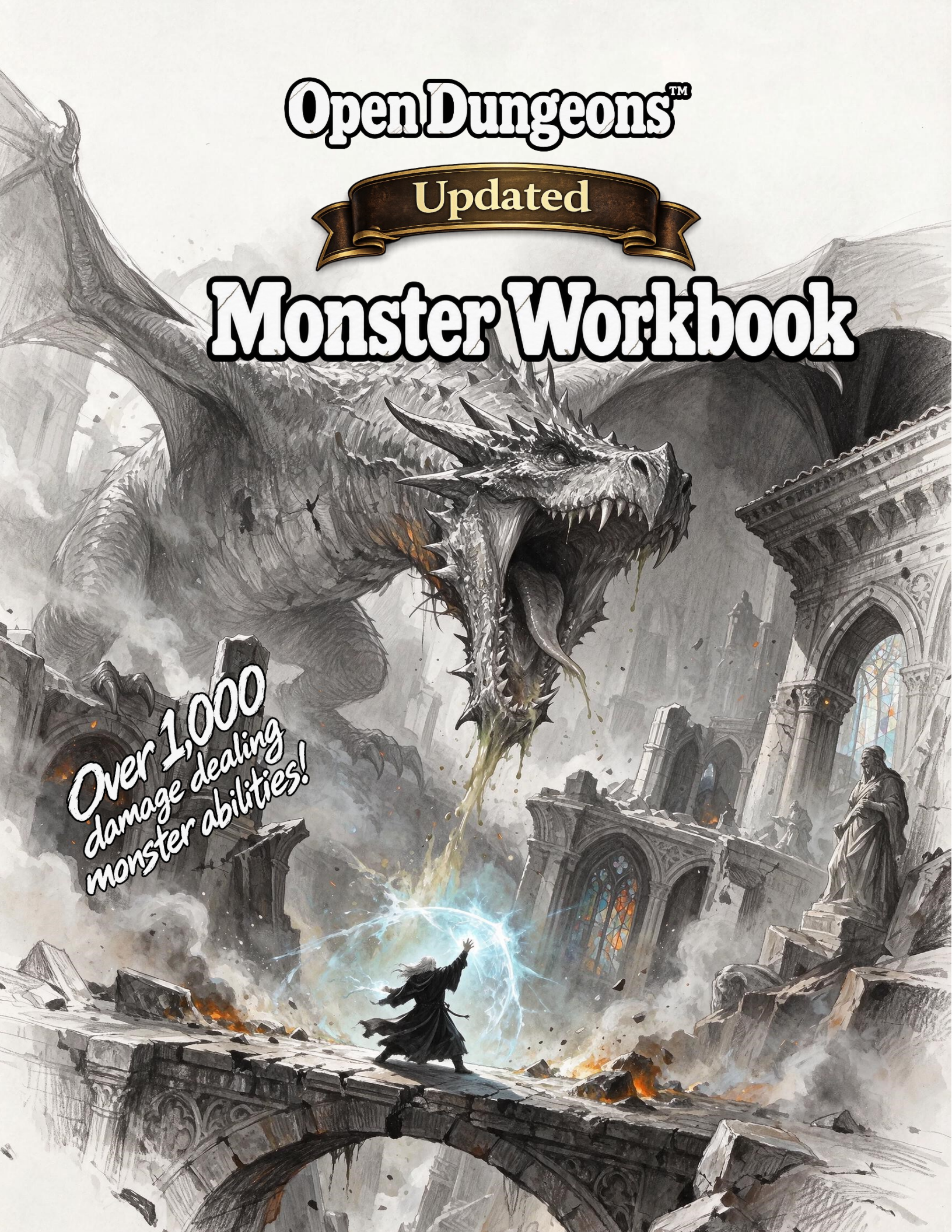
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Monster Workbook



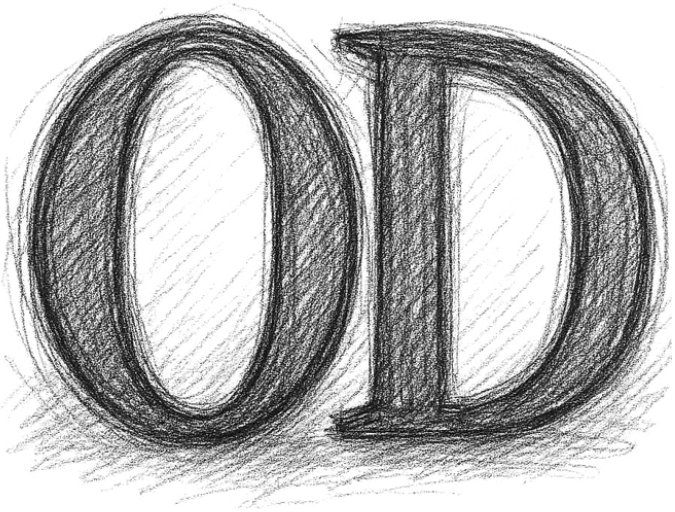
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Open Dungeons RPG™

DN Monster Workbook

Damage Abilities and Monster Templates



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How to Use This Workbook

This workbook lists 1,000+ damage-dealing monster abilities from the Monster Trove books, A to Z, as a quick reference: the attack, its type, and how much damage it does. Abilities shared by several monsters appear once. Where the Monster Trove books give more than one version of an ability, each version has its own line.

Each line shows:

- **Attack Type -** Melee, Ranged, a Save (named when the Monster Trove books names it), or Special for triggered and ongoing damage.
- **Damage Type -** acid, fire, piercing, and so on. A dash means the Monster Trove books do not name one.
- **Damage -** the dice or flat amount. Several values on one line are extra strikes or follow-up damage from the same ability.

The listed text comes from the Monster Trove books, but it is not absolute: some monsters may have these abilities, some may not - DN decision, and it helps minimize metagaming.

The back of the workbook holds 20 blank Monster Templates, each with Monster Name, Party Level, and Damage Abilities boxes, for your own creatures or variants.

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.

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.



Damage Abilities

A

Attack	Attack Type	Damage Type	Damage
Acid Blast	Save Dex Quick	Acid	1d12+2
Acid Breath	Save Con Tough	Acid	14d6 (half on save)
	Save Con Tough	Acid	4d6 (half on save)
	Save Con Tough	Acid	9d6 (half on save)
Acid Cleaver	Melee	Acid, Slashing	3d8+5
Acid Dissolve	Save Dex Quick	Acid	3d4+3
Acid Splash	Save Dex Quick	Acid	1d6+2, 1d4
	Save Dex Quick	Acid	2d8+2
Acid Spray	Save Dex Quick	Acid	2d8+2, 1d4
	Save Dex Quick	Acid	2d8+3, 1d4
Acid Touch	Save Dex Quick	Acid	1d4+2
Acid Wave	Save Dex Quick	Acid	3d8
Adhesive Gallop	Save Quick	Bludgeoning	3d10+5
Altar Slam	Melee	Bludgeoning	2d8+4
Anchor Bite	Save Quick	Piercing	1d8+1, 1d6
Anchor Claw	Melee	Bludgeoning, Piercing	3d8+5
Antler Echo	Melee	Piercing, Sonic	2d6+3
Antler Rush	Save Tough	Piercing	1d10+2
Antlered Leap	Melee	Piercing	1d6+2
Antlers	Melee	Bludgeoning	1d10+4
Arctic Howl	Save Dex Quick	Cold	3d4+3
Arm from Below	Melee	Bludgeoning	3d6+3
Ash Bite	Melee	Fire, Piercing	2d8+4
Ash Breath	Save Con Tough	Fire	2d10
Ash-Wing Strike	Melee	Fire, Radiant	3d10+6
Ashwood Claw	Melee	Slashing	1d8+2
Assassin's Gambit	Special	-	2
Assembled Jaws	Melee	Piercing	2d6+2
Astral Suckers	Save Wis Mind	Piercing, Psychic	2d4+3
Attach	Melee	Piercing	1d4
Aura Bite	Melee	Necrotic	2d4+3
Awful Shape	Save Wis Mind	Psychic	1d6+1

Attack	Attack Type	Damage Type	Damage
Awl	Melee	Piercing	1d4+1
Axe and Shield-Rim	Melee	Slashing	3d6+5

B

Attack	Attack Type	Damage Type	Damage
Bane Scratch	Melee	Slashing	2d4+3
Banner Spear	Melee	Necrotic, Piercing	2d8+4
Barbed Hide	Melee	Piercing	1
Barbed Tail	Save Tough	Piercing, Poison	1d4+1, 1d6
Bare Hands	Melee	Bludgeoning	3d8+5
Barnyard Rebuke	Melee	Bludgeoning	1d6+1
Barrow Swell	Save Dex Quick	-	2d10+4
Bayou Pounce	Save Quick	Slashing	3d8+5
Beak	Special	Piercing	2d10+3
	Melee	Piercing	2d6+2
	Melee	Piercing	2d8+3
Beak and Claws	Melee	Slashing	1d8+3
Beak and Talon	Melee	Piercing	2d6+3
Bear Down	Melee	Bludgeoning	3d6+3
Bell Bite	Melee	Piercing, Sonic	2d6+3
Bell Hook	Melee	Bludgeoning, Necrotic	2d8+4
Bell Voice	Save Wis Mind	Psychic	1d4+1
Bellbound	Special	Poison	1d4
Belly Maw	Melee	Piercing	4d10+6
Berserk Axe	Save Dex Quick	Slashing	2d4+2
Between Blinks	Save Mind	-	1d8+3
Bile Spit	Save Dex Quick	Acid	1d8+2
	Save Dex Quick	Acid	1d4+1

Attack	Attack Type	Damage Type	Damage
Bite	Melee	Piercing	1d10+4
	Melee	Piercing	3d10+5, 2d8+5
	Melee	Piercing	3d10+6, 2d8+6
	Melee	Piercing	3d8+6
	Melee	Piercing	1d8+5
	Melee	Piercing	2d10+5
	Melee	Piercing	2d6+5, 2d8+5
	Melee	Piercing	2d6+6, 2d8+6
	Melee	Piercing	2d6+6, 8d6+6
	Save Con Tough	Piercing, Poison	2d10+6
	Melee	Piercing	2d10+6
	Melee	Piercing	2d10+6, 2d6+6, 2d8+6
	Melee	Piercing	2d10+7, 2d6+7, 2d8+7
	Melee	Piercing	2d10+8, 2d6+8, 2d8+8
	Melee	Piercing	2d6+5, 2d4+5
	Melee	Piercing	2d6+6
	Melee	Piercing	3d6+6
	Melee	Piercing	6d10+6, 4d8+6
	Melee	Piercing	2d6+10
	Melee	Piercing	2d6+7, 3d6+7
	Save Con Tough	Piercing, Poison	2d8+5
	Melee	Piercing	3d6+3, 2d8+4
	Melee	Piercing	3d10+9
	Melee	Piercing	1d10+3
	Melee	Piercing	1d10+4, 2d6+4
	Melee	Piercing	2d6+5
	Melee	Piercing	2d6+5, 1d6+5
	Melee	Piercing	2d8+4
	Melee	Piercing	1d10+3, 1d6+3
	Melee	Piercing	1d10+5
	Melee	Piercing	1d6+2
	Melee	Piercing, Slashing	1d8+3
	Melee	Piercing	1d8+4, 2d8+4
	Melee	Piercing	2d10+4
	Melee	Piercing	2d6+4
	Melee	Piercing	2d8+3, 2d4+3

