Bestiary

For Iron & Aether

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Using This Book

This Bestiary was designed and written for use with the Twelve Elements ruleset. Though not strictly speaking necessary to run or play the game, the collection of monsters and creatures presented herein should provide easy-to-reference and inspirational material for creating combat encounters for your party, the mechanics of which can be found in the Twelve Elements Core Rulebook, Part 6: Adventuring, Chapter 3: Combat, pages 236-239. Please enjoy, and feel free to use and/or modify all of the information presented in this book as you see fit.

Beasts

Beasts refers to birds, insects, animals, essentially any natural fauna exists alongside Sentients and does not explicitly make an enemy out of them, nor whose purpose is solely to kill; this is aside from Monstrosities, which are unnatural and cannot live alongside Sentients in any capacity. The stats of many Beasts can be used in lieu of another that is not given, e.g. the stats for a lion can be used for a tiger or a panther, or slightly modifying the stats of a horse can be used to make a donkey, and so on.

If a character is attempting to handle a Beast and “persuade” it to do something for them, they must make a Beast Handling check against the Beast’s Insight check: on a success, they convince the Beast to trust them. If the character gives the Beast food or something it wants, they have advantage on the check, but if the Beast is angry or afraid of the character or if they are in combat with the beast, they have disadvantage.

Giant and Dire Beasts

There are 3 categories of Beasts, based on their relative size (different from their actual Size): normal, giant, and dire. Normal Beasts are those that are most frequently known and seen in the wild and are almost always Tier 0-1; giant Beasts are much larger than their normal variants and are usually Tier 1; dire Beasts are relatively massive, always Big or bigger (or in the case of the Dire Shark, *much* bigger), and are usually Tier 1-2.

Bear

*Big*

Statistics

STR 8 (4) CON 7 (3) AGI 4 (2) DEX 1 (0) INT 2 (1) WIS 4 (2) CHA 5 (2)

DEF 2 *(Armor 2, Dodge 0)*, RaDEF 4

Health 30 (4d8 +12)

Saves Fort. 4 (+4), Ref. 2 (+3), Will. 2 (+2)

Speed Walking 45 feet

Skills Climb 2 (+4), Insight 3 (+2), Intimidation 4 (+2), Nature 2 (+1), Perception 3 (+2)

Difficulty Tier 1

Locations Forest, mountains, tundra, underground

Actions

Bite. Melee attack, 1 target, 1/action, 2d6 +4 physical damage.

Claws. Melee attack, 1 target, 1/action, 2d6 +4 physical damage.

Crush. Melee attack, 1 target that is prone, 1/action, 3d8 +4 physical damage.

Treasure

Armor materials: Beast hide

Bird

*Tiny*

Statistics

STR 0 (0) CON 4 (2) AGI 6 (3) DEX 4 (2) INT 4 (2) WIS 4 (2) CHA 4 (2)

DEF 5 *(Armor 0, Dodge 5)*, RaDEF 13

Health 3 (1d2 +2)

Saves Fort. 1 (+2), Ref. 2 (+2), Will. 2 (+2)

Speed Walking 10 feet, Flying 30 feet

Skills Appraisal 1 (+2), Insight 2 (+2), Mechanics 1 (+2), Nature 1 (+2), Navigation 4 (+2), Perception 4 (+2), Performance 2 (+2), Sleight of Hand 2 (+2), Stealth 3 (+2)

Difficulty Tier 0

Locations All

Actions

Peck. Melee attack, 1 target, 1/action, 1d2 +2 physical damage.

Cat

*Tiny*

Statistics

STR 0 (0) CON 4 (2) AGI 8 (4) DEX 2 (1) INT 3 (1) WIS 5 (2) CHA 6 (3)

DEF 6 *(Armor 1, Dodge 5)*, RaDEF 14

Health 3 (1d2 +2)

Saves Fort. 1 (+2), Ref. 3 (+6), Will. 3 (+3)

Speed Walking 35 feet

Skills Climb 3, Insight 2 (+2), Perception 3 (+2), Persuasion 2 (+3), Stealth 4 (+1), Tracking 2 (+2)

Senses Darkvision

Difficulty Tier 0

Locations Urbanity

Passive Abilities

Keen hearing and smell. The cat has advantage on Perception checks that rely on hearing and smelling.

Actions

Bite. Melee attack, 1 target, 1/action, 1 physical damage.

Claws. Melee attack, 1 target, 1/action, 1d2 +1 physical damage.

Crab

*Tiny*

Statistics

STR 1 (0) CON 4 (2) AGI 4 (2) DEX 4 (2) INT 0 (0) WIS 4 (2) CHA 2 (1)

DEF 6 *(Armor 2, Dodge 4)*, RaDEF 14

Health 3 (1d2 +2)

Saves Fort. 2 (+2), Ref. 2 (+2), Will. 2 (+2)

Speed Walking and swimming 15 feet

Skills Intimidation 1 (+1), Perception 2 (+2), Stealth 4 (+2)

Senses Infrared vision

Difficulty Tier 0

Locations Coast, sea

Passive Abilities

Amphibious. The crab can breathe equally well in air and water.

Camouflage. While not moving and in its natural environment, the crab’s Stealth checks have advantage.

Actions

Pinch. Melee attack, 1 target, 1/action, 1d2 +1 physical damage.

Crab, Giant

*Small*

Statistics

STR 6 (3) CON 4 (2) AGI 4 (2) DEX 3 (1) INT 2 (1) WIS 4 (2) CHA 2 (1)

DEF 5 *(Armor 4, Dodge 1)*, RaDEF 9

Health 9 (2d4 +4)

Damage Resistances Physical

Saves Fort. 3 (+3), Ref. 2 (+2), Will. 2 (+2)

Speed Walking 25 feet

Skills Intimidation 2 (+1), Perception 3 (+2), Stealth 3 (+1), Swim 2 (+3)

Senses Infrared vision

Difficulty Tier 0

Locations Coast, sea

Passive Abilities

Amphibious. The crab can breathe equally well in air and water.

Camouflage. While not moving and in its natural environment, the giant crab’s Stealth checks have advantage.

Actions

Pinch. Melee attack, 1 target, 1/action, 2d6 +3 physical damage.

Treasure

Armor materials: Monster hide

Crab, Dire

*Large*

Statistics

STR 5 CON 3 AGI 1 DEX 2 INT 1 WIS 2 CHA 2

DEF 8 *(Armor 8, Dodge 0)*, RaDEF 9

Health 34 (4d10 +12)

Damage Resistances Physical

Saves Fort. 4 (+5), Ref. 2 (+2), Will. 2 (+2)

Speed Walking 35 feet

Skills Intimidation 5 (+2), Perception 3 (+2), Stealth 1 (+2), Swim 1 (+5)

Senses Infrared vision

Difficulty Tier 1

Locations Coast, sea

Passive Abilities

Amphibious. The dire crab can breathe equally well in air and water.

Camouflage. While not moving and in its natural environment, the dire crab’s Stealth checks have advantage.

Actions

Pinch. Melee attack, 1 target, 1/action, 3d8 +5 physical damage.

Treasure

Armor materials: Monster scale.

Fish

*Tiny*

Statistics

STR 0 CON 2 AGI 3 DEX 0 INT 0 WIS 2 CHA 0

DEF 4 *(Armor 1, Dodge 3)*, RaDEF 12

Health 3 (1d2 +2)

Saves Fort. 1 (+2), Ref. 2 (+3), Will. 1 (+2)

Speed Swimming 20 feet

Skills Stealth 3, Perception 2 (+2)

Difficulty Tier 0

Locations Coast, sea, swamp

Fly Trap, Dire

*Large*

Statistics

STR 3 CON 3 AGI 0 DEX 0 INT 1 WIS 2 CHA 1

DEF 2 (*Armor 2, Dodge 0)*, RaDEF 3

Health 7 (1d8 +3)

Saves Fort. 3 (+3), Ref. 1, Will. 2 (+2)

Skills Nature 2 (+1), Perception 2 (+2), Stealth 3

Difficulty Tier 1

Locations Forest, Swamp

Passive Abilities

Lie in Wait. While not moving, the dire fly trap has advantage on Stealth checks.

Actions

Bite. Melee attack, 1 target, 1/action, 4d8 +3 damage; if the target takes final damage, they must succeed on a Fort./Ref. save against twice the final damage dealt or be restrained by the dire fly trap.

Treasure

Armor materials: Beast hide.

Gorilla

*Big*

Statistics

STR 4 CON 3 AGI 3 DEX 2 INT 2 WIS 2 CHA 2

DEF 3 *(Armor 2, Dodge 1)*, RaDEF 5

Health 30 (4d8 +12)

Saves Fort. 4 (+4), Ref. 3 (+3), Will. 2 (+2)

Speed Walking 40 feet

Skills Climb 3 (+4), Insight 3 (+2), Intimidation 3 (+2), Nature 1 (+2), Perception 2 (+2)

Difficulty Tier 1

Locations Forest

Actions

Punch. Melee attack, 1 target, 1/action, 2d10 +4 physical damage.

Horse

*Big*

Statistics

STR 3 CON 3 AGI 3 DEX 1 INT 2 WIS 2 CHA 2

DEF 2 (*Armor 2, Dodge 0)*, RaDEF 4

Health 15 (2d8 +6)

Saves Fort. 3 (+3), Ref. 2 (+3), Will. 2 (+2)

Speed Walking 45 feet

Skills Insight 2 (+2), Intimidation 3 (+2), Nature 1 (+2), Perception 2 (+2)

Difficulty Tier 1

Locations Plains, urbanity

Actions

Kick. Melee attack, 1 target, 1/action, 2d8+3 physical damage; if the target takes final damage, they must succeed on a Fort. save against twice the final damage dealt or be knocked prone.

Treasure

Armor materials: Beast hide.

Insect

*Tiny*

Statistics

STR 0 CON 2 AGI 1 DEX 4 INT 0 WIS 1 CHA 0

DEF 6 *(Armor 1, Dodge 5)*, RaDEF 14

Health 3 (1d2 +2)

Saves Fort. 1 (+2), Ref. 3 (+4), Will. 1 (+1)

Speed Walking 10 feet (may have Flying 40 feet)

Skills Perception 3 (+1), Stealth 4 (+4), Swim 1

Difficulty Tier 0

Locations All

Passive Abilities

Insect Climb. An insect can climb difficult surfaces, including upside-down, without issue.

Actions

Bite. Melee attack, 1 target, 2/action, 1 physical damage; if the insect is carrying a disease, the target must succeed on a DC 14 Fort. save or be inflicted with the same disease.

Insect, Giant

*Small*

Statistics

STR 1 CON 3 AGI 3 DEX 2 INT 0 WIS 1 CHA 1

DEF 5 *(Armor 2, Dodge 3)*, RaDEF 9

Health 11 (2d4 +6)

Saves Fort. 2 (+3), Ref. 3 (+3), Will. 1 (+1)

Speed Walking 30 feet (may have Flying 25 feet)

Skills Intimidation 3 (+1), Nature 1, Perception 3 (+1), Stealth 2 (+2), Swim 3 (+1)

Senses Infrared vision

Difficulty Tier 1

Locations All

Passive Abilities

Insect Climb. A giant insect can climb difficult surfaces, including upside down, without issue.

Actions

Bite. Melee attack, 1 target, 1/action, 2d6 +1 physical damage; if the giant insect is carrying a disease and this attack deals final damage, target must succeed on a DC 20 Fort. save or be inflicted with the same disease.

Treasure

Armor materials: Beast hide.

