

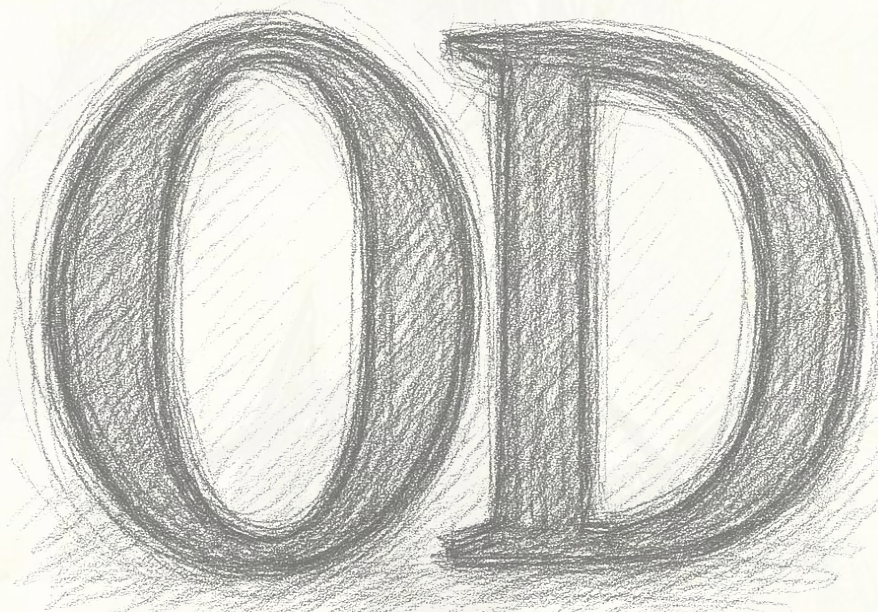
Open Dungeons RPG™



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Monster Trove First Encounters



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Bringing Monsters to Life

What do they look like? Does their fur or hide blend into the environment? Are they scarred, diseased, radiant, or pristine?

How do they move? Fast and skittering? Heavy and lumbering with the sound of cracking stone? Drifting, floating, or phasing through shadows?

What stands out? Extra eyes or ears might reveal unseen threats or ignore stealth attempts. Oversized claws might break shields or leave jagged rents in stone walls. Strange colors or glowing organs might hint at venom, radiation, or magic.

Why do they fight? Hunger? Territory? Vile purpose? Self-defense?

Creatures behave with instinct or intent. Let those motivations guide their tactics.

See *DN Guide* for bonus content with more details.

Understanding Monster Entries

Each monster's stat block represents the full picture of its capabilities - not just a list of numbers. The DN should interpret the creature's attacks, defenses, and behavior in relation to the whole entry, not a single line.

For example, a monster might list "Number of Attacks: 1" but show two claws in the art. This means it commits its full energy into one strong attack within the 5-second action window - not that it's limited to a single limb. Use the context: size, anatomy, speed, special attacks, and even the tone of its description to decide how it moves and strikes.

The About section is not a rule text. It's a quick spark - a flavor cue to help your imagination. Think of it as the creature's mood, presence, or impression. Use it to fill in details that the stat block doesn't dictate directly - sounds, posture, the way it hunts or defends itself - but always anchor those ideas back to the mechanics shown in the stat block.

When in doubt:

Stat Block = Function.

About = Inspiration.

Together they describe the whole creature.

DN Agency and Monster Metagaming

To help Dungeon Narrators with monster special abilities, please refer to *Dungeon Narrator Monster Workbook*. The workbook has 275 monster abilities so you can keep track of what you would like the ability to do. Just update fields to what you believe best works for your Open Dungeons™ world. Some are populated from this Monster Trove, but these are not absolute: some monsters may have these abilities, some may not - DN decision and to help minimize metagaming.

Conditions and Mechanics

Open Dungeons™ intentionally leaves certain terms - Prone, Grappled, Concentration, Reaction, Advantage, and similar - without fixed definitions. This is by design.

When these words appear in a monster stat block or magic item description, treat them as narrative shorthand, not rules references. "Knock prone" means the target is on the ground. What that costs them, how long it lasts, and what it takes to recover is your call. "Advantage on checks" means the creature has a meaningful edge in that situation. Whether that's a reroll, a flat bonus, or a narrative benefit, you decide.

Locking these into rigid definitions opens the door to metagaming. Players who memorize condition tables start looking for loopholes. Players who trust their DN to make a fair call stay in the story.

When one of these terms comes up, ask yourself: what makes sense here? What fits the creature, the moment, the encounter? That's your ruling. Write it down, stay consistent, and it becomes part of your table's physics.

The books give you the vocabulary. You give it meaning.

Monsters' Stats and Metagaming

Players who memorize stat blocks from other systems expect predictable encounters. Open Dungeons™ breaks that pattern. For example, the DN may read that the Divine Sentinel has "Radiant Authority" listed in its special defenses, or some other ability the stat block doesn't spell out, and be left to decide what it means.

The DN decides what it means: maybe it's a commanding presence that forces a Wis Mind save or the character flees in fear for 1d6 rounds. Maybe it's an aura that makes lying or deception impossible within 30 feet. Maybe it lets the sentinel issue a single command that must be obeyed unless resisted.

Divine Sentinel	
HP:	56
AC:	14
DR:	0
Save Roll:	Quick +2, Tough +2, Mind +2
Alignment:	Orderly Kind (Guardian)
Intelligence:	Average (8-10)
Magic Resistance:	-
Number of Attacks:	1
Attack:	3d6+3
Special Defense:	Radiant Authority. Teleport: Move in any direction of unoccupied space up to 40 feet away.
Special Attack:	Holy Ray: 10 ft, save Dex Quick, fail 3d4+3 radiant damage, cooldown 2 rounds.
Size:	Medium

The same goes for abilities that are mentioned but with no details - i.e. Elemental Nature, Damage Immunity, etc.

Let's take the Teleport ability as an example. If the stat block doesn't mention "once per day, 60 feet, line of sight only..." the DN can interpret it based on context. In a tight dungeon corridor, maybe the sentinel blinks 30 feet to flank the party. In an open temple courtyard, maybe it vanishes and reappears 60 feet away on a balcony. The mechanics serve the story, not the other way around.

You may find these abilities in Special Defense or Special Attack and discover their details in their About sections.

Creative Freedom for the DN

This flexibility isn't vagueness - it's intentional design. The DN knows their table, their players, and the flow of the encounter better than any rulebook ever could. If "Radiant Authority" needs to be a devastating effect against a high-level party, it can be. If it needs to be a minor inconvenience for a low-level group, it can be that instead.

Stat Block = Function.

About = Inspiration.

DN Interpretation = The Final Word.

When in doubt, ask yourself: What would make this encounter memorable? What fits the tone of this creature? What keeps the players on their toes? Then rule accordingly. The stats are guidelines, not shackles.

Monster Stat Blocks

A monster stat block is a short record card. It shows you how a monster works in the game.

HP is Hit Points. Hit Points is how much damage the monster can take before it dies.

AC is Armor Class. This makes it harder or easier to hit the monster when you attack it.

DR is Damage Reduction. Armor and thick skin, hide, scale, etc. block some physical damage.

Saves Rolls can be ability bonuses from Quick (Dexterity), Tough (Constitution), and Mind (Intelligence). These are the monster's defenses against special dangers. (see following page)

Alignment is its moral nature and what is its general disposition.

Intelligence of, is a rough idea of how clever or aware it is.

Magic Resistance has some creatures resist to spells or effects.

Number of Attacks is how many times it strikes in a round, on its turn.

Attacks Listing of damage. DN should see, read, imagine *who they do attack with* the aide of Special Attack, Special Defense, its general stat block - interpreted through context including alignment, size, description, etc.

Size is how large the monster is (e.g., Small, Medium, Huge).

Special Defenses - Things that make it tougher to harm or control.

Special Attacks - Unique actions it can take, often with effects like poison, fear, or breath weapons.

Resistant is 50% damage.

Immune is 0 damage - it's immune to damage or the affects.

Most damage is already understood: slashing, piercing, bludgeoning, fire, cold, lightning, bludgeon-ing, or poison. Here a few more explained.

Acid is strong and corrosive. It eats armor, stone, and flesh.

Elemental is raw power drawn from the natural forces. It includes re, cold, lightning, and acid.
These are the classic elements that scorch, freeze, shock, and corrode.

Force is raw magic energy. It knocks and smashes.

Necrotic is the energy of decay. It drains life.

Psychic is mind power. It hurts thoughts and spirit.

Radiant burns away darkness and undead.

Sonic is high-frequency vibration damage. It shatters glass, ruptures eardrums, vibrates objects.

Thunder is a loud boom. It is shockwave damage from sound.

Effect:

Resist (resistant) = usually means only half or partial damage to particular attacks.

Immune = is no damage to particular attacks.

Poison (venom, monster) = -2 to all ability scores, -2 to all save rolls, and -2 to all attacks.

Weary = -2 penalty to all Save Rolls.

Cooldown: A cooldown is the recovery time before a monster can use a special ability again. The cooldown starts the round after the ability is used. So if an ability has a 2-round cooldown, the monster uses it on round 1, then it recovers during rounds 2 and 3, and can use it again on round 4. Think of it like recharging a battery - the ability needs time to power back up before it's ready to go again.

Monster Save Rolls

Monsters make Save Rolls when affected by spells, special abilities, or other effects that allow a save.

Base Target Number (TN) a monster has to Save Roll equal to or higher is 16, then subtract -1 from 16 for every 20 HP it has.

Any monster with 220+ HP has a base Save Roll TN of 5. However, the caster's level increases this TN by +1 per level, making it progressively harder for the monster to successfully save.

Save Target Number*

Monster **Save Target Number** = $16 - (\text{Monster HP} \div 20, \text{ rounded down})$, minimum 5

Note: Monster Save TN is based on max HP and doesn't change.

Examples:

Ghoul Gnawer (22 HP): $22/20 = 1$ (rounded down), so $16 - 1 = \text{Save TN } 15$

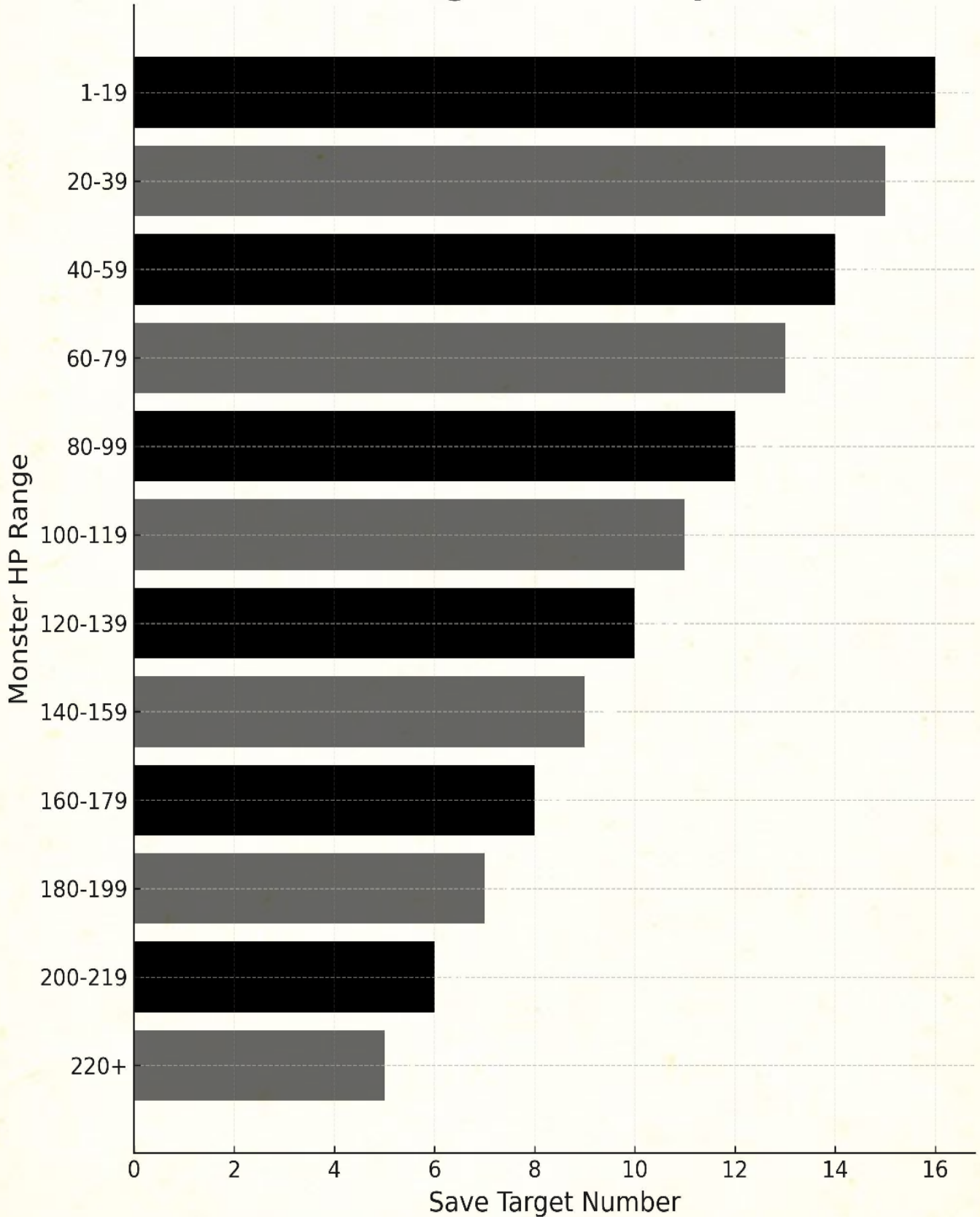
Spider Empress (400 HP): $400/20 = 20$, so $16 - 20 = -4$, but all monster save rolls TN never lower than 5.

Save Roll is just like characters making Save Rolls, just that monsters TN is based on Save Target Number.

Roll $d20 + \text{Save Bonus} \geq \text{Save Target Number}^*$

Example: a monster with TN 5 dodging an 8th level Wizard spell will need to roll 13 or greater on 1d20 because $TN 5 + 8 = 13$ new Target Number.

Monster Save Target Number by HP



Higher HP monsters have a lower Save Target Number.
Save: roll d20 + Save Bonus \geq Save Target Number.

Monster Sizes

Tiny - sprites, rats, imps, moths, bats, toads, frogs, crows

Small - large spiders, beetles, small devils, giant rats, kobolds

Medium - hounds, ghouls, minor devils, humanoids, orcs, gargoyles

Large - drakes, trolls, ogres, dire wolves, minotaur, Chimera, horse

Huge - giants, phoenixes, stormborn dragons, cyclops, sphinx

Gargantuan - ancient dragons, elder wyrms, world-serpents, titan-scale giants

Encounter Formula

This formula scales to any group size. Always use the party's actual total HP and actions.

To judge encounter difficulty, follow these steps to assess Easy, Challenging, Hard, or Deadly.

Step 1: HP Baseline

Add up monster encounter total HP.

Add up who party HP.

Monster HP \approx $\frac{1}{2}$ party HP = Easy

Monster HP \approx equal party HP = Challenging

Monster HP \approx $1.5\times$ party HP = Hard

Monster HP \approx $2\times+$ party HP = Deadly

Step 2: Action Check

Drop 1 step when Monsters has fewer actions than party's total.

Raise 1 step if Monsters has more actions (multiattacks) per round than party's total.

Step 3: Spice Bump

Raise 1 step if monsters have strong control, resistances, flight/range, or other tactical edge.

Drop 1 step if they're fragile, with no defenses or tricks.

Note: Encounter difficulty primarily measures combat duration and party exposure time. Remember that fragile classes (Wizards, Thieves) remain vulnerable to focused attacks and critical hits regardless of encounter rating.

Why Intelligence Matters

Intelligence shapes how a monster fights, plans, and responds to danger - and it's one of the easiest stats for DNs to forget in the heat of combat. A Rime Howler (Int 1) doesn't understand the wizard is the real threat; it attacks whatever's closest or bleeding. But a Char Mauler (Int 12) recognizes spell components, focuses fire on the healer, and knows when a tactical retreat beats a glorious last stand. The difference turns a forgettable encounter into a memorable challenge.

Beyond combat, Intelligence determines whether creatures can be reasoned with, deceived, or outwitted. You can't negotiate with an Acid Slime (Int 0) or bluff a Carrion Hunter (Int 1) - they simply don't have the cognitive framework for it. But that same Ferric Reaver warband the party just ambushed? At Int 10, they understand surrender, can be interrogated, might even switch sides if the offer's good enough. High-Intelligence monsters (14+) become recurring villains because they learn from defeats, adapt their tactics, and remember grudges. They're not just obstacles - they're opponents.

DN Note: Intelligence affects how creatures fight, negotiate, and react to being outsmarted. A dragon with Int 16 doesn't just breathe fire - it studies the party's tactics, targets spellcasters first, and knows when to retreat. A human with Int 7 fights bravely but predictably.

1 Animal: Instinctive only; acts on hunger, fear, or basic behavior. No abstract thought.

2 - 4 Low / Bestial: Limited awareness; can follow simple commands, use tools crudely, or learn patterns.

5 - 7 Below Average: Simple reasoning; understands tone and intent, can plan simple actions or react to traps. Comparable to ogres or goblins.

8 - 10 Average: Human-like reasoning; can read, speak, and plan. Understands cause and effect.

11 - 12 Bright: Learns quickly; can analyze patterns, remember details, and anticipate danger.

13 - 14 High: Skilled thinker; understands strategy, cause chains, and problem solving. Capable of planning ambushes or studying magic.

15 - 16 Exceptional: Highly intelligent or educated; can outthink most humans. Skilled tactician or scholar.

17 Genius: Inventive, theoretical mind; can conceive new techniques or magical theories.

18 Super-Genius: Among the smartest beings alive; understands complex systems, advanced magic, or technology instinctively.

Monster Treasures/Rewards

Treasure and rewards are always decided by the Dungeon Narrator. Please see *DN Guide* for further details.

Alignments

In Open Dungeons™, alignment does not apply to player characters. You have full agency to decide how your character thinks and acts in the world. No chart, grid, or label can dictate your choices - your character's morality and personality are entirely yours to roleplay.

Alignments exist to describe how races, cultures, factions, and monsters are generally viewed. It is not an absolute law - individuals may differ - but it provides a shorthand for how most of the world understands a group's tendencies.

Some monsters, like animals, don't understand hierarchy - alignment isn't chaos or freedom - this is a creature locked into behavioral loops. Think of it like a very complex biological machine - it's not choosing to respect structure; structure is literally hardwired into its existence.

Top - Laws and Structure (X-Axis)

This is about how a creature relates to rules, order, and authority.

Orderly: Respects hierarchy, routines, or natural laws. These creatures thrive in systems and usually enforce rules.

Impartial: Indifferent to laws or rules. They follow them when convenient, ignore them when not.

Wild: Rejects laws and structure outright. These creatures value freedom, instinct, or chaos above imposed order.

Side - Treatment of Others (Y-Axis)

This is about how a creature values or disregards the well-being of others.

Kind: Respects life, acts with compassion or mercy, even toward enemies.

Impartial: Neutral toward others. Neither kind nor cruel; decisions are pragmatic or situational.

Vile: Disregards life, thrives on cruelty, selfishness, or malice. Others are tools, prey, or obstacles.

	ORDERLY	IMPARTIAL	WILD
KIND	GUARDIAN enforces order with compassion	MEDIATOR promotes fairness and harmony	LIBERATOR brings freedom and kindness
IMPARTIAL	ARBITER bound to law above morality	WANDERER unaligned, pragmatic survivor	SEEKER restless, unpredictable, curious
VILE	TYRANT cruel ruler, domination by law	SCHEMER selfish, manipulator, opportunist	REAYER destructive raider, revels in chaos

Aberrant Hunter

HP: 58

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind -1

Alignment: Impartial Vile (Schemer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d8+2

Special Defense: -

Special Attack: Void Strike: Save Dex Quick, fail save roll 1d12+2 necrotic, cooldown 2 rounds.

Size: Large

About:

Lurking hunters found in caverns and dungeons, their rasping tongues icking like whips as they drag prey screaming into the dark.



Abyrion Border Strider

HP: 33

AC: 12

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Impartial Kind (Mediator)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Natural Grace

Special Attack: Ember Burst: 30 ft, save Dex Quick, fail save roll 1d8+1 ember, cooldown 3 rounds.

Size: Large

About:

Born where forests darken into the abyssal wilds, Border Striders carry messages for ancient spirits and guard the invisible thresholds of nature. Ash-bright hooves mark every line they patrol. They offer a single warning before charging through anything that defies the wild's domain.



Abyssal Skulker

HP: 18

AC: 11

DR: 0

Save Roll: Quick +1, Tough +1, Mind +0

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d4

Special Defense: Ambusher: If motionless 1 minute, counts as unseen.

Special Attack: Shadow Strike: Save Dex Quick, fail save roll 1d4+1 necrotic, cooldown 2 rounds.

Size: Small

About:

A hunched shadow that clings to corners and crevices, its form barely distinguishable from the darkness it inhabits. The abyssal skulker doesn't hunt so much as wait - patient, silent, unmoving for hours until prey wanders close. Its eyes, when they open, are pits of deeper black that drink in light rather than react to it. The strike comes fast and low, claws raking ankles and calves before it melts back into shadow. No warning growl, no breath to give it away. Just stillness, then violence, then stillness again.



Acid Slime

HP: 29

AC: 12

DR: 0

Save Roll: Quick -2, Tough +2, Mind -3

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8+1

Special Defense: Corrosive Form

Special Attack: Acid Splash: 30 ft, save Dex Quick, fail save roll 1d6+2 acid, then 1d4 next round if not neutralized, cooldown 3 rounds.

Size: Medium

About:

A living mass of corrosive ooze that dissolves anything it touches. It reacts to movement and heat, sliding toward prey without thought or fear. Its acid quickly damages metal, burns flesh, and can ruin weapons and armor if they strike too deep. Chalk, mud, water, and milk can neutralize the acid.



Acid Spewer

HP: 52

AC: 13

DR: 1

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+3

Special Defense: Acid Immunity: Immune to acid damage.

Special Attack: Acid Spray: 30 ft, save Dex Quick, fail save roll 2d8+2 acid, 1d4 damage for per round for 3 rounds if not neutralized, cooldown 3 rounds.

Size: Huge

About:

A massive reptilian beast that builds nests in corrosive swamps and caves. It sprays pressurized acid from its gullet, melting armor and flesh while keeping its foes at a distance. Its hide is thick and naturally resistant to acid, letting it wallow in pools that would dissolve most creatures. Players must neutralize any lingering acid quickly to avoid lasting harm. Chalk and milk can neutralize its acid.



Addlick

HP: 42

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Impartial Impartial (Wanderer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+2, 1d4+2

Special Defense: Natural Armor

Special Attack: Thunder Pounce: 30 ft, save Dex Quick, fail save roll 1d10+1 thunder damage, cooldown 3 rounds.

Size: Large

About:

A winged cat that drops like thunder, pinning prey with a single shocking impact.



Ambush Hunter

HP: 21

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Ambusher: Counts as unseen after 1 minute of stillness.

Special Attack: Frost Bite: Save Con Tough, fail save roll 1d4+2 cold damage, cooldown 3 rounds.

Size: Medium

About:

A kennel-drake that waits in shadow and snaps when a foot falters.



Ancient Predator

HP: 38

AC: 13

DR: 2

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+1, 1d4+1

Special Defense: Natural Armor

Special Attack: Bone Crush: Save Dex Quick, fail save roll 1d8+2 bludgeoning damage, cooldown 3 rounds.

Size: Large

About:

Old muscle on old bones, it hits like a boulder

rolling downhill. Its hide is thick and stony, scarred from centuries of ghts it somehow survived.

The air hums with its slow breathing before it charges, each step shaking the ground like warning drums. It doesn't hunt for need, only habit - a relic of an age when everything alive was prey or rival. Eyes dull with time, but its instincts are flawless; it knows the sound of fear before it hears the scream.



Aquatic Watcher

HP: 49

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d8+2

Special Defense: Amphibious: Breathes air and water.