Attack	Attack Type	Damage Type	Damage
	Melee	Piercing	2d8+3
	Melee	Piercing	2d8+4, 1d8+4
	Melee	Piercing	2d8+4, 2d4+4
	Melee	Piercing	2d8+5, 2d10+5, 2d6+5
	Melee	Piercing	2d8+5, 2d4+5
	Melee	Piercing	1d8+3
	Melee	Piercing	1d8+4
	Melee	Piercing	2d6+2
	Melee	Piercing	2d6+3
	Save Con Tough	Piercing	2d6+4
	Melee	Piercing	1d6+3
	Melee	Piercing	1d8+2
	Melee	Piercing	1d4
	Melee	Piercing	1d4+1
Bite and Away	Melee	Piercing	2d8+3
Bite and Tear	Melee	Piercing	2d6+3
Bite Grip	Save Dex Quick	Piercing	1d4+2
Bite the Light	Melee	Piercing	2d6+3
Bitter Claw	Melee	Slashing	1d4+1
Black Hand	Melee	Bludgeoning	5d8+6
Black-Cloud Cry	Save Tough	Psychic	2d8
Black-Horn Charge	Ranged	Piercing	3d10+5
Blackwater Bite	Melee	Piercing	3d10+6
Blade	Melee	Slashing	3d6+7, 2d6+7
	Melee	Slashing	1d8+3
Blight	Save Con Tough	Poison	2d6+3
Blind Charge	Melee	Bludgeoning	3d6+3
Blinding Flash	Save Dex Quick	Radiant	1d4
	Save Wis Mind	Radiant	2d6+1
Blinding Pulse	Save Dex Quick	Radiant	2d6
Blood Frenzy	Special	-	1d8
Blood Needle	Save Tough	Piercing	1d4+1
Blood Tribute	Save Tough	Necrotic	4d8
Blood-Draining Beak	Melee	Piercing	2d10+3, 1d8
Bog Maul	Melee	Bludgeoning	3d8+4
Bone Chill	Save Dex Quick	Necrotic	1d4+1

Attack	Attack Type	Damage Type	Damage
Bone Club Sweep	Save Dex Quick	Bludgeoning	2d6+3
Bone Crush	Save Dex Quick	Bludgeoning	3d4+3
	Save Dex Quick	Bludgeoning	1d8+2
	Save Dex Quick	Bludgeoning	2d8+2
Bone Greatsword	Melee	Slashing	3d8+5
Bone Mace	Melee	Bludgeoning, Necrotic	2d8+4
Bone Slam	Melee	Bludgeoning	1d4
Bone Spear	Save Dex Quick	Piercing	2d6+2
Bone Stylus	Special	-	3d8+5
Bone Weapon	Melee	Bludgeoning, Piercing, Slashing	1d6+1
Bone-Finger Scratch	Melee	Necrotic	1d4+1
	Melee	Necrotic	1d6+1
Borrow Shape	Ranged	-	2d6+2
Borrowed Familiarity	Save Mind	Psychic	1d6
Borrowed Shape	Ranged	-	2d6+2
Both Ends	Melee	Piercing	2d6+3
Bottle Bomb	Save Dex Quick	Acid, Fire, Poison	3d6
Bottomless Bite	Melee	Piercing	4d10+6
Bough and Root	Melee	Bludgeoning	2d6+3
Boulder Drop	Save Dex Quick	Bludgeoning	3d8+4
Boulder Throw	Save Dex Quick	Bludgeoning	4d10 (half on save)
Bound to the Spring	Special	-	1d6
Boundary Chain	Save Quick	Bludgeoning	2d8+5
Boundary Tear	Save Con Tough	Force	3d8
Bow Wave	Save Dex Quick	Bludgeoning	2d6+2
Branch Drop	Save Dex Quick	Piercing	2d4+2
Branch Lash	Save Dex Quick	Fire	2d8+2
	Melee	Bludgeoning	2d8+4
Branching Blow	Melee	Bludgeoning	2d10+3
Brazen Scourge	Melee	Slashing	3d6+3, 2d8+4
Breach and Crush	Save Quick	Bludgeoning	2d10+4
Breaching Lunge	Special	-	4d8+7
Break the Ice	Save Dex Quick	Bludgeoning	3d6+3
Breaker of Boats	Melee	Bludgeoning	2d8+3
Breaks Away	Save Mind	-	6

Attack	Attack Type	Damage Type	Damage
Breakwater Maw	Save Quick	Bludgeoning, Piercing	5d10
Briar Mind	Save Wis Mind	Psychic	1d8+2 (half on save)
Brine Spray	Save Dex Quick	Acid	2d8+2
Bring the Slope Down	Save Dex Quick	Bludgeoning	3d8+5
Bristled Hide	Special	Piercing	1
	Melee	Piercing	1
Bristled Skin	Special	Piercing	1
Broadside of the Drowned	Save Quick	Bludgeoning, Cold	3d8
Bronze Feather Storm	Save Quick	Piercing	4d8
Bronze Fist	Melee	Bludgeoning	4d10+7
Bronze Kick	Melee	Bludgeoning	2d8+3
Brutal Slam	Melee	Bludgeoning	2d4+5
Burning Coil	Melee	Fire	2d8+4, 1d8
Burning Dung	Save Quick	Fire	2d6
Burning Mist	Save Tough	Poison	2d6
Burning Touch	Save Dex Quick	Fire	2d8+5, 1d6
Burns Its Own Mouth	Special	Fire	1d6

C

Attack	Attack Type	Damage Type	Damage
Caged Bite	Special	-	2d8+4
Calculated Maul	Melee	Bludgeoning	3d8+4
Call the Bloodline	Special	-	2d10+4
Cannot Finish Counting	Save Mind	-	1d8
Capsize	Save Quick	Bludgeoning	2d6
Carapace	Special	Bludgeoning, Fire, Piercing, Slashing	1
Carapace Ram	Save Dex Quick	Bludgeoning	1d4+1
Caress	Melee	Necrotic	2d6+3
Carrion Descent	Melee	Piercing	1d6+2, 1d6
Cataclysm Bite	Save Dex Quick	Piercing	6d8+9, 4d10
Cedar Axe	Melee	Slashing	4d10+6
Cedar-Tail Sweep	Save Quick	Bludgeoning	5d10
Ceiling Drop	Save Dex Quick	Bludgeoning	2d4+2

Attack	Attack Type	Damage Type	Damage
Censer Smash	Melee	Bludgeoning, Radiant	2d6+3
Chain Drop	Melee	Bludgeoning	2d8+4
Champion-Rending Claws	Melee	Slashing	4d10+6
Chaos Spark	Save Dex Quick	Psychic	2d8+2
Charging Gore	Save Dex Quick	-	2d6
Charm the Household	Save Wis Mind	Psychic	2d6+3
Charm the Room	Save Wis Mind	Psychic	2d6+2
Cheap Shot	Special	-	1d4
Chimney Claws	Melee	Slashing	1d8+2
Choir Wail	Save Wis Mind	Necrotic, Psychic	3d6
Choking Shape	Save Tough	Poison	2d6
Cinder Breath	Save Dex Quick	Fire	1d10+2
Claim the Wounded	Save Mind	Necrotic	2d8
Claw	Melee	Bludgeoning	1d4
	Melee	Bludgeoning	1d6
	Melee	Slashing	1d6+2
Claw Dig	Save Dex Quick	Slashing	1d4+2
Claw Grasp	Save Dex Quick	Slashing	1d4+2
Claw Rake	Save Dex Quick	Slashing	1d12+2
Claws	Melee	Slashing	2d8+6
	Melee	Slashing	3d8+6
	Melee	Slashing	2d10+9
	Melee	Slashing	1d10+3
	Melee	Slashing	1d6+2
	Melee	Slashing	1d8+3
	Melee	Slashing	2d6+4
	Melee	Slashing	3d8+4
	Melee	Slashing	1d10+5
	Melee	Slashing	1d8+4
Cliff Sweep	Special	-	2d10+4
Cling and Tear	Save Quick	Slashing	1d8+1, 1d4
Close the Ring	Save Dex Quick	Bludgeoning	3d8+5
Closing Wall	Save Quick	Bludgeoning	3d6
Cloud Talons	Melee	Slashing	3d8+5
Club	Melee	Bludgeoning	2d8+3
Club Smash	Save Dex Quick	Bludgeoning	2d8+2

Attack	Attack Type	Damage Type	Damage
Clumsy Swipe	Melee	Bludgeoning	1d4
Coil	Melee	Bludgeoning	3d10+6, 3d8+6
Coil and Crush	Melee	Bludgeoning	3d6+3
Coil Beneath the World	Save Quick	Bludgeoning	5d10
Coil Crush	Melee	Bludgeoning	2d8+4
	Save Dex Quick	-	2d8
Coil Inward	Melee	Bludgeoning	3d10+6, 3d8+5
Coiling Bite	Melee	Bludgeoning, Piercing	1d4+1, 1d8
	Save Quick	Bludgeoning, Piercing	1d8+2, 1d8
Coinstorm Belch	Save Dex Quick	Bludgeoning, Slashing	3d6
Cold Breath	Save Con Tough	Cold	4d6 (half on save)
	Save Con Tough	Cold	9d6 (half on save)
	Save Con Tough	Cold	14d6 (half on save)
Cold Grip	Melee	Bludgeoning	1d6+1
	Melee	Bludgeoning	2d6+3
Cold Hand	Melee	Cold, Necrotic	2d6+3
Cold Hands	Melee	Bludgeoning	1d6+1
	Melee	Necrotic	2d8+3
Cold Through	Melee	Cold, Necrotic	2d6+3
Cold-Flame Pick	Melee	Cold, Piercing	1d6+2
Collect	Save Con Tough	-	1d6+1
Colossal Stomp	Save Dex Quick	Bludgeoning	4d10+8
Come and Swim	Save Wis Mind	Psychic	2d6+3
Command Strike	Save Dex Quick	Fire	1d12+2
	Save Dex Quick	Necrotic	2d8+2
Constrict	Save Dex Quick	-	2d6
Constricting Truth	Melee	Bludgeoning, Psychic	2d8+4
Contract Target	Special	-	1d8+2
Coral Claw	Melee	Poison, Slashing	3d8+5
Corpse Claws	Melee	Necrotic, Slashing	3d10+5
Corpse Dance	Ranged	-	2d6
Corpse Hunger	Melee	Slashing	3d8+5
Corpse Seizure	Save Quick	-	2d8+3
Corrupting Touch	Melee	Necrotic	3d8+5