Insect, Dire

*Big*

Statistics

STR 3 CON 3 AGI 2 DEX 1 INT 1 WIS 1 CHA 1

DEF 4 *(Armor 4, Dodge 0)*, RaDEF 8

Health 30 (4d8 +12)

Saves Fort. 3 (+3), Ref. 2 (+2), Will. 1 (+1)

Speed Walking 35 feet (May have Flying 30 feet)

Skills Intimidation 3 (+1), Nature 1 (+1), Perception 4 (+1), Stealth 1 (+1), Swim 3 (+3)

Senses Infrared vision

Difficulty Tier 1

Locations All

Passive Abilities

Insect Climb. A dire insect can climb difficult surfaces, including upside down, without issue.

Actions

Bite. Melee attack, 1 target, 1/action, 3d8 +3 physical damage; if the dire insect is carrying a disease and this attack deals final damage, the target must succeed on a Fort. save against twice the final damage dealt or be inflicted with the same disease.

Treasure

Armor material: Monster hide

Insect Swarm

*Small/Medium/Big*

Statistics

STR 2 CON 2 AGI 3 DEX 5 INT 0 WIS 1 CHA 1

DEF 7/6/5 *(Armor 1, Dodge 6/5/4)*, RaDEF 11/9/7

Health 22 (4d6 +8)

Saves Fort. 2 (+2), Ref. 4 (+5), Will. 1 (+1)

Speed Walking 30/35/40 feet (may have Flying 40 feet)

Skills Perception 5 (+1), Stealth 1 (+5), Swim 2 (+2)

Difficulty Tier 1

Locations All

Passive Abilities

Consume. If an insect swarm reduces a creature to 0 Health, it spends its next 2 actions consuming that creature’s flesh.

Insect Climb. An insect swarm can climb difficult surfaces, including upside down, without issue.

Swarm. An insect swarm can occupy the same space as a creature; if it does, it has advantage on each of its attacks against that creature.

Actions

Bite. Melee attack, 1 target, 3/action, 3d6 +5 physical damage; if the insect swarm is carrying a disease and deals final damage with this attack, the target must succeed on a Fort. save against twice the final damage dealt or be inflicted with the same disease.

Lion

*Big*

Statistics

STR 3 CON 3 AGI 3 DEX 1 INT 1 WIS 2 CHA 3

DEF 2 *(Armor 2, Dodge 0)*, RaDEF 4

Health 30 (4d8 +12)

Saves Fort. 3 (+3), Ref. 2 (+3), Will. 3 (+3)

Speed Walking 40 feet

Skills Climb 2 (+3), Intimidation 3 (+3), Nature 1 (+1), Navigation 2 (+2), Perception 2 (+2), Stealth 3 (+1), Swim 1 (+3), Tracking 3 (+2)

Senses Darkvision

Difficulty Tier 1

Locations Plains

Actions

Bite. Melee attack, 1 target, 1/action, 3d6 +3 physical damage.

Claws. Melee attack, 1 target, 1/action, 3d6 +3 physical damage.

Jump. A lion can jump 30 feet straight into the air.

Tackle. Melee attack, 1 target, 1/action; target must make a Fort./Ref. save against the lion’s STR check or be knocked prone and grappled by the lion; if the lion wins the contest, they can take the Bite or Claws action as part of this action.

Treasure

Armor materials: Beast hide

Monkey

*Small*

Statistics

STR 3 CON 3 AGI 3 DEX 3 INT 1 WIS 2 CHA 1

DEF 5 *(Armor 1, Dodge 4)*, RaDEF 9

Health 5 (1d4 +3)

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 2 (+2)

Speed Walking 30 feet

Skills Climb 4 (+3), Intimidation 2 (+1), Nature 1 (+1), Navigation 1 (+2), Perception 2 (+2), Sleight of Hand 2 (+3), Stealth 1 (+3), Swim 1 (+3), Tracking 1 (+2)

Difficulty Tier 0

Locations Forest, ruins, swamp

Actions

Punch. Melee attack, 1 target, 2/action, 2d4 +3 physical damage.

Octopus

*Small*

Statistics

STR 2 CON 2 AGI 1 DEX 4 INT 2 WIS 2 CHA 3

DEF 5 *(Armor 2, Dodge 3)*, RaDEF 9

Health 9 (2d4 +4)

Saves Fort. 2 (+2), Ref. 3 (+4), Will. 3 (+3)

Speed Walking 10 feet, Swimming 20 feet

Skills Insight 2 (+2), Perception 2 (+2), Sleight of Hand 2 (+4), Stealth 3 (+4)

Senses Infrared vision

Difficulty Tier 0

Locations Coast, sea, swamp

Passive Abilities

8 Arms. An octopus has 8 arms and can perform up to 4 tasks simultaneously.

Camouflage. The octopus can use an action to camouflage itself with its immediate environment, giving it advantage on any Stealth checks it makes until it moves.

Elastic Body. An octopus can fit through any space it can fit its beak through.

Actions

Strangle. Melee attack, 1 target, 2/action, 2d6 +2 physical damage; target must make a Fort./Ref. save against twice the amount of final damage dealt or be grappled by the octopus.

Treasure

Armor materials: Beast hide

Octopus, Giant

*Big*

Statistics

STR 3 CON 2 AGI 2 DEX 3 INT 3 WIS 2 CHA 3

DEF 5 *(Armor 4, Dodge 1)*, RaDEF 7

Health 13 (2d8 +4)

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 3 (+3)

Speed Walking 20 feet, Swimming 35 feet

Skills Insight 2 (+2), Perception 3 (+2), Sleight of Hand 2 (+3), Stealth 3 (+3)

Senses Infrared vision

Difficulty Tier 1

Locations Coast, sea, swamp

Passive Abilities

8 arms. A giant octopus has 8 arms and can perform up to 4 tasks simultaneously.

Camouflage. The giant octopus can use an action to camouflage itself with its immediate environment, giving it advantage on any Stealth checks it makes until it moves.

Elastic body. A giant octopus can fit through any space it can fit its beak through.

Actions

Strangle. Melee attack, up to 2 targets, 2/action, 3d8 +3 physical damage; target must make a Fort./Ref. save against twice the amount of final damage dealt or be grappled by the giant octopus.

Treasure

Armor materials: Monster hide.

Octopus, Dire

*Large*

Statistics

STR 6 CON 3 AGI 2 DEX 3 INT 3 WIS 2 CHA 3

DEF 6 *(Armor 6, Dodge 0)*, RaDEF 7

Health 34 (4d10 +12)

Saves Fort. 5 (+6), Ref. 3 (+3), Will. 3 (+3)

Speed Walking 25 feet, Swimming 35 feet

Skills Insight 2 (+2), Perception 3 (+2), Sleight of Hand 1 (+3), Stealth 2 (+3)

Senses Infrared vision

Difficulty Tier 1

Locations Coast, sea, swamp

Passive Abilities

8 Arms. A dire octopus has 8 arms and can perform up to 4 tasks simultaneously.

Camouflage. The dire octopus can use an action to camouflage itself with its immediate environment, making any subsequent Stealth checks it makes critical successes until it moves.

Elastic Body. A dire octopus can fit through any space it can fit its beak through.

Actions

Smack. Melee attack, 1 target, 2/action, 3d8 +6 physical damage.

Strangle. Melee attack, up to 3 targets, 2/action, 4d10 +6 physical damage; target must make a Fort./Ref. save against twice the amount of final damage dealt or be grappled by the dire octopus.

Treasure

Armor materials: Monster hide

Piranha Swarm

*Big or bigger*

Statistics

STR 2 CON 3 AGI 3 DEX 2 INT 0 WIS 2 CHA 3

DEF 3 *(Armor 2, Dodge 1)*, RaDEF 5

Health 22 (3d8 +9)

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 3 (+3)

Speed Swimming 40 feet

Skills Perception 4 (+2), Tracking 3 (+2)

Difficulty Tier 1

Locations Sea, swamp

Passive Abilities

Blood acuity. A piranha swarm has advantage on Perception checks to detect bleeding creatures.

Bloodlust. When a piranha swarm deals final damage with an attack or tastes blood, it goes into a state of bloodlust, granting it resistance to physical damage; it can also give itself advantage on is attacks, but attacks against it gain advantage whenever it does.

Consume. If a piranha swarm reduces a creature to 0 Health, it spends its next 2 actions consuming that creature’s flesh.

Swarm. A piranha swarm can occupy the same space as a creature; if it does, it has advantage on each of its attacks against that creature.

Actions

Bite. Melee attack, 1 target, 3/action, 3d6 +2 physical damage.

Treasure

Armor materials: Beast hide

Piranha

*Tiny*

Statistics

STR 1 CON 2 AGI 3 DEX 1 INT 0 WIS 1 CHA 2

DEF 6 *(Armor 2, Dodge 4)*, RaDEF 14

Health 4 (1d2 +2)

Saves Fort. 2 (+2), Ref. 2 (+3), Will. 2 (+2)

Speed Swimming 20 feet

Skills Perception 2 (+1), Stealth 2 (+1), Tracking 2 (+1)

Difficulty Tier 0

Locations Sea, swamp

Passive Abilities

Blood Acuity. A piranha has advantage on Perception checks to detect bleeding creatures.

Bloodlust. When a piranha deals final damage with an attack or tastes blood, it goes into a state of bloodlust, granting it resistance to physical damage; it can also give itself advantage on all of its attacks, but attacks against it gain advantage whenever it does.

Actions

Bite. Melee attack, 1 target, 1/action, 2d4 +1 physical damage; if a creature is reduced to 0 Health by this attack, the piranha will continue to eat them until it takes damage from another source.

Treasure

Armor materials: Beast hide

Shark

*Medium/Big*

Statistics

STR 3 CON 2 AGI 2 DEX 0 INT 1 WIS 2 CHA 2

DEF 2 *(Armor 2, Dodge 0)*, RaDEF 5/4

Health 16/19 (3d6/3d8 +6)

Saves Fort. 3 (+3), Ref. 1 (+2), Will. 2 (+2)

Speed Swimming 30/35 feet

Skills Intimidation 2 (+2), Navigation 1 (+2), Perception 2 (+2), Stealth 2, Tracking 2 (+2)

Difficulty Tier 1

Locations Sea

Passive Abilities

Blood acuity. A shark has advantage on Perception checks to detect bleeding creatures.

Bloodlust. When a shark deals final damage with an attack or tastes blood, it goes into a state of bloodlust, granting it resistance to physical damage; it can also give itself advantage on all of its attacks, but attacks against it gain advantage whenever it does.

Just Keep Swimming. If the shark stops swimming at any point, it dies; for this reason, it must take the Move action at least once on each of its turns.

Actions

Bite. Melee attack, 1 target, 1/action, 2d6 +3 physical damage.

Treasure

Armor materials: Beast hide.

Shark, Giant

*Large*

Statistics

STR 4 CON 3 AGI 2 DEX 0 INT 1 WIS 2 CHA 2

DEF 4 *(Armor 4, Dodge 0)*, RaDEF 5

Health 37 (5d8 +15)

Damage Resistances Physical

Saves Fort. 4 (+4), Ref. 1 (+2), Will. 2 (+2)

Speed Swimming 40 feet

Skills Intimidation 3 (+2), Navigation 1 (+2), Perception 3 (+2), Stealth 2, Tracking 3 (+2)

Senses Infrared vision

Difficulty Tier 1

Locations Sea

Passive Abilities

Blood acuity. A giant shark has advantage on Perception checks to detect bleeding creatures.

Bloodlust. When a giant shark deals final damage with an attack or tastes blood, it goes into a state of bloodlust, granting it resistance to physical damage; it can also give itself advantage on all of its attacks, but attacks against it gain advantage whenever it does.

Just Keep Swimming. If the giant shark stops swimming at any point, it dies; for this reason, it must take the Move action at least once on each of its turns.

