.* When a creature within 30 feet attempts to move out of the raider's corridor, that creature makes a Strength saving throw. On a failure it is pulled 15 feet toward the raider and its movement ends.

PART III

Lists

The same creatures by type and by Power Rating.

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Badger 60
Bat 70
Crab 138
Deer 165
Goat 305
Owl 510
Rat 540
Raven 541
Weasel 703

Power Rating 1/8

Bandit 62
Camel 104
Colony Worker 136
Cultist 148
Destitute Kobold 170
Giant Centipede 282
Giant Fly 288
Giant Rat 292
Grimlock 319
Hawk 335
Human Pilgrim 368
Hyena 373
Mastiff 435
Match Elemental 436
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Panther 515
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Adult Onyx Dragon · Elder Treant

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Colony Engineer · Colony Guard · HDF Commando · HDF Pilot

Orc Shaman

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