Attack	Attack Type	Damage Type	Damage
Crowd the Room	Save	Cold	1d4
Crown Drain	Melee	Necrotic	3d10+6
Crowned Club	Melee	Bludgeoning	3d8+4
Crushing Appendage	Special	Acid, Bludgeoning	2d10+6
Crushing Bite	Save Dex Quick	Piercing	4d8+6, 2d10
	Melee	Piercing	2d8+5
	Save Tough	Piercing	2d8+4
	Save Con Tough	Bludgeoning	1d6+2
Crushing Claw	Save Tough	Bludgeoning	2d6+2
Crushing Coils	Save Con Tough	Bludgeoning	2d6+3
Crushing Embrace	Save Tough	Bludgeoning	2d8+3, 1d8
Crushing Grab	Melee	Bludgeoning	1d6+1, 1d4
Crushing Hug	Save Dex Quick	-	2d10
Crushing Maul	Save Tough	Slashing	2d8+3, 1d6
Crushing Slam	Melee	Bludgeoning	1d8+4
	Melee	Bludgeoning	1d6+2
Crushing Stones	Melee	Bludgeoning	3d8+4
Crystal Shard	Save Dex Quick	Piercing	2d8+2
	Save Dex Quick	Slashing	3d4+3
Crystal Sting	Save Dex Quick	Piercing	1d4+2
Current Bite	Melee	Cold, Piercing	3d8+5
Cut Down or Break Free	Special	Slashing	1d6
Cutting Edge	Melee	Slashing	1d4+1

D

Attack	Attack Type	Damage Type	Damage
Dark Bolt	Save Dex Quick	Necrotic	1d8+2
Dark Thrust	Save Dex Quick	Fire	1d4+1
Dark Watch	Save Dex Quick	Psychic	1d4+2
Dawn Staff	Melee	Radiant	2d8+4
Death Blade	Melee	Slashing	2d8+5
Death Dust	Save Dex Quick	Necrotic	1d4+1
Death Knell	Save Con Tough	Necrotic, Sonic	3d8
Death Pinch	Save Tough	Necrotic	2d6+3, 1d6

Attack	Attack Type	Damage Type	Damage
Death Roll	Save	-	3d6+3
	Save Dex Quick	-	3d6
	Save Dex Quick	-	2d6
	Save Tough	-	2d8
	Save Quick	Force, Piercing	2d6+2, 1d8
Death Shadow	Save Dex Quick	Necrotic	2d8+2
Death Spark	Ranged	Lightning	3d6+3
Death Strike	Save Dex Quick	Necrotic	2d8+2
Death Wail	Save Wis Mind	Necrotic	1d4+2
	Save Con Tough	Psychic, Thunder	4d8
Death Whisper	Save Wis Mind	Necrotic	1d4+1
Deathless Blade	Melee	Necrotic, Slashing	4d8+5
Decapitating Pass	Save Quick	Slashing	5d10
Decay Bite	Save Dex Quick	Necrotic	1d4+1
Decay Howl	Save Dex Quick	Necrotic	1d4+1
Deck Hammer	Melee	Bludgeoning	1d6+2
Deep-Water Roll	Save Quick	Bludgeoning	2d8
Delayed Strike	Melee	Necrotic	3d8+5, 1d6
Desire Whisper	Save Dex Quick	Psychic	3d4+3
Despair Breath	Save Dex Quick	Psychic	2d8+2
Desperate Flail	Melee	Bludgeoning	1d6+1
Devastating Charge	Save Dex Quick	-	3d6
Devour the Heart	Melee	Piercing	3d6+3
Devour the Light	Save Wis Mind	Necrotic	3d8+6
Devouring Bite	Save Dex Quick	Piercing	5d8+8, 3d10
Devouring Strikes	Special	Necrotic, Slashing	1d8+3
Dimensional Claws	Special	Slashing	1d10+3
Dimensional Pin	Save Con Tough	Force	1d8
Disease Cloud	Save Dex Quick	Poison	2d8+2
Disemboweling Rake	Special	-	3d6
Disrupting Bite	Melee	Piercing	2d8+4
Divine Rebuke	Save Wis Mind	Radiant	1d8
Divine Spark	Save Dex Quick	Radiant	3d4+3
Diving Strike	Ranged	Slashing	1d8
Drag Below	Save Tough	Necrotic	2d8
Drag to the River	Melee	Bludgeoning	1d8+2
Drag Under	Melee	Bludgeoning	1d6+1

Attack	Attack Type	Damage Type	Damage
Drain the Sleeper	Melee	Piercing	2d6+2, 2d6
Draugr Blade	Melee	Slashing	2d6+4
Draw Down	Melee	Necrotic	2d10+5
Draw It in	Save Con Tough	-	3d6+3
Draw the Breath	Save Con Tough	-	1d6+2
Dream Bite	Melee	Psychic	2d4+2
Dream Embrace	Save Mind	Psychic	2d8
Drink the Sea	Save Quick	Bludgeoning	4d10
Drive and Lame	Melee	Bludgeoning	1d6+2, 2d6+2
Driving Blow	Save Tough	Bludgeoning, Slashing	1d10+3, 1d4
Drown the Rider	Special	-	3d10
Drowning Grasp	Melee	Bludgeoning	1d8+2
Drowning Grip	Melee	Bludgeoning	2d8+3
Drowning Lure	Save Dex Quick	-	2d6
Drowning Tide	Save Quick	Bludgeoning	4d8 (half on save)
Drowning Wake	Save Con Tough	-	3d8
Drying Curse	Save Dex Quick	Necrotic	1d4+2
Dust-Devil Leap	Save Quick	-	1d8+3

E

Attack	Attack Type	Damage Type	Damage
Earth Burst	Save Dex Quick	Bludgeoning	2d8+2
Earth Shock	Save Dex Quick	Bludgeoning	3d8
Earth Tremor	Save Dex Quick	Bludgeoning	3d4+3
Earth-Thrashing Tail	Save Quick	Bludgeoning	5d10
Earthshaking Stomp	Save Dex Quick	Bludgeoning	4d10+7
Eggshell Burst	Save Dex Quick	Fire	2d8
Eight Heads	Melee	Piercing	3d8+6
Eightfold Restraint	Save Tough	Bludgeoning	3d10+5, 2d10
Electric Discharge	Save Tough	Lightning	2d6 (half on save)
Element Surge	Save Dex Quick	Elemental	3d4+3

Attack	Attack Type	Damage Type	Damage
Ember Burst	Save Dex Quick	-	1d6+1
	Save Dex Quick	-	1d8+1
	Save Dex Quick	-	2d6+2
	Save Dex Quick	-	3d6+3
Ember Claw	Save Dex Quick	Fire	1d4+2
Ember Flare	Save Dex Quick	Fire	1d4+1
Ember Strike	Save Dex Quick	Fire	1d8+2
Embrace Remembered	Melee	Necrotic	2d8+3
Engulf	Save Con Tough	Cold	2d8
Enter	Save Wis Mind	Psychic	2d6+2
	Save Con Tough	Psychic	1d6+1
Entrail Grasp	Melee	Bludgeoning	2d8+3
Essence Spray	Save Con Tough	Acid	1d4+1
Evil Eye	Save Dex Quick	Psychic	3d4+3
Examiner Ray	Save Wis Mind	Psychic, Radiant	2d8
Execution Axe	Melee	Radiant, Slashing	3d10+6

F

Attack	Attack Type	Damage Type	Damage
Fallen Strike	Save Dex Quick	Necrotic	2d6+3
Falling Ambush	Save Quick	Slashing	1d8+3, 1d6
Falling-Star Pounce	Save Quick	Bludgeoning, Fire	4d10
Famine's Reach	Save Dex Quick	Bludgeoning	2d10+6
Fang Strike	Save Dex Quick	Piercing	1d8+2
Fear Bite	Save Dex Quick	Psychic	2d4+2
Feed	Melee	Piercing	2d8+3
Feeding Rush	Special	Piercing	2d4, 1d4
Fever Cloud	Save Tough	Poison	1d6
Fevered River	Save Tough	Poison	4d8
Filthy Bite	Save Tough	Piercing	1d4+1
Fire Breath	Save Quick	Fire	3d8
	Save Con Tough	Fire	4d6 (half on save)
	Save Con Tough	Fire	9d6 (half on save)
	Save Con Tough	Fire	14d6 (half on save)
Fire Burst	Save Dex Quick	Fire	3d6+3

Attack	Attack Type	Damage Type	Damage
Fire Form	Special	Fire	1d8
Fire Immunity	Special	Fire	2d6
Fire Leap	Save Dex Quick	Fire	3d8
Fire Plume	Save Dex Quick	Fire	6d8 (half on save)
Fire Serpent	Ranged	Fire	1d8+2
Fire-Hardened Spear	Save Quick	Piercing	1d6+1
Fists	Melee	Bludgeoning	3d6+3
	Melee	Bludgeoning, Cold	3d8+5
	Melee	Bludgeoning	1d8+4
	Melee	Bludgeoning	1d8+5
Five-Colored Flame	Ranged	Fire, Radiant	4d10+5
Fix and Follow	Save Wis Mind	Psychic	2d8+3
Flame Blade	Save Dex Quick	Fire	2d8+2
Flame Gaze	Save Dex Quick	Fire	2d4+2
Flame Leap	Save Dex Quick	Fire	1d4+2
Flame Mane	Save Dex Quick	Fire	3d4+3
Flame Shriek	Save Dex Quick	Fire	1d4+1
Flame Spear	Melee	Fire, Piercing	2d6+5, 1d6
Flame Strike	Save Dex Quick	Fire	1d8+2
Flaming Scimitar	Melee	Fire, Slashing	2d8+6
Flash Strike	Melee	Piercing	1d6+2, 1d4
Flood-Roar	Save Tough	Thunder	4d8
Follow the Light	Save Wis Mind	Psychic	1d4
Forest Kick	Melee	Bludgeoning	2d8+3
Forgotten Blade	Melee	Psychic, Slashing	2d8+4
Forked-Tail Flame	Ranged	Fire	4d8+5
Formation Thrust	Save Tough	Piercing, Slashing	1d8+2
Foul Breath	Save Con Tough	Poison	2d6+3
Foundation Verdict	Save Mind	Radiant	3d10
Foxfire	Ranged	Fire	2d8+3
Fragile Wings	Ranged	-	5
Frenzy Strike	Save Dex Quick	Slashing	2d8+2
Freshwater Skin	Save Mind	Slashing	15
From Beneath the Floor	Save Mind	-	3d8+4
Frost Bite	Save Dex Quick	Cold	2d8+2
	Save Con Tough	Cold	1d4+2
Frost Claw	Save Dex Quick	Cold	2d8+2