Actions

Bite. Melee attack, 1 target, 1/action, 4d8 +4 physical damage; target must make a Fort. save against twice the final damage dealt or be grappled by the giant shark.

Swallow. Melee attack, up to 1 Big target, 1/action; the target must make a Fort./Ref. save against the giant shark’s STR check or become blinded and restrained as the Giant Shark swallows them. At the start of each of their turns thereafter, they take 2d8 caustic damage as the Giant Shark begins to digest them. If the Giant Shark takes > 11 damage in a single turn, it immediately vomits all swallowed creatures back up. If the Giant Shark dies, any swallowed creatures can use 2 actions on their turn to crawl out of it, exiting prone.

Treasure

Armor materials: Beast hide.

Shark, Dire

*Massive*

Statistics

STR 7 CON 3 AGI 2 DEX 0 INT 1 WIS 2 CHA 3

DEF 7 *(Armor 7, Dodge 0)*, RaDEF 8

Health 94 (7d20 +21)

Damage Immunities Physical

Saves Fort. 5 (+7), Ref. 1 (+2), Will. 3 (+3)

Speed Swimming 45 feet

Skills Intimidation 5 (+3), Navigation 1 (+2), Perception 2 (+2), Stealth 1, Tracking 4 (+2)

Senses Infrared vision

Difficulty Tier 2

Locations Sea

Passive Abilities

Blood acuity. A dire shark has advantage on Perception checks to detect bleeding creatures.

Bloodlust. When a dire shark deals final damage with an attack or tastes blood, it goes into a state of bloodlust, granting it resistance to physical damage; it can also give itself advantage on all of its attacks, but attacks against it gain advantage whenever it does.

Just Keep Swimming. If the dire shark stops swimming for any reason, it dies; for this reason, it must take the Move action at least once on each of its turns.

Actions

Bite. Melee attack, up to 3 targets, 1/action, 6d10 +7 physical damage; target must make a Fort. save against twice the final damage dealt or be grappled by the dire shark.

Swallow. Melee attack, up to 1 Huge target, 1/action; the target must make a Fort./Ref. save against the dire shark’s STR check or become blinded and restrained as the Dire Shark swallows them. At the start of each of their turns thereafter, they take 3d8 caustic damage as the Dire Shark begins to digest them. If the Dire Shark takes > 31 damage in a single turn, it immediately vomits all swallowed creatures back up. If the Dire Shark dies, any swallowed creatures can use 2 actions on their turn to crawl out of it, exiting prone.

Treasure

Armor materials: Monster hide.

Snake

*Tiny*

Statistics

STR 1 CON 2 AGI 2 DEX 3 INT 1 WIS 2 CHA 2

DEF 6 *(Armor 1, Dodge 5)*, RaDEF 14

Health 3 (1d2 +2)

Saves Fort. 2 (+2), Ref. 3 (+3), Will. 2 (+2)

Condition Immunities Prone

Speed Crawling 15 feet

Skills Climb 2 (+1), Intimidation 2 (+2), Perception 2 (+2), Stealth 3 (+3), Swim 2 (+1)

Difficulty Tier 0

Locations Desert, forest, mountains, plains, ruins, swamp, underground

Actions

Bite. Melee attack, 1 target, 2/action, 2d4 +3 physical damage; target must succeed on a Fort. save against twice the final damage dealt or take 1d4 poison damage and become sickened for 1 minute.

Snake, Giant

*Small*

Statistics

STR 2 CON 2 AGI 2 DEX 2 INT 1 WIS 2 CHA 2

DEF 4 *(Armor 2, Dodge 2)*, RaDEF 8

Health 4 (1d4 +2)

Saves Fort. 2 (+2), Ref. 2 (+2), Will. 2 (+2)

Condition Immunities Prone

Speed Crawling 25 feet

Skills Climb 2 (+2), Intimidation 3 (+2), Perception 2 (+2), Stealth 3 (+2), Swim 1 (+2)

Senses Infrared vision

Difficulty Tier 0

Locations Desert, forest, mountains, plains, ruins, swamp, underground

Actions

Bite. Melee attack, 1 target, 1/action, 3d4 +2 physical damage; target must succeed on a Fort. save against twice the final damage dealt or take 1d6 poison damage and become sickened for 1 hour.

Constrict. Melee attack, 1 target, 1/action 2d4 +2 physical damage; if this attack deals final damage, the target is grappled by the giant snake.

Treasure

Armor materials: Beast hide.

Snake, Dire

*Large*

Statistics

STR 3 CON 3 AGI 2 DEX 2 INT 1 WIS 2 CHA 3

DEF 5 *(Armor 5, Dodge 0)*, RaDEF 6

Health 34 (4d10 +12)

Saves Fort. 3 (+3), Ref. 2 (+2), Will. 3 (+3)

Condition Immunities Prone

Speed Crawling 35 feet

Skills Climb 3 (+3), Intimidation 4 (+3), Perception 2 (+2), Stealth 2 (+2)

Senses Infrared vision

Difficulty Tier 1

Locations Desert, forest, mountains, plains, ruins, swamp, underground

Actions

Bite. Melee attack, 1 target, 1/action, 4d6 +3 physical damage; target must succeed on a Fort. save against twice the final damage dealt or take 1d8 poison damage and become sickened for 1 hour.

Constrict. Melee attack, 1 target, 1/action 3d6 +3 physical damage; if this attack deals final damage, the target is grappled by the dire snake.

Swallow. Melee attack, up to 1 Small target, 1/action; the target must make a Fort./Ref. save against the dire snake’s STR check or become restrained as it swallows them. At the start of each of their turns thereafter, they take 2d6 caustic damage as the Dire Snake begins to digest them. If the Dire Snake takes > 13 damage in a single turn, it immediately vomits all swallowed creatures back up. If the Dire Snake dies, any swallowed creatures can use 2 actions on their turn to crawl out of it, exiting prone.

Treasure

Armor materials: Monster hide.

Spider, Giant

*Small*

Statistics

STR 2 CON 2 AGI 4 DEX 2 INT 1 WIS 1 CHA 1

DEF 6 (*Armor 2, Dodge 4*), RaDEF 10

Health 9 (2d4 +4)

Saves Fort. 2 (+2), Ref. 3 (+4), Will. 1 (+1)

Speed Walking 40 feet

Skills Intimidation 2 (+1), Nature 2 (+1), Perception 3 (+1), Stealth 3 (+2)

Senses Infrared vision

Difficulty Tier 1

Locations Desert, forest, mountains, ruins, swamp, underground

Passive Abilities

Spider Climb. A giant spider can climb difficult surfaces, including upside down, without needing to make a check.

Web Sense. While in contact with a web, a giant spider knows the exact location of any other creature in contact with the same web.

Web Walker. A giant spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee attack, 1 target, 1/action, 2d6 +2 physical damage, 1d8 +2 poison damage.

Sting. Melee attack, 1 target, 1/action, 2d6 +2 physical damage; target must succeed on a Fort. save against twice the final damage dealt or be paralyzed for the next minute.

Web. A giant spider can unspool silk from its spinnerets at a rate of 5 feet/action, creating a web over the course of anywhere from a few minutes to a few hours.

Treasure

Armor materials: Beast hide.

Spider, Dire

*Large*

Statistics

STR 3 CON 3 AGI 3 DEX 2 INT 2 WIS 1 CHA 2

DEF 4 (*Armor 4, Dodge 0)*, RaDEF 5

Health 34 (4d10+12)

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 2 (+2)

Speed Walking 40 feet

Skills Intimidation 4 (+2), Nature 2 (+2), Perception 4 (+1), Stealth 1 (+2)

Senses Infrared vision

Difficulty Tier 1

Locations Desert, forest, mountains, ruins, swamp, underground

Passive Abilities

Spider Climb. A dire spider can climb difficult surfaces, including upside down, without needing to make a check.

Web Sense. While in contact with a web, a dire spider knows the exact location of any other creature in contact with the same web.

Web Walker. A dire spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee attack, 1 target, 1/action, 4d6 +3 physical damage, 2d8 +3 poison damage.

Sting. Melee attack, 1 target, 1/action, 4d6 +3 physical damage; if the target takes final damage from this attack, they must succeed on a Fort. save against twice the final damage dealt or be paralyzed for the next minute.

Web. A dire spider can unspool silk from its spinnerets at a rate of 5 feet/action, creating a web over the course of anywhere from a few minutes to a few hours.

Treasure

Armor materials: Beast hide.

Warhorse

*Large*

Statistics

STR 4 CON 3 AGI 3 DEX 0 INT 1 WIS 2 CHA 2

DEF 2 (*Armor 2, Dodge 0)*, RaDEF 3

Health 25 (3d10 +9)

Saves Fort. 4 (+4), Ref. 2 (+3), Will. 2 (+2)

Speed Walking 55 feet

Skills Insight 1 (+2), Intimidation 3 (+2), Perception 2 (+2)

Difficulty Tier 1

Locations Urbanity

Actions

Kick. Melee attack, 1 target, 1/action, 3d8 +4 damage. A target who takes final damage from this attack must succeed on a Fort. save against twice the final damage dealt or be knocked prone.

Treasure

Armor materials: Beast hide.

Wolf

*Medium*

Statistics

STR 2 CON 2 AGI 3 DEX 1 INT 1 WIS 2 CHA 3

DEF 3 *(Armor 2, Dodge 1)*, RaDEF 6

Health 16 (3d6 +6)

Saves Fort. 2 (+2), Ref. 2 (+3), Will. 3 (+3)

Speed Walking 40 feet

Skills Insight 2 (+2), Intimidation 2 (+3), Perception 3 (+2), Stealth 2 (+1), Swim 2 (+2), Tracking 4 (+2)

Difficulty Tier 1

Locations Forest, mountains, plains, ruins, tundra

Passive Abilities

Keen hearing and smell. The wolf has advantage on Perception checks that rely on hearing and smelling.

Actions

Bite. Melee attack, 1 target, 1/action, 2d6 +2 physical damage.

Tackle. Melee attack, 1 target, 1/action, target must make a Fort./Ref. save against the wolf’s STR check or be knocked prone and grappled by the wolf; if the wolf wins the contest, they can take the Bite action as part of this action.

Treasure

Armor materials: Beast hide

Wolf, Giant

*Large*

Statistics

STR 3 CON 3 AGI 3 DEX 1 INT 1 WIS 2 CHA 3

DEF 4 *(Armor 4, Dodge 0)*, RaDEF 5

Health 34 (4d10 +12)

Saves Fort. 3 (+3), Ref. 2 (+3), Will. 3 (+3)

Speed Walking 55 feet

Skills Insight 2 (+2), Intimidation 3 (+3), Perception 4 (+2), Stealth 1 (+1), Swim 2 (+3), Tracking 4 (+2)

Difficulty Tier 1

Locations Forest, mountains, plains, ruins, tundra

Passive Abilities

Keen hearing and smell. The giant wolf has advantage on Perception checks that rely on hearing and smelling.

Actions

Bite. Melee attack, 1 target, 1/action, 2d8 +3 physical damage.

Tackle. Melee attack, 1 target, 1/action, target must make a Fort./Ref. save against the giant wolf’s STR check or be knocked prone and grappled by the giant wolf; if the giant wolf wins the contest, they can take the Bite action as part of this action.

Treasure

Armor materials: Beast hide

Wolf, Dire

*Huge*

Statistics

STR 5 CON 3 AGI 3 DEX 0 INT 1 WIS 2 CHA 3

DEF 4 *(Armor 4, Dodge 0)*, RaDEF 5

Health 57 (6d12 +18)

Saves Fort. 4 (+5), Ref. 2 (+3), Will. 3 (+3)

Speed Walking 60 feet

Skills Insight 2 (+2), Intimidation 4 (+3), Perception 4 (+2), Swim 1 (+5), Tracking 4 (+2)

Difficulty Tier 1

Locations Forest, mountains, plains, ruins, tundra

Passive Abilities

Keen hearing and smell. The dire wolf has advantage on Perception checks that rely on hearing and smelling.

