KENKO

KENKU

HP	\mathbf{SPEED}
13	30'
(3d8)	
	10

(+5)

 $1d6 + 3^6 \times 1$

shortsword (5', p)

OR

 $1d6 + 3^6 \times 1$

shortbow (80/320', p)

STR +0 10 DEX +3 16 CON +0 10

INT

 $+0^{11}$

WIS

 $+0^{10}$

CHA

 $+0^{10}$

Ambusher In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.

Mimicry The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

MEDIUM HUMANOID, CN

SKILLS Deception +4, Perception +2, Stealth +5

RESIST None

IMMUNE None

SENSE Pass Perception 12

LANG Aunderstands Auran and Common but speaks only through the use of its Mimicry trait CR(XP) 1/4 (50 XP)

GAZER

GAZER

\mathbf{AC}	HP	SPEED
13	13	0 ′
	(3d4+6)	30' Fly (hover)



 $\mathbf{1}^1 \times 1$

Bite (5', p)

STR +0 10 DEX +3 16 CON +0 10 INT +0 11 WIS +0 10 CHA

 $+0^{10}$

Aggressive As a bonus action, the gazer can move up to its speed toward a hostile creature that it can see.

Mimicry The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Eye Rays The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

- 1 Dazing Ray: DC 12 WIS or charmed until the start of the gazer's next turn and 1/2 speed + disadvantage on ATK rolls.
- **2** Fear Ray: DC 12 WIS or frightened until the start of the gazer's next turn.
- **3** Frost Ray: DC 12 DEX or take 10 (3d6) cold damage.
- 4 Telekinetic Ray: DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

TINY ABERRATION, NE

SAVING THROWS Widsom +2

SKILLS Perception +4, Stealth +2

RESIST None

IMMUNE Prone

SENSE darkvision 60 '

LANG None

CR(XP) 1/2 (100 XP)

KENKO

KENKU

\mathbf{AC}	HP	SPEED
13	13	30 ′
	(3d8)	
ACTIONS		



 $1d6 + 3^6 \times 1$

shortsword (5', p)

OR

 $1d6 + 3^6 \times 1$

shortbow (80/320', p)

STR +0 10 DEX +3 16 CON +0 10 INT

 $+0^{11}$

WIS

 $+0^{10}$ CHA $+0^{10}$

Ambusher In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.

Mimicry The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

MEDIUM HUMANOID, CN

SKILLS Deception +4, Perception +2, Stealth +5

RESIST None

IMMUNE None

SENSE Pass Perception 12

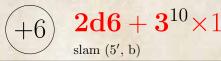
LANG Aunderstands Auran and Common but speaks only through the use of its Mimicry trait CR(XP) 1/4 (50 XP)

INAISIBLE STALKER

INVISIBLE STALKER

\mathbf{AC}	HP	SPEED
20	5	6'
	(16d8 + 32)	50' Fly (hover)

ACTIONS



+3 ¹⁶
DEX
+4 ¹⁹
CON
+2 ¹⁴
INT
+0 ¹⁰
WIS
+2 ¹⁵
CHA

 $+0^{11}$

STR

Invisibility The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

MEDIUM ELEMENTAL, N

SKILLS Perception +8, Stealth +10

RESIST Bludgeoning, Piercing, And Slashing

From Nonmagical Weapons

IMMUNE Poison, Exhaustion, Grappled,

Paralyzed, Petrified, Poisoned, Prone,

Restrained, Unconscious

SENSE Darkvision 60′, Pass Perception 18

LANG Auran, Understands Common But

Doesn't Speak It

CR(XP) 6 (2,300 XP)