Attack	Attack Type	Damage Type	Damage
Frost Glide	Save Dex Quick	Cold	1d12+2
Frost Hammer	Melee	Bludgeoning, Cold	3d10+6
Frost Howl	Save Dex Quick	Cold	1d8+2
Frost Nip	Save Dex Quick	Cold	1d4+1
Frost Shield	Save Dex Quick	Cold	3d4+3
Frost Touch	Melee	Cold	2d8+2
Frost Web	Save Dex Quick	Cold	1d4+1
Frost Whisper	Save Dex Quick	Cold	1d4+1
Fury Claw	Save Dex Quick	Slashing	2d8+2
Fury Swipe	Save Dex Quick	Slashing	2d8+2

G

Attack	Attack Type	Damage Type	Damage
Gate's Rebuke	Save Mind	Bludgeoning, Radiant	4d10+6
Gate-Hound Rend	Melee	Piercing	3d8+5, 3d8
Gem Storm	Save Dex Quick	Slashing	2d8+2
Glaive	Melee	Slashing	2d8+5
Glass Claw	Melee	Necrotic	2d8+4
Glasshorn Gore	Melee	Piercing	3d8+5
Gloved Hand	Melee	Necrotic	3d6+3
Glyph Vomit	Save Dex Quick	-	2d8
Gnaw Bite	Save Dex Quick	Necrotic	1d4+1
Goblin Club	Melee	Bludgeoning	2d8+3
Golden Claws and Jaws	Melee	Piercing, Slashing	4d10+6
Golden Flame	Save Dex Quick	Fire	3d4+3
Golden Glare	Save Wis Mind	Psychic	2d6+2
Golden Spears	Melee	Piercing	2d10+5
Goldtooth Bite	Melee	Piercing	2d4+3
Gore	Melee	Piercing	4d8+6, 3d10+6
	Melee	Piercing	2d10+5
	Melee	Piercing	1d6+2
Gore and Trample	Melee	Piercing	2d6+2
Gore Charge	Save Dex Quick	Bludgeoning	2d8+2

Attack	Attack Type	Damage Type	Damage
Goring Charge	Save Dex Quick	-	1d6
	Save Dex Quick	-	3d6
	Save Dex Quick	Piercing	1d8
Goring Stab	Special	-	2d6
Gout of Flame	Save Dex Quick	Fire	1d6
Granite Horns	Melee	Bludgeoning	2d6+3
Grasp	Melee	Bludgeoning	3d6+3
	Melee	Bludgeoning	2d8+3
Grasping Arms	Melee	Bludgeoning	2d8+3
Grasping Bones	Melee	Bludgeoning	3d6
Grasping Claws	Save Dex Quick	Slashing	1d8+2
Grasping Limb	Melee	Bludgeoning	1d8+2
Grave Thirst	Melee	Necrotic	1d8+3
Grave Wand	Ranged	Necrotic	3d8+5
Grave-Wolf Bite	Save Mind	Piercing	3d6+4
Gravel Maw	Save Dex Quick	Bludgeoning, Piercing	3d8+4
Graveward Gallop	Save Quick	Cold	2d8
Graveyard Bite	Melee	Piercing	1d8+2
Great Blow	Melee	Bludgeoning	3d10+6, 3d8+5
Great Fists	Melee	Bludgeoning	3d8+6
Great Tusks	Melee	Piercing	3d10+7
Greataxe	Melee	Slashing	2d6+4
Greatblade	Melee	Slashing	2d6+4
Greatsword	Melee	Slashing	3d10+9
Grey Reach	Melee	Psychic	2d8+3
Grief Touch	Melee	Cold, Psychic	2d8+4
Grime Tongue	Save Tough	Acid	1d6+1
Groping Hands	Melee	Bludgeoning	1d6+2
Growing Burden	Save Tough	Psychic	1d6
Guard the Body	Special	Radiant	3d10
Guardian Flame	Save Dex Quick	Fire	2d8+2

H

Attack	Attack Type	Damage Type	Damage
Hair Whip	Melee	Bludgeoning	2d8+3
Halo Spear	Melee	Piercing, Radiant	3d8+5
Hammer Fist	Melee	Bludgeoning	1d6+1
Hammer Kick	Save Tough	Slashing	1d10+2
Hammering Charge	Save Tough	Bludgeoning	2d6+2
Hamstring Bite	Save Quick	Piercing	1d6+2
Harbor Break	Save Tough	Bludgeoning	4d10
Harmonic Cut	Melee	Radiant, Sonic	2d8+4
Harvest Blade	Melee	Slashing	2d10+3
Harvest Hook	Save Mind	Slashing	1d6+2
Hatchet Bite	Melee	Slashing	2d10+4
Hate Shriek	Save Wis Mind	Psychic	1d8+2
Heart Drink	Special	Necrotic	4d8
Hearth Scratch	Melee	Slashing	2d6+2
Hearthside Fist	Melee	Bludgeoning	1d10+3
Heat Aura	Ranged	-	1 per round
Heat Wave	Save Dex Quick	Fire	2d4+2
Heated Embrace	Special	Fire	4d8
Hell Flame	Save Dex Quick	Fire	2d8+2
Hellfire Blade	Special	Fire, Slashing	2d8+4
Herd Charge	Save Tough	Bludgeoning	2d6+3
Hero's Ankle	Save Quick	Bludgeoning	4d8+6
Hex Blade	Save Dex Quick	Necrotic	1d12+2
Hidden Shot	Ranged	Piercing	1d6+1, 1d4
Higher Than the Eye	Save Mind	Psychic	2d6
Hoard-Sweep	Save Quick	Bludgeoning	3d10
Hollow Echo	Save Wis Mind	Psychic	1d8+2
Holy Ray	Save Dex Quick	Radiant	3d4+3
Holy Writ	Save Con Tough	Radiant	3d8, 1d8
Hoof Stomp	Save Dex Quick	Bludgeoning	1d6+2
Hook and Lift	Melee	Piercing	2d6+3
Hook Drag	Save Con Tough	Piercing	1d6+2
Hooked Claws	Melee	Slashing	3d8+6
Hooking Charge	Save Quick	Piercing	2d6+3
Hookmaw Snap	Melee	Piercing	3d8+5

Attack	Attack Type	Damage Type	Damage
Hooves	Melee	Bludgeoning	1d8+3
	Melee	Bludgeoning	2d8+3
	Melee	Bludgeoning	1d8+4
Hooves of Fire	Melee	Bludgeoning	3d8+5
Hopping Crush	Melee	Bludgeoning	2d6+3
Horn	Melee	Piercing, Radiant	2d6+4
Horn and Haul	Save Tough	Piercing	3d8+4
Horn Bash	Melee	Bludgeoning	1d10+4
Horn Charge	Ranged	Piercing	3d8+5
Horn Gore	Melee	Piercing	2d8+5
	Melee	Piercing	3d8+5
	Save Dex Quick	Piercing	1d4+2
	Save Dex Quick	Piercing	2d8+3
Horn Toss	Save Tough	Piercing	2d6+3, 1d6
Hot Sting	Save Con Tough	Poison	1d6+2
Household Blow	Ranged	Bludgeoning	1d8+2
Household Reprisal	Save Con Tough	Bludgeoning	1d6+2
Hundred-Handed Barrage	Melee	Bludgeoning	3d10+6
Hunger Aura	Save Dex Quick	Necrotic	2d8+2
Hunger Strike	Save Dex Quick	Necrotic	2d8+2
Hungry Hair	Ranged	Slashing	3d8+5
Hunter's Mark	Save Dex Quick	Piercing	2d8+2
Hurl Debris	Ranged	Bludgeoning	2d6
Hurl Flame	Save Dex Quick	Fire	4d8 (half on save)

I

Attack	Attack Type	Damage Type	Damage
Ice Shard	Save Dex Quick	Cold	1d4+1
Ice Shards	Save Dex Quick	Cold, Piercing	3d4+3
Ice Slam	Save Dex Quick	Cold	2d8+2
Ice Spore	Save Dex Quick	Cold	1d4+2
Idle Touch	Melee	Bludgeoning	1d4+1
Improvised Strike	Melee	Bludgeoning	1d4+1
In a Voice You Know	Save Wis Mind	Psychic	2d6+3
Infernal Blade	Melee	Slashing	2d8+11

Attack	Attack Type	Damage Type	Damage
Infernal Knowledge	Save Dex Quick	Psychic	2d8+2
Ink Benediction	Save Wis Mind	Necrotic, Psychic	3d8
Ink Cloud	Ranged	-	15
Ink Lash	Melee	Necrotic	1d6+1
Inscription Burn	Save Wis Mind	Psychic	1d6
	Save Wis Mind	Psychic	1d8
Insist	Save Wis Mind	Psychic	2d6+3
Interrupted Rite	Save Wis Mind	Psychic	1d6
Into the Ring	Save Wis Mind	Psychic	1d6+2, 1d6
Invisible Arrow	Save Dex Quick	-	2d8+3
Iron Bite	Melee	Piercing	2d6+3
	Melee	Piercing	3d8+5
Iron Claws	Melee	Slashing	2d8+5
Iron Fist	Melee	Bludgeoning	4d8+9
Iron Fury	Save Dex Quick	Slashing	1d4+1
Iron Key Strike	Melee	Bludgeoning	2d8+4
Iron Touch	Save Dex Quick	Necrotic	1d12+2
Iron-Toothed Bite	Melee	Piercing	3d10+5
Island Submerges	Save Quick	Bludgeoning	4d10

J

Attack	Attack Type	Damage Type	Damage
Jade Shard	Save Dex Quick	Piercing	1d10+2
Jaw Clamp	Save Con Tough	Bludgeoning	1d6+2
Jawclap	Save Con Tough	Sonic	3d8
Jaws That Bite	Melee	Piercing	5d10+7
Judgement of the Year	Ranged	Psychic	1d8+2
Judgment Bar	Melee	Bludgeoning	2d8+4
Judgment Blade	Special	Radiant	2d8+5
Judgment Pounce	Special	Radiant, Slashing	3d8+5

K

Attack	Attack Type	Damage Type	Damage
Kelp Lash	Ranged	Bludgeoning	2d6+3

Attack	Attack Type	Damage Type	Damage
Keyblade	Melee	Necrotic, Piercing	3d8+5
Killing Claw	Melee	Slashing	2d6+4
King's Axe	Melee	Slashing	3d10+6
King-Boar Charge	Save Quick	Bludgeoning	5d10