Actions

Bite. Melee attack, 1 target, 1/action, 4d8 +5 physical damage.

Tackle. Melee attack, 1 target, 1/action, target must make a Fort./Ref. save against the dire wolf’s STR check or be knocked prone and grappled by the dire wolf; if the dire wolf wins the contest, they can take the Bite action as part of this action.

Treasure

Armor materials: Beast hide

Monstrosities

Monstrosities are those creatures that are explicitly hostile towards Sentients, that don’t belong in the natural order and have extranatural or arcane origins, or have evolved into the savage and bloodthirsty monsters that they are now. How exactly Monstrosities came to be in your world is up to you: they may have come from a different dimension, have been created by the efforts of unhinged scientists and sorcerers, may be the natural evolution of various Beasts, some combination of all of these, or none of them at all.

Given here is a description of various Monstrosities, including an in-depth description of their abilities and their appearances; the material provided here is meant to be inspirational in nature and can be modified as the DM sees fit.

Behemoth

The Behemoth is the true epitome of the Monstrosity: a colossal creature with massive horns, teeth like stalagmites and stalactites, claws as long as claymores, and a hunger that seems to be insatiable. No one knows its origins or its purpose, but what is known is that this horror is among the greatest monstrous threats that Sentients know of, and requires a small army just to be taken down. When any town, settlement, or city feels the tremble of its footfalls and the echo of its cacophonous roar, prayers are uttered, precious belongings are packed, and fighters are kissed goodbye – many for the last time.

Basilisk

Massive sapient snake-like creatures with four eyes that use their Slithering Venom to poison their foes and their Petrifying Gaze to turn their prey to stone to add to their menagerie. If a Basilisk’s lower eyes (located immediately beneath their normal eyes) are destroyed, they lose their Petrifying Gaze. Basilisks are vulnerable to weapons that have been lathered in the tears of a Phoenix.

Basilisk Lairs. Basilisks love to collect prey that they have petrified, taking them back to their lairs in order to use them as decorations to create macabre menageries comprised of various creatures – usually Sentients – frozen in horror until they crumble into dust. Because a Basilisk lives in its lair, the area is usually saturated in its venom, causing the damage from its Slithering Venom ability to increase to 2d12. Basilisks typically make their lairs in large, open caverns, or in cave systems with many interconnecting tunnels.

Chimera

A wicked amalgam of three beasts – a lion, a goat, and a snake – the Chimera is a triple threat all by itself. With a ravenous hunger, incredible strength, and the ability to breathe fire from its lion head and poison from its snake head, the Chimera is a widely feared monster for good reason.

Cockatrice

A vaguely serpentine fire-breathing creature with the head and wings of a rooster.

Gorgon

From the waist up, Gorgons resemble Sentients with incredibly horrible visages, including a nest in snakes in lieu of hair. From the waist down, they are serpent-like, with long tails that they use to slither around on the ground with instead of legs. Their likenesses are so horrifyingly ugly that they have the power to petrify any who look upon them, turning them to stone over the course of a few seconds. Because of this power, Gorgons make for popular guardians, including by Sentients who are able to convince them to come into their employ. The statues of their victims make for excellent warning signs against intruders.

Griffin

A magnificent creature with the body, tail, and hindlegs of a lion and the head, wings, and forelegs of an eagle. Stronger and hardier than any horse, and better in a fight than a Pegasus, Griffins are valued and highly-sought after flying mounts for those that can afford them.

Ice Phoenix

A magnificent bird with vibrant blue and white feathers, an affinity for freezing ice, and that rises from its own snow the next midnight after it dies; however, an Ice Phoenix killed via fire will not return. Their tears are venomous to Basilisks.

(Organic) Mimic

A Monstrosity that has mastered the art of deception, regular Mimics use their Perfect Disguise ability to perfectly assume the form of any Small, Medium, or Big object, from chests to weapons to doors to ladders to much more, while Organic Mimics do the same, but with creatures; additionally, the adhesive that covers their skin is incredibly powerful, ensuring that any adventurer unlucky enough to be fooled into touching them is near-hopelessly stuck. Once its prey is stuck in this way, the Mimic will use its reaction to unfurl its arms and shove its prey into its mouth to bite it; if there is further prey in the immediate vicinity, the Mimic will also unfurl its legs, allowing it to flee or fight the unlucky adventurer’s companions.

Mind Eater

Horrible worms that slide into a creature’s brain through their eyes, ears, nose, or mouth, Mind Eaters hijack a person’s nervous system to take control of their body, using it in service to their hive-minded colony. Should a Mind Eater’s host become no longer usable – i.e. die – the Mind Eater will leave the defunct host immediately to find a new one. The oldest living Mind Eater in a colony becomes the Mind Eater Queen, changing sexes if it needs to in order to produce eggs for the colony. Because Mind Eaters live in hotter climes, they suffer when exposed to the cold, allowing for a method of killing the Mind Eater without harming the host. For details on how the stats of a Mind Eater victim change, see Mind Eater Host.

Mind Eater (Queen) Host

A Sentient that has had its brain hijacked by a Mind Eater, Mind Eater Hosts are usually stronger and faster than typical Sentients, as the Mind Eater removes all psychological strength limits and is able to communicate what it knows with the rest of the colony hive mind via telepathy.

Sentients victim to a Mind Eater Queen are even more physically enhanced than their normal Mind Eater counterparts, as the Queen has now grown used to the body and is comfortable using it to its fullest potential.

Stat Changes. A Sentient that has been taken over by a Mind Eater or Mind Eater Queen gains the following stat alterations, as well as any abilities detailed in the respective statistics that they did not already have:

(Mind Eater) STR +1, INT +1, CHA -1 (minimum 0);

(Mind Eater Queen) STR +2, CON +1, AGI +1, DEX +1, INT +2, WIS +1, CHA +1;

Phoenix

A glorious bird with vibrant red and yellow feathers, an affinity for flame and light, and that rises from its own ashes the next midnight after it dies; however, a Phoenix killed via ice and the cold will not return. Their tears are venomous to Basilisks.

Scarecrow

Famed for their affinity for guarding crops, Scarecrows are more than capable of frightening off more than just some unruly birds, and are very capable protectors. More subtle and less outright deadly than a Gorgon or a Sphinx, a Scarecrow is the perfect guardian for those just looking to frighten off intruders instead of kill them – though Scarecrows are more than capable of that when the need arises as well.

Sphinx

A guardian of knowledge and sanctified ground, Sphinxes are giant creatures with the body of a lion, the wings of an eagle, and a head that comes in three varieties: the Avisphinx, which resembles a bird of prey; the Felisphinx, which resembles a lion or tiger; and the Sentisphinx, which has the head of a male or female Sentient. The differences are more than just cosmetic though, as each variety has their own method of guardianship: Avisphinxes hide or disguise themselves in such a way as to watch over their charge, flying down and ambushing their prey should they determine that they are a threat; Felisphinxes stand proud near their charge, using their imposing size and figure to keep prey too frightened to come close – and should a brave or foolish soul come too close to the Felisphinx or their charge, they use their incomparable strength to ward off any intruder; and finally, Sentisphinxes use their superior intellect, typically in the form of riddles, to protect their charge, resorting to violence should the trespasser fail their test.

Basilisk

*Huge*

Statistics

STR 6 CON 4 AGI 2 DEX 1 INT 3 WIS 2 CHA 3

DEF 8 *(Armor 8, Dodge 0)*, RaDEF 9

Health 126 (12d12 +48)

Damage Vulnerabilities Physical damage from weapons lathered in Phoenix or Ice Phoenix tears.

Saves Fort. 5 (+5), Ref. 2 (+2), Will. 3 (+3)

Condition Immunities Petrified (stone), prone

Speed Crawling 45 feet

Skills Climb 3 (+6), Insight 1 (+2), Intimidation 3 (+3), Nature 2 (+3), Perception 4 (+2), Stealth 2 (+1), Swim 2 (+6), Tracking 2 (+2)

Senses Darkvision

Languages Monstrine

Difficulty Tier 3

Locations: Desert, forest, mountains, ruins, underground.

Passive Abilities

Petrifying Gaze. Any creatures in a 60-foot cone in front of the Basilisk that face it while not blinded must make a DC 24 Fort. save or become petrified at the start of their next turn.

Slithering Venom. Any surface that the Basilisk has crawled over in the last hour is saturated with its venom, which deals 1d12 +4 poison damage (or 2d12 +4 in its lair) on contact and at the start of a touching creature’s turns.

Actions

Bite. Melee attack, 1 target, 1/action, 4d8 +6 physical damage; target must succeed on a Fort. save against twice the final damage dealt or take 4d8 poison damage.

Constrict. Melee attack, up to 1 Large target, 1/action, 3d12 +6 physical damage; target must succeed on a Fort./Ref. save against twice the final damage dealt or be grappled by the Basilisk.

Swallow. Melee attack, up to 1 Medium target, 1/action, target must make a Fort./Ref. save against the Basilisk’s STR check or become restrained as it swallows them. At the start of each of their turns thereafter, they take 4d6 caustic damage as the Basilisk begins to digest them. If the Basilisk takes > 26 damage in a single turn, it immediately vomits all swallowed creatures back up. If the Basilisk dies, any swallowed creatures can use 2 actions on their turn to crawl out of it, exiting prone.

Treasure

Armor materials: Monster scale

Behemoth

*Colossal*

Statistics

STR 10 CON 8 AGI 1 DEX 0 INT 2 WIS 2 CHA 5

DEF 16 *(Armor 16, Dodge 0)*, RaDEF 17

Health 555 (30d20 +315)

Damage Resistances Physical, poison

Saves Fort. 9 (+10), Ref. 1 (+1), Will. 4 (+5)

Condition Immunities Charmed, frightened, incapacitated

Condition Resistances Grappled, paralyzed, sickened, stunned

Speed Walking 60 feet

Skills Intimidation 8 (+5), Perception 3 (+2)

Senses Infrared vision, darkvision

Languages Monstrine

Difficulty Tier 5

Locations Any except air and underground

Passive Abilities

Siege Monster. The Behemoth deals double damage to objects and structures.

Terrifying Presence. All creatures within 120 feet of the Behemoth that are not allied with it must succeed on a DC 30 Willpower save or be frightened of the Behemoth for the next hour. A creature that succeeds on this save is immune to this effect for the next 24 hours.

Three Actions. The Behemoth gets three actions on its turn.

Actions

Bite. Melee attack, 1 target, 1/action, 6d12 +10 physical damage; if this attack deals final damage to the target, the target must succeed on a Fort./Ref. save against the final damage dealt or be restrained by the Behemoth, and the Behemoth cannot bite another target.

Claws. Melee attack, 1 target, 1/action, reach (15 feet), 4d10 +10 physical damage.

Horns. Melee attack, up to 2 targets, 1/action, reach (10 feet), 6d8 +10 physical damage.

Tail. Melee attack, up to 3 targets, 1/action, reach (20 feet), 6d8 +10 physical damage; target(s) must succeed on a Fort./Ref. save against the final damage dealt or be knocked prone.

Fire Breath. 30-foot cone, 8d6 burn damage.

Ice Breath. 30-foot cone, 8d6 freeze damage.

Poison Breath. 30-foot cone, 8d6 poison damage.