Special Attack: Blinding Flash: 30 ft, save Wis Mind, fail save roll 2d6+1 radiant, cooldown 3 rounds.

Size: Large

About:

A lantern-eyed tyrant of trenches whose glare whites out the world for a beat.



Armored Behemoth

HP: 63

AC: 14

DR: 3

Save Roll: Quick +0, Tough +2, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d10+3

Special Defense: Thick Hide

Special Attack: Bone Club Sweep: 10 ft, save Dex Quick, fail save roll 2d6+3 bludgeoning damage, cooldown 2 rounds.

Size: Huge

About:

A behemoth of living armor, its back layered in jagged plates like a broken hillside. Moss clings to its hide, and small creatures nest between its ridges, mistaking it for stone until it moves. When roused, it rises with a grinding sound of earth splitting, swinging a club of fossilized bone that sweeps aside trees and walls alike. Its pace is slow but unstoppable, leaving deep furrows and shattered ground in its wake.



Ashborn

HP: 39

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 2

Attack: 1d6+1, 1d6+1

Special Defense: Heat Aura: 10 ft. radius, nearby air scorches 1 HP per round.

Special Attack: Cinder Breath: 30 ft, save Dex Quick, fail save roll 1d10+2 fire damage, cooldown 3 rounds.

Size: Huge

About:

A regal gure of banked coals and drifting ash who rules any blaze it walks through.



Ashen Collector

HP: 16

AC: 13

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d4+1

Special Defense: Smoldering Form: Adjacent creatures with 5 ft take 1d4 re at turn start unless they make save vs Con Tough or move away.

Special Attack: Ember Flare: 30 ft, save Dex Quick, fail save roll 1d4+1 fire damage, cooldown 3 rounds.

Size: Tiny

About:

It hoards teeth, leaving soot where it leans and a smear of ember where it laughs. Clever and territorial.



Barb Sprite

HP: 31

AC: 14

DR: 1

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Exceptional (15-16)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Bristled Hide: Attackers nick themselves on a miss, 20% chance of dropping weapon.

Special Attack: Thorn Burst: 30 ft, save Dex Quick, fail save roll 1d8+2 piercing damage, cooldown 3 rounds.

Size: Medium

About:

A moth-winged trickster that knows when stances falter and presses them.



Bargda

HP: 68

AC: 13

DR: 1

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d4+3

Special Defense: Horned Tyrant: Massive horns guard the charge.

Special Attack: Horn Gore: Save Dex Quick, fail save roll 2d8+3 piercing damage, cooldown 3 rounds.

Size: Large

About:

A hill-breaking brute that bellows once and comes like a landslide.



Bile Bounder

HP: 59

AC: 13

DR: 2

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d10+3

Special Defense: Hardened Hide

Special Attack: Acid Spray: 30 ft, save Dex Quick, fail save roll 2d8+3 acid damage plus 1d4 per round for 3 extra rounds unless neutralized, cooldown 4 rounds.

Size: Large

About:

A hulking beast slick with corrosive bile that sizzles where it lands. It lumbers through swamps and rusted ruins, drawn to the scent of metal and the tremor of footsteps. When threatened, it heaves forward and sprays a searing arc of acid, then crashes down on anything that dares to stand its ground. Water and mud can neutralize the acid.



Bile Bruiser

HP: 36

AC: 14

DR: 2

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Hardened Hide

Special Attack: Jaw Clamp: Save Con Tough, 1d6+2 bludgeoning damage, cooldown 2 rounds.

Size: Medium

About:

A low-slung predator that hunts armor like it's got a personal vendetta against blacksmiths. It circles, probing for weak spots with those jagged teeth, then locks on and grinds. Doesn't matter how thick your plate is - this thing's patient enough to find where it buckles, and mean enough to make you regret every rivet your armorsmith skipped.



Bilemaw Ghoul

HP: 32

AC: 13

DR: 0

Save Roll: Quick +1, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (5-7)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+1, 1d4+1

Special Defense: Belch Stench: 60 ft, 1 target, reek that turns the stomach, save Con Tough, fail save roll -3 to attack for 2 rounds, cooldown 3 rounds.

Special Attack: Bile Spit: 30 ft, save Dex Quick, 1d8+2 acid damage, cooldown 3 rounds.

Size: Medium

About:

A slack-jawed eater that drools black venom and grins when knees buckle. This rotting scavenger shuffles forward with a perpetual grin plastered across its corpse-face, like it knows something you don't. What it knows is that you're about to smell it - and that reek alone will drop you to one knee. Then comes the black drool, hissed through broken teeth, eating through leather and esh with the same lazy enthusiasm. It doesn't rush the kill. Why would it? You're already gagging.



Bitter Ghast

HP: 41

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+1, 1d4+1

Special Defense: Stench: 30 ft radius, reek that turns the stomach, save Con Tough, fail save roll -2 to attack for 3 rounds.

Special Attack: Hate Shriek: 30 ft, save Wis Mind, fail save roll 1d8+2 psychic damage, cooldown 3 rounds.

Size: Medium

About:

Mocks divine invocations with cackling disdain. Where lesser undead might falter at holy words, this creature grows more vicious, as if sacred songs feed its spite. It remembers enough of mortality to hate the living with calculated malice.



Bone Harvester

HP: 46

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d8+2

Special Defense: Undead Fortitude: Rises unless utterly broken - regenerates +3 HP per round.

Special Attack: Bone Spear: 10 ft, save Dex Quick, fail save roll 2d6+2 piercing damage, cooldown 2 rounds.

Size: Large

About:

A jangling frame built from giants' graves; its spear grows, splits, and returns. It clatters with each lurching step, announcing its presence like a macabre wind chime. The creature wields weapons fashioned from its own body, hurling sharpened ribs and femurs that impossibly regenerate moments later. Disturbingly intelligent for an undead thing, it seems to select its victims with purpose, targeting the strongest warriors first as if collecting trophies for its ever-growing frame.



Boreal Giant Scorpion

HP: 35

AC: 14

DR: 1

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+1, 1d4+1

Special Defense: Tremor Feel: 100 ft, feels foot-steps, pressure through stone, earth and sand.

Special Attack: Hot Sting: save Con Tough, 1d6+2 plus Poison 1 HP per round for 3 rounds, lasts for 3 days or until cured, cooldown 2 rounds.

Size: Large

About:

A large insect-like creature with a hard, dome-shaped shell that rattles faintly as it moves. Its tail ends in a cold stinger that leaves frost where it strikes.



Boreal Warlord

HP: 56

AC: 14

DR: 2

Save Roll: Quick -1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d10+2

Special Defense: Cold Immunity, Frosty Cold: 30 ft radius, save Dex Quick, fail save roll -2 to attack for 1 turn.

Special Attack: Ice Shards: 30 ft, save Dex Quick, fail save roll 3d4+3 piercing cold damage, cooldown 3 rounds.

Size: Large

About:

Born from blizzards and bloodshed, it doesn't just kill the front line - it shatters morale itself. The warlord understands combat instinctively, targeting leaders and spellcasters with chilling accuracy. Its mere presence drops the temperature enough to fog breath and slow reflexes, while jagged ice formations grow across its armor like battle scars earned in a thousand winter campaigns.



Boulder Petrifier

HP: 17

AC: 12

DR: 2

Save Roll: Quick +1, Tough +1, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6

Special Defense: Dark Sensory: 30 ft, perceives in darkness.

Special Attack: Stone Gaze: 30 ft, save Wis Mind, fail save roll 1d4+1 and petrification, cooldown 3 rounds, if successful Wis Mind save target is in a Weary state for 3 rounds. If failed save throw, target begins to harden, petrify and dies in 3 rounds.

Size: Small

About:

This squat, toad-like creature lurks in caverns and ruins, its bulging eyes glowing faintly in the dark. What seems like a harmless amphibian reveals its true horror when those eyes fix on prey - flesh stiffens, joints lock, and within moments the victim becomes just another statue in the petrifier's lair. The creature's throaty croak echoes through stone corridors as a final warning before its gaze finds new targets. Disturbingly, it seems drawn to areas already littered with petrified remains, as if decorating its territory.



Braarm

HP: 48

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d6+1, 1d6+1

Special Defense: Spider Climb: Clings to walls and ceilings.

Special Attack: Limb Lash: 30 ft, save Dex Quick, fail save roll 2d6+3 bludgeoning damage, cooldown 3 rounds.

Size: Large

About:

A two-tailed worm that sprouts stolen arms and skitters where light won't follow. The nightmarish predator dees natural order - a segmented, worm-like body bristling with humanoid arms grafted along its length like obscene decorations. The limbs aren't vestigial either; they grasp, pull, and pummel with disturbing coordination. It favors absolute darkness, retreating from torchlight.



Bramble Centipede

HP: 23

AC: 12

DR: 1

Save Roll: Quick +2, Tough -1, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6

Special Defense: Bristled Skin: Attackers take 1 piercing on a miss

Special Attack: Thorn Spray: 30 ft, save Dex Quick, fail save roll 1d4+1 piercing damage, cooldown 3 rounds.

Size: Small

About:

A skittering rope of thorns and chitin, each segment bristling with needle-sharp spines. The bramble centipede doesn't commit to close combat - it darts in, leaves barbs behind, then retreats to spray thorns from a distance. Grabbing it means punctured hands, and even missed swings draw blood. It's persistent rather than brave, wearing down targets with repeated strikes until something gives.



Bramble Hag

HP: 40

AC: 12

DR: 2

Save Roll: Quick -1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Bristled Hide: Thorny skin punishes careless strikes, when a close-quarters attacker misses her AC by a roll of 3 or less, they take 1 piercing damage as thorns catch their skin or armor.

Special Attack: Briar Mind: She points or whispers a word that lashes the target's mind with psychic thorns. 30 ft, save Wis Mind, fail save roll 1d8+2 psychic damage, cooldown 3 rounds. On a successful save, the target takes half damage.

Size: Medium

About:

A cruel forest witch wrapped in thorn and vine, her skin bark-gray and her hair full of briars. She lives where the woods grow thickest, luring wanderers off the path with a faint humming voice. When she attacks, the ground itself turns hostile - brambles lash at ankles, and her curse strikes like invisible thorns in the mind. Travelers who escape her woods often carry small cuts that never fully heal.



Brinebound Assassin

HP: 43

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Shapechanger

Special Attack: Water Strike: save Dex Quick, 1d8+2 bludgeoning damage, cooldown 3 rounds.

Size: Medium

About:

A silent killer formed of seawater and spite, able to wear the shape of those it drowns. Its skin shimmers with a thin film of brine, and its voice echoes like speech through water. When it strikes, its limbs lose shape - crashing and reforming as waves of ash that drag prey toward unseen depths. Few realize they're speaking to a Brinebound until the salt burns their eyes.

Bronze Dwarf Hookguard

HP: 28

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: Takes only 1/2 spell damage

Number of Attacks: 1

Attack: 1d8+2

Special Defense: Magic Resistance

Special Attack: Hook Drag: 10 ft, save Con Tough, fail save roll 1d6+2 piercing damage, cooldown 2 rounds.

Size: Medium

About:

A squat, copper-skinned dwarf with arms like cables and eyes dulled by the forge. Its weapon is a hooked pole meant for dragging prey back into reach, leaving trails of sparks when it strikes stone. Once it locks on, the Hookguard fights with grim patience, reeling its victims in until nothing moves but the chain.



Brown Ooze

HP: 15

AC: 13

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d4+1

Special Defense: Dim Shroud: Hard to notice in dim light.

Special Attack: Shadow Seep: 30 ft, save Wis Mind, fail save roll 1d4+1 psychic damage, cooldown 3 rounds.

Size: Small

About:

A thin, rippling smear of brown shadow that moves like oil across stone. It hides where light fades, blending into corners until it's almost forgotten. When it attacks, a cold pressure fills the air and the victim's thoughts blur, as if the walls and their own name are slipping away. Sleep tight, don't let the Brown Ooze bite.

Bugbear Assassin

HP: 37

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+1, 1d4+1

Special Defense: Assassin's Gambit: Strikes x 2 damage from surprise attack.

Special Attack: Throat Strike: Save Con Tough, fail save roll 1d8+2 piercing damage, cooldown 3 rounds.

Size: Medium

About:

A broad, furred killer that moves with surprising grace for its size. It waits in shadowed halls or high beams, using silence as a weapon long before steel is drawn. When the strike comes, it's fast and final - a flash of cord, a crunch of breath, then stillness. The Bugbear Assassin kills for sport, coin, or the satisfaction of hearing nothing afterward.

Bugbear Beast Shaman

HP: 44

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Change Shape: Wears the strength of beasts.

Special Attack: Primal Howl: 30 ft, save Wis Mind, fail save roll 1d8+2 thunder damage, cooldown 2 rounds.

Size: Medium

About:

A savage mystic draped in hide and bone, channeling the fury of beasts instead of words. Its body twists with each ritual, taking on claws, horns, or fur as the spirits demand. When it howls, the air shudders like thunder over a hunt, and nearby beasts stir as if answering a call older than language.



Bunyip

HP: 26

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8+2

Special Defense: Amphibious: Breathes air and water.

Special Attack: Crushing Bite: Save Con Tough, 1d6+2 bludgeoning damage, cooldown 2 rounds.

Size: Large

About:

A hulking predator of murky waters, shaped like a seal until its jaw splits too wide. It lurks just below the surface, drawn to splashing and noise, then bursts upward in a whirl of spray and teeth. The Bunyip drags its prey beneath and waits for the water to still before feeding.



Cairn Witch

HP: 20

AC: 12

DR: 1

Save Roll: Quick -1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: Takes only 1/2 spell damage

Number of Attacks: 1

Attack: 1d6

Special Defense: Grave Chill: Save Con Tough or suffer -1 to save rolls next turn.

Special Attack: Death Whisper: 30 ft, save Wis Mind, failed save roll 1d4+1 necrotic damage, cooldown 3 rounds.

Size: Large

About:

A spirit-witch born from burial mounds and bound to the chill earth. Her form drifts like grave smoke, bones half-shown through drifting soil, voice carried on the breath of the dead. The air grows cold where she lingers, and her whispers dig under the skin, freezing courage before the body.



Carrion Hunter

HP: 33

AC: 13

DR: 0

Save Roll: Quick -3, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8+2

Special Defense: Spider Climb: Climbs walls and ceilings.

Special Attack: Tongue Grab: 10 ft, save Con Tough, fail save roll 1d6+2 bludgeoning damage, cooldown 2 rounds.

Size: Large

About:

A pale, long-limbed scavenger that clings to stone like a spider. Its tongue lashes out like a wet rope, snaring the careless and hauling them up toward a yawning mouth ringed with bone. The Carrion Hunter feeds in silence, leaving only scraps and drag marks along the ceiling.



Caustic Fiend

HP: 22

AC: 12

DR: 0

Save Roll: Quick +1, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (5-7)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d3+1, 1d3+1

Special Defense: Dark Sensing: Perceives in darkness within 30 ft even without line of sight.

Special Attack: Toxin Spray: 30 ft, save Dex Quick, fail save roll 1d4+1 Poison for 1 day or until cured, cooldown 3 rounds.

Size: Small

About:

Small, misshapen demons with bloated bodies and twisted features, their forms are covered in warts and oozing sores. These weak but numerous ends serve as cannon fodder in demonic armies, their fetid cloud attacks spreading disease and corruption.



Cave Lurker

HP: 19

AC: 12

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6

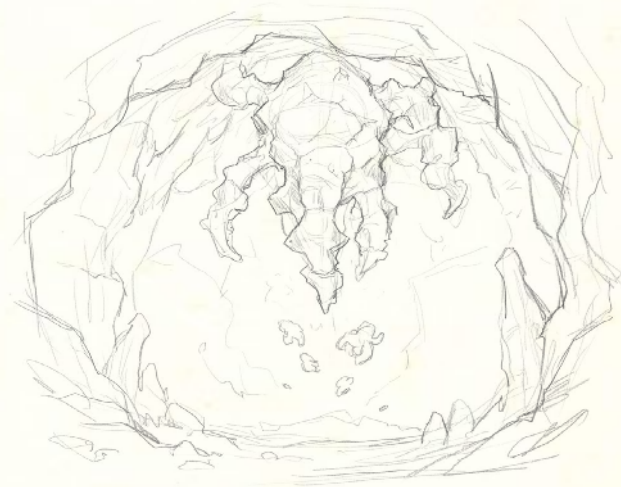
Special Defense: Echolocation: Senses, perceives by reected sound within 30 ft, silence or sound-dampening reduces eectiveness. False Appearance: deception, appears as inanimate terrain/object while motionless, save Wis Mind to notice it or on interaction.

Special Attack: Sound Pulse: 30 ft, save Wis Mind, fail save roll 1d4+1 thunder damage, cooldown 1 round.

Size: Medium

About:

Cephalopod-like creatures that lurk in foggy cave vents, their forms perfectly mimic stone formations and mineral deposits. These patient hunters emit sound-dampening pulses that muddle hearing and disorient prey before dropping down to crush and consume their victims.



Cave Stalker

HP: 53

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d8+2

Special Defense: Regeneration: Regains 4 HP each round. Keen Smell: Senses creatures sneaking within 30 ft must save: Wis Mind to avoid detection, strong masking scents negate.

Special Attack: Stone Claw: 10 ft, save Dex Quick, fail save roll 2d6+2 slashing damage, cooldown 2 rounds.

Size: Large

About:

A hulking predator that moves like stone given hunger. Its mottled hide blends with cave walls, and its breath smells of damp rock and old blood. The Cave Stalker hunts by scent, dragging prey into the dark and letting its wounds close faster than most can bleed.



Celestial Serpent

HP: 47

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Orderly Kind (Guardian)

Intelligence: High (13-14)

Magic Resistance: Unaffected by the magic effects of Sleep, Charm, Fear, Hold, Emotion, Possession, Illusion, Confusion, Domination, Mind-reading.

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Magic Weapon: Sword 1d8 is magical, causing DR -2.

Special Attack: Wing Buffet: Save Dex Quick, fail save roll 2d8+2 radiant, cooldown 2 rounds.

Size: Medium

About:

Benevolent serpentine beings with brilliantly colored wings and gentle manner, their celestial origins are evident in their radiant presence. These divine caretakers possess great intellect and insight, their magical abilities allowing them to protect and heal those in need.

Centaur

HP: 35

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Orderly Kind (Guardian)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+1, 1d4+1

Special Defense: Sure-footed, Woodland Stride:

Ignores nonmagical difficult terrain.

Special Attack: Hoof Stomp: 10 ft, save Dex Quick, fail save roll 1d6+2 bludgeoning damage, cooldown 2 rounds.

Size: Large

About:

Half horse and half warrior, centaurs guard their hunting grounds with fierce loyalty. They move through forest and eld as one with the land, striking fast and vanishing before their hooves stop echoing. Outsiders are given a single warning; any who ignore it meet a wall of muscle.



Centipede Crawler

HP: 56

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d10+2

Special Defense: Keen Smell: Senses creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate.

Special Attack: Crushing Coils: 10 ft, save Con Tough, 2d6+3 bludgeoning damage, cooldown 2 rounds.

Size: Large

About:

Horric combinations of monstrous centipede and a black dragon, with segmented multilegged bodies and dragon's head. These crawlers live underground and prioritize constricting targets so they can't escape before finishing them off. They hunt by vibration and scent, slipping through tunnels in near silence until they strike. Once coiled around their prey, they crush the breath out.



Chalk Prowler

HP: 18

AC: 13

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6

Special Defense: Grave Chill: Save Con Tough or suffer -1 to next attack.

Special Attack: Bone Chill: 30 ft, save Dex Quick, fail save roll 1d4+1 necrotic damage, cooldown 3 rounds.

Size: Medium

About:

A small, ghost-pale creature that moves in sudden, deliberate bursts, its claws leaving chalky streaks where it walks. The air around it carries a grave chill that seeps into bones and slows reaction. Chalk Prowlers favor crypts and ruined halls, stalking from the edge of vision and striking when warmth or motion betrays life.



Chalk Shrieker

HP: 21

AC: 13

DR: 0

Save Roll: Quick +2, Tough -1, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (5-7)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+1, 1d4+1

Special Defense: Grave Chill: Save Con Tough or suffer -1 to next attack. Ambusher: If motionless in cover for 1 minute, counts as unseen until it moves or attacks.

Special Attack: Death Wail: 30 ft, save Wis Mind, fail save roll 1d4+2 necrotic damage, cooldown 3 rounds.

Size: Small

About:

A chalk-skinned ambusher that hides among bones and rubble until the air stills. When disturbed, it unleashes a piercing wail that chills the marrow and echoes through tombs like laughter. The Shrieker darts between attacks with sharp, nervous energy, striking twice before vanishing back into shadow and silence.



Char Mauler

HP: 32

AC: 14

DR: 2

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Smoldering Form: Adjacent creatures within 10 feet that start their turn take 1 re unless they move away.

Special Attack: Ember Strike: 30 ft, save Dex Quick, fail save roll 1d8+2 fire, cooldown 3 rounds.

Size: Medium

About:

A blackened brute wreathed in slow-burning heat, leaving trails of ash where it walks. The Char Mauler stalks its prey from cover, hurling bursts of ember and smoke to drive them into panic before closing in. Its body radiates a dull glow beneath cracked skin, and the air around it tastes of iron and soot.



Cinder Banshee

HP: 58

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d4+3

Special Defense: Smoldering Form: Adjacent creatures that start their turn take 1 re unless they move away.

Special Attack: Wailing Flames: 30 ft, save Wis Mind, fail save roll 3d4+3 re damage, cooldown 3 rounds.

Size: Medium

About:

A spirit of smoke and sorrow, born from those who burned but never fell silent. It moves like drifting ash, its voice rising in a trembling wail that sets the air itself alight. The Cinder Banshee weakens resolve before it burns ash, haunting the edges of battle and feeding on the fear that follows flame.



Cinderborn Phoenix

HP: 69

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Orderly Kind (Guardian)

Intelligence: Exceptional (15-16)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fire Immunity: Endurance, immune to fire damage.

Special Attack: Phoenix Flame: 30 ft, save: Dex Quick, fail save roll 3d4+3 fire, cooldown 3 rounds.

Size: Huge

About:

Magnificent birds of golden fire, their very presence radiates warmth and hope. The Cinderborn Phoenix appears where despair takes root, its ames burning away corruption and breathing life into what was lost. When slain, it collapses into a swirl of embers that reform in silence hours later, reborn and unscarred. Those who witness its flight feel courage rise unbidden, as if the world itself were breathing again.



Claw Swarm

HP: 38

AC: 12

DR: 0

Save Roll: Quick +1, Tough +2, Mind -1

Alignment: Impartial Vile (Schemer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 3

Attack: 1d4 x number of hands, DN discretion.

Special Defense: Swarm

Special Attack: Grasping Claws: 30 ft, save Dex Quick, 1d8+2 slashing damage, cooldown 3 rounds.

Size: Small

About:

A writhing mass of severed hands skittering across the ground like grotesque spiders, their bony ngers clicking and scraping against stone. These undead abominations move with unsettling coordination, surging toward their prey in waves of grasping digits. When they catch someone, it's not just one or two hands - it's many of them, pulling and clawing from every direction. The sound alone is enough to unnerve most adventurers: that dry, rattling chorus of dead esh dragging itself forward with singular purpose.



Cloud Tyrant

HP: 62

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Exceptional (15-16)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d4+3

Special Defense: Aura of Judgement. Keen Smell: Senses creatures sneaking within 60 ft must save Wis Mind to avoid detection, strong masking scents negate. Indomitable: Mental edge on resisting fear/compulsion, small bonus of +1.

Special Attack: Storm Strike: 10 ft, save Dex Quick, fail save roll 2d8+3 lightning damage, cooldown 3 rounds.

Size: Huge

About:

Massive sky colossi corrupted by dark forces, their bodies wreathed in storm clouds and their eyes glowing with malevolent intelligence. These tyrants command legions of lesser giants and can manipulate weather to devastating effect.