L

Attack	Attack Type	Damage Type	Damage
Lamprey Latch	Melee	Piercing	2d4+3
Lantern Bash	Melee	Bludgeoning	2d8
Lantern Burn	Save Wis Mind	Psychic, Radiant	2d8
Lantern Sermon	Save Wis Mind	Necrotic, Radiant	2d8
Latch	Melee	Fire, Piercing	1d4
Lava Blast	Save Dex Quick	Fire	3d4+3
Lead Astray	Save Wis Mind	Psychic	2d6+2
Leaping Pounce	Save Dex Quick	-	2d6
Leviathan Bite	Save Dex Quick	Piercing	5d8+7, 3d8
Life Drain	Save Con Tough	Necrotic	2d8+4
	Save Con Tough	Necrotic	1d8
Life-Drain Touch	Melee	Necrotic	1d6+1
Lift the Eyelids	Save Mind	Necrotic	6d8
Light Lance	Special	Radiant	1d10+4
Light Shift	Save Dex Quick	Radiant	2d8+2
Lightning	Save Dex Quick	Lightning	3d8+6
Lightning Breath	Save Con Tough	Lightning	14d6 (half on save)
	Save Con Tough	Lightning	4d6 (half on save)
	Save Con Tough	Lightning	9d6 (half on save)
Lightning Strike	Save Dex Quick	Lightning	5d8 (half on save)
	Save Dex Quick	Lightning	2d8+2
Limb Lash	Save Dex Quick	Bludgeoning	2d6+3
Living Javelin	Ranged	Piercing	1d6+2, 1d6
Long Arms	Melee	Slashing	2d6+3
Long Fingers	Melee	Bludgeoning	2d6+2
Long Kick	Melee	Bludgeoning	2d6+2
Long Robe	Melee	Bludgeoning	1d4+1
Long-Armed Ambush	Melee	Bludgeoning	1d10+3, 1d6

Attack	Attack Type	Damage Type	Damage
Long-Nailed Grasp	Melee	Slashing	2d8+3
Longbow Volley	Ranged	Piercing	1d8+4
Longsword	Melee	Slashing	2d6+3
Look There	Save Wis Mind	Psychic	1d4+1
Lure Club	Melee	Bludgeoning	3d8+5
Luring Song	Save Dex Quick	-	1d8+2

M

Attack	Attack Type	Damage Type	Damage
Mace	Melee	Bludgeoning	3d10+6
Madness	Save Wis Mind	Psychic	3d6+3
Man-Hunter's Rush	Melee	Slashing	2d8+3, 2d6
Mana Bite	Melee	Necrotic	2d4+3
Mandibles	Melee	Piercing	1d6+2
Many-Headed Bite	Melee	Piercing	3d10+5
Many-Headed Tempest	Save Quick	Fire, Lightning, Poison	4d8
Marsh Kick	Melee	Bludgeoning	1d6+2
Martial Tactics	Ranged	-	2d6
Maul	Special	-	2d6
	Special	-	2d8
	Melee	Bludgeoning	1d8+3
Maw	Save Dex Quick	Piercing	4d8+9, 2d10
Memory Bite	Melee	Psychic	2d6+3
Memory Drain	Special	Psychic	2d6+2
Mercy Blade	Melee	Radiant, Slashing	3d8+5
Metal Skirt	Special	-	10
Midnight Pursuit	Ranged	-	3d6+4, 2d6
Midnight Ride	Save Mind	Bludgeoning	2d6
Midwinter Havoc	Save Quick	Bludgeoning	1d6
Millpond Surge	Save Quick	-	2d8
Mind Drain	Save Wis Mind	Psychic	1d8+2
Mind Fray	Save Dex Quick	Psychic	1d4+2
Mind Probe	Save Dex Quick	Psychic	2d8+2
Mirror Blade	Melee	Slashing	2d8+4

Attack	Attack Type	Damage Type	Damage
Mist Claw	Melee	Psychic, Slashing	2d8+4
Mist Shroud	Save Dex Quick	Cold	2d4+2
Mist Tendrils	Special	Cold, Piercing	1d8+3
Mobbing Bite	Melee	Piercing	1d6+1
Molten Command	Save Dex Quick	Fire	3d4+3
Molten Slam	Melee	Bludgeoning, Fire	2d8+4
Molten Spew	Save Dex Quick	Fire	3d4+3
Molten Trail	Save Dex Quick	Fire	1d4+2
Moon-Swallowing Bite	Melee	Piercing	5d10+6
Moray Snap	Melee	Piercing	2d6+3
Mortar Through the Sky	Ranged	Fire	4d8
Mosaic Bite	Special	-	3d8+5
Mountain Throw	Save Tough	Bludgeoning	5d10+6
Mountain-Hurl	Save Quick	Bludgeoning	6d10
Mouths Everywhere	Save Quick	Piercing	3d10
Must Keep Water Moving	Special	-	1d6

N

Attack	Attack Type	Damage Type	Damage
Nails	Melee	Slashing	2d6+3
Nature's Touch	Save Dex Quick	Radiant	1d4+2
Neck Sweep	Melee	Bludgeoning	2d8+6
Necrotic Burst	Save Dex Quick	Necrotic	1d6+1
	Save Dex Quick	Necrotic	2d6+2
Needle	Melee	Piercing	1d4+1
Needle Bite	Melee	Piercing	1d4+2
Needle Fingers	Melee	Piercing	1d4+1
Net and Weapon	Save Quick	-	1d10+2
Night Press	Save Mind	Psychic	3d6
Night Torment	Save Con Tough	Bludgeoning	1d6
Night's Work	Save Quick	Bludgeoning	1d8
Night-Coil	Save Mind	-	3d10
Nightmare Weight	Save Mind	Psychic	1d6
Nine Poisoned Currents	Save Quick	Bludgeoning, Poison	4d8
No Flesh to Harm	Special	Piercing, Poison	1

Attack	Attack Type	Damage Type	Damage
Noise	Special	-	1d10
Noon Question	Save Mind	Psychic	2d8
Null Bite	Melee	Necrotic, Piercing	3d8+5

O

Attack	Attack Type	Damage Type	Damage
Oar of Final Passage	Save Mind	Bludgeoning, Necrotic	4d10+6
Obsidian Fist	Melee	Bludgeoning, Slashing	3d8+5
Obsidian Wingfall	Save Quick	Slashing	5d8, 1d8
Official Seizure	Save Tough	-	4d8
Oil-Thief's Burden	Save Mind	Bludgeoning	1d6+1
One Aim	Special	-	3d10+5
One Beat	Save	Bludgeoning	3d10+6
One Hunger	Save Mind	-	1
Oracle's Hook	Save Wis Mind	Psychic	2d8
Oracle-Coil	Save Mind	Psychic	4d8
Orchard Breath	Save Tough	Poison	4d8 (half on save)
Otter Claws	Melee	Slashing	2d6+3
Overturn	Melee	Bludgeoning	3d6+3
Overwhelm	Special	Piercing	1d6

P

Attack	Attack Type	Damage Type	Damage
Pack Bite	Save Quick	Piercing	1d6+2
Pack Pounce	Save Dex Quick	Bludgeoning	2d4+2
Pack Strike	Save Dex Quick	Slashing	1d4+2
Palm Gaze	Save Wis Mind	Psychic	1d6+2
Pan Pipes	Save Dex Quick	-	1d8+2
Papercut Lash	Ranged	Psychic, Slashing	2d8+4
Paralyzing Claw	Save Dex Quick	Necrotic	3d4+3
Paralyzing Touch	Save Con Tough	Necrotic	3d6+5
Petrifying Bite	Save Con Tough	Piercing	1d6+3

Attack	Attack Type	Damage Type	Damage
Phantom Lash	Save Dex Quick	Poison	3d4+3
Phantom Spore	Save Dex Quick	-	1d4+1
Phase Bite	Save Dex Quick	Force	1d4+2
Phase Claw	Save Dex Quick	Necrotic	2d8+2
Phase Gore	Melee	Piercing	2d8+4
Phoenix Flame	Save Dex Quick	Fire	2d8+2
	Ranged	Fire	3d4+3
Pike	Melee	Piercing	2d6+3
Pincer	Melee	Piercing	1d4
Pincers	Melee	Bludgeoning	1d8+3
Pinch and Torment	Melee	Bludgeoning	1d8+2
Pinprick	Melee	Piercing	1d4+1
Pixie-led	Save Wis Mind	Psychic	1d4
Plague Bite	Save Con Tough	Necrotic	1d4+1
Plague Breath	Save Dex Quick	-	2d8+2
Plague Wind	Save Tough	Poison	5d8
Poison Breath	Save Con Tough	Poison	6d8 (half on save)
	Save Con Tough	Poison	4d6 (half on save)
	Save Con Tough	Poison	9d6 (half on save)
	Save Con Tough	Poison	14d6 (half on save)
Poison Burst	Save Dex Quick	Poison	1d6+1
Poison Sting	Save Dex Quick	Poison	1d4+2
Poisoned Earth	Save Tough	Poison	5d10
Pounce	Save Quick	Slashing	1d8+3
	Save Dex Quick	Slashing	2d8
Pounce Strike	Save Dex Quick	Slashing	1d4+2
Powerful Slam	Save Dex Quick	-	1d8
Precise Shot	Save Dex Quick	Piercing	2d6+2
Presses Down	Melee	Bludgeoning	2d6+3
Primal Howl	Save Wis Mind	Thunder	1d8+2
Primordial Body	Save Tough	Bludgeoning	6d10
Primordial Horns	Save Tough	Piercing	4d10+6
Prism Burst	Save Dex Quick	Radiant	2d8+2
	Save Dex Quick	Slashing	3d6
Prism Dash	Save Dex Quick	Radiant	1d4+1
Prism Flash	Save Dex Quick	Radiant	3d4+3
	Save Wis Mind	Radiant	1d4+1

Attack	Attack Type	Damage Type	Damage
Proboscis	Melee	Piercing	2d6+3
Procession of the Dead Sea	Save Mind	Psychic	3d8
Processional Trample	Save Quick	Bludgeoning	4d10
Prophet Spear	Melee	Necrotic, Piercing	2d8+4
Protect the Root	Special	-	25
Pseudopod	Melee	Bludgeoning	2d6+6
Pull Down	Melee	Bludgeoning	1d6+1
Purpose Is Restraint	Special	-	30
Push	Melee	Bludgeoning, Fire	1d6+1

Q

Attack	Attack Type	Damage Type	Damage
Quill of the Dead	Save Wis Mind	Necrotic	2d8
Quill Volley	Save Dex Quick	Piercing	3d6+3

