

# KENKU

## KENKU

AC	HP	SPEED
13	13 (3d8)	30'
ACTIONS		

**+5** **1d6 + 3<sup>6</sup> × 1**  
shortsword (5', p)

OR

**1d6 + 3<sup>6</sup> × 1**  
shortbow (80/320', p)

**STR**  
+0<sup>10</sup>  
**DEX**  
+3<sup>16</sup>  
**CON**  
+0<sup>10</sup>  
**INT**  
+0<sup>11</sup>  
**WIS**  
+0<sup>10</sup>  
**CHA**  
+0<sup>10</sup>

**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

AC	HP	SPEED
13	13 (3d4 + 6)	0' 30' Fly (hover)
ACTIONS		

**+5** **1<sup>1</sup> × 1**  
Bite (5', p)

**STR**  
+0<sup>10</sup>  
**DEX**  
+3<sup>16</sup>  
**CON**  
+0<sup>10</sup>  
**INT**  
+0<sup>11</sup>  
**WIS**  
+0<sup>10</sup>  
**CHA**  
+0<sup>10</sup>

**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** Wisdom +2

**SKILLS** Perception +4, Stealth +2

**RESIST** None

**IMMUNE** Prone

**SENSE** darkvision 60'

**LANG** Aunderstands Auran and Common but speaks only through the use of its Mimicry trait

**CR(XP)** 1/2 (100 XP)

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AC	HP	SPEED
13	13 (3d8)	30'
ACTIONS		

+5

1d6 + 3<sup>6</sup> × 1

shortsword (5', p)

OR

1d6 + 3<sup>6</sup> × 1

shortbow (80/320', p)

STR

+0<sup>10</sup>

DEX

+3<sup>16</sup>

CON

+0<sup>10</sup>

INT

+0<sup>11</sup>

WIS

+0<sup>10</sup>

CHA

+0<sup>10</sup>

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)

INVISIBLE STALKER

INVISIBLE STALKER

AC	HP	SPEED
20	5 (16d8 + 32)	6' 50' Fly (hover)
ACTIONS		

+6

2d6 + 3<sup>10</sup> × 1

slam (5', b)

STR

+3<sup>16</sup>

DEX

+4<sup>19</sup>

CON

+2<sup>14</sup>

INT

+0<sup>10</sup>

WIS

+2<sup>15</sup>

CHA

+0<sup>11</sup>

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)