Commoners

HP: 1 – 10

AC: 7 – 11

DR: -1 (else armor)

Save Roll: Quick +0, Tough +0, Mind +0

Alignment: Varies

Intelligence: Average (8 – 10)

Magic Resistance: –

Number of Attacks: 1

Attack: Weapon type (club 1d4, knife 1d3, pitchfork 1d6, etc.)

Special Defense: -

Special Attack: -

Size: Medium

About:

These are all common humanoids of all races that have everyday lives, from sailors to bartenders, from farmers to soldiers. They tend fields, build homes, and fill taverns with life. While rarely trained for war, their resolve and numbers can turn the tide of a village's defense. In peace they are the hands that sustain civilization; in strife they are its first to bleed.

Corpse Bloom

HP: 45

AC: 12

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: False Appearance: Deception, appears as inanimate terrain/object while motionless, save Wis Mind to notice. Poison Immunity: Immune to poison effects.

Special Attack: Spore Burst: 30 ft, save Con Tough, fail save roll 2d8+3 poison, cooldown 3 rounds.

Size: Large

About:

A grotesque fusion of plant and carrion, the corpse bloom sprouts from battlefields and mass graves where death has soaked deep into the soil. Its petals are mottled with bruise-like purples and gangrenous yellows, while thick vines coil around half-dissolved bones and rotting flesh. The thing reeks of sweet decay, a cloying perfume that masks the stench of its latest meal. When threatened, the bloom swells and pulses, building pressure until it releases a cloud of toxic spores that cling to skin and burrow into lungs. Even in death, it's dangerous - the final rupture of its bulbous core can turn a victory into a slow, choking demise for anyone standing too close.



Corrosive Ooze

HP: 48

AC: 12

DR: 0

Save Roll: Quick -2, Tough +2, Mind -3

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d8+3

Special Defense: Amorphous. Acid Immune: No damage from acid attacks.

Special Attack: Acid Dissolve: 30 ft, save Dex Quick, fail save roll 3d4+3 acid, cooldown 3 rounds.

Size: Medium

About:

A bubbling, translucent mass that hisses and steams as it slides forward, leaving pitted stone and warped metal in its wake. The ooze shifts between sickly yellows and murky greens, its surface roiling with caustic vapors that sting the eyes and throat. Anything it touches begins to dissolve - leather blackens and curls, iron rusts in seconds, and flesh blisters on contact. The creature seems drawn to metal, perhaps by some primitive chemical hunger.

Corrupted Seraph

HP: 54

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d8+2

Special Defense: Draining Gaze. Reckless: Frenzy, prioritizes offense this round with +2 to attack, yet easier to hit until its next turn with -2 to AC. Teleport: Can move to any space 40 feet that is not occupied.

Special Attack: Fallen Strike: 10 ft, save Dex Quick, fail save roll 2d6+3 necrotic damage, cooldown 2 rounds.

Size: Large

About:

Corrupted celestial beings whose divine nature has been twisted by dark magic, resembling large muscular ogres with crystalline growths and radiant scars. These seraph remnants are foul-tempered and unpredictable, torn between their original divine purpose and their current corrupted state.



Crag Centipede

HP: 23

AC: 12

DR: 0

Save Roll: Quick +1, Tough +2, Mind -1

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d3+1, 1d3+1

Special Defense: Stonebound: resist being moved.

Special Attack: Stone Bite: 30 ft, save Dex Quick, fail save roll 1d4+1 piercing damage, cooldown 3 rounds.

Size: Small

About:

The crag centipede moves with unsettling precision, its body sliding through cracks barely wide enough for a blade. It hunts by feeling vibrations through stone, waiting for someone to walk nearby, then strikes from odd angles - under a shield, between pieces of armor, anywhere there's an opening. Its jaws are packed with bits of quartz and granite that grind into whatever it bites.



Creepier Prowler

HP: 37

AC: 14

DR: 1

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d4+1, 1d4+1

Special Defense: Bristled Hide: On a missed close-quarters strike, attacker takes 1 piercing. Thick Hide Reduced damage DR.

Special Attack: Thorn Lash: 30 ft, save Dex Quick, fail save roll 1d8+2 piercing damage, cooldown 3 rounds.

Size: Medium

About:

A low-slung predator covered in coarse, needle-sharp bristles that jut from thick hide like a forest of barbs. The creeper prowler moves with surprising stealth for something so heavily armored, its bulk deceptive until it charges. Getting close is a mistake - even a glancing blow leaves quills embedded in exposed skin, and a direct hit from its shoulder can knock a fighter flat. Long, whip-like thorns trail from its flanks, lashing out at anything that tries to flank or flee. After an encounter, adventurers spend hours pulling splinters from gear, each one a reminder of how much worse it could have been.



Crypt Hollow Warden

HP: 41

AC: 12

DR: 1

Save Roll: Quick -1, Tough +2, Mind -1

Alignment: Orderly Impartial (Arbiter)

Intelligence: Below Average (5-7)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Static Hum: within 20 ft creatures have -2 to concentration and mind saves.

Special Attack: Hollow Echo: 30 ft, save Wis Mind, fail save roll 1d8+2 psychic damage, cooldown 3 rounds.

Size: Large

About:

A hulking gure of cracked stone and empty sockets, its chest cavity a dark void that hums with low, droning vibrations. The crypt hollow warden stands motionless until disturbed, then moves with slow inevitability. Getting near it brings a pressure to the skull - thoughts scatter, words stick in the throat, and concentration frays at the edges. When it speaks, the sound comes from everywhere and nowhere, a hollow echo that bypasses ears and lands directly in the mind. Steel loses its edge in its presence, and even seasoned warriors nd their resolve tested by whispers they can't quite hear but definitely feel.



Crypt Leaper

HP: 22

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Smoldering Form: adjacent creatures within 10 feet that start their turn takes 1 fire damage.

Special Attack: Flame Leap: 30 ft, save Dex Quick, fail save roll 1d4+2 re damage, cooldown 3 rounds.

Size: Medium

About:

A hunched gure wreathed in smoke and embers, its cracked skin glowing like dying coals. The crypt leaper uses terrain to its advantage, darting between cover and launching itself across open ground in bursts of ame. Standing next to it means breathing hot ash and feeling skin blister from radiant heat. It picks a target and harasses them relentlessly, leaping away before anyone can retaliate, leaving trails of soot and scattered sparks.



Crystal Beetle

HP: 23

AC: 14

DR: 2

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Impartial Impartial (Wanderer)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

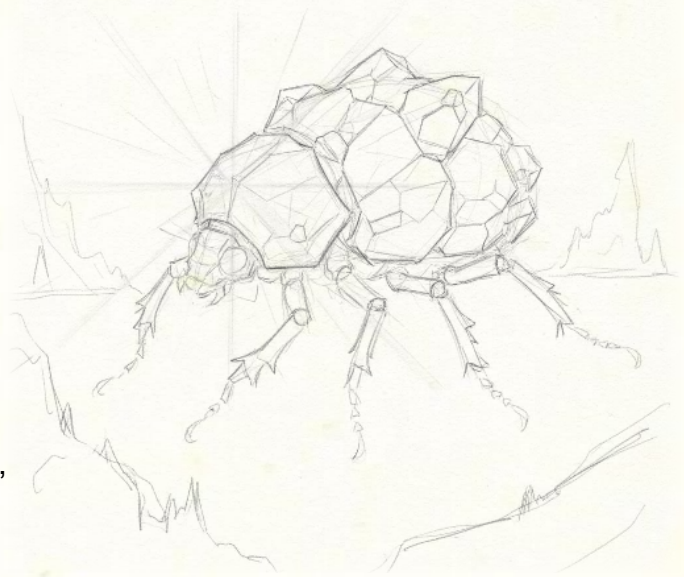
Special Defense: Crystal Armor: Defense, crystalline plates reduce harm from mundane (regular/ordinary) weapons. Light Reflection.

Special Attack: Prism Flash: 30 ft, save Wis Mind, fail save roll 1d4+1 radiant damage, cooldown 3 rounds.

Size: Small

About:

Large insects with carapaces that seem to be formed of living crystal, their bodies refract into blinding shards that can blind and confuse enemies. These crystalline creatures are highly resistant to conventional weapons, their crystal bodies capable of withstanding most attacks.



Crystalborn Beast

HP: 58

AC: 14

DR: 2

Save Roll: Quick +1, Tough +2, Mind -1

Alignment: Impartial Impartial (Wanderer)

Intelligence: Low (2-4)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 1

Attack: 2d8+2

Special Defense: Crystal Armor: Crystalline plates reduce harm from magic weapons - any magic weapon less than +2 to damage, no bonus damage magical damage taken. Light Refraction.

Special Attack: Crystal Shard: 30 ft, save Dex Quick, fail save roll 3d4+3 slashing damage, cooldown 3 rounds.

Size: Large

About:

Massive creatures formed entirely of living crystal that refract into blinding shards, their faceted surfaces creating blinding auras that can confuse and disorient enemies. These beasts can shatter their own crystal bodies to create deadly storms of shrapnel.



Dark Harvester

HP: 58

AC: 12

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Shadow Form: Body of living shadow, partially incorporeal in dim/dark. Mythic Resilience: Convert a failed save to success 1 time per day.

Special Attack: Shadow Drain: 60 ft, save Dex Quick, fail save roll 3d4+3 necrotic damage, cooldown 3 rounds.

Size: Huge

About:

Twelve-foot tall creatures composed of living darkness with multiple writhing Dark tendrils instead of limbs. These harvesters feed on light and warmth, draining the very essence from their surroundings.



Darkling Scout

HP: 25

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind +1

Alignment: Wild Impartial (Seeker)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Shadow Burst: Bright light, attack and perception save Dex Quick, fail save roll impaired, at start of turn -2 to hit for 2 rounds. Shadow Step. Shadow Stealth: In dim/darkness gains superior concealment while moving slowly with only a 10% chance of being detected if actively searched for within 30 feet, but bright lights will negate.

Special Attack: Shadow Dart: 30 ft, save Dex Quick, fail save roll 1d6+1 necrotic damage, cooldown 3 rounds.

Size: Small

About:

A slight, shadowy gure that seems to blur at the edges, more suggestion than solid form in dim light. The darkling scout moves like smoke through darkness, slipping between shadows with unnatural ease. Torchlight makes it inch and stumble, revealing glimpses of pale skin and too-large eyes before it darts away. Some work as informants for thieves and smugglers, their fey nature carefully hidden beneath hoods and cloaks. In a fight, they don't stand and trade blows - they vanish into shadow, reappear behind you, and send bolts of cold darkness before melting away again.



Dark Lurker Bogeyman

HP: 55

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Feed on Fear: psychic, grows stronger when enemies are frightened. Shadow Stealth: In dim/darkness gains superior concealment while moving slowly with 20% chance of being discovered if actively looking for within 30 feet, bright light negates. Resonant Connection: Can sense the general direction of a marked target at long distances of 100 feet, barriers may disrupt.

Special Attack: Terror Whisper: 30 ft, save Dex Quick, fail save roll 3d4+3 psychic damage, cooldown 3 rounds.

Size: Large

About:

A towering silhouette that exists somewhere between nightmare and esh, its form constantly shifting in the periphery of vision. The dark lurker bogeyman doesn't just hunt - it savors fear, growing more solid and powerful as terror takes hold. It marks targets across distances, tracking them through walls and closed doors by the psychic resonance of their dread. Torchlight keeps it at bay but doesn't banish it entirely; the thing simply waits in deeper shadows, whispering thoughts that aren't quite heard but definitely felt. Lesser dark creatures follow in its wake, emboldened by their leader's presence. When it strikes, the attack is as much mental as physical - a psychic violation that leaves victims questioning what's real.

Death Orb

HP: 47

AC: 12

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: +3 save against all spells, immune to necrotic damage

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Magic Resistance. Ethereal Sight. Incorporeal Movement.

Special Attack: Soul Drain: 60 ft, save Dex Quick, fail save roll 2d8+2 necrotic damage, cooldown 3 rounds.

Size: Small

About:

Spectral undead globes that continue their paranoid existence beyond death, their magic resistance and deadly necrotic beam (Soul drain) make them incredibly dangerous. These death orbs haunt their old territories, they're mad - they intend others to be too.

Deepcoil Horror

HP: 63

AC: 14

DR: 3

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: Super-Super-Genius (18)

Magic Resistance: +2 save vs spells, immune to charm, illusions, fear, mental control effects

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Burrowing: Burrows through loose earth at normal speed, leaves a narrow tunnel.

Special Attack: Earth Tremor: 60 ft, save Dex Quick, fail save roll 3d4+3 bludgeoning damage and -2 to hit next round, cooldown 4 rounds.

Size: Huge

About:

Ancient dragon-like creatures that burrow deep beneath the earth, their massive forms are covered in thick scales and their eyes burn with malevolent intelligence. These mythic horrors are among the oldest creatures in existence, their incredible strength and magical abilities making them nearly unstoppable forces of destruction.



Desert Ambusher

HP: 38

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Orderly Vile (Tyrant)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Ambusher: If motionless in cover for 1 minute, counts as unseen until it moves or attacks, searching within 10 ft save Wis Mind to notice.

Special Attack: Sand Burst: 10 ft, save Dex Quick, 2d4+2 bludgeoning damage, cooldown 2 rounds.

Size: Medium

About:

A compact predator built low to the ground, its scaled hide the color of sun-bleached bone and desert stone. Faint blue energy crackles along its spine and jaw, remnant draconic power compressed into a frame no bigger than a large dog. The desert ambusher buries itself in sand with only its eyes exposed, patient as stone until something edible wanders close. Then it erupts in a spray of grit and lightning, jaws snapping with surprising force. They hunt in groups, spacing themselves along game trails so prey that dodges one walks straight into another. The crackling sound of their electricity is often the only warning before sand explodes upward.



Desert Scorpion

HP: 23

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Heat Resistance. Burrowing: burrows through loose earth at normal speed.

Special Attack: Sting Strike: 10 ft, save: Dex Quick, 1d8+1 poison, cooldown 2 rounds.

Size: Medium

About:

Hardy arachnids perfectly adapted to scorching environments, their pale exoskeletons react heat while their bodies conserve precious moisture. These desert dwellers can burrow beneath sand dunes and emerge without warning, their movements creating small dust clouds that obscure vision.



Desireman

HP: 52

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: +1 bonus vs spells, unaffected by the magic effects of Sleep, Charm, Fear, Hold, Emotion, Possession, Illusion, Confusion, Domination, Mind-reading

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Aura of Desire. Magic Resistance.

Special Attack: Whisper Flame: 30 ft, save Dex Quick, fail save roll 2d8+2 psychic damage, cooldown 3 rounds.

Size: Medium

About:

A figure of unsettling perfection, every feature carefully calibrated to provoke want rather than revulsion. The Desireman's beauty is a weapon - too symmetrical, too inviting, with eyes that promise exactly what each observer craves most. Its presence warps the air with invisible pressure, making refusal feel like denying something essential. It doesn't fight unless cornered, preferring to whisper half-truths and feed fantasies until victims compromise themselves. When it does strike, flames bloom in the mind rather than the air - psychic fire that burns through thoughts of resistance. Mind magic slides off its form like water off glass.



Devourer Hound

HP: 58

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Shapechange. Keen Smell: creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate.

Special Attack: Soul Howl: 10 ft, save Dex Quick, 3d4+3 psychic damage, cooldown 2 rounds.

Size: Medium

About:

Mature shapechanging fiends that have consumed many souls to increase their power, their enhanced size and supernatural abilities make them formidable commanders. These devourer hounds lead fiendish armies and form alliances with other dangerous creatures.



Dire Bunyip

HP: 67

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Amphibious.

Special Attack: Tail slam: 10 ft, save Dex Quick, fail save roll 3d4+3 bludgeoning damage, cooldown 2 rounds.

Size: Huge

About:

An aquatic predator the size of a small boat, its sleek body rippling with muscle beneath thick, mottled hide. The dire bunyip lurks in deep rivers and coastal waters, surfacing only when it catches the scent of blood or disturbed prey. Once it locks onto a target, retreat isn't in its nature - the smell drives it into relentless pursuit. Ships aren't obstacles but challenges; the creature slams into hulls with bone-jarring force, splintering wood and capsizing smaller vessels to reach whatever's inside. Its powerful tail can sweep entire decks clear with a single blow. Other bunyips give it wide berth, recognizing an apex threat they can't match.



Dire Hunter

HP: 39

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Impartial Impartial (Wanderer)

Intelligence: Below Average (5-7)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Pack Coordination. Keen Senses: Heightened perception, creatures sneaking within 30 ft must save Wis Mind to avoid detection.

Special Attack: Pack Pounce: 10 ft, save Dex Quick, fail save roll 2d4+2 bludgeoning damage, cooldown 2 rounds.

Size: Large

About:

Enormous canines with shaggy fur and powerful jaws, their size and pack mentality make them deadly hunters. These massive predators coordinate their attacks to bring down prey much larger than themselves, their trip attacks capable of knocking down even the sturdiest opponents.



Discord Sower

HP: 49

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Exceptional (15-16)

Magic Resistance: +2 vs spells

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Devil Sight.

Special Attack: Chaos Spark: 60 ft, save Dex Quick, fail save roll 2d8+2 psychic damage 35% chance you'll distrust your own party immediately plus 1d4 days, cooldown 3 rounds.

Size: Medium

About:

Devils that sow discord and chaos among mortals, their insidious aura can turn allies against each other (see Chaos Spark). They prefer to stay behind the front lines, using their manipulation abilities to break enemy ranks from within.



Divine Sentinel

HP: 56

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Orderly Kind (Guardian)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Radiant Authority. Teleport: Move in any direction of unoccupied space up to 40 feet away.

Special Attack: Holy Ray: 10 ft, save Dex Quick, fail save roll 3d4+3 radiant damage, cooldown 2 rounds.

Size: Medium

About:

A celestial enforcer draped in owing robes, its skin luminous like polished marble touched by dawn. The divine sentinel moves with uid precision, greatsword held ready - the blade humming with contained radiance that leaves afterimages in the air. No armor weighs it down; divine authority itself turns aside blows meant for lesser beings. When it strikes, the sword cuts through darkness and doubt as easily as esh, and those caught in its holy ray feel judgment made manifest. It doesn't speak threats or oer mercy - it simply acts, carrying out cosmic law with the certainty of stars following their courses.



Dragonroot Tree

HP: 65

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: False Appearance: Appears as inanimate terrain/object while motionless, save Wis Mind to notice it. Fire Immune.

Special Attack: Branch Lash: 20 ft, save Dex Quick, fail save roll 2d8+2 re damage, cooldown 3 rounds.

Size: Huge

About:

A towering giant with bark that shifts between wood grain and something reptilian, each ridge catching light like dragon scales. Thick branches twist overhead, their tips sharpened into wicked thorns that glow faintly with inner heat. The dragonroot doesn't move unless threatened, standing motionless for years as moss and vines try - and fail - to take hold on its surface. When provoked, branches whip forward with startling speed, trailing embers and leaving scorch marks across stone and earth. The air around it shimmers with residual heat, and anything foolish enough to strike its trunk finds their weapon smoking, the bark too hot to touch for long.



Dreadful Spirit

HP: 48

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 4

Attack: 1d4, 1d4, 1d4, 1d4

Special Defense: Incorporeal. Horrifying

Visage: initial encounter at 40 ft or less, save Wis Mind, if fail save roll, fear and panic sets in, lose next turn.

Special Attack: Terror Gaze: 30 ft, save Dex Quick, fail save roll 2d8+2 psychic damage, but if under fear and panic (Horrifying Visage) and succeed save roll, take 1/2 damage, cooldown 3 rounds.

Size: Medium

About:

Powerful ethereal beings whose forms radiate supernatural terror, their presence alone can drive mortals to madness. These dreadful spirits are masters of possession, using their horrifying visage to weaken victims before taking control of their bodies.



Dread Ghoul

HP: 53

AC: 14

DR: 2

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: -

Special Attack: Paralyzing Claw, 10 ft, save Dex Quick, fail save roll 3d4+3 necrotic damage, 38% chance of paralysis for 1d8 rounds, cooldown 2 rounds.

Size: Medium

About:

Powerful undead with thick natural armor and enhanced strength, their forms are the result of generations of selective feeding. Their claws capable of paralyzing even the strongest opponents.



Dryad

HP: 22

AC: 11

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Impartial Impartial (Wanderer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Nature Bond: Once per day, when the Dryad would take damage, they can transfer up to half that damage to nearby plant life within 30 feet, wilting owers and browning leaves as the forest absorbs the blow.

Special Attack: Thorn Spray: 30 ft, save Dex Quick, fail save roll 1d4+1 piercing damage, cooldown 3 rounds.

Size: Medium

About:

Beautiful fey creatures whose forms seem to be part tree and part humanoid, their connection to nature grants them supernatural abilities. These guardians of the forest can move through trees as if they were doors and use their natural charm to protect their woodland homes.



Dungeons Scorpion

HP: 34

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Wall Climbing.

Special Attack: Ceiling Drop: Save Dex Quick, fail save roll 2d4+2 bludgeoning damage, cooldown 2 rounds.

Size: Medium

About:

Pale arthropods whose eyes have adapted to complete darkness, their heightened senses allow them to navigate underground environments with perfect precision. These subterranean hunters have developed enhanced climbing abilities and can cling to cave ceilings for hours before dropping onto prey.



Dusk Banshee

HP: 20

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Specter Step: It fades between shadows, reappearing anywhere within 30 ft. It can't attack on the turn it reappears, cooldown 2 rounds.

Special Attack: Wail Echo: 30 ft, save Dex Quick, fail save roll 1d4+1 sonic damage, cooldown 3 rounds.

Size: Small

About:

Faintly translucent and veiled in dim mist, the Dusk Banshee drifts through twilight ruins where the veil between worlds is thin. Its wail doesn't just pierce the ear - it vibrates through bone, shaking life loose from the living. Hunters claim it flickers between sight and shadow, never fully here or gone, leaving behind only the echo of its lament.



Dusk Devourer

HP: 22

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Shadow Bite: 30 ft, save Dex Quick, fail save roll 1d4+1 necrotic, cooldown 3 rounds.

Size: Medium

About:

A thin, wiry predator cloaked in umbral haze, the Dusk Devourer feeds on warmth and motion. It darts between strikes, jaws dripping with necrotic venom that robs strength rather than blood. Its movements are jerky yet precise, like a puppet animated by hunger and malice. Wherever it lingers, the air feels colder and sound seems to fade.



Ebon Beetle

HP: 19

AC: 14

DR: 0

Save Roll: Quick +2, Tough -1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Exceptional (15-16)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Mirror Hide: Reactions crawl across its form like living light. Those within 60 ft save Wis Mind or lose track of it for 1 round.

Special Attack: Carapace Ram: 30 ft, save Dex Quick, fail save roll 1d4+1 bludgeoning, cooldown 3 rounds.

Size: Tiny

About:

These armored insects thrive in caverns and ruins steeped in darkness. Their shells gleam like oiled obsidian, and when they charge, the impact sounds like stone cracking under pressure. Ebon Beetles rarely fight head-on - they stalk the edges of light, ramming from the dark until their prey collapses from shock or fear. Even torchlight struggles to reflect off their carapaces.



Eclipse Shade

HP: 31

AC: 14

DR: 1

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round. Thick Hide: Reduce damage by +1 against nonmagical weapons. Steadfast Stance: Advantage on checks to resist shove or knockdown.

Special Attack: Shadow Slam: 30 ft, save Dex Quick, fail save roll 2d4+2 necrotic, cooldown 3 rounds.

Size: Medium

About:

Born from light suffocated by its own shadow, the Eclipse Shade moves with crushing intent. Its outline distorts like heat shimmer, and its blows land with the weight of collapsing walls. It advances without haste or hesitation, each strike draining warmth and color from the world around it. Those who survive recall the eerie silence - even their screams seemed swallowed whole.

Elder Aranea

HP: 41

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +1

Alignment: Impartial Impartial (Wanderer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Shapechanger, Spider Climb: Movement, adheres to walls and ceilings, climbs at normal speed, grease-like effects negate. Web Sense: Senses, while touching connected webs, perceives vibrations and the position of creatures along them within 60 ft.

Special Attack: Web Snare: Save Dex Quick, fail save roll 2d4+2 bludgeoning, cooldown 2 rounds.