Swallow. The Behemoth attempts to swallow a creature that is being restrained via its bite action. That creature must succeed on a Fortitude save against the Behemoth’s STR check or become blinded and deafened (in addition to being restrained) as the Behemoth forces it down its throat and into its gut. At the start of each of the swallowed creature’s turns thereafter, it takes 6d12 caustic damage as the Behemoth begins to digest it. If the Behemoth takes > 110 damage in a single turn, it immediately vomits all swallowed creatures back up. If the Behemoth dies, any swallowed creatures can use 2 actions on their turn to crawl out of it, exiting prone.

Treasure

Armor materials: Monster hide and dragon scale.

Chimera

*Huge*

Statistics

STR 7 CON 4 AGI 3 DEX 3 INT 3 WIS 3 CHA 2

DEF 10 *(Armor 10, Dodge 0)*, RaDEF 11

Health 158 (15d12 +60)

Damage Resistances Burn, poison

Saves Fort. 6 (+7), Ref. 3 (+3), Will. 3 (+3)

Condition Resistances Blinded, charmed, deafened, frightened, sickened, unconscious

Speed Walking 60 feet

Skills Climb 2 (+7), Insight 2 (+3), Intimidation 4 (+2), Perception 6 (+3), Stealth 2 (+3), Swim 1 (+7), Tracking 3 (+3)

Senses Infrared vision

Languages Monstrine

Difficulty Tier 3

Locations Desert, forest, mountains, ruins

Passive Abilities

Three Actions. The Chimera gets three actions on its turn.

Three Heads. The Chimera has disadvantage on saves that require the effect to be seen or heard.

Actions

Bite (Snake Head). Melee attack, 1 target, 2/action, reach (10 feet), 5d4 +3 physical + 2d6 +4 poison damage.

Bite (Lion Head). Melee attack, 1 target, 2/action, 4d8 +7 physical damage.

Claws. Melee attack, 1 target, 2/action, 5d6 +7 physical damage.

Ram. Melee attack, 1 target, 1/action, 8d6 +7 physical damage.

Fire Breath (Recharge 5). 20-foot line, 6d6 burn damage.

Poison Breath (Recharge 6). 15-foot cone, 6d6 poison damage.

Treasure

Armor materials: Monster hide and monster scale.

Cockatrice

*Large*

Statistics

STR 4 CON 3 AGI 2 DEX 1 INT 1 WIS 2 CHA 2

DEF 5 *(Armor 5, Dodge 0)*, RaDEF 6

Health 102 (12d10 +36)

Damage Resistances Burn

Saves Fort. 4 (+4), Ref. 2 (+2), Will. 2 (+2)

Speed Walking 40 feet, Flying 30 feet

Skills Climb 1 (+4), Intimidation 4 (+2), Nature 1 (+1), Perception 3 (+2), Swim 2 (+4), Tracking 2 (+2)

Senses Infrared vision

Difficulty Tier 2

Locations Forest, plains, urbanity

Actions

Beak and Talons. Melee attack, 1 target, 1/action, 4d6 +4 physical damage.

Fire Breath (Recharge 5-6). 15-foot cone, 6d6 burn damage.

Treasure

Armor materials: Monster Hide

Gorgon

*Large*

Statistics

STR 3 CON 3 AGI 3 DEX 3 INT 2 WIS 2 CHA 3

DEF 7 *(Armor 6, Dodge 1)*, RaDEF 8

Health 85 (10d10 +30)

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 3 (+3)

Condition Immunities Petrified (stone)

Speed Crawling 45 feet

Skills Appraisal 2 (+2), Climb 4 (+3), Insight 2 (+2), Nature 1 (+2), Perception 3 (+2), Stealth 1 (+3), Swim 3 (+3), Tracking 2 (+2)

Senses Darkvision

Languages Monstrine

Difficulty Tier 2

Locations Desert, forest, mountains, ruins, underground, urbanity

Passive Abilities

Petrifying Visage. Any creatures in a 60 foot cone in front of the Gorgon that face it while not blinded must make a DC 20 Fort. save or become petrified at the start of their next turn.

Actions

Claws. Melee attack, 1 target, 2/action, 4d6 +3 physical damage.

Constrict. Melee attack, 1 target, 1/action, 3d8 +3 physical damage.

Treasure

Armor materials: Monster scale

Griffin

*Large*

Statistics

STR 3 CON 3 AGI 3 DEX 1 INT 2 WIS 3 CHA 2

DEF 5 *(Armor 5, Dodge 0)*, RaDEF 6

Health 60 (8d10 +16)

Saves Fort. 3 (+3), Ref. 2 (+3), Will. 3 (+3)

Speed Walking 50 feet, Flying 40 feet

Skills Insight 3 (+3), Intimidation 3 (+2), Nature 2 (+2), Perception 4 (+3), Stealth 1 (+1)

Senses Lowlight vision

Difficulty Tier 1

Locations Air, desert, mountains, plains

Actions

Bite. Melee attack, 1 target, 1/action, 4d6 +3 physical damage.

Claws. Melee attack, 1 target, 1/action, 6d6 +3 physical damage.

Treasure

Armor materials: Monster hide

Ice Phoenix

*Large*

Statistics

STR 2 CON 3 AGI 3 DEX 2 INT 3 WIS 3 CHA 3

DEF 4 *(Armor 4, Dodge 0)*, RaDEF 5

Health 51 (6d10 +18)

Damage Immunities Freeze

Damage Vulnerabilities Burn

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 6 (+3)

Speed Flying 45 feet, Walking 15 feet

Skills Arcana 2 (+3), Insight 3 (+3), Intimidation 3 (+3), Nature 2 (+3), Perception 2 (+3)

Senses Lowlight vision

Difficulty Tier 2

Locations Air, mountains, ruins, tundra

Passive Abilities

Resurrection. When the Ice Phoenix is reduced to 0 Health by any means other than burn damage, it dissolves into snow; at the next midnight, it resurrects at full Health in a burst of 15 feet of bright and dim light out of this snow.

Actions

Bite. Melee attack, 1 target, 1/action, 3d8 +2 physical damage.

Ice Breath (Recharge 5-6). 15-foot cone, 6d6 freeze damage.

Treasure

Armor materials: Monster hide

Mimic

*Small/Medium/Big*

Statistics

STR 3 CON 2 AGI 1 DEX 2 INT 2 WIS 2 CHA 0

DEF 5/4/4 *(Armor 4, Dodge 1/0/0)*, RaDEF 9/7/6

Health 18/22/26 (4d4/4d6/4d8 +8)

Damage Resistances Poison

Damage Vulnerabilities Burn, caustic

Saves Fort. 3 (+3), Ref. 2 (+2), Will. 2 (+2)

Speed Walking 20/25/30 feet

Skills Climb 2 (+3), Nature 2 (+2), Perception 3 (+2), Stealth 2 (+2), Swim 1 (+3)

Senses Darkvision, Infrared vison

Languages Monstrine

Difficulty Tier 1

Locations Ruins, underground, urbanity

Passive Abilities

Adhesive Skin. The Mimic emits a glue-like substance all over its body that it uses to trap unwitting prey that touch it. Once a creature touches a Mimic, they are grappled by it and cannot escape the grapple without severing whatever is attached to it; alternatively, the glue loses its strength an hour after the Mimic dies.

Perfect Disguise. The Mimic can take the appearance of any object that is the same size as it; while not moving, the Mimic’s appearance perfectly matches that of the object it is imitating. In combat, the Mimic grows a set of arms and legs that it uses to fight or flee.

Actions

Bite. Melee attack, 1 target, 1/action, 4d8 +3 physical damage; once another creature touches the Mimic, it will immediately use its reaction to perform this action.

Punch. Melee attack, 1 target, 1/action, 4d6 +3 physical damage.

Treasure

Armor materials: Monster hide

Mimic, Organic

*Small/Medium/Big*

Statistics

STR 3 CON 3 AGI 2 DEX 3 INT 3 WIS 2 CHA 1

DEF 7/6/5 *(Armor 4, Dodge 3/2/1)*, RaDEF 11/9/7

Health 22/26/30 (4d4/4d6/4d8 +12)

Damage Resistances Poison

Damage Vulnerabilities Burn, caustic

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 3 (+3)

Speed Walking 35/40/45 feet

Skills Climb 3 (+3), Nature 2 (+3), Perception 3 (+2), Stealth 2 (+3), Swim 2 (+3)

Senses Infrared vision

Languages Monstrine

Difficulty Tier 1

Locations Ruins, underground, urbanity

Passive Abilities

Adhesive Skin. The Organic Mimic emits a glue-like substance all over its body that it uses to trap unwitting prey that touch it. Once a creature has touch an Organic Mimic, they are grappled by it and cannot escape the grapple without severing whatever is attached to it; alternatively, the glue loses its strength an hour after the Organic Mimic dies.

Perfect Disguise. The Organic Mimic can take the appearance of any creature that is the same size as it. The Organic Mimic can also grow up to 2 extra limbs to help them fight or flee.

Actions

Bite. Melee attack, 1 target, 1/action, 4d8 +3 physical damage; once another creature touches the Organic Mimic, it may immediately use its reaction to perform this action.

Claws. Melee attack, 1 target, 2/action, 4d6 +3 physical damage.

Treasure

Armor materials: Monster hide.

Mind Eater

*Tiny*

Statistics

STR 0 CON 3 AGI 1 DEX 4 INT 2 WIS 2 CHA 0

DEF 6 *(Armor 1, Dodge 5)*, RaDEF 14

Health 4 (1d2 +3)

Damage Resistances Burn

Damage Vulnerabilities Freeze

Saves Fort. 2 (+3), Ref. 3 (+4), Will. 4 (+2)

Speed Crawling 15 feet

Skills Perception 2 (+2), Stealth 3 (+4), Swim 3

Difficulty Tier 0

Locations Desert, mountains, swamp, underground

Actions

Take Control. If a Mind Eater enters a creature’s eye, ear, nose, or mouth, it takes possession of that creature; assuming this is a Sentient, it creates a Mind Eater Host. The Mind Eater leaves the Host to find a new one when the Host dies.

Mind Eater Host

*Small/Medium/Big*

Statistics

STR 3 CON 2 AGI 2 DEX 2 INT 3 WIS 2 CHA 1

DEF 3/2/1 *(Armor 1, Dodge 2/1/0)*, RaDEF 7/5/3

Health 11 (2d6 +4)

Saves Fort. 3 (+2), Ref. 4 (+2), Will. 3 (+3)

Condition Immunities Charmed

Speed Walking 25/30/35 feet

Senses May have infrared vision

Languages Common and their racial language

Difficulty Tier 1

Locations All

Passive Abilities

Freeze Weakness. If the Host’s Health is reduced to 0 via freeze damage, they go unconscious and, at the start of their next turn, the Mind Eater slithers out of their nose, mouth, eye, or ear.

Hive Mind. A Host knows everything every other Host of the same colony does via telepathy.

Pain Tolerance. The Host does not suffer from Health loss penalties.

Actions

Punch. Melee attack, 1 target, 1/action, 2d3 +3 physical damage.

Treasure

1d100 change and a set of common clothes.

Mind Eater Queen Host

*Small/Medium/Big*

Statistics

STR 4 CON 3 AGI 3 DEX 3 INT 4 WIS 3 CHA 3

DEF 5/4/3 *(Armor 1, Dodge 4/3/2)*, RaDEF 9/7/5

Health 32 (5d6 +15)

Saves Fort. 4 (+4), Ref. 3 (+3), Will. 4 (+4)

Condition Immunities Charmed, frightened

Speed Walking 30/35/40 feet

Senses May have infrared vision

Languages Common and their racial language

Difficulty Tier 1

Locations All

Passive Abilities

Freeze Weakness. If the Host’s Health is reduced to 0 via freeze damage, they go unconscious and, at the start of their next turn, the Mind Eater slithers out of their nose, mouth, eye, or ear.

Hive Mind. A Host knows everything every other Host of the same colony does via telepathy.