R

Attack	Attack Type	Damage Type	Damage
Radiant Blade	Melee	Radiant	2d6+3
Radiant Strike	Melee	Radiant	2d6+3
	Melee	Radiant	1d6+2
Radiant Touch	Special	-	2d8+4
Raise the Swell	Save Dex Quick	Bludgeoning	1d6+2
Raise the Torch	Save Wis Mind	Psychic	1d6+2
Raking Bite	Melee	Piercing	1d10+2
Raking Claws	Melee	Slashing	2d6+3
	Melee	Slashing	2d6+5
	Melee	Slashing	2d6+6
Raking Kick	Melee	Slashing	2d6+2
Ram	Melee	Bludgeoning	2d6+4
Rapier Command	Melee	Piercing	2d8+4
Rasping Mouth	Melee	Acid	1d8+1
Rattle Them Into the Sky	Special	Fire, Piercing, Thunder	1
Reaching Neck	Melee	Piercing	2d6+3

Attack	Attack Type	Damage Type	Damage
Reality Strike	Special	Force, Radiant	2d10+5
Reckless Charge	Save Dex Quick	-	2d6
Red Beam	Ranged	Force	2d10+3
Red Kiss	Melee	Necrotic	2d6+3
Red Tusk Gore	Melee	Piercing	3d10+6
Reed-Breaking Rush	Save Quick	Bludgeoning	4d10
Refined Thrust	Save Dex Quick	Piercing	2d8+2
Release	Save Dex Quick	Bludgeoning	3d6+3
Relic Hand	Special	-	3d10+6
Relic Shiv	Melee	Piercing	2d4+3
Rend	Melee	Bludgeoning	2d10+5
	Melee	Slashing	2d6+2
Rending Claws	Melee	Slashing	2d8+4
Rending Flock	Melee	Slashing	4d8+5
Revealed Bite	Melee	Piercing	1d8+2, 1d6
Revenge Claw	Save Dex Quick	Slashing	1d4+2
Rib Sweep	Melee	Bludgeoning	4d10+5
Ride Down the Marked	Save Quick	Bludgeoning, Cold	5d10
Rigging Snap	Save Quick	Bludgeoning	1d8+2
Rime Trick	Save Dex Quick	Cold	1d8+2
Ripping Bite	Special	-	2d6
Riptide	Melee	Bludgeoning	1d6+2
River-Gate Surge	Save Quick	Bludgeoning	4d10
River-Jaw Crush	Save Tough	Bludgeoning	2d10+4
Riverbank Maul	Melee	Slashing	2d6+3
Road-Rake	Melee	Slashing	2d8+4
Roadside Maul	Melee	Necrotic, Piercing	4d8+5
Rock Acid	Save Dex Quick	Acid	1d4+1
Rock Belch	Save Dex Quick	-	2d6
Rock Throw	Save Dex Quick	Bludgeoning	2d8+2
	Save Dex Quick	Bludgeoning	3d10 (half on save)
Rock Toss	Save Dex Quick	Bludgeoning	1d4+1
Roof-Raking Claws	Melee	Slashing	2d8+3
Roofline Leap	Ranged	-	3d8+4
Room Bite	Ranged	Bludgeoning	3d10+6
Root Slam	Ranged	Bludgeoning	3d8+5
	Melee	Bludgeoning	2d10+4

Attack	Attack Type	Damage Type	Damage
Root-Gnawer's Breath	Save Tough	Necrotic	6d8
Rooted Life	Special	-	4d6
Rope Claw	Special	-	3d8+5
Rot Bite	Melee	Acid, Necrotic	3d8+5
	Melee	Piercing	2d8+4
Rot Miracle	Save Con Tough	Necrotic	3d10
Rotting Fist	Save Con Tough	Bludgeoning	2d6+4
	Save Con Tough	Bludgeoning	3d6+6
Royal Throw	Save Dex Quick	-	2d10
Rune Bite	Melee	Piercing	2d8+4
Rune Burst	Save Dex Quick	Force	2d8+2
Rune Scythes	Melee	Slashing	3d8+5
Runeblood Reflex	Melee	-	1d4
Rush	Melee	Bludgeoning	3d10+6
	Melee	Piercing	3d6+3
Rushing Bite	Melee	Piercing	1d6+1, 1d4
Rusty Blade	Melee	Slashing	1d6

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Attack	Attack Type	Damage Type	Damage
Sacrificial Pulse	Save Wis Mind	Necrotic	2d8 (half on save)
Salt Knife	Ranged	Necrotic, Slashing	2d8+4
Salt Ruin	Special	-	2d6
Sand Burst	Save Dex Quick	Bludgeoning	2d4+2
Sand Eruption	Melee	Bludgeoning	2d10+3
Sand Slam	Melee	Bludgeoning	1d6+2
Sand Spit	Save Dex Quick	Bludgeoning	1d4+2
Sand Surge	Save Dex Quick	Bludgeoning	1d6
Sand-Claw	Melee	Bludgeoning	1d6+1
	Melee	Bludgeoning	1d8+2
Sand-Jaws	Melee	Bludgeoning	1d6+2
Savage Pounce	Save Dex Quick	Slashing	2d8+2
Scalding Claw	Melee	Fire	1d6+1
Scale-Cracker Mandibles	Melee	Piercing	2d8+4
Scale-Rot Breath	Save Con Tough	Acid, Necrotic	3d8

Attack	Attack Type	Damage Type	Damage
Scattered Bodies	Special	Lightning	1
Scattering Light	Save Dex Quick	Radiant	1d6+2
Scorched Breath	Save Dex Quick	Fire	2d8+2
Scorpion Jailer	Save Tough	Poison	3d10
Screech	Save Wis Mind	Psychic	2d6+2
Scythe	Melee	Slashing	3d6+3
	Melee	Slashing	3d10+6
	Melee	Slashing	2d8+5
Scythe Claws	Melee	Slashing	3d8+5
Sea Venom	Save Tough	Poison	5d8 (half on save)
	Save Tough	Piercing, Poison	2d8
Seal Rush	Melee	Bludgeoning	2d8+2
Searing Form	Melee	Fire	1d8
Second Arm	Melee	Bludgeoning	2d8+4
Seedstorm Wings	Save Quick	Bludgeoning	4d8
Seen	Save Wis Mind	Psychic	2d6+2
Seize	Melee	Bludgeoning	3d8+5
Seize and Bite	Melee	Piercing	3d10+6
Semi-Corporeal	Special	Fire, Poison, Psychic, Radiant	1d6 (half on save)
Senior Binding	Special	Necrotic, Poison	1d4
Seraphic Immolation	Save Dex Quick	Fire, Radiant	4d8
Serpent Bite	Melee	Piercing	2d6+5
Serpent Gale	Save Tough	Lightning	3d10
Serpent Hair	Save Con Tough	Poison	1d6
Serpent Revelation	Save Mind	-	3d8+4
Set the Barn	Ranged	Fire	1d8
Set Them Against Each Other	Save Wis Mind	Psychic	2d6+2
Settle	Melee	Bludgeoning	3d6+3
Sewer Bite	Save Tough	Piercing	2d8+4
Shadow Bite	Save Dex Quick	Necrotic	1d4+1
Shadow Blade	Save Dex Quick	Necrotic	2d8+2
	Melee	Slashing	1d8+3
Shadow Bolt	Save Dex Quick	Necrotic	1d4+2
Shadow Craft	Save Dex Quick	Psychic	1d4+1
Shadow Dart	Save Dex Quick	Necrotic	1d6+1
Shadow Drain	Save Dex Quick	Necrotic	3d4+3

Attack	Attack Type	Damage Type	Damage
Shadow Dust	Save Dex Quick	Psychic	1d4+1
Shadow Flame	Save Dex Quick	Fire	2d8+2
Shadow Leap	Save Dex Quick	Necrotic	1d8+2
	Save Dex Quick	-	2d8+2
Shadow Raid	Save Dex Quick	Necrotic	2d8+2
Shadow Seep	Save Wis Mind	Psychic	1d4+1
Shadow Slam	Save Dex Quick	Necrotic	2d4+2
Shadow Strike	Save Dex Quick	Necrotic	1d4+2
	Save Dex Quick	Necrotic	2d8+2
	Save Dex Quick	Necrotic	3d4+3
	Save Wis Mind	Psychic	1d4+2
	Save Dex Quick	Necrotic	1d4+1
Shard Shed	Save Dex Quick	Slashing	3d6
Shearing Bite	Melee	Slashing	2d6+2
Shears	Melee	Slashing	1d8+2, 2d8+2
Shell Crush	Melee	Bludgeoning	3d10+6
Shell Fist	Melee	Bludgeoning	1d8+1
Shepherd's Staff	Save Quick	Bludgeoning	3d8+5
Shield Bash	Save Dex Quick	Bludgeoning	1d6+4
Shield Press	Save Quick	Bludgeoning	1d8+1
Shield Rush	Save Tough	Bludgeoning	1d8+2
Shimmer Dust	Save Dex Quick	Poison	1d4+1
Ship-Breaking Stone	Ranged	Bludgeoning	5d10+7
Shock Touch	Melee	Lightning	2d8+2
Shoulder Pounce	Save Quick	Slashing	1d10+2
Shoulder Serpents	Special	-	3d10+5, 2d8
Show What I Am	Save Wis Mind	Psychic	1d4
Sickle Claws	Melee	Slashing	1d8+3
Siege Hook	Melee	Piercing	2d6+3
Silent Strike	Save Dex Quick	Necrotic	2d4+2
Silent Talons	Melee	Slashing	1d8+2
Six Ravenous Heads	Melee	Piercing	3d10+5
Skull Bite	Melee	Piercing	2d6+2, 1d6
Skull Charge	Save Dex Quick	-	2d6
Sky-Biting Jaws	Melee	Piercing	5d10+7, 3d10