Size: Medium

About:

Large spider-like creatures able to shift into human shape, hiding their true nature beneath clever illusions. Elder Araneas lead smaller kin with calm intelligence, using webs as both lairs and traps. Their magic creates glowing orbs and false visions to lure prey or confuse intruders before striking.

Elder Lure Fiend

HP: 60

AC: 14

DR: 0

Save Roll: Quick -1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Enticing Presence, Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated.

Special Attack: Desire Whisper: 30 ft, save Dex Quick, fail save roll 3d4+3 psychic, cooldown 3 rounds.

Size: Large

About:

Predators that feed on fear and obsession. They whisper into minds, drawing victims closer until their illusions become reality. Their presence twists what a person sees and hears, turning love, guilt, or desire into a weapon that pulls the weak-willed to their doom.



Elemental

HP: 53

AC: 14

DR: 2

Save Roll: Quick +2, Tough +2, Mind +1

Alignment: Impartial Impartial (Wanderer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Elemental Nature, Damage Immunity.

Special Attack: Element Surge: 30 ft, save Dex Quick, fail save roll 3d4+3 elemental, cooldown 3 rounds.

Size: Large

About:

Living forms of raw nature given shape - fire, water, air, or earth bound together by energy. Elementals cannot be harmed by their own element and reshape their surroundings without thought. They strike with the same force that birthed them: heat, pressure, flood, or wind.

Type: Fire, Water, Air, or Earth (chosen by DN)



Ember Beetle

HP: 18

AC: 13

DR: 1

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Fire Resistance, Heat Aura.

Special Attack: Spark Spray: 30 ft, save Dex Quick, fail save roll 1d4+1 fire, cooldown 3 rounds.

Size: Small

About:

Small, glowing beetles that crawl through burned forests and ash elds. Their shells shine like live coals, and the air around them ripples with heat. When threatened, they spray sparks that can set dry brush alight, leaving trails of smoke and scorched ground behind.

Emberborn Beast

HP: 62

AC: 14

DR: 2

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Impartial Impartial (Wanderer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fire Immunity: Endurance, immune to fire damage. Heat Resistance.

Special Attack: Flame Mane: 30 ft, save Dex Quick, fail save roll 3d4+3 fire, cooldown 3 rounds.

Size: Large

About:

Fire-dwelling beasts covered in burning fur, their presence makes the air shimmer with heat. Their roars sound like rolling aces, and when they charge, the ground scorches beneath them. They live in lava plains and burned-out forests, feeding on anything that can still move through the heat.



Ember Glider

HP: 29

AC: 14

DR: 1

Save Roll: Quick +2, Tough +2, Mind +1

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Fire Immunity: Endurance, immune to re damage. Glide: Movement, descends slowly and can cover distance without falling damage, needs some height.

Special Attack: Heat Wave: 30 ft, save Dex Quick, fail save roll 2d4+2 fire, cooldown 3 rounds.

Size: Medium

About:

Slender creatures with bright, glowing scales that drift on waves of hot air. They move slowly but gracefully, gliding above aces as if weightless. Their passing leaves trails of ash and sparks, and a single brush of their heated bodies can ignite dry ground in seconds.

Empyrean

HP: 64

AC: 14

DR: 2

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Wild Kind (Liberator)

Intelligence: High (13-14)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Divine Nature.

Special Attack: Divine Spark: 30 ft, save Dex Quick, fail save roll 3d4+3 radiant, cooldown 3 rounds.

Size: Huge

About:

Towering beings of divine light whose presence fills mortals with awe and fear. Their strength and skill come from pure celestial power, and their weapons shine with a light that burns away corruption. When they strike, the air hums with holy energy, and darkness itself seems to recoil.



Engulfing Ooze

HP: 50

AC: 6

DR: 1

Save Roll: Quick -3, Tough +2, Mind -3

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Amorphous, Engulf.

Special Attack: Acid Splash: 30 ft, save Dex Quick, fail save roll 2d8+2 acid, cooldown 3 rounds.

Size: Large

About:

Large, jelly-like creatures that creep through caves and ruins, able to swallow prey whole. Their transparent bodies hide the bones of those already digested, and their touch burns like acid. They move slowly but never stop, spreading across floors and walls until nothing living remains.



Entropic Stalker

HP: 50

AC: 14

DR: 2

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Phase Step: Teleportation, 30 ft, quick action, cooldown 1 round. Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated.

Special Attack: Void Touch: Save Dex Quick, fail save roll 3d4+3 necrotic, cooldown 2 rounds.

Size: Large

About:

Twelve-foot tall shadowy fiends that seem to flicker between dimensions, their forms constantly shifting between solid and ethereal. These stalkers embody hunger and consumption, feeding on the life force of their victims through devastating Entropic strikes. They move with predatory grace, flickering in and out of sight as they close in on prey.



Evenfall Leaper

HP: 38

AC: 14

DR: 2

Save Roll: Quick +2, Tough +2, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Shadow Leap: 30 ft, save Dex Quick, fail save roll 2d8+2 shadow, cooldown 3 rounds.

Size: Large

About:

Lean, long-limbed predators that strike from the edge of shadow, vanishing between attacks. Their movements blur in dim light, and their claws leave deep, cold wounds that seem to drain the warmth from esh. They are ambush predators that prefer to stalk rather than chase.

Eyeless Stalker

HP: 32

AC: 14

DR: 1

Save Roll: Quick +2, Tough +2, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Keen Hearing, Blindsight, Paralysis.

Special Attack: Silent Strike: Save Dex Quick, fail save roll 2d4+2 necrotic, cooldown 2 rounds.

Size: Medium

About:

Blind undead with smooth skin where eyes should be, their forms are adapted for hunting in complete darkness. These stalkers rely on their enhanced hearing and smell to track prey, their claws capable of paralyzing victims in the depths of cave systems. They move with eerie precision, guided by sound and scent rather than sight.

Facet Guardian

HP: 50

AC: 14

DR: 1

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Orderly Impartial (Arbiter)

Intelligence: High (13-14)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Crystal Armor: Defense, crystalline plates reduce harm from mundane weapons. Light Refraction.

Special Attack: Prism Flash: 30 ft, save Dex Quick, fail save roll 3d4+3 radiant, cooldown 3 rounds.

Size: Large

About:

Crystalline sentinels shaped like armored statues, their bodies refract light into blinding ashes. Each step grinds like breaking glass, and their strikes scatter shards that cut everything nearby. Built to protect sacred halls, they stand motionless for centuries until provoked. When still, they resemble inert crystal formations, only stirring when intruders draw near.

Fell Hunter

HP: 48

AC: 13

DR: 1

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Regeneration: Healing, regains HP each round, suppressed by specific damage types noted in the stat block. Nightvision: Senses, sees normally in darkness within 60 ft, bright light is normal.

Special Attack: Savage Pounce: Save Dex Quick, fail save roll 2d8+2 slashing, cooldown 2 rounds.

Size: Large

About:

Savage trolls that roam wild lands in search of prey. Their skin is thick with old scars, and their glowing eyes mark them as creatures of endless hunger. They hunt in packs and can track a victim for days, their wounds closing as fast as they're made...letting them chase prey for hours without slowing.



Fen Bile Cultist

HP: 21

AC: 13

DR: 1

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round.

Ambusher: If motionless in cover for 1 minute, counts as unseen until it moves or attacks.

Special Attack: Bile Spit: Save Dex Quick, fail save roll 1d4+1 acid, cooldown 2 rounds.

Size: Medium

About:

Mutated predators that lurk in sewers and swamps, coated in acidic sludge. They move quietly through tight spaces, biting and spitting bile that melts metal and flesh alike. Their breath stinks of rot, and even their touch leaves burning sores.

Fen Mire Howler

HP: 17

AC: 12

DR: 1

Save Roll: Quick +2, Tough -1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round. Steadfast Stance: Advantage on checks to resist shove or knockdown.

Special Attack: Decay Howl: Save Dex Quick, fail save roll 1d4+1 necrotic, cooldown 2 rounds.

Size: Small

About:

Swamp scavengers with slick, hardened hides that use sound to disorient prey. Their long limbs and slick hides let them move through mud with ease, while their screams shake the air and nerves of any who hear them. Even their smell carries decay and sickness.

Feral Mist Weaver

HP: 40

AC: 13

DR: 1

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Wild Impartial (Seeker)

Intelligence: High (13-14)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Mist Form, Incorporeal, Invisibility: Illusion, self, save Wis Mind to disbelieve on interaction, invisible up to 1 minute or until it attacks, cooldown 3 rounds.

Special Attack: Mist Shroud: 30 ft, save Dex Quick, fail save roll 2d4+2 cold, cooldown 3 rounds.

Size: Medium

About:

Living fog given shape, always shifting and never still. These beings form vague outlines of creatures before slipping apart into mist again. They confuse and surround their victims, using cold vapor to blind and freeze before striking from every direction. Their shifting forms make them hard to strike, as weapons pass through vapor and shadow alike.



Feral Serpent

HP: 16

AC: 13

DR: 1

Save Roll: Quick +1, Tough +2, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Bristled Hide: On a missed close-quarters strike, attacker takes 1 piercing. Thick Hide: Reduce damage by +1 against nonmagical weapons. Steadfast Stance: Advantage on checks to resist shove or knockdown.

Special Attack: Thorn Lash: 30 ft, save Dex Quick, fail save roll 1d4+1 piercing, cooldown 3 rounds.

Size: Medium

About:

Serpentine predators that strike with sudden bursts of power, coiling and striking with enough power to knock a rider from a horse. Their scales bristle like spines, cutting anyone who strikes them. They move low to the ground, silent except for the hiss of sliding grass.

Ferocious Ghast

HP: 44

AC: 13

DR: 0

Save Roll: Quick +2, Tough +2, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: Holy Magic

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate. Stench, Holy-wrath Frenzy: When targeted by turn/banish: enters a frenzy until end of next turn, must advance toward a foe.

Special Attack: Frenzy Strike: Save Dex Quick, fail save roll 2d8+2 slashing, cooldown 2 rounds.

Size: Medium

About:

Undead driven by rage and hunger, their bodies tougher and faster than common ghouls. Their forms are marked by their ferocity. These ferocious ghosts are more dangerous than their bitter kin. Their holy-wrath frenzy makes them resistant to holy magic.



Ferric Reaver

HP: 15

AC: 12

DR: 2

Save Roll: Quick +2, Tough +2, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round. Thick Hide: Reduce damage by +1 against nonmagical weapons.

Special Attack: Iron Fury: 30 ft, save Dex Quick, fail save roll 1d4+1 slashing, cooldown 3 rounds.

Size: Small

About:

Ferric Reavers are small, metal-skinned humanoids with jagged iron plates growing like armor across their bodies. Their forearms end in crude, hooked blades - natural extensions of their flesh, not weapons they carry. Their rust-hued skin gleams like raw ore, mottled with deep scarring from countless battles. Fast and vicious, they rush enemies in packs, slipping under shields and striking at weak points with surgical violence. Their shrieking laughter echoes through camps after dark - a sure sign they've already begun the killing.

Fiend Whelp

HP: 27

AC: 13

DR: 0

Save Roll: Quick +2, Tough +2, Mind +1

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Shapechanger, Fire Banishment, Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate.

Special Attack: Fear Bite: Save Dex Quick, fail save roll 2d4+2 psychic, cooldown 2 rounds.

Size: Medium

About:

Young fiends that disguise themselves as street urchins, waiting for the right moment to reveal their true form. In their natural state, they are feral canines that hunt by scent and thrive on fear, hiding among city crowds until the time comes to strike.

Fire Belcher

HP: 54

AC: 14

DR: 2

Save Roll: Quick -1, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Hold Breath, Lava Camouflage: Stealth, while in matching terrain and stationary, creatures must save Wis Mind to spot, movement ends this.

Special Attack: Molten Spew: Save Dex Quick, fail save roll 3d4+3 fire, cooldown 2 rounds.

Size: Large

About:

Broad, bull-like beasts that roam volcanic slopes and lava elds. Their cracked hides glow with dull orange light, and each breath releases bursts of steam and sulfur. They feed on molten stone and defend their territory by spewing gouts of fire that melt rock into glass. The air around them shimmers with heat, warning any creature that wanders too close.



Flame Colossus

HP: 55

AC: 14

DR: 2

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fire Immunity: Endurance, immune to re damage. Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated.

Special Attack: Lava Blast: 30 ft, save Dex Quick, fail save roll 3d4+3 fire, cooldown 3 rounds.

Size: Large

About:

Humanoid creatures formed of molten rock and owing lava, their bodies dripping with superheated stone. They hurl blasts of molten re and radiate waves of heat strong enough to warp metal. Their movements leave scorched footprints and glowing cracks in the ground wherever they tread.

Flame Commander

HP: 55

AC: 14

DR: 2

Save Roll: Quick -1, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fire Immunity: Endurance, immune to fire damage. Distracting Strike.

Special Attack: Molten Command: Save Dex Quick, fail save roll 3d4+3 fire, cooldown 2 rounds.

Size: Large

About:

Fire giants clad in blackened armor, their weapons glowing with searing heat. These commanders lead disciplined warbands, directing allies with sharp, deliberate strikes. Their armor sheds ashes harmlessly, and every movement radiates the heat of a forge.

Flaming Skull

HP: 30

AC: 13

DR: 1

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: High (13-14)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Undead Nature, Fire Immunity: Endurance, immune to fire damage.

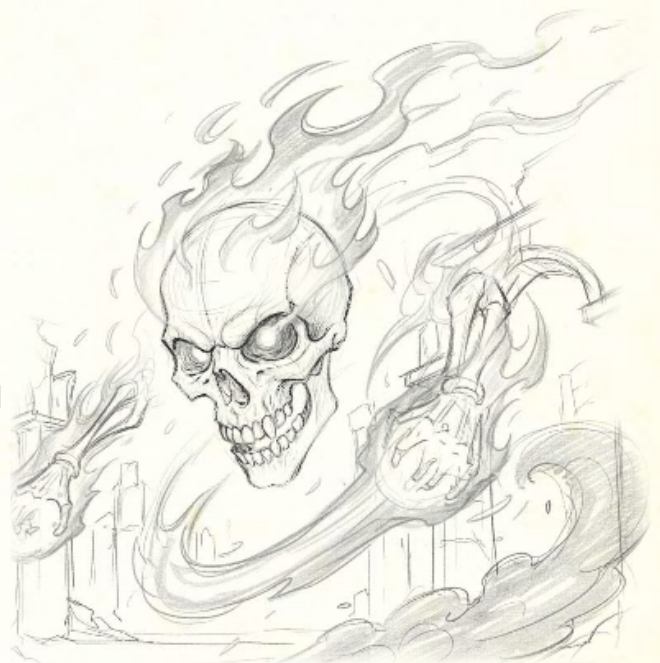
Special Attack: Flame Gaze: 30 ft, save Dex Quick, fail save roll 2d4+2 fire, cooldown 3 rounds.

Size: Tiny

About:

Floating skulls wreathed in constant flame, their empty sockets burn with cunning light. These undead retain fragments of magical skill and are fully immune to re-

They strike with bursts of burning energy and hover silently through ruins, leaving trails of ash in their wake.



Fledgling Storm Serpent

HP: 45

AC: 14

DR: 2

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Air Form, Flyby: Tactics, while ying, may move away after a close-quarters attack without provoking free strikes. Living Storm, Fortress Breaker.

Special Attack: Storm Crack: 30 ft, save Dex Quick, fail save roll 2d8+2 lightning, cooldown 3 rounds.

Size: Large

About:

Young storm serpents formed from lightning and rain, their coiling bodies icker with arcs of blue light. They glide through stormclouds, striking with bolts of living thunder and whipping winds strong enough to tear branches from trees. Their presence turns calm skies into roaring tempests.

Fomorian

HP: 53

AC: 12

DR: 2

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Natural Armor: Defense, hide/scales deflect blows better than flesh. Giant Strength.

Special Attack: Evil Eye: 30 ft, save Dex Quick, fail save roll 3d4+3 psychic, cooldown 3 rounds.

Size: Large

About:

Twisted giants with single glaring eyes and deformed limbs, remnants of once-proud fey corrupted by dark power. Their hardened hides deflect blades, and their evil gaze inflicts pain and despair. Wherever they walk, the land blackens and the air thickens with dread.



Forest Guardian

HP: 36

AC: 13

DR: 1

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Keen Senses: Senses, heightened perception, creatures sneaking within 30 ft must save Wis Mind to avoid detection. Forest Blend.

Special Attack: Wild Charge: 30 ft, save Dex Quick, fail save roll 2d4+2 bludgeoning, cooldown 3 rounds.

Size: Large

About:

Beasts resembling bears crossed with elk, their bark-colored fur and mossy hides blend seamlessly with forest terrain. They are territorial and powerful, defending their woodland homes with crushing charges that can shatter tree trunks. The air grows still before one attacks, as if the forest itself holds its breath.



Forest Leaper

HP: 28

AC: 13

DR: 1

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Impartial Vile (Schemer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Amphibious: Aquatic, breathes air and water, swims at normal speed. Standing Leap.

Special Attack: Branch Drop: Save Dex Quick, fail save roll 2d4+2 piercing, cooldown 2 rounds.

Size: Medium

About:

Predators with slick, moss-colored hides that let them blend among trees and reeds. They move with explosive power, leaping from branches or the shallows to ambush prey. Once they strike, they vanish back into the swamp, leaving only ripples or a snapping branch behind.

Forge Bombardier

HP: 52

AC: 14

DR: 1

Save Roll: Quick +2, Tough +2, Mind +1

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Light Weakness: Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round.

Special Attack: Rune Burst: 30 ft, save Dex Quick, fail save roll 2d8+2 force, cooldown 3 rounds.

Size: Medium

About:

Gray dwarf artificers who craft and command rune-powered siege weapons. They serve as disciplined artillery, launching bursts of arcane force that tear through enemy lines. Their pale eyes strain against bright light, but their precision and power make them feared on any battlefield.

Frost Beetle

HP: 20

AC: 13

DR: 1

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Impartial Vile (Schemer)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Cold Immunity, Ice Armor.

Special Attack: Ice Shard: 30 ft, save Dex Quick, fail save roll 1d4+1 cold, cooldown 3 rounds.

Size: Small

About:

Small beetles with shells coated in frost, their bodies radiate biting cold. They scuttle over frozen terrain, leaving trails of ice as they move. Their frigid breath and icy mandibles can numb limbs and crack armor, making them a persistent threat in cold climates.

Funereal Moth

HP: 18

AC: 12

DR: 1

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Grave Chill: Melee attackers save Con Tough or suffer -1 to next save this round.

Silent Step: Opportunity attacks against it suffer -2 while it moves from shadow to shadow. Tenacious: The first time reduced to half HP, gain DR +1 for 1 minute.

Special Attack: Death Dust: 30 ft, save Dex Quick, fail save roll 1d4+1 necrotic, cooldown 3 rounds.

Size: Tiny

About:

Small moth-like creatures that drift silently through graveyards and ruins. Their wings shimmer faintly in the dark, and the dust they shed weakens the living. Drawn to death and decay, they feed on fading life energy, leaving behind only stillness and cold air.

Fungi

HP: 19

AC: 11

DR: 0

Save Roll: Quick +0, Tough +2, Mind -2

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Plant Nature, Poison Immunity: Endurance, immune to poison effects.

Special Attack: Spore Cloud: 30 ft, save Dex Quick, fail save roll 1d4+1 poison, cooldown 3 rounds.

Size: Medium

About:

Animated fungi with humanoid forms, their bodies are covered in various types of mushrooms and molds. These plant creatures can release clouds of poisonous spores and spread rot wherever they go, their fungal nature making them immune to poison and disease.

Galebrine Thug

HP: 42

AC: 12

DR: 0

Save Roll: Quick +0, Tough +2, Mind +0

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Shapechanger, Amphibious: Aquatic, breathes air and water, swims at normal speed. Pack Coordination.

Special Attack: Brine Spray: 30 ft, save Dex Quick, fail save roll 2d8+2 acid, cooldown 3 rounds.

Size: Medium

About:

Once ordinary sailors and dockside laborers, these thugs are twisted into brine-soaked shapechangers that blend in among coastal crews. They stalk targets in borrowed faces, then drop the disguise and rush in together, using tight pack coordination to pin foes while their brine spray burns eyes and eats through gear. Amphibious and ruthless, they serve whoever pays or empowers them, caring only for profit and survival.

Gall Mountain Strangler

HP: 33

AC: 13

DR: 0

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Impartial Impartial (Wanderer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Plant Camouflage: Stealth, while in matching terrain and stationary, creatures must save Wis Mind to spot, movement ends this. Cold Resistance.

Special Attack: Vine Whip: 30 ft, save Dex Quick, fail save roll 2d4+2 bludgeoning, cooldown 3 rounds.

Size: Medium

About:

Vine-like creatures that blend seamlessly with mountain vegetation, their tendrils reaching out to ensnare unwary travelers who venture too close to their territory. These patient hunters can remain motionless for days, waiting for prey to wander within reach of their constricting grasp.



Garghoul

HP: 31

AC: 12

DR: 0

Save Roll: Quick +0, Tough +1, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate. Flight, Paralysis.

Special Attack: Swoop Strike: Save Dex Quick, fail save roll 2d4+2 slashing, cooldown 2 rounds.

Size: Medium

About:

Winged undead scavengers that hunt in the night sky, garghoul's glide silently before swooping to claw and paralyze prey. They rely on instinct rather than thought, guided by scent and hunger alone. Once they strike, they haul their victims aloft to feed in safety, leaving only scraps behind.

Gargoyle

HP: 40

AC: 13

DR: 3

Save Roll: Quick +0, Tough +2, Mind +2

Alignment: Orderly Impartial (Warden)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Stone Flesh: DR +1 vs. nonmagical piercing and slashing. False Statue: While motionless, creatures must save Wis Mind to notice.

Special Attack: Stone Slam: Save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 2 rounds.

Size: Medium

About:

Stone sentinels carved to guard forgotten temples, gargoyles remain frozen for centuries until movement stirs them. When roused, they descend with grinding wings and crushing fists, then return to stillness as if never alive at all. Their stone bodies shrug off ordinary blades, and their cold patience makes them tireless wardens of sacred ground.



Gelidborn Guardian

HP: 56

AC: 14

DR: 0

Save Roll: Quick +0, Tough +2, Mind +2

Alignment: Impartial Kind (Mediator)

Intelligence: High (13-14)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Cold Immunity, Ice Armor.

Special Attack: Frost Shield: 30 ft, save Dex Quick, fail save roll 3d4+3 cold, cooldown 3 rounds.

Size: Large

About:

Towering beings of living ice, Gelidborn Guardians embody the calm and patience of the frozen wilds. Their crystalline forms shimmer with frost, and the air around them crackles with bitter cold. They move slowly but strike with the force of glaciers, conjuring shields of ice to protect allies and freeze those who threaten the balance of their frozen domains.

Gelid Rat

HP: 17

AC: 12

DR: 0

Save Roll: Quick +2, Tough +0, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Cold Resistance, Ice Burrow: Movement, burrows through loose earth at normal speed, leaves a narrow tunnel, stone requires special means.

Special Attack: Frost Nip: Save Dex Quick, fail save roll 1d4+1 cold, cooldown 2 rounds.

Size: Tiny

About:

Frost-coated rodents adapted to icy tunnels, Gelid Rats gnaw through frozen soil and leave trails of thin frost in their wake. Their chilled breath clouds the air, and their nips can numb exposed skin. They are simple scavengers drawn to warmth and food, thriving where the cold drives other creatures away.

Gem Mouse

HP: 16

AC: 13

DR: 0

Save Roll: Quick +2, Tough +0, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Crystal Hide, Light Refraction.

Special Attack: Prism Dash: 30 ft, save Dex Quick, fail save roll 1d4+1 radiant, cooldown 3 rounds.

Size: Tiny

About:

Small crystalline rodents that scurry through caverns and ruins, their translucent fur scattering light into dazzling ashes. They are harmless and skittish, relying on sudden bursts of color and reflected glare to confuse predators before darting into cracks or crevices. In bright light, their refractive hides make them almost impossible to see.