Pain Tolerance. The Host does not suffer from Health loss penalties.

Actions

Punch. Melee attack, 1 target, 2/action, 4d4 +4 physical damage.

Treasure

1d100 change and a set of common clothes.

Phoenix

*Large*

Statistics

STR 2 CON 3 AGI 3 DEX 2 INT 3 WIS 3 CHA 3

DEF 4 *(Armor 4, Dodge 0)*, RaDEF 5

Health 51 (6d10 +18)

Damage Immunities Burn

Damage Vulnerabilities Freeze

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 6 (+3)

Speed Flying 45 feet, Walking 15 feet

Skills Arcana 2 (+3), Insight 3 (+3), Intimidation 3 (+3), Nature 2 (+3), Perception 2 (+3)

Senses Lowlight vision

Difficulty Tier 2

Locations Air, desert, mountains, ruins

Passive Abilities

Resurrection. When the Phoenix is reduced to 0 Health by any means other than freeze damage, it dissolves into ash; at the next midnight, it resurrects at full Health in a burst of 15 feet of bright and dim light out of this ash.

Actions

Bite. Melee attack, 1 target, 1/action, 3d8 +2 physical damage.

Fire Breath (Recharge 5-6). 15-foot cone, 6d6 burn damage.

Treasure

Armor materials: Monster hide

Scarecrow

*Medium*

Statistics

STR 2 CON 2 AGI 2 DEX 3 INT 2 WIS 2 CHA 3

DEF 3 *(Armor 1, Dodge 2)*, RaDEF 6

Health 44 (8d6 +16)

Damage Immunities Poison

Damage Resistances Physical (blunt and piercing weapons)

Damage Vulnerabilities Burn

Saves Fort. 2 (+2), Ref. 3 (+3), Will. 3 (+3)

Condition Immunities Frightened

Speed Walking 30 feet

Skills Climb 2 (+2), Deception 2 (+3), Intimidation 3 (+3), Nature 2 (+2), Perception 4 (+2), Performance 2 (+3), Stealth 3 (+3), Tracking 2 (+2)

Senses Infrared vision

Languages Monstrine

Difficulty Tier 1

Locations Urbanity

Passive Abilities

False Appearance. While immobile, the Scarecrow looks exactly like an actual scarecrow.

Frightening Visage. A being who looks at the Scarecrow must succeed on a DC 16 Willpower save or be frightened of it for the next hour; a creature who succeeds on this save is immune to the effect for the next 24 hours.

Actions

Weapon Attack. Any weapon, 1 target, 2/action, 4-5 proficiency, +2 (STR)/+3 (DEX) damage.

Sphinx, Avisphinx

*Massive*

Statistics

STR 6 CON 2 AGI 8 DEX 0 INT 4 WIS 3 CHA 3

DEF 8 *(Armor 7, Dodge 1)*, RaDEF 9

Health 200 (16d20 +32)

Saves Fort. 4 (+6), Ref. 4 (+8), Will. 4 (+4)

Condition Immunities Charmed, frightened

Speed Walking 50 feet, Flying 80 feet

Skills Arcana 2 (+6), Insight 3 (+3), Intimidation 4 (+3), Lore 2 (+4), Nature 2 (+4), Perception 5 (+3), Theology 2 (+4)

Senses Darkvision, Infrared vision

Languages Telepathy (creatures with > 1 INT can understand it and be understood by it)

Difficulty Tier 4

Locations Air, coast, desert, mountains, ruins

Actions

Aeromancy. The Avisphinx has 9 Mana that it can use to cast Aeromancer spells; its Aether Die is d6.

Bite. Melee attack, 1 target, 1/action, reach (10 feet), 6d6 +6 physical damage.

Swipe. Melee attack, 1 target, 1/action, reach (10 feet), 4d8 +6 physical damage.

Toss. The Avisphinx hurls a creature 5d10 +6 feet in a direction of its choosing; if it collides with a surface other than the ground, it takes 1d10 damage for every 10 feet it flew; otherwise, it takes 1d6 damage for every 10 feet it flew.

Treasure

Armor materials: Monster hide

Sphinx, Felisphinx

*Massive*

Statistics

STR 8 CON 3 AGI 6 DEX 0 INT 3 WIS 3 CHA 3

DEF 7 *(Armor 7, Dodge 0)*, RaDEF 8

Health 270 (20d20 +60)

Saves Fort. 5 (+8), Ref. 3 (+5), Will. 3 (+3)

Condition Immunities Charmed, frightened

Speed Walking 80 feet

Skills Arcana 2 (+3), Insight 3 (+3), Intimidation 4 (+3), Lore 2 (+3), Nature 3 (+3), Perception 4 (+3), Theology 2 (+3)

Senses Darkvision, Infrared vision

Languages Telepathy (creatures of > 1 INT can understand it and be understood by it)

Difficulty Tier 4

Locations Coast, desert, forest, mountains, ruins

Actions

Terramancy. The Felisphinx has 6 Mana that it can use to cast Terromancer spells; its Aether Die is d6.

Bite. Melee attack, 1 target, 1/action, reach (10 feet), 6d8 +8 physical damage.

Swipe. Melee attack, 1 target, 1/action, reach (10 feet), 4d8 +8 physical damage.

Toss. The Felisphinx hurls a creature 5d10 +8 feet in a direction of its choosing; if it collides with a surface other than the ground, it takes 1d10 damage for every 10 feet it flew; otherwise, it takes 1d6 damage for every 10 feet it flew.

Treasure

Armor materials: Monster hide

Sphinx, Sentisphinx

*Massive*

Statistics

STR 6 CON 3 AGI 5 DEX 0 INT 8 WIS 4 CHA 4

DEF 7 *(Armor 7, Dodge 0)*, RaDEF 8

Health 189 (14d20 +42)

Saves Fort. 5 (+6), Ref. 3 (+5), Will. 6 (+8)

Condition Immunities Charmed, frightened

Speed Walking 75 feet

Skills Arcana 4 (+8), Insight 5 (+4), Intimidation 3 (+4), Lore 4 (+8), Nature 3 (+8), Perception 3 (+4), Theology 4 (+8)

Senses Darkvision, Infrared vision

Languages Telepathy (creatures of > 1 INT can understand it and be understood by it)

Difficulty Tier 4

Locations Coast, desert, forest, mountains, ruins, swamp, tundra, urbanity

Actions

Magimancy. The Sentisphinx has 12 Mana that it can use to cast Magician spells; its Aether Die is d6.

Bite. Melee attack, 1 target, 1/action, reach (10 feet), 4d6 +6 physical damage.

Swipe. Melee attack, 1 target, 1/action, reach (10 feet), 4d8 +6 physical damage.

Toss. The Sentisphinx hurls a creature 5d10 +6 feet in a direction of its choosing; if it collides with a surface other than the ground, it takes 1d10 damage for every 10 feet it flew; otherwise, it takes 1d6 damage for every 10 feet it flew.

Treasure

Armor materials: Monster hide

Sentients

Sentients, though incredibly varied, are also quite similar in a great many ways, making it relatively easy to give a broad framework that can be easily modified to suit any situation. In terms of truly special Sentient foes and NPCs, it is best to simply create a character for them using the Core Rulebook as though you were making a character of the appropriate level. A quick and easy way to modify any of the given stat blocks to create more variety amongst your Sentient NPCs would be to roll 1d2 for each of their ability scores and add or subtract the result from the given score.

Combatant

Combatant is a blanket term that applies to any Tier 1 Sentient that the party may face; they can be thugs, pirates, bandits, law enforcement, or any other low-level person that lives by the sword.

Combatant Leader

The leader of any group of combatants, more capable and competent than their underlings.

Commoner

A commoner is any NPC a character may come across that is not a combatant; though a commoner’s ability scores are all set to 4, this is more a representation of the average non-adventurer and not a universal trait.

Combatant

*Small/Medium/Big*

Statistics

STR 3 CON 2 AGI 2 DEX 2 INT 2 WIS 2 CHA 2

DEF 3/2/1 *(Armor 1, Dodge 2/1/0)*, RaDEF 7/5/3

Health 11 (2d6 +4)

Saves Fort. 3 (+3), Ref. 2 (+2), Will. 2 (+2)

Speed Walking 25/30/35 feet

Skills Beast Handling 1 (+2), Deception 1 (+2), Insight 1 (+2), Intimidation 3 (+2), Perception 1 (+2)

Senses May have infrared vision

Languages Common and their racial language

Difficulty Tier 1

Locations All

Actions

Weapon Attack. Any weapon, 1 target, 1/action, 1-3 proficiency, +3 (STR)/+2 (DEX) damage.

Treasure

2d100 change, a set of common clothes, the armor they are wearing, the weapon(s) they are wielding, and the following:

|  |  |
| --- | --- |
| d4 | Additional Drops |
| 1 | Nothing |
| 2 | 1 Aeon |
| 3 | Cloak or item bearing group insignia |
| 4 | Both 2 and 3 |

Combatant Leader

*Small/Medium/Big*

Statistics

STR 3 CON 3 AGI 2 DEX 2 INT 2 WIS 3 CHA 3

DEF 3/2/1 *(Armor 1, Dodge 2/1/0)* RaDEF 7/5/3

Health 26 (4d6 +12)

Saves Fort. 3 (+3), Ref. 2 (+2), Will. 3 (+3)

Speed Walking 25/30/35 feet

Skills Deception 2 (+3), Insight 2 (+3), Intimidation 4 (+3), Lore 1 (+2), Mechanics 1 (+2), Perception 2 (+3), Persuasion 3 (+3)

Senses May have infrared vision

Languages Common, their racial language, and one or more other language(s)

Difficulty Tier 1

Locations All

Actions

Weapon Attack. Any weapon, 1 target, 1/action, 3-5 proficiency, +3 (STR)/+2 (DEX) damage.

Treasure

3d100 change, 1d4 Aeons, a set of common clothes, a special clothing item identifying them as the leader of their group such as a hat or a cape, the armor they are wearing, and the weapon(s) they are wielding.

Commoner

*Small/Medium/Big*

Statistics

STR 2 CON 2 AGI 2 DEX 2 INT 2 WIS 2 CHA 2

DEF 3/2/1 (*Armor 1, Dodge 2/1/0)*, RaDEF 7/5/3

Health 5 (1d6 +2)

Saves Fort. 2 (+2), Ref. 2 (+2), Will. 2 (+2)

Speed Walking 25/30/35 feet

Senses May have infrared vision

Languages Common and their racial language

Difficulty Tier 0

Locations All

Actions

Punch. Melee attack, 1 target, 1/action, 1 +2 physical damage.

Treasure

5d10 change and a set of common clothes

Undead

Undead are horrible monsters that originate from the Plane of Death, yet are able to reproduce and replicate with living Sentients, typically through infection or some unnatural conversion process. Undead creatures are called such because of the state of their existence: they are neither living nor dead, yet they function, have goals, follow orders, and act on their instincts. Undead are feared by many, and not without good reason; the appearance of Undead outside of the Plane of Death is almost never a good thing, and bloodshed is almost certain to follow.

On the Plane of Death, Undead prowl, looking for Specters to consume and destroy for good. Most lower-Tier (and, not coincidentally, lower-INT) Undead, such as Zombies and Ghouls, simply roam and aimlessly look for Specters to consume, and on their own are no major threat, though packs of them can quickly become a major problem. Higher-Tier/higher-INT Undead, like Vampires, plot, plan, and scheme their way to consuming Specters, and in so doing are usually much more successful and much more feared.

Since Death and Life oppose each other, and the Life’s mirror is Water, all Undead bear a weakness to water, as it burns them like a horribly caustic acid; while fully submerged in water, assume the Undead takes 2d8 final damage at the start and end of each of their turns, and 2d4 while half-submerged. Conversely, since Death’s mirror is Fire, all Undead are immune to the burning effects of fire and resistant to electricity.

