

BRASS MAN



Large Construct, Unaligned

Armor class 18 (natural armor)

Hit points 95 (10d10 + 40)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances Physical from non-adamantine weapons

Damage Vulnerabilities Cold

Damage Immunities Fire, Poison

Condition Immunities Paralysis, Petrification, Poisoned, Stunned, Suffocation, Unconsciousness

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 6 (2300 XP)

Immunity to Magic. Succeeds on all saves against spells and spell-like effects. If successful save reduces damage by half, instead no damage. Certain spells may have alt. effects:

- Lightning slows Brass Man (*slow* spell) for 3 rounds.
- Fire damage ends any slow effect on the brass man and repairs 1 point of damage for each 3 points of damage the attack would normally inflict deal. If the amount of healing would cause the brass man to exceed its hit point maximum, it gains the excess as temporary hit points.



BRASS MAN CONTINUED: ACTIONS



ACTIONS

Multiattack. A brass man attacks twice with its fists, or twice with its greatsword, or once by spitting molten brass.

Fist. +8 to hit (reach 10 ft.; one creature). Hit: 1d10 + 5 bludgeoning damage plus 1d10 fire damage.

Greatsword. +8 to hit (reach 10 ft.; one creature). Hit: 2d12 + 5 slashing damage.

Molten Brass (recharge 5, 6). automatic hit (range 30-ft. line; all creatures in line). Hit: 6d8 fire damage. Targets that make a successful DC 15 Dex saving throw take half damage.



CLOCKWORK HOUND



Medium Construct, Unaligned

Armor class 12 (natural armor)

Hit points 71 (11d8 + 22)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Dex +4, Con +4

Skills Athletics +7, Perception +4

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightetened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft, Passive Perception 14

Language Understands Common

Challenge 2 (450 XP)

Immutable Form. The clockwork hound is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork hound has advantage on saving throws against spells and other magical effects.

Diligent Tracker. Clockwork hounds are designed to guard areas and track prey. They have advantage on all Wisdom (Perception) and Wisdom (Survival) checks when tracking.



CLOCKWORK HOUND CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Tripping Tongue. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 9 (1d8 + 5) slashing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Explosive Core. The mechanism that powers the hound explodes when the construct is destroyed. All creatures within 5 feet of the hound take 7 (2d6) fire damage, or half damage with a successful DC 12 Dexterity saving throw.



CLOCKWORK HUNTSMAN



Medium Construct, Unaligned

Armor class 14

Hit points 110 (20d8 + 20)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	4 (-3)	10 (+0)	1 (-5)

Saving Throws Str +5, Dex +4

Skills Perception +4, Survival +4

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft, Passive Perception 14

Language Understands Common

Challenge 3 (700 XP)

Immutable Form. The clockwork huntsman is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork huntsman has advantage on saving throws against spells and other magical effects.



CLOCKWORK HUNTSMAN CONTINUED: ACT



ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Net Cannon. Ranged Weapon Attack: +4 to hit, range 5/15 ft., one target, size Large or smaller. Hit: the target is restrained. A mechanism within the clockwork huntsman's chest can fire a net with a 20-foot trailing cable anchored within the huntsman's chest. A creature can free itself (or another creature) from the net by using its action to make a successful DC 10 Strength check or by dealing 5 slashing damage to the net. The huntsman can fire up to four nets before it must be reloaded.

Explosive Core. The mechanism that powers the huntsman explodes when the construct is destroyed, projecting superheated steam and shrapnel. Every creature within 5 ft. of the construct takes 10 (3d6) fire damage, or half damage with a successful DC 13 Dexterity saving throw.



CLOCKWORK MYRMIDON



Large Construct, Unaligned

Armor class 16 (natural armor)

Hit points 153 (18d10+54)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	1 (-5)

Saving Throws Str +11, Dex +5

Skills Athletics +8, Perception +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft, Passive Perception 16

Language Understands Common

Challenge 6 (2300 XP)

Immutable Form. The clockwork myrmidon is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork myrmidon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The clockwork myrmidon makes two attacks: two pick attacks or two slam attacks, or one of each.

Heavy Pick. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage.



CLOCKWORK MYRMIDON CONTINUED: ACT



Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) bludgeoning damage.

Alchemical Flame Jet (Recharge 5-6). The clockwork myrmidon can spew a jet of alchemical fire in a line 20 feet long and 5 feet wide. Any creature in the path of the jet takes 26 (4d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. The clockwork myrmidon can use this attack four times before its internal reservoir is emptied.

Grease Spray (Recharge 5-6). As a bonus action, the clockwork myrmidon's chest can fire a spray of alchemical grease with a range of 30 feet, covering a 10-by-10 foot square area and turning it into difficult terrain. Each creature standing in the affected area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 15 Dexterity saving throw or fall prone. The clockwork myrmidon can use this attack four times before its internal reservoir is emptied.