Ghast Warlord

HP: 51

AC: 14

DR: 0

Save Roll: Quick +0, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate. Stench, Holy-wrath Frenzy: When targeted by turn/banish: enters a frenzy until end of next turn, must advance toward a foe. Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated.

Special Attack: Command Strike: Save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 2 rounds.

Size: Medium

About:

Undead commanders animated by hatred and discipline, Ghast Warlords lead packs of ghouls with cold precision. Their decayed forms retain echoes of their former strategy and pride, driving them to organize assaults and punish hesitation among their ranks. When holy power threatens them, they fly into a wrathful frenzy, striking with unnatural speed before rallying their forces once more.

Ghoul Gnawer

HP: 22

AC: 12

DR: 0

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate. Paralysis.

Special Attack: Gnaw Bite: Save Dex Quick, fail save roll 1d4+1 necrotic, cooldown 2 rounds.

Size: Medium

About:

Ravenous undead with pallid skin and bulging eyes, their forms are marked by the constant hunger that drives them. These gnawers are more dangerous than their stunted kin, their claws capable of paralyzing victims for extended periods while they feed.

Ghoul Sophisticate

HP: 45

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate. Connoisseur, Deadly Fencer.

Special Attack: Refined Thrust: Save Dex Quick, fail save roll 2d8+2 piercing, cooldown 2 rounds.

Size: Medium

About:

Elegant remnants of once-noble souls, Ghoul Sophisticates retain both wit and cruelty in undeath. They favor precision over frenzy, dueling with eerie grace and savoring each strike as a performance. Their refined tastes drive them to seek only the choicest victims, feeding as much on fear and beauty as on flesh.

Giant Cavern Angler

HP: 48

AC: 14

DR: 0

Save Roll: Quick +0, Tough +2, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Barbed Tether, Sparking Ichor, Spider Climb: Movement, adheres to walls and ceilings, climbs at normal speed, grease-like effects negate.

Special Attack: Tether Hook: Save Dex Quick, fail save roll 2d8+2 piercing, cooldown 2 rounds.

Size: Large

About:

Enormous predatory anglers that cling to cavern ceilings, these monsters dangle barbed tendrils to snare anything that passes beneath them. When prey struggles, they reel it in with crushing strength, their wounds spattering sparks that flash through the dark. Driven purely by hunger and instinct, they rule the deepest tunnels as silent, patient hunters.



Giant Phantom

HP: 53

AC: 13

DR: 0

Save Roll: Quick +2, Tough +2, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Invisibility: Illusion, self, save Wis Mind to disbelieve on interaction, invisible up to 1 minute or until it attacks, cooldown 3 rounds. Blindsight.

Special Attack: Phantom Lash: 30 ft, save Dex Quick, fail save roll 3d4+3 poison, cooldown 3 rounds.

Size: Large

About:

Massive translucent plant-beasts that prowl forests and caverns, Giant Phantoms sense the world through vibration and scent rather than sight. Their invisible tendrils lash out in wide arcs, striking anything that disturbs their territory. Though guided only by instinct, their eerie silence and unseen power make them one of the most feared predators of the deep wilds.

Glacial Hunter

HP: 60

AC: 13

DR: 0

Save Roll: Quick +0, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Cold Immunity, Snow Camouflage:

Stealth, while in matching terrain and stationary, creatures must save Wis Mind to spot, movement ends this.

Special Attack: Arctic Howl: 30 ft, save Dex Quick, fail save roll 3d4+3 cold, cooldown 3 rounds.

Size: Large

About:

Massive white-furred hunters that roam the tundra in silence, Glacial Hunters stalk prey with eerie patience before striking in sudden, brutal bursts. Their icy breath freezes the ground beneath fleeing victims, and their howls echo across the snowelds like storms in the distance. Though driven by instinct more than thought, their coordinated hunts show a predatory cunning born of the endless cold.



Glaive Thorn

HP: 21

AC: 13

DR: 0

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Orderly Vile (Tyrant)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dark Sense: Senses, perceives in darkness within 30 ft even without line of sight.

Devilish Nature: Endurance, resists nonmagical fire and poison, immune to mundane charm/fear.

Special Attack: Dark Thrust: 30 ft, save Dex Quick, fail save roll 1d4+1 fire, cooldown 3 rounds.

Size: Medium

About:

Muscular devils with goat-like features and long facial tendrils, their forms are covered in coarse hair and their weapons are wreathed in dark re. These disciplined warriors serve as infantry in infernal armies, their glaives capable of inflicting cursed wounds that resist healing.

Glimmer Moth

HP: 19

AC: 13

DR: 0

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Light Weakness: Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round. Flutter.

Special Attack: Shimmer Dust: 30 ft, save Dex Quick, fail save roll 1d4+1 poison, cooldown 3 rounds.

Size: Tiny

About:

Delicate winged creatures with translucent wings that shimmer with an ethereal light, their bodies seem to be glowing from within. These nocturnal insects are drawn to any source of illumination, their wings leaving trails of sparkling dust that can confuse and disorient those who inhale it.

Gloam Lurker Assassin

HP: 57

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Assassin's Gambit, Shadow Stealth: Stealth, in dim/darkness gains superior concealment while moving slowly, bright light negates. Resonant Connection: Senses, can sense the general direction of a marked target at long distance, barriers may disrupt.

Special Attack: Shadow Strike: 30 ft, save Dex Quick, fail save roll 3d4+3 necrotic, cooldown 3 rounds.

Size: Large

About:

Towering killers from the Gloam who blend shadow and precision, these assassins stalk prey across vast distances through a supernatural bond. They move with eerie silence, emerging from darkness to strike before fading back into the void. Each kill is deliberate and efficient, carried out with the focus of a seasoned executioner.

Gloom Phantom Stalker

HP: 23

AC: 12

DR: 0

Save Roll: Quick +2, Tough +0, Mind -2

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Invisibility: Illusion, self, save Wis Mind to disbelieve on interaction, invisible up to 1 minute or until it attacks, cooldown 3 rounds. Blindsight.

Special Attack: Phantom Spore: 30 ft, save Dex Quick, fail save roll 1d4+1, cooldown 3 rounds.

Size: Medium

About:

Invisible hunters that prowl the undergrowth, guided by the rustle of leaves and the heartbeat of prey. They strike with venom that paralyzes before feeding begins, their shapes revealed only by the faint shimmer of disturbed air.



Gloom Dwarf Berserker

HP: 37

AC: 14

DR: 0

Save Roll: Quick +0, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Reckless: Frenzy, prioritizes offense this round, easier to hit until its next turn. Light Weakness: Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round.

Special Attack: Berserk Axe: 30 ft, save Dex Quick, fail save roll 2d4+2 slashing, cooldown 3 rounds.

Size: Small

About:

Rabidly aggressive gloom dwarfs placed at frontlines not just for fighting prowess but because no one else wants to fight beside them. These berserkers are prone to attack anything they see, enemies and allies alike, requiring hook guards and taskmasters to keep their rage focused.

Golden Phoenix

HP: 67

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Orderly Kind (Guardian)

Intelligence: Exceptional (15-16)

Magic Resistance: +2 bonus vs spells

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fire Immunity: Endurance, immune to fire damage. Rebirth.

Special Attack: Golden Flame: 30 ft, save Dex Quick, fail save roll 3d4+3 fire, cooldown 3 rounds.

Size: Huge

About:

Magnificent birds with feathers that burn with golden fire, their very presence radiates warmth and hope. These immortal creatures can rise from their own ashes when slain, their healing powers capable of restoring life to the dead and their fire purifying corruption and evil.

Grand Water Warrior

HP: 54

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind -1

Alignment: Impartial Impartial (Wanderer)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Magic Weapons: Quality, its weapon attacks count as magical for overcoming DR.

Special Attack: Water Jet: Save Dex Quick, fail save roll 3d4+3 cold, cooldown 2 rounds.

Size: Large

About:

Water elementals encased in enchanted armor, Grand Water Warriors serve the will of those who summoned them. Their disciplined movements and unwavering focus reflect the structured magic that binds them. They strike with crushing waves and chilling jets, fighting with purpose until their summoner's command is fulfilled or their armor shatters into steam and mist.

Granite Shade

HP: 20

AC: 14

DR: 0

Save Roll: Quick +0, Tough +2, Mind -1

Alignment: Orderly Vile (Tyrant)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Stonebound: Resist being moved.

Special Attack: Stone Echo: 30 ft, save Dex Quick, fail save roll 1d4+1 bludgeoning, cooldown 3 rounds.

Size: Small

About:

Small, shadowy golems made from living stone dust. They move with heavy steps that echo down halls, their strikes sending shockwaves through the ground. Though small, they anchor themselves to the floor, refusing to be moved or thrown.

Gravecap Horror

HP: 32

AC: 10

DR: 0

Save Roll: Quick -2, Tough +0, Mind -3

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: False Appearance: Deception, appears as inanimate terrain/object while motionless, save Wis Mind to notice on interaction. Blindsight.

Special Attack: Spore Lash: 30 ft, save Dex Quick, fail save roll 2d4+2 poison, cooldown 3 rounds.

Size: Large

About:

Towering gray fungi that blend into cavern walls until disturbed, Gravecap Horrors lash out with thick, spore-coated tendrils. Their touch rots flesh within moments, and the air around them hums with drifting clouds of decay. Though slow and rooted in place, they are nearly impossible to spot before they strike.

Grave Maggot

HP: 18

AC: 11

DR: 0

Save Roll: Quick +2, Tough +0, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Grave Chill: Melee attackers save Con Tough or suffer -1 to next save this round.

Special Attack: Decay Bite: 30 ft, save Dex Quick, fail save roll 1d4+1 necrotic, cooldown 3 rounds.

Size: Small

About:

Rot-bloated worms that writhe through grave soil, Grave Maggots feed on death itself. Their bites carry a chill that seeps into flesh, slowing the heartbeat and numbing the limbs. Drawn to fresh corpses and battlefield carrion, they erupt from the ground in sudden, wriggling swarms before sinking back into the earth.

Gravitic Lord

HP: 55

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Exceptional (15-16)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Void Aura.

Special Attack: Void Drain: 30 ft, save Dex Quick, fail save roll 3d4+3 necrotic, cooldown 3 rounds.

Size: Huge

About:

Colossal fiends surrounded by fields of warped gravity, Gravitic Lords distort the air with every movement. The space around them bends and hums, dragging loose objects toward their massive forms. Spawned from the souls of power-hungry necromancers, they drain the strength of anything nearby, crushing both body and spirit beneath their unseen weight.

Granite Dwarf

HP: 22

AC: 11

DR: 0

Save Roll: Quick +2, Tough +0, Mind +1

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dark Sense: Senses, perceives in darkness within 30 ft even without line of sight. Stone Cunning.

Special Attack: Shadow Craft: 30 ft, save Dex Quick, fail save roll 1d4+1 psychic, cooldown 3 rounds.

Size: Medium

About:

Once proud dwarves, now hardened by the endless dark, Granite Dwarfs have traded honor for survival.

Their pale skin and ashen hair mark their corruption by the Deep Realms. Skilled in ambush and craft alike, they use shadow-born magic to vanish or grow in size, crushing foes with grim efficiency before fading back into the gloom.



Grease Gremlin

HP: 34

AC: 13

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Wild Impartial (Seeker)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Slick Step, Cunning Action, Rift Puddles, Sidestep.

Special Attack: Slick Trip: Save Dex Quick, fail save roll 2d4+2 bludgeoning, cooldown 2 rounds.

Size: Small

About:

Mischievous fey tricksters that thrive on chaos, Grease Gremlins delight in turning solid ground into traps of their own making. They dart through slick puddles that shimmer with magic, slipping in and out of sight as they taunt their foes. Though not strong, their speed and cunning make them maddening to fight, as every step risks another tumble into their oily tricks.

Greater Air Warrior

HP: 58

AC: 12

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Impartial Impartial (Wanderer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Magic Weapons: Quality, its weapon attacks count as magical for overcoming DR.

Special Attack: Wind Blade: Save Dex Quick, fail save roll 3d4+3 slashing, cooldown 2 rounds.

Size: Large

About:

Air elementals imprisoned within enchanted armor, these warriors move with the speed and force of storms. Though their minds remain sharp, their wills are shackled to their summoners, compelled to fight without hesitation. Each strike hums with slicing wind, and the more energy they absorb, the more violent their gales become.

Greater Corpse Gatherer

HP: 62

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -2

Alignment: Orderly Vile (Tyrant)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Summon Specters.

Special Attack: Bone Crush: 30 ft, save Dex Quick, fail save roll 3d4+3 bludgeoning, cooldown 3 rounds.

Size: Huge

About:

Towering constructs built from the remains of countless warriors, Greater Corpse Gatherers prowl cursed battlegrounds, drawn to fresh carnage. Their massive iron sts crush armor and bone alike, while ghostly remnants swirl around them, bound to eternal servitude. Though their minds are dim, a grim purpose drives them to collect the fallen and add them to their unholy mass.

Greed Aspect

HP: 49

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind +0

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Regeneration: Regains 5 HP at the start of each turn. Suppressed for 1 round if the Aspect takes radiant damage or is hit by a blessed weapon.

Special Attack: Despair Breath: Save Dex Quick, fail save roll 2d8+2 psychic damage, cooldown 2 rounds.

Size: Large

About:

Towering and muscular, the Greed Aspect is wrapped in corded esh like iron bands, with crimson skin, ridged horns, and rows of jagged teeth that split its snarling maw. This embodiment of avarice rampages through treasure hoards and strongholds alike, crushing anything between it and wealth. It attacks with brute force and dread breath that clouds the minds of even seasoned warriors. Radiant energy is the only thing known to halt its relentless regeneration.



Griffin

HP: 51

AC: 12

DR: 0

Save Roll: Quick +1, Tough +1, Mind +1

Alignment: Impartial Kind (Guardian)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Aerial Pounce: If it dives 20 ft, add +1 die to damage. Keen Sight.

Special Attack: Talon Dive: 30 ft, save Dex Quick, fail save roll 3d4+3 piercing, cooldown 3 rounds.

Size: Large

About:

Majestic predators of the open sky, combining the grace of an eagle with the strength of a lion. They defend their nesting peaks fiercely, striking from above with talons strong enough to tear through armor. Once bonded, a griffin remains loyal for life.



Grim Bugbear Huntmaster

HP: 45

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Brute: Physical, notable raw strength, can shove/lift beyond normal for its size. Go For The Throat, Slay Foe, Surprise Attack.

Special Attack: Hunter's Mark: 30 ft, save Dex Quick, fail save roll 2d8+2 piercing, cooldown 3 rounds.

Size: Medium

About:

Seasoned bugbear hunters trained in ambush and pursuit, Grim Huntmasters lead packs of trained beasts with ruthless efficiency. They stalk their prey through shadow and silence, striking when escape is impossible. Their strength and cunning make them prized trackers in warbands, feared for never abandoning a marked target.

Grim Rime Wretch

HP: 24

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind +1

Alignment: Impartial Kind (Mediator)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Rime Coat: Ground in 5 ft becomes slick.

Special Attack: Frost Whisper: Save Dex Quick, fail save roll 1d4+1 cold, cooldown 2 rounds.

Size: Small

About:

Small frost spirits that drift silently through battlefields, Grim Rime Wretches sap courage and chill resolve wherever they pass. Their icy breath dulls blades and weakens the will to fight, while their faint hum steadies allies near them. They move with eerie calm, leaving a thin frost on steel and stone that glitters long after they fade.

Hammerer

HP: 23

AC: 12

DR: 0

Save Roll: Quick +2, Tough +1, Mind -2

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Fortress Breaker.

Special Attack: Stone Crash: 30 ft, save Dex Quick, fail save roll 1d4+2 bludgeoning, cooldown 3 rounds.

Size: Medium

About:

Heavy mechanical constructs built for mining and siege work, Hammerers serve as tireless laborers and guardians. Their dense frames and piston-driven arms deliver crushing blows capable of shattering stone and steel alike. Though devoid of emotion, they follow commands with unwavering precision, defending their masters' strongholds until reduced to scrap.

Heavy Marksman

HP: 51

AC: 12

DR: 0

Save Roll: Quick +2, Tough +0, Mind +1

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+1

Special Defense: Quick Loader, Sharpshooter, Steady Aim, Light Weakness: Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round.

Special Attack: Precise Shot: 30 ft, save Dex Quick, fail save roll 2d6+2 piercing, cooldown 3 rounds.

Size: Medium

About:

Clad in shadow-dyed leather and bone-plated armor, Heavy Marksmen stalk the underworld's corridors in silence. Masked and merciless, they steady rune-etched crossbows, unleash precise death from the dark, and vanish without a trace. Their disdain for open confrontation is matched only by their weakness to bright light, where their discipline falters.

Hex-Tarn Knight

HP: 48

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Baneful Brand, Faithbane Tenacity: Bonus on saves vs. turn/banish/holy effects, on success cannot be forced to flee this round.

Special Attack: Hex Blade: Save Dex Quick, fail save roll 1d12+2 necrotic, cooldown 2 rounds.

Size: Medium

About:

Once mortal knights who broke their infernal pacts, Hex-Tarn Knights wander as cursed revenants, bound by lingering fragments of their dark oaths. Their armor hums with shadowed sigils, and their blades drip with necrotic energy. They fight with grim resolve, channeling both martial skill and forbidden magic to punish those who remind them of the faith they betrayed.

High Void Walker

HP: 62

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Impartial (Seeker)

Intelligence: Exceptional (15-16)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Void Step, Incorporeal, Reality Shift.

Special Attack: Void Tear: 30 ft, save Dex Quick, fail save roll 2d8+2 force, cooldown 3 rounds.

Size: Large

About:

Advanced void entities that exist primarily in the spaces between dimensions, their forms constantly shifting between solid and ethereal states. These powerful beings can tear holes in reality itself, their attacks warping space and their presence causing the very fabric of existence to bend and distort around them.

Hill Berserker

HP: 56

AC: 13

DR: 0

Save Roll: Quick -1, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Reckless: Frenzy, prioritizes offense this round, easier to hit until its next turn.

Special Attack: Wild Charge: 30 ft, save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 3 rounds.

Size: Huge

About:

Broad, scarred giants who live for the rush of battle. They tear up trees for clubs and charge headlong into enemy lines, ignoring pain and wounds alike. Each strike lands with enough force to splinter shields and send ghters sprawling. When their rage takes hold, even boulders seem to tremble underfoot.

Hoarfrost Spider

HP: 22

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Impartial Vile (Schemer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Cold Immunity, Ice Web.

Special Attack: Frost Web: 30 ft, save Dex Quick, fail save roll 1d4+1 cold, cooldown 3 rounds.

Size: Small

About:

Arachnids with bodies covered in Hoarfrost, their webs are made of pure ice that can freeze prey in place. These cold-adapted hunters spin crystalline webs that are nearly invisible until they catch the light, their venom causing temporary paralysis and their presence spreading cold.

Hollow Cultist

HP: 38

AC: 14

DR: 0

Save Roll: Quick +1, Tough +0, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Static Hum: Within 10 ft, creatures have -1 to concentration checks.

Special Attack: Void Whisper: 30 ft, save Dex Quick, fail save roll 1d10+2 psychic, cooldown 3 rounds.

Size: Medium

About:

Fanatics who have given up their minds to an unseen void. Their hollow eyes and twitching hands mark them as broken vessels lled with psychic noise. When they chant, the air hums with power that clouds thought and splits focus.

Hollow Serpent

HP: 21

AC: 12

DR: 0

Save Roll: Quick +2, Tough +0, Mind +1

Alignment: Impartial Vile (Schemer)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Static Hum: Within 10 ft, creatures have -1 to concentration checks.

Special Attack: Mind Fray: 30 ft, save Dex Quick, fail save roll 1d4+2 psychic, cooldown 3 rounds.

Size: Tiny

About:

Small psychic serpents that coil around ruins and shrines, feeding on thought instead of esh. Their hiss sounds like whispering words, and those who hear it feel their minds pulled apart thread by thread. They strike from cover, vanishing before a blade can touch them.

Ice Brute

HP: 53

AC: 14

DR: 0

Save Roll: Quick +0, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Cold Resistance, Regeneration: Healing, regains HP each round, suppressed by specific damage types noted in the stat block.

Special Attack: Ice Slam: 30 ft, save Dex Quick, fail save roll 2d8+2 cold, cooldown 3 rounds.

Size: Large

About:

Trolls twisted by endless cold, their pale hides hard as frozen stone. They live in glacial caves and tundra ravines, feeding on anything warm-blooded that strays near. Their bodies heal even in deathly cold, and their frozen fists can shatter shields with a single blow. Hunters say their breath freezes the air into drifting ice dust before they strike.

Ice Skimmer

HP: 54

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Ice Walk, Iceskidder.

Special Attack: Frost Glide: Save Dex Quick, fail save roll 1d12+2 cold, cooldown 2 rounds.

Size: Large

About:

Long, white-scaled reptiles with broad bellies and clawed limbs built for sliding across frozen ground. Their dragon-like heads exhale bursts of freezing mist that lock prey in place before the strike. They skim over ice in sweeping arcs, tails whipping for balance, leaving carved grooves in their wake. Lone hunters by nature, they sometimes circle each other in silent, mirrored hunts across the tundra.

Icy Sprite

HP: 33

AC: 13

DR: 0

Save Roll: Quick -1, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Rime Coat: Ground in 5 ft becomes slick.

Special Attack: Rime Trick: Save Dex Quick, fail save roll 1d8+2 cold, cooldown 2 rounds.

Size: Small

About:

Small, winged fae born from frost and moonlight. They delight in mischief, coating surfaces with slick rime before vanishing into snowfall. Their laughter echoes like breaking glass, and a brush of their wings leaves frostbite where warmth once was. Alone they tease travelers; in groups they can freeze an entire camp by dawn.

Imp

HP: 23

AC: 13

DR: 0

Save Roll: Quick +2, Tough +0, Mind +1

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dark Sense: Senses, perceives in darkness within 30 ft even without line of sight.

Devilish Nature: Endurance, resists nonmagical fire and poison, immune to mundane charm/fear.

Special Attack: Poison Sting: Save Dex Quick, fail save roll 1d4+2 poison, cooldown 2 rounds.

Size: Tiny

About:

Small devils with bat-like wings and barbed tails, their forms are perfect for stealth and deception.

These cunning fiends serve as spies and messengers, their poison stings and ability to turn invisible making them effective agents of evil.

Infectious Ravener

HP: 47

AC: 13

DR: 0

Save Roll: Quick +1, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate. Scent Of Hunger, Holy-wrath Frenzy: When targeted by turn/banish: enters a frenzy until end of next turn, must advance toward a foe.

Special Attack: Hunger Aura: Save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 2 rounds.

Size: Medium

About:

Corrupting undead whose pheromones can infect living creatures with supernatural hunger, their forms radiate an aura that drives mortals to cannibalism. These infectious ravener can turn their victims into temporary allies, their scent of hunger ability making them incredibly dangerous in groups.

Infernal Commander

HP: 52

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Charge.

Special Attack: Command Strike: Save Dex Quick, fail save roll 1d12+2 fire, cooldown 2 rounds.

Size: Large

About:

Elite devil commanders that serve archdevils directly, their massive horns and steel-like scales make them formidable opponents. These commanders lead lesser devils in battle, using their tactical abilities and powerful gore attacks to break enemy formations.

Infernal Overlord

HP: 49

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Hellre` Aura. Regeneration: Healing, regains HP each round, suppressed by specific damage types noted in the stat block.

Special Attack: Hell Flame: 30 ft, save Dex Quick, fail save roll 2d8+2 fire, cooldown 3 rounds.

Size: Large

About:

A powerful devil lord who rules over vast infernal territories through cunning and magical might. This ancient fiend has perfected the art of binding souls into eternal contracts, collecting debts that span centuries.

Insect Cloud

HP: 34

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind -3

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Swarm, Flying.

Special Attack: Swarm Bite: 30 ft, save Dex Quick, fail save roll 1d10+2 piercing, cooldown 3 rounds.

Size: Medium

About:

A buzzing storm of stingers and jaws that moves like smoke across the land. These swarms darken the sky and strip flesh to bone in seconds. Drawn to blood and motion, they smother victims until nothing moves beneath them. Even seasoned warriors panic when the first hum fills the air.