Attack	Attack Type	Damage Type	Damage
Slam	Melee	Bludgeoning	3d10+6
	Melee	Bludgeoning	3d8+6, 3d10+6
	Melee	Bludgeoning	3d8+7, 2d10+7
	Melee	Bludgeoning	3d8+9, 2d4+9, 2d6+9
	Melee	Bludgeoning	2d10+6
	Melee	Bludgeoning	2d8+5
	Melee	Bludgeoning	2d8+6
	Melee	Bludgeoning	3d10+7, 3d8+7
	Melee	Bludgeoning	1d6+4, 2d6+4, 3d6+4
	Melee	Bludgeoning	3d6+7
	Melee	Bludgeoning	3d8+8
	Melee	Bludgeoning	3d10+4
	Melee	Bludgeoning	1d8+3
	Melee	Bludgeoning	2d8+2
	Melee	Bludgeoning	2d8+4
	Melee	Bludgeoning	2d6+4
	Melee	Bludgeoning	3d8+7
	Melee	Bludgeoning	4d6
	Melee	Bludgeoning	4d6+6
	Melee	Bludgeoning	2d8+3
Slashing Bite	Melee	Slashing	4d6+6, 1d8
Sleepless Coil	Save Tough	Bludgeoning	3d8+5, 2d8
Slick Trip	Save Dex Quick	Bludgeoning	2d4+2
Slime Trail	Save Quick	Acid	1d4
Small Knife	Melee	Piercing	1d6+1
Smoldering Form	Special	Fire	1
	Ranged	Fire	1d4
Smothering Wings	Melee	Necrotic	2d6
Snapping Bite	Save Dex Quick	Piercing	2d10+6
Snatch	Melee	Bludgeoning	1d6+1
Snatch and Foul	Melee	Slashing	2d6+2
Snatch Into Darkness	Save Quick	Piercing	2d6+2
Solar Wing	Save Dex Quick	Fire	1d8+2
Solitary Caution	Save Mind	-	8
Sonic Burst	Save Dex Quick	Thunder	1d4+2
Soot Maw	Melee	Piercing	1d6+2

Attack	Attack Type	Damage Type	Damage
Sorrow Wail	Save Dex Quick	Psychic	1d4+2
Soul Brand	Save Con Tough	Fire	2d8, 1d8
Soul Drain	Save Dex Quick	Necrotic	2d8+2
Soul Howl	Save Dex Quick	Psychic	3d4+3
Soul Whisper	Save Wis Mind	Necrotic	1d8+2
Soul-Roll	Save Quick	Fire	3d8
Soul-Sweeping Flight	Save Quick	Necrotic	3d8
Sound Pulse	Save Wis Mind	Thunder	1d4+1
Sound the Conch	Save Dex Quick	Bludgeoning	3d6+5
Souring	Save Con Tough	Poison	1d4
Spark Spray	Save Dex Quick	Fire	1d4+1
Speak Through	Melee	-	2d6+3
Spear	Melee	Piercing	1d8+3
	Melee	Piercing	1d6+1
Spear of the Chooser	Melee	Piercing	3d6+5
Spear Rush	Melee	Piercing	2d6+2, 1d8
Spear Thrust	Save Dex Quick	Piercing	1d4+2
	Melee	Piercing	1d6+1
Spectral Claw	Melee	Necrotic	1d4+1
Spectral Howl	Save Wis Mind	Psychic	1d4+2
Spectral Spear	Melee	Necrotic	1d6
Spectral Wail	Melee	Psychic	1d6
Spew the Wreckage	Save Quick	Piercing	3d10
Spike Shot	Save Dex Quick	Piercing	1d4+2
Spine Rake	Save Dex Quick	Slashing	1d8+2
Spine Whip	Melee	Slashing	2d8+5
Spirit Call	Save Dex Quick	Radiant	2d8+2
Spirit Drain	Save Wis Mind	Necrotic	2d8+2
Spore Burst	Save Con Tough	Poison	2d8+3
Spore Cloud	Save Dex Quick	Poison	1d4+1
Spore Lash	Save Dex Quick	Poison	2d4+2
Spread	Save Con Tough	Necrotic	2d6+2
Staff	Melee	Bludgeoning	1d6+1
Star-Shell Rush	Save Quick	Bludgeoning	4d10
Startle	Save Wis Mind	Psychic	2d6+2
Startling Touch	Save Mind	Psychic	1d6
Steal Breath	Save Tough	Necrotic	2d8+3

Attack	Attack Type	Damage Type	Damage
Steam Burst	Save Tough	Fire	1d6
Steel Blade	Melee	Slashing	1d8+8
Steel Burns	Special	-	2
Stem Lash	Melee	Bludgeoning	2d8+2
Stench	Save Con Tough	Poison	2d6+2
Sting	Melee	Piercing	3d8+6
	Save Tough	Piercing, Poison	1d6+1, 1d6
	Save Con Tough	Piercing, Poison	1d6
	Save Con Tough	Piercing, Poison	1d6+1, 1d4
	Save Con Tough	Piercing, Poison	1d6+3
Sting Strike	Ranged	Poison	1d8+1
Stinger Strike	Save Con Tough	Poison	3d8+5
Stolen Authority	Save	-	20
Stolen Breath	Save Tough	Necrotic	2d8+4
Stomp	Save Dex Quick	Bludgeoning	3d10+6
Stone Bite	Save Dex Quick	Piercing	1d4+1
Stone Claw	Save Dex Quick	Slashing	2d6+2
	Melee	Bludgeoning	1d6+2
Stone Crash	Save Dex Quick	Bludgeoning	1d4+2
Stone Dust	Save Dex Quick	-	1d4+2
Stone Echo	Save Dex Quick	Bludgeoning	1d4+1
Stone Fist	Melee	Bludgeoning	1d8+2
	Melee	Bludgeoning	1d4+1
	Melee	Bludgeoning	1d6+2
Stone Gaze	Save Wis Mind	-	1d4+1
Stone Knife	Melee	Slashing	2d6+3
Stone Rasp	Melee	Bludgeoning	1d8+2
Stone Slam	Save Dex Quick	Bludgeoning	2d8+2
Stone-Mouth Bite	Melee	Bludgeoning	2d8+4
Stones from the Dark	Save Dex Quick	Bludgeoning	3d6+3
Stoop	Melee	Piercing	2d8+3
Stoop from the Sun	Save Dex Quick	Bludgeoning	3d8+5
Storm Call	Save Dex Quick	Lightning	2d8+2
Storm Crack	Save Dex Quick	Lightning	2d8+2
Storm Fist	Melee	Lightning	3d8+6
Storm Front	Save Dex Quick	Lightning	2d10+5
Storm Lungs	Special	Lightning, Sonic	1d8

Attack	Attack Type	Damage Type	Damage
Storm Strike	Save Dex Quick	Lightning	2d8+3
Storm Talons	Melee	Lightning, Slashing	4d8+5
Stormcoil	Save Quick	Bludgeoning, Lightning	4d10
Strap the Ankle	Save Quick	Bludgeoning	1d8+2
Strength of the Mountain	Melee	Bludgeoning	3d6+3
Strip the Dead	Ranged	-	4d10+6
Sudden Flock	Save Quick	Slashing	1d6
Sun-Gate Sting	Save Tough	Piercing, Poison	4d10+6, 3d8
Sundering Tail	Melee	Bludgeoning	4d10+9
Sunlight Undoes It	Special	-	1d6
Surface Ram	Save Quick	Bludgeoning	1d10+2
Surge	Save Dex Quick	Bludgeoning	1d8+2
Swallow	Special	Acid	1d6
Swallow the Horizon	Save Quick	Necrotic	6d10
Swarm Bite	Save Dex Quick	Piercing	1d10+2
	Save Dex Quick	Piercing	1d8+2
Swarming Bites	Melee	Piercing	1d8+2
Swarming Command	Special	-	1d8+2
Sweep	Save Dex Quick	Bludgeoning	3d8+6
Sweep the Tail	Save Dex Quick	Bludgeoning	3d6+3
Sweeping Hand	Melee	Bludgeoning	3d8+6
Sweet Talk	Save Wis Mind	Psychic	1d4+1
Swell to Giant	Ranged	-	2d8+3
Swoop Strike	Save Dex Quick	Slashing	2d4+2
Swooping Bite	Melee	Piercing	1d6+2, 1d4

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Attack	Attack Type	Damage Type	Damage
Tail	Save Dex Quick	Bludgeoning, Fire	2d8+5, 2d6
Tail Club	Save Dex Quick	Bludgeoning	3d8+4
Tail Hand	Melee	Bludgeoning	2d6+3
Tail in Mouth	Special	-	40
Tail Lash	Melee	Bludgeoning	1d10+4
Tail Slam	Save Dex Quick	Bludgeoning	3d4+3

Attack	Attack Type	Damage Type	Damage
Tail Sweep	Save Dex Quick	Bludgeoning	3d10
	Save Dex Quick	Bludgeoning	2d6+6
	Melee	Bludgeoning	2d10+6
	Melee	Bludgeoning	3d10+8
	Save Dex Quick	-	2d6+4
Take the Face	Melee	Piercing	3d6+3
Take the Liver	Melee	Piercing	2d6+3, 2d8+3
Take the Shadow	Save Con Tough	Necrotic	1d6+2
Take the Sight	Save Wis Mind	-	3d8+6
Taken from Behind	Melee	Slashing	2d8+4, 2d6
Talon Dive	Save Dex Quick	Piercing	3d4+3
Talon Spear	Melee	Piercing, Slashing	2d8+4
Talons	Melee	Slashing	2d6+3
	Melee	Fire, Slashing	2d10+7, 1d8
	Melee	Slashing	3d8+5
	Melee	Slashing	3d8+6
	Melee	Slashing	1d8+2
	Melee	Slashing	1d8+4
Tear	Melee	Slashing	1d6+1
Tear-Slick Bite	Melee	Piercing	2d6+1
Tearing Bite	Save Tough	Slashing	1d10+2, 1d4
Tendril Lash	Melee	Bludgeoning	2d10+7
Tendril Slam	Melee	Bludgeoning	3d6+7
Tentacle Slam	Melee	Bludgeoning	2d8+6
Terror Gallop	Save Dex Quick	Psychic	2d8+2
Terror Gaze	Save Dex Quick	Psychic	2d8+2
Terror Wave	Save Wis Mind	Psychic	2d8+2
Terror Whisper	Save Dex Quick	Psychic	3d4+3
Tether Hook	Save Dex Quick	Piercing	2d8+2
Thagomizer	Melee	Piercing	3d6+4
The Ankle Pin	Special	-	20
The Appointed Hour	Save Wis Mind	Necrotic	3d10+6
The Birch	Melee	Bludgeoning	3d6+3, 2d8+4
The Cart Stops	Save Wis Mind	Necrotic	3d6+3
The Choosing	Ranged	-	3d6+5
The Crying	Save Wis Mind	Psychic	1d6+2
The Dance	Save Wis Mind	Psychic	2d6+2