Alchemical Fireball. The clockwork myrmidon's alchemical flame reservoir explodes when the construct is destroyed, spraying nearby creatures with burning fuel. A creature within 5 feet of the myrmidon takes 19 (3d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. This explosion doesn't occur if the clockwork myrmidon has already fired its alchemical flame jet four times.



VILA



Medium Fey, Lawful Neutral

Armor class 15

Hit points 77 (14d8 + 14)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +8, Con +4, Wis +5, Cha +6

Skills Animal Handling +8, Insight +5, Intimidation +6, Perception +8, Stealth +8

Damage Resistances Physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 18

Language Common, Sylvan, telepathy 60 ft. (beasts only)

Challenge 5 (1800 XP)

Dance of the Luckless (1/Day). Vila who dance for one hour create a fairy ring of small gray mushrooms. The ring lasts seven days and has a 50-foot diameter per dancing vila. Non-vila who fall asleep (including magical sleep) inside the ring have disadvantage on skill checks for 24 hours from the time they awaken.

Forest Quickness. While in forest surroundings, a vila receives a +4 bonus on initiative checks

Forest Meld. A vila can meld into any tree in her forest for as long as she wishes, similar to the meld into stone spell.



VILA CONTINUED: ACTIONS



Innate Spellcasting. The vila's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

- **3/day:** *sleep*
- **1/week:** *control weather*

ACTIONS

Multiattack. A vila makes two shortsword attacks or two shortbow attacks.

+1 Shortsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

+1 Shortbow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

Fascinate (1/Day). When the vila sings, all those within 60 feet of her and who can hear her must make a successful DC 14 Charisma saving throw or be stunned for 1d4 rounds. Those who succeed on the saving throw are immune to that vila's singing for 24 hours.

Forest Song (1/Day). The vila magically calls 2d6 wolves or 2 wampus cats. The called creatures arrive in 1d4 rounds, acting as allies of the vila and obeying its spoken commands. The beasts remain for 1 hour, until the vila dies, or until the vila dismisses them as a bonus action.



BADGER



Tiny Beast, Unaligned

Armor class 10

Hit points 3 (1d4 + 1)

Speed 20ft, **Climb** 5ft

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

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 0 (10 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



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TALL REDCAP



Medium Fey, Neutral Evil

Armor class 15 (natural armor)

Hit points 105 (14d8 + 42)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	8 (-1)

Saving Throws Con +6

Skills Athletics +8, Intimidation +5

Damage Resistances Physical from non-magical weapons

Condition Immunities Charmed, Frightened

Senses Darkvision 60ft, Passive Perception 11

Language Common, Sylvan, Undercommon

Challenge 6 (2300 XP)

Clomping Boots. The redcap has disadvantage on Dexterity (Stealth) checks.

Red Cap. The redcap must soak its cap in the blood of a humanoid killed no more than an hour ago at least once every three days. If it goes more than 72 hours without doing so, the blood on its cap dries and the redcap gains one level of exhaustion every 24 hours. While the cap is dry, the redcap can't remove exhaustion by any means. All levels of exhaustion are removed immediately when the redcap soaks its cap in fresh blood. A redcap that dies as a result of this exhaustion crumbles to dust.



REDCAP CONTINUED: ACTIONS



Solid Kick. The redcap can kick a creature within 5 feet as a bonus action. The kicked creature must make a successful DC 15 Strength saving throw or fall prone.

ACTIONS

Multiattack. The redcap makes two pike attacks and one bite attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage and the creature is bleeding profusely. A bleeding creature must make a successful DC 15 Constitution saving throw at the start of its turn or take 10 (3d6) necrotic damage and continue bleeding. On a successful save the creature takes no necrotic damage and the effect ends. A creature takes only 10 necrotic damage per turn from this effect no matter how many times it's been bitten, and a single successful saving throw ends all bleeding. Spending an action to make a successful DC 15 Wisdom (Medicine) check or any amount of magical healing also stops the bleeding. Constructs and undead are immune to the bleeding effect.

Pike. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.



SCHEZNYKI



Small Fey, Chaotic Evil

Armor class 16 (natural armor)

Hit points 153 (18d6 + 72)

Speed 20ft, **Climb** 15ft

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

Saving Throws Str +10, Con +10

Condition Immunities Sleep

Senses Darkvision 60ft, Passive Perception 13

Language Common, Darakhul, Elvish

Challenge 6 (2300 XP)

Innate Spellcasting. The scheznyki's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *dancing lights, darkness, detect evil and good, faerie fire, invisibility*, fly*, mage hand, ray of frost* (*only when wearing a vanisher hat)
- **5/day each:** *magic missile, ray of enfeeblement, silent image*
- **3/day each:** *locate object* (radius 3,000 ft. to locate a vanisher hat), *hideous laughter, web*
- **1/day each:** *dispel magic, dominate person, hold person*



SCHEZNYKI CONTINUED: ACTIONS



Magic Resistance. The scheznyki has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The scheznyki makes four war pick attacks or two hand crossbow attacks.

Heavy Pick. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