Iron Aspect

HP: 47

AC: 14

DR: 0

Save Roll: Quick +0, Tough +1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Fear Aura. Regeneration: Healing, regains HP each round, suppressed by specific damage types noted in the stat block. Rust Metal.

Special Attack: Iron Touch: Save Dex Quick, fail save roll 1d12+2 necrotic, cooldown 2 rounds.

Size: Medium

About:

Tall, pale ends with hair like black metal and a single cloven hoof. Their skin is as hard as forged iron, and rust spreads wherever they walk. In battle they strike with crushing maces or their deadly touch, draining life and corroding steel at once. Their presence fills the air with dread and the sharp scent of iron dust.

Iron Dryad

HP: 23

AC: 14

DR: 0

Save Roll: Quick +1, Tough +0, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round.

Special Attack: Thorn Lash: 30 ft, save Dex Quick, fail save roll 1d4+2 piercing, cooldown 3 rounds.

Size: Small

About:

A corrupted forest spirit grown from metal-infused roots. Its bark gleams like dull iron, and its limbs end in thorns sharp enough to pierce armor. Unlike true dryads, it feels no love for the forest—only hunger and spite. It lashes out from cover, dragging prey into thorn thickets where even screams can't escape.

Jade Warden

HP: 37

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Orderly Impartial (Warden)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round.

Special Attack: Jade Shard: 30 ft, save Dex Quick, fail save roll 1d10+2 piercing, cooldown 3 rounds.

Size: Medium

About:

Animated statues carved from green stone, built to guard sacred halls and tombs. Their eyes glow softly when danger nears, and they hurl shards of jade sharp enough to pierce steel. Though silent, they seem aware, turning their heads toward intruders as if judging their worth before striking.

Jungle Stalker

HP: 22

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Stealth, Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate.

Special Attack: Pounce Strike: 30 ft, save Dex Quick, fail save roll 1d4+2 slashing, cooldown 3 rounds.

Size: Medium

About:

Sleek felids with spotted coats and powerful muscles, their stealth abilities make them perfect ambush predators. These solitary hunters use their speed and agility to catch prey by surprise, their pounce attacks capable of knocking down targets.

Kobold

HP: 10

AC: 11

DR: 0

Save Roll: Quick +2, Tough +0, Mind +0

Alignment: Orderly Vile (Tyrant)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Pack Tactics: Advantage on attack if an ally is adjacent to the target.

Special Attack: Spear Thrust: 30 ft, save Dex Quick, fail save roll 1d4+2 piercing, cooldown 3 rounds.

Size: Small

About:

Little drake-cousins with big plans and short spears. They fear open sky and love complicated holes. Work best in packs of 4-6, where their Pack Tactics shine. Natural tunnelers and trap-makers. Will negotiate if cornered alone, backstab if given the chance. Hoard shiny trash like it's treasure. Speak broken Common with a yipping accent.



Land Shark

HP: 57

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Unaligned

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Burrow Speed: Movement, burrows through loose earth at normal speed, leaves a narrow tunnel, stone requires special means. Tremorsense: Senses, detects ground vibrations within 30 ft while touching the same surface.

Special Attack: Earth Burst: 30 ft, save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 3 rounds.

Size: Large

About:

Massive predators with armored bodies and powerful jaws, their forms are perfectly adapted for hunting beneath the earth. These relentless hunters can burrow through solid ground and sense vibrations to locate prey, their powerful leaps capable of devastating any creature that stands in their path.

Lantern Bugbear King

HP: 46

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind +0

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Aura Of Fervor: Aura, 10 ft, allies feel driven, morale and effort improve while nearby. Brute: Physical, notable raw strength, can shove/lift beyond normal for its size. Surprise Attack.

Special Attack: War Shout: 30 ft, save Dex Quick, fail save roll 2d8+2 thunder, cooldown 3 rounds.

Size: Medium

About:

The strongest and most cunning of their tribe, these warlords lead their kin in combat while brandishing massive morningstars. These kings display their strength through stubborn resistance to conquest and strategically command their feverishly loyal subjects toward victory and plunder.

Lantern Salt Reaver

HP: 45

AC: 12

DR: 2

Save Roll: Quick -1, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d6+2, 1d6+2

Special Defense: Salt Crust: Reduce water-based damage by 1.

Special Attack: Necrotic Burst: 30 ft, save Dex Quick, fail save roll 2d6+2 necrotic, cooldown 3 rounds.

Size: Large

About:

Brine-soaked raiders with crusted skin that glows faintly in the dark. They smash through defenses with axes and brute strength, leaving behind the sting of salt and the smell of decay. Their thirst for battle mirrors their thirst for water, but neither is ever satisfied.

Lich Boneclaw

HP: 52

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Deadly Reach.

Special Attack: Claw Rake: 10 ft, save Dex Quick, fail save roll 1d12+2 slashing, cooldown 2 rounds.

Size: Large

About:

Deliberately created undead, these monstrous beings are bound by dark arcane rituals. With extended finger claws that can reach up to 15 feet, their bony faces twisted into macabre smiles, they skewer victims with brutal precision. Their eerie presence radiates necrotic power, and they serve as elite guardians, their reach and arcane-infused strength making them deadly in defensive positions. These cruel sentinels are often found protecting forbidden tombs or dark necropolises, answering only to their dark masters.



Lightning Reaper

HP: 56

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Lightning Immunity: Endurance, immune to lightning damage. Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated.

Special Attack: Lightning Strike: Save Dex Quick, fail save roll 2d8+2 lightning, cooldown 2 rounds.

Size: Large

About:

Ten-foot tall avian fiends with crackling electric feathers and sharp talons that spark with contained lightning. These reapers employ hit-and-run tactics, swooping in to strike vulnerable targets with lightning attacks before taking flight again.



Lingering Waif

HP: 25

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Impartial Vile (Schemer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Incorporeal, Aura Of Abandonment.

Special Attack: Sorrow Wail: 30 ft, save Dex Quick, fail save roll 1d4+2 psychic, cooldown 3 rounds.

Size: Small

About:

Childlike spirits whose forms seem to icker with sadness and longing, their presence causes adults to appear as threatening monsters to children. These abandoned souls project their trauma onto the living, their desperate screams resonating with psychic energy that can stun and damage.

Livid Slime

HP: 23

AC: 12

DR: 0

Save Roll: Quick +0, Tough +2, Mind +1

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Grave Chill: Melee attackers save Con Tough or suffer -1 to next save this round.

Ambusher: If motionless in cover for 1 minute, counts as unseen until it moves or attacks.

Special Attack: Acid Touch: Save Dex Quick, fail save roll 1d4+2 acid, cooldown 2 rounds.

Size: Large

About:

Thick, blue-gray ooze that clings to walls and ceilings, waiting for warmth to pass below. It drops in silence, wrapping around prey with cold, acidic tendrils. The air near it feels heavy and chilled, and the bones of past victims lie half-melted in its wake.

Loyal Hound

HP: 22

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Keen Senses: Senses, heightened perception, creatures sneaking within 30 ft must save Wis Mind to avoid detection. Loyalty.

Special Attack: Bite Grip: 30 ft, save Dex Quick, fail save roll 1d4+2 piercing, cooldown 3 rounds.

Size: Medium

About:

Faithful canines with sharp teeth and keen senses, their loyalty and intelligence make them excellent companions. These domesticated animals have been bred for hunting and protection, their trip attacks capable of knocking down opponents.

Major Sludge Fiend

HP: 43

AC: 14

DR: 0

Save Roll: Quick +0, Tough +1, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Corrosive Slime.

Special Attack: Acid Blast: Save Dex Quick, fail save roll 1d12+2 acid, cooldown 2 rounds.

Size: Medium

About:

Rare and more dangerous sludge demons born from toxic swamps and acidic pools, their bodies constantly bubble and steam with internal corrosion. These fiends spew jets of acid and dissolve anything that touches them, leaving only pitted armor and bone behind. Cunning and territorial, they lurk near stagnant waters, rising only to defend their filth-choked domains or drag prey beneath the sludge.

Merfolk

HP: 38

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +1

Alignment: Wild Impartial (Seeker)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Sea-born: Swim.

Special Attack: Tidal Strike: 30 ft, save Dex Quick, fail save roll 1d10+2 bludgeoning, cooldown 3 rounds.

Size: Medium

About:

Amphibious people with scaled skin and calm, watchful eyes. They live in coral palaces and kelp forests deep below the waves. Their society moves with the tides - patient, ancient, and wary of surface dwellers. When threatened, they strike with coordinated precision, vanishing into the green light before the sea stills again.

Midnight Warden

HP: 45

AC: 13

DR: 1

Save Roll: Quick +2, Tough +2, Mind +2

Alignment: Orderly Impartial (Arbiter)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d6+2, 1d6+2

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Ember Burst: 30 ft, save Dex Quick, fail save roll 2d6+2 ember, cooldown 3 rounds.

Size: Large

About:

A towering construct of shadow and ember, built to guard forgotten temples. It moves silently through the dark, its outline flickering like a dying torch. When it strikes, each blow carries both physical force and burning heat, leaving glowing marks across stone and ash alike. Few ever see it clearly before it fades back into the gloom.

Milk Stalker

HP: 25

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8

Special Defense: Grave Chill: Melee attackers save Con Tough or suffer -1 to next save this round.

Special Attack: Necrotic Burst: 30 ft, save Dex Quick, fail save roll 1d6+1 necrotic, cooldown 3 rounds.

Size: Small

About:

Pale, cat-like creatures that prowl rooftops and alleys under moonlight. Their fur gleams faintly white, earning them their name. They strike with cold, draining energy that leaves victims weak and trembling. Though small, they are patient hunters, stalking from shadow until the moment of sudden violence.

Minotaur

HP: 54

AC: 14

DR: 1

Save Roll: Quick +1, Tough +2, Mind +0

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Labyrinth Sense: Cannot be confused by mazes or shifting corridors. Thick Hide: Reduce damage by +1 vs nonmagical weapons.

Special Attack: Gore Charge: Save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 2 rounds.

Size: Large

About:

Bull-headed terrors that haunt ruins and deep halls. They remember every turn and love the sound of panic in tight stone. Cursed guardians bound to ancient halls, their horns scarred from centuries of hunting the lost. They know every corner of their dungeon and drive prey toward dead ends before striking. The sound of their breathing fills tunnels - they expect you to come to them.

Mire Ghoul

HP: 45

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +0

Alignment: Wild Vile (Reaver)

Intelligence: Exceptional (15-16)

Magic Resistance: -

Number of Attacks: 2

Attack: 1d6+2, 1d6+2

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round. Silent Step: Opportunity attacks against it suffer -2 while it moves from shadow to shadow. Second Wind: Once per fight, regain 1d6 HP at the start of its turn.

Special Attack: Wide Strike: Save Dex Quick, fail save roll 1d8+2 bludgeoning, cooldown 2 rounds.

Size: Medium

About:

This grave-hungry scavenger sidesteps strikes and answers with two of its own and weaves between reaches and cuts where plates don't meet. Sweet rot perfumes its trail; flies keep a careful distance.

Mire Harpie

HP: 25

AC: 13

DR: 1

Save Roll: Quick -1, Tough +2, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round.

Special Attack: Poison Burst: 30 ft, save Dex Quick, fail save roll 1d6+1 poison, cooldown 3 rounds.

Size: Large

About:

Swamp-dwelling scavengers with mud-caked wings and claws made for hooking prey. Their voices carry across the bog in strange, haunting songs that lure travelers toward sinking ground. They attack from above or from reeds, raking with lthy talons that leave poison in the wound. The air around them stinks of rot and sour marsh water.

Mire-Maw Engulfer

HP: 65

AC: 13

DR: 0

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 2

Attack: 2d6+2, 2d6+2

Special Defense: False Appearance: Deception, appears as inanimate terrain/object while motionless, save Wis Mind to notice on interaction. Blindsight.

Special Attack: Ember Burst: 30 ft, save Dex Quick, fail save roll 3d6+3 ember, cooldown 3 rounds.

Size: Huge

About:

Towering plant-beasts that lie half-buried in swamp muck, their bodies disguised as mounds of reeds and rotting vines. When prey steps close, the whole mass comes alive, splitting open into writhing maws that drag victims under. Inside, the creature's core burns hot, digesting whatever it swallows in slow, hissing pain. After a kill, it sinks back into the mire, leaving only bubbles and bones.

Mirrorweave Trickster

HP: 45

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Spider Climb: Movement, adheres to walls and ceilings, climbs at normal speed, grease-like effects negate. Web Sense: Senses, while touching connected webs, perceives vibrations and the position of creatures along them within 60 ft. Web Walker.

Special Attack: Wide Strike: Save Dex Quick, fail save roll 1d8+2 bludgeoning, cooldown 2 rounds.

Size: Medium

About:

Arachnid-like fey with jeweled carapaces that sparkle with reected light, leaving afterimages of identical creatures in their wake. These patient predators delight in deception, posing as wise oracles or helpful travelers before revealing their true nature as cunning hunters who savor the moment of betrayal.

Mist Imp

HP: 25

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind +1

Alignment: Wild Impartial (Seeker)

Intelligence: Bright (11-12)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 1d8

Special Defense: Mist Form, Incorporeal.

Special Attack: Ember Burst: 30 ft, save Dex Quick, fail save roll 1d6+1 ember, cooldown 3 rounds.

Size: Tiny

About:

Ethereal beings composed of living mist that can take on any form they choose, their bodies constantly shifting and reforming like morning fog. These mischievous spirits use their ability to blend with natural mist to confuse and disorient their victims before striking.

Mist Rat

HP: 25

AC: 12

DR: 0

Save Roll: Quick +2, Tough +0, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8

Special Defense: Mist Form, Incorporeal.

Special Attack: Ember Burst: 30 ft, save Dex Quick, fail save roll 1d6+1 ember, cooldown 3 rounds.

Size: Tiny

About:

Small rodents with bodies that seem to be composed of living mist, their forms constantly shifting and reforming like morning fog. These ethereal creatures can blend with natural mist to confuse and disorient their prey, their presence barely visible until they choose to strike.

Moon Sky Hunter

HP: 25

AC: 13

DR: 0

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8

Special Defense: Flight, Flyby Attack: Tactics, while flying, may move away after a melee attack without provoking free strikes.

Special Attack: Ember Burst: 30 ft, save Dex Quick, fail save roll 1d6+1 ember, cooldown 3 rounds.

Size: Medium

About:

Flying reptiles with massive wingspans and sharp beaks, their bodies are perfectly adapted for aerial hunting. These ancient flyers can dive at incredible speeds to snatch prey from the ground or water, their sharp beaks capable of piercing even thick hide.

Moss Celestial Serpent

HP: 65

AC: 14

DR: 1

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Orderly Kind (Guardian)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 2

Attack: 2d6+2, 2d6+2

Special Defense: Fire Immunity: Endurance, immune to fire damage. Divine Protector: Warding, can shield allies within 10 ft from harm briefly. Terrifying Majesty: Aura, 10 ft, save Wis Mind, frightened while in aura [success: immune to this aura for 24 hours], aura ends if it can't be seen. Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated.

Special Attack: Fire Burst: 30 ft, save Dex Quick, fail save roll 3d6+3 fire, cooldown 3 rounds.

Size: Huge

About:

Ancient dragons with scales that gleam like pure gold, their noble bearing and divine nature make them the most respected of their kind. These celestial protectors serve the forces of good, their radiant fire breath capable of healing allies while burning evil creatures to ash.

Moss Stormborn Tempest

HP: 56

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Impartial Impartial (Wanderer)

Intelligence: High (13-14)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Lightning Immunity: Endurance, immune to lightning damage. Storm Form.

Special Attack: Storm Call: 30 ft, save Dex Quick, fail save roll 2d8+2 lightning, cooldown 3 rounds.

Size: Large

About:

Humanoid gures whose bodies seem to be composed of living storm clouds, their eyes crackle with lightning and their voices echo like thunder. These lords of the storm can call down lightning from the sky and create massive thunderclaps that can deafen and disorient their enemies.

Mountain Badger

HP: 22

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Burrowing: Movement, burrows through loose earth at normal speed, leaves a narrow tunnel, stone requires special means. Thick Hide: Defense, heavy hide lessens harm from glancing weapon blows.

Special Attack: Claw Dig: 30 ft, save Dex Quick, fail save roll 1d4+2 slashing, cooldown 3 rounds.

Size: Small

About:

Stocky mustelids with powerful digging claws and thick fur, their burrowing abilities allow them to escape danger quickly. These solitary creatures are surprisingly aggressive when cornered, their sharp claws and teeth making them dangerous despite their small size.

Mountain Bruiser

HP: 51

AC: 14

DR: 0

Save Roll: Quick +0, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Aggressive.

Special Attack: Rock Throw: 30 ft, save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 3 rounds.

Size: Large

About:

Huge, muscle-bound ogres that roam cli valleys and rocky passes. Their skin is gray with dust and scars, and their tempers are faster than lightning. They crush boulders with bare hands and hurl stones large enough to shatter walls. When a bruiser charges, the ground itself seems to move.

Murk Dwarf Master Savant

HP: 36

AC: 13

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Light Weakness: Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round.

Special Attack: Dark Bolt: Save Dex Quick, fail save roll 1d8+2 necrotic, cooldown 2 rounds.

Size: Small

About:

Murk dwarf savants devoted to the dark forges of Grimspark, their minds sharpened by years of experimentation with shadow-metal and forbidden energy. They channel raw power through crafted runes and gauntlets rather than spells, unleashing searing bolts of darkness in battle. Their eyes glow faintly red in dim light, and their voices carry the hum of the forges that birthed them.

Murk Stalker

HP: 21

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind -2

Alignment: Wild Vile

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Shadow Strike: 30 ft, save Dex Quick, fail save roll 1d4+2 necrotic, cooldown 3 rounds.

Size: Tiny

About:

Slender, shadow-dwelling hunters that move through alleys, ruins, and swamps with silent precision. Their forms blur in dim light, making them nearly impossible to spot until they strike. A chill follows their presence, and victims often swear they felt watched long before the attack came.

Murmur Prowler

HP: 25

AC: 14

DR: 0

Save Roll: Quick +2, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8

Special Defense: Static Hum: Within 10 ft, creatures have -1 to concentration checks.

Special Attack: Ember Burst: 30 ft, save Dex Quick, fail save roll 1d6+1 ember, cooldown 3 rounds.

Size: Medium

About:

Hairless, gray-skinned hunters that stalk by sound rather than sight. They hum a low, constant tone that dulls the mind and scatters focus. When they close in, that hum becomes a sharp crackle in the air, followed by claws that burn like hot iron. Few ever hear the second approach.

Needle Shrieker

HP: 25

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +0

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d8

Special Defense: Bristled Hide: On a missed melee strike, attacker takes 1 piercing.

Special Attack: Ember Burst: 30 ft, save Dex Quick, fail save roll 1d6+1 ember, cooldown 3 rounds.

Size: Medium

About:

Porcupine-like beasts covered in sharp, ember-glowing quills. When threatened, they shriek loud enough to rattle armor, then lash out in a spray of burning spines. Even after battle, their barbs stay lodged in clothing and boots, smoldering until brushed away.

Nether Sage

HP: 62

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Exceptional (15-16)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Magic Immunity, Spell Reflection.

Special Attack: Void Strike: Save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 2 rounds.

Size: Large

About:

Ancient aberrations warped by void energy, their forms wrapped in faint halos of shifting darkness. They bend reality through will alone, deecting spells and turning magic back on its source. Silent` and calculating, these sages wander ruins and forgotten catacombs in search of forbidden truths buried deep within the void.

Nether Vine Mauler

HP: 34

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Bristled Hide: On a missed melee strike, attacker takes 1 piercing. Steadfast Stance: Advantage on checks to resist shove or knockdown.

Special Attack: Thorn Lash: 30 ft, save Dex Quick, fail save roll 1d8+2 piercing, cooldown 3 rounds.

Size: Medium

About:

Twisted plant-creatures that crawl from cracks where light never reaches. Their bodies are a tangle of dark vines covered in hard thorns that draw blood with every strike. They fight low and close, digging into the ground to brace against attacks. Even when cut down, their splinters cling to boots and armor, spreading tiny roots overnight.

Newborn Sea Serpent

HP: 58

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Partial Freeze, Fortress Breaker, Water Form.

Special Attack: Tsunami Call: 30 ft, save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 3 rounds.

Size: Huge

About:

Newborn leviathans that retain the same shape as their elder counterparts, albeit smaller and less powerful. These massive serpent-like creatures roam the deepest seas, protecting their subjects and crushing sea fortresses with their blows.

Night Banshee

HP: 23

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Wild Impartial (Seeker)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Wailing Cry: Save Dex Quick, fail save roll 1d4+2 psychic, cooldown 2 rounds.

Size: Small

About:

Pale, ghost-like figures that drift through ruins and cliffsides after dusk. Their haunting cries echo across stone, freezing hearts before a single touch. In darkness they vanish completely, their outline visible only when they wail. Travelers say you never see a night banshee coming - you just hear the voice and know it's too late to run.

Nightfall Skulker

HP: 35

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Impartial (Seeker)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Shadow Burst, Light Weakness: Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round. Shadow Step, Shadow Stealth: Stealth, in dim/darkness gains superior concealment while moving slowly, bright light negates.

Special Attack: Shadow Leap: 30 ft, save Dex Quick, fail save roll 1d8+2 necrotic, cooldown 3 rounds.

Size: Small

About:

Mature and experienced Nightfall scouts sent on longer spying missions, their primary role is to infiltrate potential targets' bases and gather information. These skulkers report back to masterminds without getting noticed, determining risk levels and required resources.

Nighthulk

HP: 54

AC: 13

DR: 0

Save Roll: Quick +0, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate. Thrash.

Special Attack: Bone Crush: Save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 2 rounds.

Size: Large

About:

Broad-backed undead brutes that drag chains and bones behind them as they roam the dark. Their skin is stretched thin over corded muscle, and the stench of old blood follows wherever they go. When they strike, it's with crushing force that shatters shields and splinters walls. Few creatures survive a Nighthulk's grip long enough to scream.

Nightmare Stalker

HP: 60

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Exceptional (15-16)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fear Aura, Nightmare Form.

Special Attack: Terror Gallop: 30 ft, save Dex Quick, fail save roll 2d8+2 psychic, cooldown 3 rounds.

Size: Large

About:

Shadowy equine creatures with eyes that burn like hot coals and manes that seem to writhe with living darkness. These nightmare-born entities feed on the fears and dreams of mortals, their presence alone enough to drive the bravest warriors to madness and despair.

Noct Sprite

HP: 20

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Impartial Impartial (Wanderer)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Shadow Dust: Save Dex Quick, fail save roll 1d4+1 psychic, cooldown 2 rounds.

Size: Tiny

About:

Tiny, moth-winged fae that flutter through moonlit ruins and caverns. Their wings scatter faint dust that clouds the mind and dulls vision. They play cruel tricks in the dark, whispering from unseen corners before striking with psychic flashes. In dim light, they fade like smoke, leaving only a shimmer in the air.

Nocturne Serpent

HP: 24

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Venom Bite: Save Dex Quick, fail save roll 1d4+2 poison, cooldown 2 rounds.

Size: Small

About:

This serpentine hunter waits without breathing in the dark seam between two stones and lets quarry walk past, then unspools from shadow to nish the laggard. It keeps to the hem of every shadow; eyes slide off it twice.

Noct Voidborn Crawler

HP: 55

AC: 14

DR: 0

Save Roll: Quick +1, Tough +0, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Void Resistance, Teleport.

Special Attack: Void Tear: 30 ft, save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 3 rounds.

Size: Large

About:

Twisted entities that seem to exist partially in the void between realities, their forms constantly shifting and distorting as they move through space. These alien beings feed on the sanity and memories of their victims, leaving behind empty shells of their former selves.

Noir Mauler

HP: 52

AC: 14

DR: 1

Save Roll: Quick +1, Tough +2, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Shadow Strike: 30 ft, save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 3 rounds.