Deadlight

Death Knight

Edeldow

Ghoul

Lich

Lich, Elder

Necrohaunt

Necrowing

Poltergeist

An Undead that is unique in the sense that it specifically targets Sentients and not other Undead, a Poltergeist can be thought of as an advanced Specter; when a Specter has spent many years on the Central Plane, becoming more and more enraged and/or unhinged due to a combination of loneliness, unresolved business, spending far too much time on the wrong plane of existence, or some other cause, they become a Poltergeist, murderous and outright hostile towards any Sentients that have the misfortune of encountering them. This change gives them a somewhat new form, one that reflects their viler nature, as well as some new abilities.

Reanimated Hand

Skeleton

A very simple Undead that is comprised entirely of just the bones of a creature, a Skeleton is simply a mindless drone that aimlessly wanders the Plane of Death, looking for Specters to consume. On other planes, a Skeleton mindlessly follows the orders of whoever summoned or created it.

Monstrous Skeletons. The Skeleton statistics assume the Skeleton is that of a Sentient, but this does not always need to be the case. In the case of monstrous Skeletons, it is best to modify the creature’s existing stat block to account for its new lack of life and flesh.

Specter

A Specter, also known as a ghost, is the soul of a Sentient whose physical body has expired. Most of the time, when a Sentient dies, a Reaper quickly retrieves their soul and escorts it to the Plane of Death, where it will eventually be consumed and destroyed by an Undead. Alternatively, some Specters are able to stick around on the Central Corporeal Plane, typically those with a great emotional connection to an object or location near to where they died.

Plane of Death Specter. The stats given for the Specter assume the characters will encounter one on the Central Corporeal Plane. However, should the PCs travel to the Plane of Death, the Specters there cannot fly and will not have the Incorporeal feature.

Vampire

An intelligent, conniving, and functionally immortal Undead that seeks consumption of souls – living or dead – above all else. Vampires are known to have schemes that last for decades, or sometimes even centuries, accruing knowledge, wisdom, and experience all the while, with the goal of cultivating as much livestock for their unceasing hunger as possible. As intelligent beings, Vampires do, of course, have other goals, interests, hobbies, what-have-you, but their primary concern is always on where – and who – their next meal is coming from.

Vampire Spawn, Major

When a particularly intelligent, wise, or strong-willed Sentient (or an Aetherian) is made into a Vampire Spawn, they instead become a Major Vampire Spawn. This Spawn does have a will of their own, and though they are usually loyal to the Vampire that created them, there is enough will in them to allow for a degree of freedom, though to call them sentient would be misleading. Cases of Major Vampire Spawns becoming disloyal to their creator are heard of, but are incredibly rare.

Like their creators, Vampyre Spawns Major and Minor feast on the blood of living Sentients to survive. Additionally, another factor that makes Major Vampire Spawns unique is that they are able to breed with living Sentients, creating Dhampir.

Stat Changes. A Sentient that has been turned into a Major Vampire Spawn gains the following stat alterations, as well as any abilities detailed in the Major Vampire Spawn statistics that they did not already have:

STR +3, CON +1, AGI +3, DEX +1, CHA +1.

Vampire Spawn, Minor

When a Sentient is killed by a Vampire, and their corpse fed or injected with that same Vampire’s blood, they become a Minor Vampire Spawn. The Spawn is no longer sentient by any stretch, and is essentially a walking talking drone under the Vampire’s control, an extension of their will. A Vampire can have up to 6 Minor Spawn, 3 Major Spawn, or some combination of the two under their control at once; any more and their will would be overextended.

Stat Changes. A Sentient that has been turned into a Minor Vampire Spawn gains the following stat alterations, as well as any abilities detailed in the Minor Vampire Spawn statistics that they did not already have:

STR +2, CON +1, AGI +2, DEX +1, CHA -1.

Wight

Spellcasting Zombie

Wheep

Wraith

Spellcasting Specter

Zombie

A Zombie is very similar to a Skeleton in pretty much every sense, except that it is a walking, rotting corpse instead of bones.

Infectious Zombie. An Infectious Zombie has the following addition to their Bite action: A creature who takes final damage from this attack must succeed on a DC 18 Fortitude save or be afflicted with Zombification, a disease that leaves them sickened and will cause them to become a Zombie 24 hours after being bitten unless they imbibe a Potion of Cure Disease or an *exalted* Potion of Healing. A creature reduced to 0 Health in this way immediately dies and rises again in 1d10 minutes as a Zombie.

Monstrous Zombies. The Zombie statistics assume the Zombie is that of a Sentient, but this does not always need to be the case. In the case of monstrous Zombies, it is best to modify the creature’s existing stat block to account for its new lack of life and living flesh.

Zombie, Runner

A Runner Zombie is a rotting, decaying corpse that still has good use and control over its body, and is usually in far better shape than their normal counterparts. Whereas regular Zombies are barely an inconvenience, Runner Zombies can be absolutely terrifying and a real threat, especially in groups.

Poltergeist

*Small/Medium/Big*

Statistics

STR 3 CON 2 AGI 3 DEX 3 INT 1 WIS 1 CHA 3

DEF 5/4/3 *(Armor 1, Dodge 4/3/2)*, RaDEF 9/7/5

Health 44 (8d6 +16)

Damage Immunities All except true (while incorporeal), burn, electric

Damage Resistances All except true

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 2 (+3)

Condition Immunities Frightened, Grappled, Petrified, Prone, Restrained, Sickened, Unconscious

Speed Walking 30/35/40 feet, Flying 40 feet

Skills Intimidation 4 (+3), Lore 2 (+1), Perception 4 (+1), Stealth 5 (+3)

Senses Darkvision

Languages Mortuan

Difficulty Tier 2

Locations All

Passive Abilities

Horrifying Visage. A creature who sees the Poltergeist must succeed on a DC 20 Willpower save or become frightened of them for the next hour. A creature that succeeds this save is immune to this effect for the next 24 hours.

Incorporeal. The Poltergeist can use an action to become incorporeal, becoming invisible and allowing them to move through solid objects with no difficulty, as well as making them immune to damage. They must use another action to become physical again, allowing them to attack and be attacked.

Telekinesis. The Poltergeist can lift and throw objects with their mind in the same manner as the Psychokinetic’s Telekinesis feat, with the following restrictions: the object(s) cannot weigh more than 250 pounds and cannot be more than 60 feet away from the Poltergeist. They can finely control objects while incorporeal, but throwing them or using them in combat ends their incorporeality.

Actions

Possess. 1 target, 1/action, DR 20 Willpower save; the Poltergeist attempts to take possession of the target’s body, placing them fully under their control for the next 24 hours, at which point the Poltergeist is forced out. Should the target fail the initial save, they can repeat it at the end of every hour while possessed. A target that succeeds on this save is immune to this effect for the next 24 hours.

Telekinetic Throw. Ranged attack (60 feet), 1 target, 1/action, 4 proficiency, +1 damage.

Weapon Attack. Any weapon, 1 target, 2/action, 3 proficiency, +3 damage.

Skeleton

*Various sizes (Stats assume Medium)*

Statistics

STR .5 CON .5 AGI 2 DEX 3 INT 2 WIS 2 CHA 2

DEF 3 *(Armor 1, Dodge 2)*, RaDEF 7

Health 12 (3d6 +1.5)

Damage Immunities Burn, poison

Damage Resistances Electric, physical (bladed weapons)

Damage Vulnerabilities Physical (blunt weapons)

Saves Fort. 1 (+1), Ref. 3 (+3), Will. 2 (+2)

Speed Walking 30 feet

Skills Climb 3 (+1), Intimidation 2 (+2), Perception 2 (+2), Sleight of Hand 2 (+3), Stealth 3 (+3)

Senses Lowlight vision

Languages Mortuan

Difficulty Tier 1

Locations Plane of Death

Passive Abilities

False Appearance. While immobile, the Skeleton looks exactly like a regular skeleton.

Actions

Weapon Attack. Any weapon, 1 target, 2/action, 2-3 proficiency, +1 (STR)/+3 (DEX) damage.

Specter

*Small/Medium/Big*

Statistics

STR 2 CON 2 AGI 2 DEX 2 INT 2 WIS 2 CHA 2

DEF 3/2/1 *(Armor 1, Dodge 2/1/0)*, RaDEF 7/5/3

Health 22 (4d6 +8)

Damage Immunities All except true (while incorporeal), burn, electric

Damage Resistances All except true

Saves Fort. 2 (+2), Ref. 2 (+2), Will. 2 (+2)

Condition Immunities Frightened, Grappled, Petrified, Prone, Restrained, Sickened, Unconscious

Speed Walking 25/30/35 feet, Flying 30 feet

Skills Deception 2 (+2), Intimidation 3 (+2), Lore 2 (+2), Perception 3 (+2), Stealth 5 (+2)

Senses Darkvision

Languages The languages it knew in life and Mortuan

Difficulty Tier 1

Locations All

Passive Abilities

Haunting Visage. A creature who sees the Specter must succeed on a DC 15 Willpower save or become frightened of them for the next hour. A creature that succeeds this save is immune to this effect for the next 24 hours.

Incorporeal. The Specter can use an action to become incorporeal, becoming invisible and allowing them to move through solid objects with no difficulty, as well as making them immune to damage.

Actions

Possess. 1 target, 1/action, DC 16 Willpower save; the Specter attempts to take possession of the target’s body, placing them fully under their control for the next 24 hours, at which point the Specter is forced out. Should the target fail the initial save, they can repeat it at the end of every hour while possessed. A target that succeeds on this save is immune to this effect for the next 24 hours.

Weapon Attack. Any weapon, 1 target, 1/action, 1-3 proficiency, +2 damage.

Vampire

*Big*

Statistics

STR 6 CON 4 AGI 6 DEX 4 INT 4 WIS 4 CHA 6

DEF 8 *(Armor 2, Dodge 6)*, RaDEF 10

Health 170 (20d8 +80)

Damage Immunities Burn, poison

Damage Resistances Electric

Saves Fort. 5 (+6), Ref. 5 (+6), Will. 5 (+6)

Condition Immunities Charmed, frightened, grappled, prone, restrained, sickened, unconscious

Speed Walking 60 feet, Flying 30 feet

Skills Appraisal 3 (+4), Arcana 3 (+4), Deception 4 (+6), Insight 3 (+4), Intimidation 4 (+6), Lore 4 (+4), Mechanics 2 (+4), Nature 1 (+4), Navigation 2 (+4), Perception 4 (+4), Persuasion 2 (+6), Sleight of Hand 4 (+4), Stealth 4 (+4), Theology 2 (+4)

Senses Darkvision

Languages Common and Mortuan

Difficulty Tier 4

Locations Ruins, urbanity, Plane of Death

Passive Abilities

Decapitation. If a creature targets the Vampire’s neck with a bladed weapon and deals more than 20 damage in a single attack with that weapon, they decapitate the Vampire. If the Vampire’s heart is being pierced when this happens, they die instantly; otherwise, the Vampire can move about as normal, and can reattach their head by holding it back in its proper place for one round (doing so costs an action); if the head is destroyed, a new one grows after 2 rounds.

Pierced Heart. If a creature targets the Vampire’s heart with a piercing weapon and deals more than 15 damage in a single attack with that weapon, they pierce the Vampire through the heart, rendering them paralyzed either for the next minute (after which the weapon is ejected from their heart) or until the implement is removed. The Vampire does not regenerate during this time. If the Vampire is decapitated while in this state, they die instantly.

Hypnosis. The Vampire can cast the *Charm* (Magimancy) spell using a single action on any creature that they are making eye contact with; they can do this 3 times between each midnight.