Attack	Attack Type	Damage Type	Damage
The Eye	Save Dex Quick	-	3d10+6
The Grudge	Save Wis Mind	Psychic	2d8+3
The Invitation	Save Wis Mind	Psychic	2d10+5
The Last Minutes	Save Wis Mind	Psychic	2d6+2
The Other Face	Melee	Piercing	2d8+3, 2d6+3
The Point Made	Save Wis Mind	Psychic	3d6+3
The Question	Save Wis Mind	Psychic	1d6+2
The Reckoning	Save Wis Mind	Psychic	3d6+3
The Scream	Save Con Tough	Psychic	2d6
The Song Below	Save Wis Mind	Psychic	1d6+1
The Third Bay	Save Wis Mind	Psychic	2d6
The Third Gasp	Special	-	0
The Turning Axe	Save Dex Quick	Slashing	1d6+1
The Warning	Save Wis Mind	Psychic	2d6+2
The Weeping	Save Wis Mind	Psychic	2d8+3
The Whisper	Save Wis Mind	Psychic	2d10+5
The Wrong Gait	Save Wis Mind	Psychic	2d10+4
Thorn Burst	Save Dex Quick	Piercing	1d8+2
Thorn Lash	Save Dex Quick	Piercing	1d4+1
	Save Dex Quick	Piercing	1d4+2
	Save Dex Quick	Piercing	1d8+2
Thorn Spray	Save Dex Quick	Piercing	1d4+1
Thorns at the Window	Special	-	2d6
Threading Tongue	Ranged	Piercing	3d8+4, 2d6
Three Fires	Save Quick	Fire	4d10
Three Punctures	Melee	Piercing	2d6+3
Three-Part Gale	Save Quick	Slashing	3d6 (half on save)
Threefold Ruin	Save Quick	Bludgeoning, Fire	4d10
Threshold Ambush	Melee	Slashing	2d6+2, 1d6
Throat Strike	Save Con Tough	Piercing	1d8+2
Throw the Room	Save Dex Quick	Bludgeoning	1d6+2
Thrown Clutter	Ranged	Bludgeoning	1d8+1
Thumb Spike	Melee	Piercing	2d6+4
Thunder Bite	Melee	Piercing, Sonic	3d8+5
Thunder Call	Save Dex Quick	Lightning	2d8+2
Thunder Pounce	Save Dex Quick	Thunder	1d10+1
Thunderclap Tail	Save Dex Quick	Thunder	4d8+8

Attack	Attack Type	Damage Type	Damage
Tidal Strike	Save Dex Quick	Bludgeoning	1d10+2
	Save Dex Quick	Bludgeoning	2d8+2
Tidal Surge	Save Con Tough	-	6d8
Tide Call	Save Quick	Bludgeoning	2d6
Tiger's Charge	Melee	Piercing	3d6+5
Titan Charge	Ranged	Bludgeoning, Piercing	3d10+5
Titan Tail	Melee	Bludgeoning	3d8+7
Tongue Grab	Save Con Tough	Bludgeoning	1d6+2
Tongue Lash	Melee	Bludgeoning	1d4+1
Tongue Slap	Melee	Bludgeoning	1d4
Tongue Snare	Melee	Bludgeoning	1d4+1
Torch	Melee	-	3d8+5
Torch Brand	Melee	Fire	1d6+2
Toxic Bite	Save Dex Quick	Poison	2d8+2
Toxic Spray	Save Dex Quick	Acid	2d8+2
Toxin Spray	Save Dex Quick	Poison	1d4+1
Trailing Entrails	Melee	Bludgeoning	2d6+3
Trailing Hunger	Save Tough	Necrotic	2d8+4, 1d6
Trailing Tentacles	Save Tough	Poison	1d4, 3d6
Trample	Save Dex Quick	Bludgeoning	3d8
	Save Dex Quick	Bludgeoning	4d10
	Save Dex Quick	Bludgeoning	4d8
	Melee	Bludgeoning	2d6+2
Trample Field	Save Dex Quick	-	3d8
Trample in the Surf	Melee	Bludgeoning	2d6+3
Trampling Charge	Save Dex Quick	-	1d8
Trap Pick	Melee	Piercing	2d4+3
Tree Escape	Save Mind	-	10
Trident	Melee	Piercing	2d8+6
	Melee	Piercing	2d10+5
Triple Horns	Melee	Piercing	3d8+6
Trunk Slam	Melee	Bludgeoning	2d8+6
	Melee	Bludgeoning	2d8+7
Tsunami Call	Save Dex Quick	Bludgeoning	2d8+2
Tumbling Mob	Save Quick	Bludgeoning	1d6
Turn the Path	Save Wis Mind	Psychic	1d6+2

Attack	Attack Type	Damage Type	Damage
Turns Over	Save	Bludgeoning	3d10+6
Tusk	Melee	Piercing	2d6+3
Tusk Charge	Save Quick	Piercing	1d10+2, 1d6
Tusk Gore	Save Str Tough	Piercing	1d4+2
	Melee	Piercing	2d10+6
	Melee	Piercing	2d6+4
Tusk Sweep	Save Dex Quick	Bludgeoning	2d8+7
	Save Quick	Piercing	2d8+3
Tusks	Melee	Piercing	3d8+7
Twin Blades	Melee	Slashing	1d8+4
Twin-Beak Seizure	Save Quick	Piercing	4d10
Two-Headed Rend	Special	-	2d6+3
Two-Souled Talons	Melee	Slashing	3d10+5

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Attack	Attack Type	Damage Type	Damage
Undertow	Save Dex Quick	Bludgeoning	1d6+1
Unholy Blade	Melee	Slashing	1d8+3
Unnatural Strength	Save Tough	Bludgeoning	3d8+4
Unwind the Tail	Special	Cold	10

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Attack	Attack Type	Damage Type	Damage
Valley-Cutting Passage	Save Quick	Bludgeoning	5d10
Vampiric Claws	Melee	Slashing	1d8+4
Veil Touch	Melee	Cold, Psychic	2d6+3
Venom Bite	Save Con Tough	Piercing, Poison	2d6+4
	Save Dex Quick	Poison	1d4+2
Venom Spine	Save Tough	Poison	2d8
Venom Spit	Save Dex Quick	Poison	2d8+2
	Save Dex Quick	Poison	2d6
Venom Strike	Save Tough	Piercing, Poison	1d4, 2d6
	Save Con Tough	Poison	1d8+2

Attack	Attack Type	Damage Type	Damage
Venomous Bite	Save Tough	Piercing, Poison	1d6+1, 1d6
	Save Con Tough	Piercing, Poison	2d8+4, 1d8
Venomous Sting	Save Tough	Piercing, Poison	2d6
Vine Whip	Save Dex Quick	Bludgeoning	2d4+2
Voice Beyond the Light	Save Mind	-	3d6+4
Void Beam	Save Dex Quick	Necrotic	2d8+2
Void Claws	Melee	Slashing	2d8+3
Void Drain	Save Dex Quick	Necrotic	3d4+3
Void Slash	Save Dex Quick	Necrotic	2d8+2
Void Strike	Save Dex Quick	Necrotic	1d12+2
	Save Dex Quick	Necrotic	2d8+2
Void Tear	Save Dex Quick	Force	2d8+2
	Save Dex Quick	Necrotic	2d8+2
Void Touch	Special	Necrotic	2d8+4
	Melee	Necrotic	2d8+3
	Save Dex Quick	Necrotic	3d4+3
Void Whisper	Save Dex Quick	Psychic	1d10+2

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Attack	Attack Type	Damage Type	Damage
Wagon Rush	Save Quick	Bludgeoning	1d8
Wail Echo	Save Dex Quick	Sonic	1d4+1
Wailing Cry	Save Dex Quick	Psychic	1d4+2
Wailing Flames	Save Wis Mind	Fire	3d4+3
Wake and Roll	Save Dex Quick	Bludgeoning	2d8+3
Wall of Fire	Save Dex Quick	Fire	3d8
Wall Rush	Save Quick	Bludgeoning	1d6+1
War Shout	Save Dex Quick	Thunder	2d8+2
Warblade	Melee	Slashing	4d6+5, 3d10+5
Warning Hammers	Save Tough	Thunder	1d6
Warning Stone	Save Mind	Bludgeoning	2d8+4
Washed Name	Save Mind	-	2d8
Waste	Melee	Necrotic	2d6+3
Water Jet	Save Dex Quick	Cold	3d4+3
	Save Dex Quick	Bludgeoning	4d8

Attack	Attack Type	Damage Type	Damage
Water Strike	Save Dex Quick	Bludgeoning	1d8+2
Wax Clutch	Melee	Fire, Necrotic	2d6+3
Weaving Hands	Melee	Bludgeoning	3d8+5
Web Ambush	Save Dex Quick	-	1d4+2
Web Snare	Save Dex Quick	Bludgeoning	2d4+2
Web Strike	Save Dex Quick	-	1d8+2
Web Trap	Save Dex Quick	Poison	1d8+2
Weeping	Save Wis Mind	Psychic	1d6+2
Weight of the Child	Save Tough	-	1d6
Well-Voice	Save Wis Mind	Psychic	2d8+2
Whelm	Save Con Tough	-	2d8
Whirlwind	Save Dex Quick	Bludgeoning	3d8
	Save Dex Quick	Bludgeoning, Elemental	3d8
Whisper Flame	Save Dex Quick	Psychic	2d8+2
Whistle Behind You	Save Mind	-	2d8+3
White Hand	Melee	Cold	4d8+5
Wide Bite	Melee	Piercing	1d6+2
Wide Strike	Save Dex Quick	Bludgeoning	1d8+2
Wild Charge	Save Dex Quick	Bludgeoning	2d4+2
	Save Dex Quick	Bludgeoning	2d8+2
Wind Blade	Save Dex Quick	Slashing	3d4+3
Wind Strike	Melee	Bludgeoning	2d6+5
Wind-Slash	Melee	Necrotic, Slashing	1d6
Wing and Talon	Melee	Slashing	3d8+5
	Melee	Slashing	2d6+3
Wing Buffet	Melee	Bludgeoning	2d8+3
	Melee	Bludgeoning	1d6+2
	Save Dex Quick	Radiant	2d8+2
Wing Drain	Save Wis Mind	Psychic	2d6
Wing Gouge	Special	-	2d8+4
Wing Strike	Save Dex Quick	Bludgeoning	1d8+2
Wing-Cage	Save Quick	Bludgeoning	2d8
Wing-Smother	Save Con Tough	Necrotic	2d6
Winged Bound	Melee	Bludgeoning	1d6+2
Winged Maul	Save Quick	Slashing	3d10
Winter Breath	Save Tough	Cold	4d8 (half on save)

Attack	Attack Type	Damage Type	Damage
Withering Touch	Melee	Necrotic	3d6+5
Withering Word	Save Tough	Necrotic	4d8
Word Flood	Save Wis Mind	Psychic	1d8
World-Burning Sword	Save Quick	Fire, Slashing	5d10+8, 3d10
World-Coil	Save Tough	Bludgeoning	5d10+7
World-Edge Wingbeat	Save Tough	Bludgeoning	4d10
Wound Becomes World	Special	-	50
Wrap the Face	Save Dex Quick	Bludgeoning	1d4

Y

Attack	Attack Type	Damage Type	Damage
Year-End Rampage	Melee	Bludgeoning	4d10+6
Years Taken	Save Tough	Necrotic	3d8+4

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