Size: Large

About:

Huge, shadow-covered beasts that prowl ruins and city outskirts at night. Their hides absorb light, making them appear more like holes in darkness than living things. They strike fast and hard, vanishing between blows, and the only warning is the low rumble of their breathing just before impact.

Noxious Devourer

HP: 49

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate. Stench, Holy-wrath Frenzy: When targeted by turn/banish: enters a frenzy until end of next turn, must advance toward a foe.

Special Attack: Toxic Bite: Save Dex Quick, fail save roll 2d8+2 poison, cooldown 2 rounds.

Size: Medium

About:

Bloated undead that hunt by scent and sound, drawn to the living like flies to blood. Their bodies are swollen with decay, skin stretched tight and slick with dark rot. The stench alone can stagger a warrior before the creature even strikes. They bite with enough force to crush bone, and when holy power touches them, they thrash in blind fury until nothing nearby still moves.

Nuckalavee

HP: 57

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Amphibious: Aquatic, breathes air and water, swims at normal speed. Aura Of Annihilation.

Special Attack: Plague Breath: 30 ft, save Dex Quick, fail save roll 2d8+2 disease, cooldown 3 rounds.

Size: Large

About:

Fiendish abominations created from sacrificed knights and steeds, their horrifying visage can bring unending nightmares. These amphibious ends serve as terrifying heralds of ancient death powers, their presence causing disease, drought, and pestilence to follow.

Null-Eyed Sovereign

HP: 64

AC: 14

DR: 0

Save Roll: Quick +1, Tough +0, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Exceptional (15-16)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Null Pulse Burst: Anti-magic, 10'ft aura, spells crossing the aura falter, effects entering require a save Wis Mind or end early.

Special Attack: Void Beam: 30 ft, save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 3 rounds.

Size: Large

About:

Massive aberrations with a central void where their eye should be that can emit short bursts of null energy in a 15-foot sphere. These sovereigns command lesser void entities and can unleash devastating beams that manipulate gravity, freeze time, or drain life force from their enemies.

Null Marauder

HP: 50

AC: 14

DR: 1

Save Roll: Quick +2, Tough +1, Mind +1

Alignment: Wild Impartial (Seeker)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Hardened Hide: Reduce the first point of slashing damage each round. Silent Step: Opportunity attacks against it suffer -2 while it moves from shadow to shadow.

Special Attack: Void Slash: 30 ft, save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 3 rounds.

Size: Large

About:

Tall, lean killers that slip between shadows with unnatural silence. Their blades slice through armor seams and leave wounds that seem to fade from sight before bleeding again. Light bends and sound dulls in their presence, as if the world itself refuses to notice them. When they strike, it's swift, precise, and without warning.

Nymph

HP: 23

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Orderly Impartial (Guardian)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Water's Grace: Advantage on checks in water.

Special Attack: Nature's Touch: 30 ft, save Dex Quick, fail save roll 1d4+2 radiant, cooldown 3 rounds.

Size: Medium

About:

Graceful water spirits bound to streams, pools, and forest springs. Their presence brings calm and clarity, though they defend their waters fiercely when disturbed. A nymph can blind or burn intruders with bursts of radiant light, vanishing beneath the surface before a blow can land. Those who speak kindly or show respect often find the water turning warm and safe in return.

Oath-Husk Assassin

HP: 36

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Impartial Vile (Schemer)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Assassin's Gambit, Sidestep, One With The Shadows, Faithbane Tenacity: Bonus on saves vs. turn/banish/holy effects, on success cannot be forced to flee this round.

Special Attack: Shadow Blade: Save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 2 rounds.

Size: Medium

About:

Undead killers once sworn to dark orders, now bound by their broken oaths. Their flesh hangs thin over sinew and chain, and their eyes glow faintly with dull red light. They move with trained precision, blades drawn tight to the body as they stalk through corridors and ruins. In low light, their forms blur into the dark until only the sound of steel remains. Holy wards slow them but never stop them.

Obsidian Serpent

HP: 53

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +1

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Dark Vision, Poison Immunity: Endurance, immune to poison effects.

Special Attack: Venom Spit: 30 ft, save Dex Quick, fail save roll 2d8+2 poison, cooldown 3 rounds.

Size: Large

About:

Long, midnight-scaled predators that glide through caverns and ruins without a sound. Their glassy hides reflect no light, drinking in torchglow until only the eyes remain - two green embers in the dark. They strike with blinding speed, spitting venom that smokes on stone and eats through steel. When they coil, the air tightens, and the crush of their grip feels like the walls closing in.

Ogre

HP: 51

AC: 12

DR: 0

Save Roll: Quick +0, Tough +2, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Thick Skull: Advantage on saves vs. stun.

Special Attack: Club Smash: 30 ft, save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 3 rounds.

Size: Large

About:

Huge, dim-witted brutes that ght for food, coin, or whoever shouts the loudest. Their skin is thick and scarred, their weapons crude clubs made from trees or beams. They live in lthy camps that stink of boiled leather and old meat, arguing until someone bleeds.

Orc

HP: 38

AC: 13

DR: 1

Save Roll: Quick +1, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+1

Special Defense: Tough Hide: The Orc has natural Resistance to piercing damage.

Special Attack: Battle Frenzy: Once per encounter, the Orc can enter a battle frenzy, gaining +1 damage to all attacks for 2 rounds but suering -1 AC.

Size: Medium

About:

Savage and aggressive, Orcs are the foot soldiers of their tribes, known for their brute strength and willingness to ght for dominance. Their skin is rough and scarred from constant combat, and they wield crude weapons, often jagged axes or spiked clubs. Despite their low intelligence, Orcs ght with primal coordination, relying on their rage to overwhelm enemies. They are often found in raiding parties or guarding the periphery of their tribal lands, quick to charge into battle at the slightest provocation.



Pale Mauler

HP: 48

AC: 14

DR: 1

Save Roll: Quick +1, Tough +2, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Grave Chill: Melee attackers save Con Tough or suffer -1 to next save this round.

Ambusher: If motionless in cover for 1 minute, counts as unseen until it moves or attacks.

Special Attack: Frost Claw: Save Dex Quick, fail save roll 2d8+2 cold, cooldown 2 rounds.

Size: Large

About:

White-skinned brutes born from frozen grave soil, their bodies wrapped in frost and scar tissue. They wait in stillness beneath snow or stone until prey wanders close, then explode into motion. Their claws burn with killing cold, leaving frost-rimmed wounds that never fully close. The air turns sharp and breathless wherever they hunt.

Palrethee

HP: 36

AC: 13

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Heated Body.

Special Attack: Flame Strike: Save Dex Quick, fail save roll 1d8+2 fire, cooldown 2 rounds.

Size: Medium

About:

Ambitious lesser demons that failed in trials to become greater ones, appearing as tall emaciated humanoids with vestigial wings and hot flames enshrouding their bodies. These amazing warriors can control their flame appearance and serve as captains to lesser demons.

Pegasus

HP: 37

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Orderly Impartial (Arbiter)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Winged Surge: Advantage on checks to break grapples while ying. Sure-footed: Advantage on balance checks.

Special Attack: Wing Strike: Save Dex Quick, fail save roll 1d8+2 bludgeoning, cooldown 2 rounds.

Size: Large

About:

Winged horses of radiant white, symbols of purity and freedom in the open sky. Their wings beat with the strength of storms, scattering clouds as they soar above mountains and sea. A pegasus chooses its rider rarely, refusing any touched by cruelty or greed. To glimpse one in flight is to feel the world made wider.

Phantom Cat

HP: 59

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Impartial (Seeker)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Phase Step: Teleportation, 30 ft, quick action, cooldown 1 round. Dark Sense: Senses, perceives in darkness within 30 ft even without line of sight.

Special Attack: Phase Claw: Save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 2 rounds.

Size: Large

About:

Monstrous predators with sleek blue-black fur and six legs, their otherworldly origins are evident in their tentacles and ability to phase between dimensions. These fey-born hunters can briefly step out of reality to avoid attacks, making them nearly impossible to hit with conventional weapons.

Phantom Hound

HP: 23

AC: 12

DR: 0

Save Roll: Quick +2, Tough +0, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Incorporeal, Ethereal Scent.

Special Attack: Spectral Howl: 30 ft, save Wis Mind, fail save roll 1d4+2 psychic, cooldown 3 rounds.

Size: Medium

About:

Spectral canines with translucent forms that seem to drift through solid matter, their howls echo with supernatural resonance. These ethereal hunters can sense the presence of living creatures across the boundary between realms, their ghostly barks capable of paralyzing prey with fear.

Phase Hound

HP: 24

AC: 13

DR: 0

Save Roll: Quick +2, Tough +0, Mind +1

Alignment: Orderly Kind (Guardian)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Phase Step: Teleportation, 30 ft, quick action, cooldown 1 round. Flank Step: Teleportation, 15 ft to a space flanking a foe, quick action, cooldown 1 round.

Special Attack: Phase Bite: Save Dex Quick, fail save roll 1d4+2 force, cooldown 2 rounds.

Size: Medium

About:

Intelligent canines with the ability to track scents across dimensional boundaries, their other-realm origins grant them supernatural mobility. These loyal companions work together in packs, using their phase step abilities to flank enemies and coordinate attacks from unexpected positions.

Plague Spreader

HP: 56

AC: 14

DR: 0

Save Roll: Quick +0, Tough +2, Mind +0

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Disease Immunity: Endurance, immune to disease effects. Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated.

Special Attack: Disease Cloud: 30 ft, save Dex Quick, fail save roll 2d8+2 poison, cooldown 3 rounds.

Size: Large

About:

Twelve-foot tall putrid ends whose bodies constantly weep poisonous ichor from countless open sores. These spreaders carry dozens of different diseases and can release clouds of toxic vapors that infect everything in their vicinity.

Plow Beast

HP: 22

AC: 10

DR: 0

Save Roll: Quick +0, Tough +2, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Thick Hide: Defense, heavy hide lessens harm from glancing weapon blows. Strength.

Special Attack: Horn Gore: Save Dex Quick, fail save roll 1d4+2 piercing, cooldown 2 rounds.

Size: Large

About:

Massive bovines with curved horns and powerful muscles, their strength makes them excellent work animals. These domesticated creatures are used for plowing fields and pulling heavy loads, their gore attacks capable of impaling threats.

Possessive Consciousness

HP: 33

AC: 12

DR: 0

Save Roll: Quick +2, Tough -1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Incorporeal, Possession.

Special Attack: Mind Drain: 30 ft, save Wis Mind, fail save roll 1d8+2 psychic, cooldown 3 rounds.

Size: Medium

About:

Malevolent spirits that seek to inhabit living bodies, their ethereal forms can merge with mortal flesh to control their hosts. These parasitic entities use their victims as puppets, their demented touch causing psychic damage while they search for permanent vessels.

Primal Ravager

HP: 61

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Berserker Rage: Frenzy, when first wounded badly, fights recklessly until end of next turn. Thick Hide: Defense, heavy hide lessens harm from glancing weapon blows. Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated. Reckless: Frenzy, prioritizes offense this round, easier to hit until its next turn.

Special Attack: Fury Swipe: Save Dex Quick, fail save roll 2d8+2 slashing, cooldown 2 rounds.

Size: Huge

About:

Fifteen-foot tall ursine fiends with massive claws and burning red eyes, their forms covered in coarse black fur and battle scars. These ravagers embody pure predatory instinct and uncontrolled fury, immediately attacking anything they perceive as a threat.

Prime Fire Warrior

HP: 54

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Heated Body, Illumination, Magic Weapons: Quality, its weapon attacks count as magical for overcoming DR. Water Susceptibility.

Special Attack: Flame Blade: Save Dex Quick, fail save roll 2d8+2 fire, cooldown 2 rounds.

Size: Large

About:

Once free fire elementals bound into magical plate armor, shedding bright light and dealing fire damage to those who touch them. These armored elementals are vulnerable to water but can scorch enemies with intense flames.

Prism Dancer

HP: 58

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Impartial (Seeker)

Intelligence: Bright (11-12)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Ethereal Form, Realm Shift.

Special Attack: Light Shift: 30 ft, save Dex Quick, fail save roll 2d8+2 radiant, cooldown 3 rounds.

Size: Large

About:

Ethereal beings of pure light and shadow that dance through the air like living auroras, their forms constantly shifting between radiant brilliance and inky darkness. These mysterious entities seem to exist in multiple realms simultaneously, their presence warping reality and leaving trails of prismatic energy in their wake.

Pulverizer

HP: 23

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Fortress Breaker.

Special Attack: Sonic Burst: 30 ft, save Dex Quick, fail save roll 1d4+2 thunder, cooldown 3 rounds.

Size: Medium

About:

Constructs that emit intense sonic waves to disorient and damage enemies, their sonic shrieks can cause thunder damage in cone-shaped areas. These machines are designed to break apart both physical barriers and the resolve of their enemies.

Quartzborn Sentinel

HP: 55

AC: 14

DR: 1

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Impartial (Arbiter)

Intelligence: High (13-14)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Crystal Armor: Defense, crystalline plates reduce harm from mundane weapons.

Special Attack: Crystal Shard: 30 ft, save Dex Quick, fail save roll 2d8+2 piercing, cooldown 3 rounds.

Size: Large

About:

Massive constructs formed entirely of living crystal that gleam with inner light, their faceted surfaces catching and reflecting any illumination in dazzling patterns. These ancient guardians are highly resistant to magical attacks and can shatter their own crystal bodies to create deadly shrapnel storms.

Quartz Shatterer

HP: 52

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Crystal Body: Defense, crystal lattice dampens cutting and piercing blows. Reflective Armor: Defense, sharp facets deflect glancing blows and scatter light. Mythic Resilience: Limited uses, convert a failed save to success, cannot use while incapacitated.

Special Attack: Gem Storm: 30 ft, save Dex Quick, fail save roll 2d8+2 slashing, cooldown 3 rounds.

Size: Large

About:

Towering fiends carved from living crystal, their bodies pulse with fractured light that bends and splits around them. Every step leaves a scrape of glass on stone, and their voices sound like cracking ice. In battle, they hurl storms of razor shards torn from their own armor, then reforge the gaps in seconds. To face one in sunlight is blinding – the air itself becomes a field of glittering blades.

Quicksilver Crawler

HP: 21

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Smoldering Form: Adjacent creatures that start their turn take 1 re unless they move away.

Special Attack: Molten Trail: 30 ft, save Dex Quick, fail save roll 1d4+2 fire, cooldown 3 rounds.

Size: Small

About:

Small, lizard-like creatures with skin that glows like heated metal. They move in quick bursts, leaving trails of molten ash that burn long after they pass. When cornered, they are with sudden heat, scorching anything that stands too close. Hunters say the air around them tastes like copper and smoke.

Quicksilver Web Weaver

HP: 35

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Web Walker, Spider Climb: Movement, adheres to walls and ceilings, climbs at normal speed, grease-like effects negate.

Special Attack: Web Trap: 30 ft, save Dex Quick, fail save roll 1d8+2 poison, cooldown 3 rounds.

Size: Medium

About:

Spider-like humanoids with chitinous armor and multiple eyes, their forms blend the worst aspects of spiders and humanoids. These web-spinning hunters can climb walls and ceilings, using their webs to trap prey before delivering poisonous attacks.

Quietus Ghoul

HP: 34

AC: 14

DR: 0

Save Roll: Quick +0, Tough +1, Mind +1

Alignment: Orderly Vile (Tyrant)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Static Hum: Within 10 ft, creatures have -1 to concentration checks.

Special Attack: Soul Whisper: 30 ft, save Wis Mind, fail save roll 1d8+2 necrotic, cooldown 3 rounds.

Size: Medium

About:

Intelligent undead that feed on the echoes of dying thoughts. They prowl graveyards and battlefields in silence, speaking only to the souls they mean to claim. Their whispers chill the air and twist the mind, carrying fragments of forgotten names. Even the bravest fall quiet when one is near, afraid their own voice might answer back.

Quill Arbiter

HP: 22

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Impartial (Seeker)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Bristled Hide: On a missed melee strike, attacker takes 1 piercing. Ambusher: If motionless in cover for 1 minute, counts as unseen until it moves or attacks.

Special Attack: Spike Shot: Save Dex Quick, fail save roll 1d4+2 piercing, cooldown 2 rounds.

Size: Medium

About:

Spined hunters that hide among stone and brush, waiting for the perfect strike. Their backs bristle with barbed quills that snap loose when they lunge, piercing armor and cloth alike. They move with slow precision, letting prey pass before attacking from behind. Even after a fight, their quills stay buried in gear, a silent warning that more may be near.



Rage Beast

HP: 56

AC: 14

DR: 3

Save Roll: Quick +2, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Brutal Critical, Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate.

Pounce, Rage.

Special Attack: Fury Claw: Save Dex Quick, fail save roll 2d8+2 slashing, cooldown 2 rounds.

Size: Large

About:

Red dragon-like creatures in large cat-like bodies, incredibly aggressive and vicious. These rage beasts pounce savagely on prey and violently rip them to shreds like ragdolls with their brutal worrying ability.



Raptor

HP: 22

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Pack Coordination, Keen Sight.

Special Attack: Pack Strike: Save Dex Quick, fail save roll 1d4+2 slashing, cooldown 2 rounds.

Size: Medium

About:

Swift, clawed hunters that move with startling speed and coordination. These pack predators rely on instinct and teamwork rather than thought, circling prey and striking from multiple angles until nothing is left standing.

Rat Tide

HP: 33

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Swarm, Nightvision: Senses, sees normally in darkness within 60 ft, bright light is normal.

Special Attack: Swarm Bite: 30 ft, save Dex Quick, fail save roll 1d8+2 piercing, cooldown 3 rounds.

Size: Large (encounter flood)

About:

A living carpet of gnawing rats that moves as one. The swarm oods streets and tunnels, devouring anything in its path. Their bites carry disease, and their numbers grow faster than fire can burn them out. When the squealing starts, most townsfolk lock their doors and pray it passes by.

Ravenous Creeper

HP: 49

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Impartial (Seeker)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate.

Special Attack: Hunger Strike: Save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 2 rounds.

Size: Medium

About:

Agile undead with enhanced speed and reexes, their forms are adapted for stealthy hunting and quick strikes. These creepers are masters of ambush tactics, their boss actions allowing them to move and attack with supernatural speed.



Relentless Haunt

HP: 51

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Incorporeal, Object Possession.

Special Attack: Spirit Drain: 30 ft, save Wis Mind, fail save roll 2d8+2 necrotic, cooldown 3 rounds.

Size: Medium

About:

Ancient spirits whose ethereal forms have grown powerful through centuries of existence, their supernatural abilities allow them to possess and control inanimate objects. These relentless haunts can manipulate their environment to attack intruders, their object possession abilities making them deadly in their domains.

Retribution Imp

HP: 23

AC: 14

DR: 0

Save Roll: Quick +2, Tough +0, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Pain Rebound Aura, Pack Coordination, Regeneration: Healing, regains HP each round, suppressed by specific damage types noted in the stat block.

Special Attack: Revenge Claw: Save Dex Quick, fail save roll 1d4+2 slashing, cooldown 2 rounds.

Size: Small

About:

Small, obnoxious demons that roam in packs, resembling dark-skinned hairless shriveled humanoids with long arms ending in three clawed ngers permanently stained with blood. These angry mobs make up for individual weakness with sheer numbers and coordinated attacks.

Ridge Mauler

HP: 19

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Stonebound: Resist being moved.

Special Attack: Rock Toss: 30 ft, save Dex Quick, fail save roll 1d4+1 bludgeoning, cooldown 3 rounds.

Size: Small

About:

Fist-size, rock-skinned beasts that cling to cliffs and canyon walls. Their bodies blend perfectly with stone until they move, shaking dust and pebbles loose. They attack from above, hurling chunks of rock or dropping onto prey with crushing force. Even after they fall, the echo of their claws scraping stone lingers for a long time.

Rimeborn Hunter

HP: 48

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Cold Immunity, Ice Walker.

Special Attack: Frost Bite: 30 ft, save Dex Quick, fail save roll 2d8+2 cold, cooldown 3 rounds.

Size: Medium

About:

Pale-furred predators with eyes that gleam like frozen sapphires, their breath creates clouds of frost that hang in the air. These relentless hunters track their prey through frozen wastes, their bodies adapted to extreme cold and their attacks carrying the numbing chill of the deepest winter.

Rime Howler

HP: 37

AC: 11

DR: 2

Save Roll: Quick -1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Rime Coat: Ground in 5 ft becomes slick.

Special Attack: Frost Howl: Save Dex Quick, fail save roll 1d8+2 cold, cooldown 2 rounds.

Size: Large

About:

Large wolf-like beasts born of frost and silence. Their howls freeze the air and slick the ground with sudden ice, sending foes sprawling before the kill. Frost clings to their breath and coats their fur in glittering shards that sparkle in moonlight. Even after they vanish into the storm, the air stays cold enough to bite.



Rime Myconid

HP: 21

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Rime Coat: Ground in 5 ft becomes slick.

Special Attack: Ice Spore: Save Dex Quick, fail save roll 1d4+2 cold, cooldown 2 rounds.

Size: Medium

About:

This fungus-kin from the seams of the earth lets quarry walk past, then unspools from shadow to finish the laggard and waits without breathing in the dark seam between two stones. Breath rimes steel and thought; a glittering chill lingers in its wake.

River Tyrant

HP: 63

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Amphibious: Aquatic, breathes air and water, swims at normal speed. Fear Aura.

Special Attack: Terror Wave: 30 ft, save Wis Mind, fail save roll 2d8+2 psychic, cooldown 3 rounds.

Size: Huge

About:

Winged fiends that rule the black rivers of the underworld. Their upper bodies are scaled and horned, while their lower halves twist into slick coils of esh that churn the water like storms. They crave the memories of the living, devouring minds through their touch and leaving only hollow shells behind. When a tyrant rises from the depths, the current turns foul and even lesser devils scatter.



River Young Fire Bird

HP: 59

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fiery Death And Rebirth, Fire Form, Flyby: Tactics, while ying, may move away after a melee attack without provoking free strikes. Illumination, Fortress Breaker.

Special Attack: Phoenix Flame: 30 ft, save Dex Quick, fail save roll 2d8+2 fire, cooldown 3 rounds.

Size: Huge

About:

Young phoenixes that partially retain the wisdom of their former selves, gaining hot-headed temperaments eager to try their newborn powers. These re birds can explode when they die, leaving behind egg-shaped cinders that hatch new phoenixes.

Rock Sentinel

HP: 64

AC: 14

DR: 2

Save Roll: Quick +0, Tough +2, Mind -1

Alignment: Orderly Impartial (Arbiter)

Intelligence: Low (2-4)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Stone Skin.

Special Attack: Stone Slam: 30 ft, save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 3 rounds.

Size: Huge

About:

Massive humanoid gures carved from living Rock, their bodies covered in ancient runes that pulse with magical energy. These ancient guardians have stood watch for centuries, their stony forms highly resistant to harm and their strength capable of reshaping the very earth.

Root Desert Walker

HP: 22

AC: 11

DR: 0

Save Roll: Quick +1, Tough +2, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Heat Resistance, Endurance.

Special Attack: Sand Spit: 30 ft, save Dex Quick, fail save roll 1d4+2 bludgeoning, cooldown 3 rounds.

Size: Large

About:

Hardy ungulates with humped backs and long legs, their adaptations make them perfect for desert travel. These domesticated animals can go days without water, their endurance and sure-footedness making them ideal for long journeys across harsh terrain.

Saber Fang

HP: 34

AC: 12

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Wild Impartial (Seeker)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Stealth, Keen Smell: Senses, creatures sneaking within 30 ft must save Wis Mind to avoid detection, strong masking scents negate.

Special Attack: Fang Strike: 30 ft, save Dex Quick, fail save roll 1d8+2 piercing, cooldown 3 rounds.

Size: Large

About:

Broad-shouldered predators built for sudden violence. Their long fangs curve past the jaw like drawn blades, made to pierce thick hide in a single strike. They wait in silence along ridges and riverbanks, every muscle still until the moment of attack. When they leap, the ground shudders, and the kill is over before the echo fades.



Sable Lurker Raider

HP: 46

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Resonant Connection: Senses, can sense the general direction of a marked target at long distance, barriers may disrupt. Shadow Stealth: Stealth, in dim/darkness gains superior concealment while moving slowly, bright light negates. Lightfooted: Mobility, ignores most difficult terrain when dashing.

Special Attack: Shadow Raid: Save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 2 rounds.

Size: Medium

About:

Sable Lurker Raiders are agile shadow-born hunters known for their hit-and-run tactics. Cloaked in living darkness, they move with near silence and strike from concealment before vanishing again. Their lightfooted steps bypass most obstacles, and in dim light, they seem to melt into the environment. Though not mindless, they act with cunning precision - marking targets, creating diversions, and isolating prey. Rarely seen until it's too late, they are favored as scouts or saboteurs by darker powers.



Salt Hag

HP: 20

AC: 14

DR: 0

Save Roll: Quick +2, Tough -1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Salt Crust: Reduce water-based damage by 1.

Special Attack: Drying Curse: 30 ft, save Dex Quick, fail save roll 1d4+2 necrotic, cooldown 3 rounds.

Size: Small

About:

Shriveled sea-witches who dwell in dry caves and abandoned coastal wells. Despite their small stature, their skin flakes like salt, and their touch drains moisture from flesh and stone alike. They curse travelers with unending thirst, leaving victims' lips cracked and voices hoarse. The ground around their lairs is white and brittle, crusted with the remains of those who begged for water.

Satyr

HP: 33

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +1

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Fey Step: Short teleport 15 ft as a bonus once per fight.

Special Attack: Pan Pipes: 30 ft, save Dex Quick, fail save roll 1d8+2 charm, cooldown 3 rounds.

Size: Medium

About:

Mischievous fey with goat legs, sharp smiles, and a taste for chaos. They wander forests and glades in search of drink, dance, and trouble, charming mortals with music from their enchanted pipes. Beneath the laughter and wine hides a mean streak - a satyr's prank can end alliances faster than a drawn blade.



Scholar Aspect

HP: 54

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Hellre` Aura. Regeneration: Healing, regains HP each round, suppressed by specific damage types noted in the stat block.

Special Attack: Infernal Knowledge: 30 ft, save Dex Quick, fail save roll 2d8+2 psychic, cooldown 3 rounds.

Size: Large

About:

Nine-foot tall beings with deep crimson skin and devilish features, blood-red pupils, and thick jet-black hair. These aspects rely mostly on spells to deal with opponents, avoiding melee combat whenever possible.

Scorch Hag

HP: 22

AC: 11

DR: 2

Save Roll: Quick -1, Tough +2, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Smoldering Form: Adjacent creatures that start their turn take 1 re unless they move away.

Special Attack: Ember Claw: 30 ft, save Dex Quick, fail save roll 1d4+2 fire, cooldown 3 rounds.

Size: Medium

About:

Charred swamp-witches wreathed in smoke and ember. Their cracked skin glows faintly from within, and their breath leaves trails of soot. They stalk the edges of burned forests and ash plains, clawing at intruders with hands that burn like coals. Even after they're gone, the air smells of smoke, and the ground stays warm beneath the ash.

Scorch Shrieker

HP: 19

AC: 14

DR: 0

Save Roll: Quick +2, Tough -1, Mind -2

Alignment: Wild Vile (Reaver)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Smoldering Form: Adjacent creatures that start their turn take 1 re unless they move away.

Special Attack: Flame Shriek: 30 ft, save Dex Quick, fail save roll 1d4+1 fire, cooldown 3 rounds.

Size: Small

About:

Small, ember-skinned creatures that nest in the charred remains of forests and battlefields. Their bodies glow from within, and their high-pitched cries burst into waves of heat. They dart between cover, leaving streaks of soot wherever they move. When a group starts shrieking together, the air ripples like a furnace.

Scree Slime

HP: 18

AC: 14

DR: 0

Save Roll: Quick +1, Tough -1, Mind -3

Alignment: Orderly Impartial (Arbiter)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Stonebound: Resist being moved.

Special Attack: Rock Acid: 30 ft, save Dex Quick, fail save roll 1d4+1 acid, cooldown 3 rounds.

Size: Small

About:

A sticky, stone-colored ooze that seeps through cracks and loose gravel. It blends perfectly with rock until it moves, then grinds forward in a slow crawl, leaving pits of acid in its wake. When struck, it clings tighter, hardening like wet mortar around weapons and boots. The ground it crosses stays etched and smoking for hours.



Scrying Orb

HP: 47

AC: 14

DR: 0

Save Roll: Quick +1, Tough +1, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense:

Special Attack: Mind Probe: 30 ft, save Dex Quick, fail save roll 2d8+2 psychic, cooldown 3 rounds.

Size: Medium

About:

Juvenile aberrations with developing sensory stalks and magical abilities, their scrying powers and focused gaze are less powerful than their adult counterparts but still deadly. These young orbs are learning to master their paranoid nature and magical abilities. Despite their smaller size, they possess dangerous potential and are becoming increasingly adept at using their psychic powers.

Sea Serpent

HP: 56

AC: 13

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

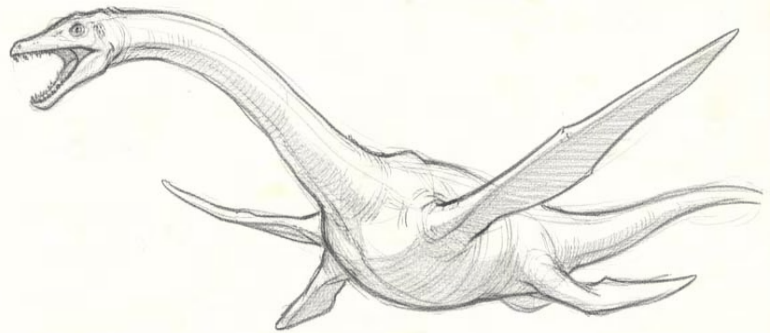
Special Defense: Swim Speed: Movement, swims at normal speed, can act underwater.

Special Attack: Tidal Strike: Save Dex Quick, fail save roll 2d8+2 bludgeoning, cooldown 2 rounds.

Size: Large

About:

Massive marine predators with long flexible necks and powerful flippers, their streamlined bodies are perfectly adapted for underwater hunting. These ancient sea creatures can hold their breath for hours and use their flexible necks to strike at prey from unexpected angles.



Sepulchral Templar

HP: 58

AC: 14

DR: 2

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Vile (Tyrant)

Intelligence: High (13-14)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Undead Nature.

Special Attack: Death Strike: 30 ft, save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 3 rounds.

Size: Medium

About:

Fallen warriors cursed to undeath for their evil deeds, their blackened armor and burning eyes speak of their damnation. These powerful undead templars retain their martial prowess and gain dark magical abilities, their very presence spreading fear and despair among the living.

Severed Creeper

HP: 21

AC: 12

DR: 2

Save Roll: Quick +2, Tough +0, Mind -1

Alignment: Impartial Vile (Schemer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: -

Special Attack: Claw Grasp: Save Dex Quick, fail save roll 1d4+2 slashing, cooldown 2 rounds.

Size: Small

About:

Severed extremities animated by necromantic energy, their undead flesh driven by an insatiable hunger for violence. These foul creatures crawl with unnatural grace, their clawed digits seeking to tear and rend any living flesh they encounter.

Sewer Guardian

HP: 53

AC: 14

DR: 0

Save Roll: Quick -3, Tough +2, Mind -1

Alignment: Orderly Vile (Tyrant)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Devil Spines.

Special Attack: Toxic Spray: 30 ft, save Dex Quick, fail save roll 2d8+2 acid, cooldown 3 rounds.

Size: Large

About:

Bloated devil custodians that patrol infernal sewers and battlefields, their corrosive slime and venomous spines make them dangerous to approach. These guardians can swallow prey whole and digest them in their acid-filled abdomens.



Shadebound Lord

HP: 64

AC: 14

DR: 0

Save Roll: Quick +0, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fire Immunity: Endurance, immune to re damage. Heat` Aura.

Special Attack: Shadow Flame: 30 ft, save Dex Quick, fail save roll 2d8+2 fire, cooldown 3 rounds.

Size: Huge

About:

Massive humanoid figures whose bodies burn with eternal flame, their skin glowing like hot coals and their hair flowing like living fire. These lords of flame breathe streams of superheated fire and create storms of burning ash, their very presence setting the air ablaze. Towering over foes, their sheer size and power make them terrifying to face.

Shade Elves

HP: 23

AC: 11

DR: 0

Save Roll: Quick +2, Tough +0, Mind +1

Alignment: Impartial Vile (Schemer)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dark Sense: Senses, perceives in darkness within 30 ft even without line of sight. Light Weakness: Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round.

Special Attack: Shadow Bolt: 30 ft, save Dex Quick, fail save roll 1d4+2 necrotic, cooldown 3 rounds.

Size: Medium

About:

Dark-skinned elves who have adapted to life in the Deep Realms, their white hair and red eyes speak of their alien nature. These skilled warriors prefer to fight from concealment, using poisoned weapons and their natural stealth to eliminate enemies before they can react.



Shade Warden

HP: 22

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Vile (Reaver)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dim Shroud: In dim light or darkness, creatures must save Wis Mind to detect it.

Special Attack: Dark Watch: 30 ft, save Dex Quick, fail save roll 1d4+2 psychic, cooldown 3 rounds.

Size: Small

About:

Silent sentinels formed from living shadow. They linger in ruins and graveyards, watching intruders with faint, silver eyes. In darkness, they vanish completely, striking from blind angles to drain strength and will. Those who survive say they never saw the blow - only felt the fear before it landed.

Shadow Assassin

HP: 49

AC: 12

DR: 0

Save Roll: Quick +2, Tough +1, Mind +1

Alignment: Orderly Vile (Tyrant)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Shadow Form: Defense, body of living shadow, partially incorporeal in dim/dark. Shadow

Stealth: Stealth, in dim/darkness gains superior concealment while moving slowly, bright light negates.

Special Attack: Death Shadow: 30 ft, save Dex Quick, fail save roll 2d8+2 necrotic, cooldown 3 rounds.

Size: Medium

About:

Deadly devil assassins that can turn into pure shadow, their ability to teleport through darkness makes them perfect for eliminating high-value targets. These assassins prefer to strike from the shadows and disappear before their victims can react.



Shadowed Guardian

HP: 61

AC: 14

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Impartial Kind (Mediator)

Intelligence: High (13-14)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Fire Immunity: Endurance, immune to re damage. Heat` Aura.

Special Attack: Guardian Flame: 30 ft, save Dex Quick, fail save roll 2d8+2 fire, cooldown 3 rounds.

Size: Large

About:

Massive humanoid figures whose bodies burn with eternal flame, their skin glows like hot coals and their hair flows like living fire. These protectors of the flame can breathe streams of superheated fire and create storms of burning ash, their very presence enough to set the air itself ablaze.

Shale Moth

HP: 4

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Wild Impartial (Seeker)

Intelligence: Below Average (6-8)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d4+1

Special Defense: Stonebound: Resist being moved.

Special Attack: Stone Dust: Save Dex Quick, fail save roll 1d4+2 blind, cooldown 2 rounds.

Size: Small

About:

Small, gray-winged insects that roost along cavern walls and cliff faces. When disturbed, they burst into flight, shaking clouds of fine stone dust that blind and choke anything nearby. Their wings scrape like sandpaper on stone, and their powder clings to armor long after the ght. The air around them always smells of dust and dry earth.



Shaman Ogre

HP: 57

AC: 13

DR: 0

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Tribal Wards: Enhanced resistance to magic.

Special Attack: Spirit Call: Melee, save Dex Quick, fail save roll 2d8+2 radiant, cooldown 2 rounds.

Size: Medium

About:

Ogre spellcasters who channel primitive magic, their bodies covered in ritual scars and their eyes glowing with supernatural power. These shamans use their mystical abilities to enhance their allies and curse their enemies, standing at the center of their tribe's spiritual power.



Shardborn Guardian

HP: 60

AC: 14

DR: 2

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Impartial (Arbiter)

Intelligence: High (13-14)

Magic Resistance: Magic resistance (+2 bonus vs spells)

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Crystal Armor: Defense, crystalline plates reduce harm from mundane weapons. Light Refraction.

Special Attack: Prism Burst: 30 ft, save Dex Quick, fail save roll 2d8+2 radiant, cooldown 3 rounds.

Size: Large

About:

Humanoid figures formed entirely of living crystal that throw prismatic ghosts across stone, their faceted surfaces creating blinding auras that can confuse and disorient enemies. These guardians can shatter their own crystal bodies to create deadly storms of shrapnel.

Shard Spider

HP: 24

AC: 11

DR: 0

Save Roll: Quick +2, Tough +1, Mind -1

Alignment: Impartial Impartial (Wanderer)

Intelligence: Low (2-4)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

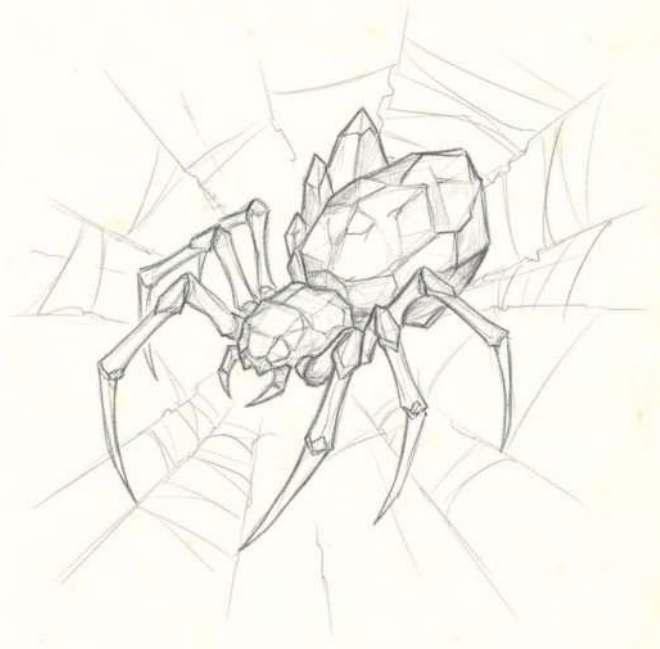
Special Defense: Crystal Web, Light Refraction.

Special Attack: Crystal Sting: 30 ft, save Dex Quick, fail save roll 1d4+2 piercing, cooldown 3 rounds.

Size: Small

About:

Arachnids with bodies that seem to be formed of living Shard, their webs split torchlight into searing lances that can blind and confuse prey. These crystalline hunters spin webs of pure Shard that are nearly invisible until they catch the light, their venom causing temporary paralysis.



Silk Warrior

HP: 37

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Fey Ancestry: Endurance, resists magical sleep and charm. Light Weakness:

Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round. Web Sense: Senses, while touching connected webs, perceives vibrations and the position of creatures along them within 60 ft.

Special Attack: Web Strike: 30 ft, save Dex Quick, fail save roll 1d8+2 entanglement, cooldown 3 rounds.

Size: Small

About:

The strongest of their tribe chosen from brutal tribal competitions, these warriors willingly charge into battle unlike their ambush-preferring kin. These small monstrosities use their web sense abilities and fey ancestry effectively in combat.

Siren

HP: 36

AC: 12

DR: 0

Save Roll: Quick +2, Tough +1, Mind +2

Alignment: Wild Vile (Reaver)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Sea-kin: Swim speed.

Special Attack: Luring Song: 30 ft, save Dex Quick, fail save roll 1d8+2 charm, cooldown 3 rounds.

Size: Medium

About:

Sea-dwelling predators with voices that twist memory into long-ing, their songs seducing sailors with an irresistible pull. In the soft glow of moonlight, they appear almost human, their delicate beauty accentuated by the shimmer of scales and the haunting allure of their smile. Their eyes, deep and knowing, hold a promise of secrets just beyond reach. Drawn by their melodic calls, sailors find themselves helplessly steering toward jagged reefs, where shipwrecks pile like offerings. Few who hear their song ever turn back in time, their hearts forever entranced by the haunting promise of what lies beneath the surface.



Sky Colossus

HP: 68

AC: 13

DR: 2

Save Roll: Quick +1, Tough +2, Mind +2

Alignment: Orderly Kind (Guardian)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 3d6+3

Special Defense: Cloud Walk: Movement, treats thick fog/cloud as solid surface, falls if dispersed.

Storm Mastery: Environment, can shape winds and call lightning, weather-related actions are easier.

Special Attack: Thunder Call: 30 ft, save Dex Quick, fail save roll 2d8+2 lightning, cooldown 3 rounds.

Size: Huge

About:

Massive humanoid gures whose bodies seem to be composed of living storm clouds, their eyes crackle with lightning and their voices echo like thunder. These lords of the sky can call down lightning from the heavens and create massive thunderclaps, their very presence commanding awe and respect.

Telepathic Jelly

HP: 7

AC: 12

DR: 0

Save Roll: Quick +2, Tough +0, Mind +2

Alignment: Orderly Kind (Guardian)

Intelligence: High (13-14)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d4+1

Special Defense: Flight: Movement, creature flies at normal speed. Telepathy: Communication, can communicate telepathically with creatures that share a language within 60 ft.

Special Attack: Essence Spray: Acid, 15-ft cone, save Con Tough, fail save roll 1d4+1 acid plus ongoing 1 round, cooldown 2 rounds.

Size: Small

About:

Floating jellyfish-like creatures with translucent tentacles and gentle demeanor, their peaceful nature and telepathic abilities make them unique among aberrations. These benevolent beings can communicate telepathically and spray defensive acid when threatened, their unusual appearance often causing confusion among enemies.



Titan Spider

HP: 26

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d10+2

Special Defense: Spider Climb: Movement, adheres to walls and ceilings, climbs at normal speed, grease-like effects negate.

Web Sense: Senses, while touching connected webs, perceives vibrations and the position of creatures along them within 60 ft.

Special Attack: Venom Strike: Poison, melee 5 ft, save Con Tough, fail save roll 1d8+2 poison, cooldown 2 rounds.

Size: Large

About:

Massive arachnids with hairy legs and multiple gleaming eyes, their hunting prowess makes them apex predators in dark places. These solitary hunters weave complex webs to ensnare prey, their venomous fangs capable of paralyzing creatures much larger than themselves. They prefer to strike from above, dropping silently onto unsuspecting victims before retreating to higher ground.



Tusked Charger

HP: 11

AC: 12

DR: 2

Save Roll: Quick +0, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Thick Hide: Defense, heavy hide lessens harm from glancing weapon blows. Charge: Movement, when moving at least 20 ft in straight line before attack, deals extra damage.

Special Attack: Tusk Gore: Melee 5 ft, save Str Tough, fail save roll 1d4+2 piercing, cooldown 2 rounds.

Size: Medium

About:

Robust and equipped with curved tusks and bristly fur, these aggressive herd animals become particularly dangerous when threatened. They use their tusks for both digging and defense, and their charge attacks can gore opponents with bone-crushing force.



Umber Marauder

HP: 12

AC: 13

DR: 0

Save Roll: Quick +2, Tough +0, Mind +0

Alignment: Wild Vile (Reaver)

Intelligence: Bright (11-12)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Dim Shroud: Stealth, in dim light or darkness, creatures must save Wis Mind to detect it; success reveals only its outline. Silent Step: Mobility, opportunity attacks against it suffer -2 while it moves from shadow to shadow.

Special Attack: Shadow Strike: Psychic, 5 ft, save Wis Mind, fail save roll 1d4+2 psychic, cooldown 2 rounds.

Size: Small

About:

Small, wiry humanoids cloaked in tattered dark fabric, their eyes gleam with cunning malice from beneath deep hoods. These patient raiders favor ambush tactics over direct confrontation, slipping between shadows to strike at the wounded and overconfident. Their dual-wielded blades whisper through the air as they dance away from retaliation, always seeking the next shadow to vanish into.



Web Stalker

HP: 22

AC: 14

DR: 0

Save Roll: Quick +2, Tough +1, Mind +0

Alignment: Wild Vile (Reaver)

Intelligence: Average (8-10)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d6+1

Special Defense: Fey Ancestry: Endurance, resists magical sleep and charm.

Light Weakness: Bright light, attack and perception checks impaired, at start of turn save Con Tough or dazzled 1 round. **Web Sense:** Senses, while touching connected webs, perceives vibrations and the position of creatures along them within 60 ft.

Special Attack: Web Ambush: 30 ft, save Dex Quick, fail save roll 1d4+2 entanglement, cooldown 2 rounds.

Size: Small

About:

Deadly scouts that weave between moonbeam and shadow, their silk-wrapped forms nearly invisible until they strike. These fey infiltrators serve their masters as living spies, slipping past guards and wards to gather secrets from noble keeps, sacred temples, and wizard towers. Their web-sense allows them to feel the tremors of approaching footsteps through connected strands, turning entire chambers into silent alarm systems.



Swamp Devourer

HP: 39

AC: 12

DR: 0

Save Roll: Quick +0, Tough +2, Mind -3

Alignment: Wild Vile (Reaver)

Intelligence: Animal (1)

Magic Resistance: -

Number of Attacks: 1

Attack: 2d6+2

Special Defense: Amphibious: Aquatic, breathes air and water, swims at normal speed. Camouflage: Stealth, while in matching terrain and stationary, creatures must save Wis Mind to spot, movement ends this.

Special Attack: Bog Swallow: Melee 5 ft, save Str Tough, target engulfed and takes ongoing acid damage, cooldown 3 rounds.

Size: Large

About:

Massive amphibians with warty skin and powerful jaws, their ability to swallow prey whole makes them terrifying predators. These swamp-dwelling creatures use their camouflage to ambush prey from murky waters, their acidic gullets dissolving anything unfortunate enough to be caught.



Zombie Rotling

HP: 10

AC: 12

DR: 0

Save Roll: Quick -2, Tough +0, Mind -2

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d4+1

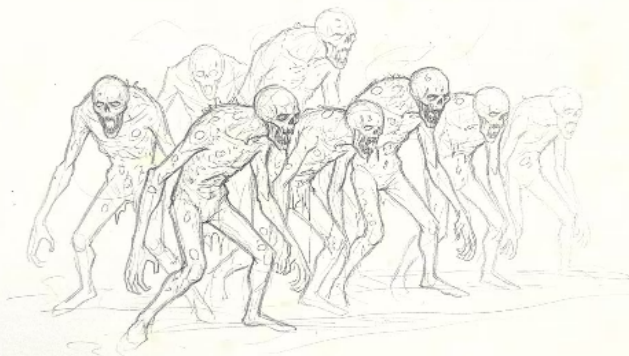
Special Defense: Mindless: Immune to charm and fear.

Special Attack: Plague Bite: Melee 5 ft, save Con Tough, fail save roll 1d4+1 necrotic plus disease, cooldown 3 rounds.

Size: Medium

About:

Shambling corpses with festering wounds and putrid breath, their diseased bite spreads corruption through living flesh. While individually weak, these rotting horrors become dangerous in groups, their plague-bearing jaws capable of overwhelming even careful adventurers through sheer persistence and infectious malice.



Zombie Shambler

HP: 12

AC: 12

DR: 0

Save Roll: Quick -1, Tough +1, Mind -1

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d4+1

Special Defense: Mindless: Immune to charm and fear.

Special Attack: Bone Grasp: Melee 5 ft, save Dex Quick, target seized until zombie is destroyed, cooldown 2 rounds.

Size: Medium

About:

Once-human corpses animated by foul magic, these undead drag themselves forward with relentless purpose. Their clumsy gait belies their terrifying persistence, as rotting hands reach out to seize prey with an iron grip that only death can break. These shambling horrors refuse to stop their advance until utterly destroyed.

Zombie

HP: 8

AC: 10

DR: 0

Save Roll: Quick -3, Tough +2, Mind -2

Alignment: Unaligned

Intelligence: Non-Intelligent (0)

Magic Resistance: -

Number of Attacks: 1

Attack: 1d4+1

Special Defense: Mindless: Immune to charm and fear.

Special Attack: Death Grip: Melee 5 ft, save Dex Quick, target seized until zombie is destroyed; cooldown 2 rounds.

Size: Medium

About:

Rotting corpses that drag themselves forward with bone-cracking persistence. They clutch whatever they catch and refuse to let go until nothing warm remains.