Misty Escape. Should the Vampire be reduced to 0 Health and is not in water or being pierced through the heart, they immediately shapeshift into a cloud of mist (see Shapeshifting below) and can only take the Move action; after 1d10 days, they reform into their original form at 1 Health. If they are in water or being pierced through the heart, they go unconscious until they are removed from the water or are no longer being pierced through the heart, at which point they become mist. If they are decapitated, they die.

Regeneration. The Vampire regains 1d10 +4 Health at the start of each of their turns while not in water/being pierced through the heart.

Shapeshifting. The Vampire can use an action to become any one of the following: a bat; a cloud of mist (flying speed 100 feet); their original form; a wolf.

Vampire Climb. The Vampire can climb vertical surfaces and upside-down without needing to make a check.

Vampiric Speed. The Vampire’s speed increases by 10 feet.

Actions

Necromancy. The Vampire has 15 Mana that it can use to cast Necromancer spells; their Aether Die is d8.

Bite. Melee attack, 1 target, 2/action, 4d6 +4 physical damage; if the Vampire deals final damage with this attack, they can attempt to grapple the target as part of the same action; if they have only attempted this action once and successfully grappled the target, they can use their remaining use of this action to take the Drink action.

Claws. Melee attack, 1 target, 2/action, 6d8 +6 physical damage.

Drink. Melee attack, 1 target that must be grappled by the Vampire, 1/action, 2d8 +4 rot damage; the target’s Maximum Health is reduced by the amount of damage dealt until their next day’s rest; a target reduced to 0 Health via this attack dies instantly and their soul is immediately consumed by the Vampire.

Weapon Attack. Any weapon, 1 target, 2/action, 4 proficiency, +6 (STR)/+4 (DEX) damage.

Vampire Spawn, Major

*Small/Medium/Big*

Statistics

STR 5 CON 3 AGI 5 DEX 3 INT 3 WIS 3 CHA 3

DEF 7/6/5 *(Armor 1, Dodge 6/5/4)*, RaDEF 11/9/7

Health 112 (15d8 +45)

Damage Immunities Burn, poison

Damage Resistances Electric

Saves Fort. 4 (+5), Ref. 4 (+5), Will. 3 (+3)

Condition Immunities Charmed, frightened, prone, sickened

Speed Walking 40/45/50 feet, Flying 15 feet

Skills The skills it had in life

Senses Lowlight vision

Languages Mortuan and the languages it knew in life

Difficulty Tier 3

Locations All, Plane of Death

Passive Abilities

Regeneration. The Major Spawn regains 1d6 +3 Health at the start of each of their turns while their Health is > 0.

Vampire Climb. The Spawn can climb vertical surfaces and upside-down without needing to make a check.

Vampiric Speed. The Major Spawn’s walking speed increases by 5 feet.

Actions

Necromancy. The Major Spawn has 10 Mana that it can use to cast Necromancy spells; their Aether Die is d6; if they were already an Aetherian, they retain their abilities in that regard and do not gain this ability.

Bite. Melee attack, 1 target, 2/action, 3d6 +3 physical damage.

Claws. Melee attack, 1 target, 2/action, 6d6 +5 physical damage.

Weapon Attack. Any weapon, 1 target, 1/action, 3 proficiency, +5 (STR)/+3 (DEX) damage.

Vampire Spawn, Minor

*Small/Medium/Big*

Statistics

STR 3 CON 3 AGI 3 DEX 3 INT 2 WIS 2 CHA 1

DEF 5/4/3 *(Armor 1, Dodge 4/3/2)*, RaDEF 9/7/5

Health 52 (7d8 +21)

Damage Immunities Burn, poison

Damage Resistances Electric

Saves Fort. 3 (+3), Ref. 3 (+3), Will. 2 (+2)

Condition Immunities Charmed, frightened, sickened

Speed Walking 30/35/40 feet

Skills The skills it had in life

Senses Lowlight vision

Languages Mortuan and the languages it knew in life

Difficulty Tier 1

Locations All, Plane of Death

Passive Abilities

Regeneration. The Minor Spawn regains 1d3 +3 Health at the start of each of their turns while their Health is > 0.

Vampire Climb. The Spawn can climb vertical surfaces and upside-down without needing to make a check.

Actions

Bite. Melee attack, 1 target, 2/action, 3d6 +3 physical damage.

Claws. Melee attack, 1 target, 2/action, 4d6 +3 physical damage.

Weapon Attack. Any weapon, 1 target, 2/action, 2 proficiency, +3 damage.

Zombie

*Various sizes (Stats assume Medium)*

Statistics

STR 1 CON 1 AGI 0 DEX 0 INT 0 WIS 1 CHA 1

DEF 0 *(Armor 0, Dodge 0)*, RaDEF 3

Health 9 (2d6 +2)

Damage Immunities Burn, poison

Damage Resistances Electric

Saves Fort. 1 (+1), Ref. 1, Will. 1 (+1)

Condition Immunities Charmed, frightened, sickened, unconscious

Speed Walking 20 feet

Skills Climb 1 (+1), Perception 2 (+1), Stealth 3, Swim 1 (+1)

Senses Lowlight vision

Languages Mortuan

Difficulty Tier 0

Locations Plane of Death

Passive Abilities

False Appearance. While immobile, the Zombie looks exactly like a rotting corpse.

Actions

Bite. Melee attack, 1 target, 1/action, 1d6 +1 physical damage.

Weapon Attack. Any weapon, 1 target, 1/action, 1 proficiency, +1 (STR)/+0 (DEX) damage.

Zombie, Runner

*Various sizes (Stats assume Medium)*

Statistics

STR 3 CON 2 AGI 4 DEX 1 INT 0 WIS 1 CHA 2

DEF 2 *(Armor 0, Dodge 2)*, RaDEF 5

Health 22 (4d6 +8)

Damage Immunities Burn, poison

Damage Resistances Electric

Saves Fort. 3 (+3), Ref. 3 (+4), Will. 2 (+2)

Condition Immunities Charmed, frightened, sickened, unconscious

Speed Walking 40 feet

Skills Climb 4 (+3), Perception 3 (+1), Stealth 1 (+1), Swim 3 (+3)

Senses Lowlight vision

Languages Mortuan

Difficulty Tier 1

Locations Plane of Death

Passive Abilities

False Appearance. While immobile, the Runner Zombie looks exactly like a rotting corpse.

Actions

Bite. Melee attack, 1 target, 1/action, 2d6 +3 physical damage.

Weapon Attack. Any weapon, 1 target, 1/action, 2 proficiency, +3 (STR)/+1 (DEX) damage.

Making Your Own Monsters

Letting Creativity Flow

There are a great, great many monsters and creatures presented in this book that players are free to use and place into their campaigns as they wish. But what if you have an idea for a monster that isn’t presented here? The solution to this is simple: just make a stat block for it yourself! Presented here is a step-by-step method of creating your own creatures in manner akin to those presented here.

Step 0: Modify an Existing Creature

Before dedicating the time and energy necessary to making a creature of your own, try to find an existing creature already in this book that is similar to the one you have an idea for, and modify it (in lore, mechanics, or both) to suit your idea. This may prove more fruitful than you think!

Step 1: What is its Name?

Every great monster needs a name. Think of a name that properly captures the beast’s essence, its gravitas, the terror (or otherwise) that it should strike in all those that hear it.

Step 2: What Type of Creature is It?

Is this creature a Monstrosity, Beast, Undead, an Other, or something else entirely? Knowing what type of creature your monster is is important to knowing its niche in the world and under what circumstances your players can/should encounter it.

Step 3: How Big is It?

A creature’s size is important for a multitude of factors. A creature’s size will inform you of its Health, its defenses, how much damage it should deal, and the scale of its threat.

Step 4: What are its Ability Scores?

A creature’s ability scores convey a great deal of information about it, primarily what it is good at and what its strengths and weaknesses are. Additionally, its ability scores will inform its defenses and saves. The highest any creature’s ability scores can go is 20, though there are exceptions for creatures such as gods and Titans.

Step 5: How Good are its Defenses?

The next step is determining the creature’s DEF/RaDEF scores and its saves: assuming it is wearing Light, Medium, or no Armor, its Dodge score is determined by its size + its DEX modifier + its AGI modifier and cannot go below 0.

Armor is a bit more difficult, and requires some arbitration, but with a solid baseline: a creature’s Armor is dependent on the strength and toughness of its hide and scales, if it has any, as well as its size; it can also wear actual physical armor, increasing its Armor score even more. Use the following table as a guide.

Creature Armor

|  |  |
| --- | --- |
| Drops… | Armor Score |
| Nothing | 0 or 1 |
| Beast Hide | 2 |
| Monster Hide (Big or smaller) | 4 |
| Monster Hide (Large) | 5 |
| Monster Hide (Huge) | 6 |
| Monster Hide (Massive) | 7 |
| Monster Hide (Colossal) | 8 |
| Monster Scale | 8 |
| Dragon Scale | 12 |
| Monster Hide and Monster Scale | 12 |
| Monster Hide and Dragon Scale | 16 |

Its saves are determined by its ability score modifiers: Fortitude is its STR modifier + CON modifier divided by 2, rounded up, minimum 1; Reflex is a creature’s AGI modifier + DEX modifier divided by 2, rounded up, minimum 1; Willpower is comprised of the modifiers of any 2 of the 3 mental scores (INT, WIS, and CHA) divided by 2, rounded up, minimum 1.

Step 6: How Much Health Does it Have?

Much like its Armor score, a creature’s Health is also informed (at least in part) by its size: refer to the following table as a guide.

|  |  |
| --- | --- |
| Size | Health Die (Average) |
| Tiny | d2 (1.5) |
| Small | d4 (2.5) |
| Medium | d6 (3.5) |
| Big | d8 (4.5) |
| Large | d10 (5.5) |
| Huge | d12 (6.5) |
| Massive and Colossal | d20 (10.5) |

As for determining *exactly* how much Health a creature has, that is up to you to decide, and is ultimately a big factor in how difficult you want the monster to be/how long you want the fight to be, i.e. monsters with more Health will be more difficult and make for longer fights. If your creature ends up having an odd amount of Health Dice, round its average Health down, so a creature with 3d8 Health should have 13 average Health; also, don’t forget to multiply its CON modifier by the number of Health Dice used and add that to its average Health, e.g. a creature with a CON score of 4 (2) and 5 Health Dice will have 10 (2 times 5) added to its average Health. If you want to vary a creature’s Health without rolling all of its Health Dice, consider rolling a single Health Die and adding or subtracting that to its average Health depending on whether the result is odd or even, respectively.

Step 7: What is it Vulnerable/Resistant/Immune To?

Depending on a creature’s nature, it may be vulnerable, resistant, or immune to certain damage types or conditions, e.g. Scorched will be immune to burn damage but vulnerable to freeze damage, and snakes cannot be knocked prone.

If a creature is vulnerable or resistant to any conditions, then it has disadvantage or advantage respectively on saves against those conditions.

Step 8: How Fast is It?

A creature’s speed is largely determined by its size, but is also modified by its AGI score and general body shape: for example, Tiny creatures are able to cover a lot less ground than Large ones, and quadrupeds are much quicker than bipeds. If a creature is a quadruped, add 10 feet to its walking speed; aside from that, refer to the following table for determining a creature’s walking speed – remember a creature’s Base Movement refers to its speed when its AGI score is 4 (2) - 5 (2). Your creature may also be an exception to this rule, such as with the Quickling.

|  |  |
| --- | --- |
| Size | Base Movement |
| Tiny | 15 feet |
| Small | 25 feet |
| Medium | 30 feet |
| Big | 35 feet |
| Large | 40 feet |
| Huge | 45 feet |
| Massive and Colossal | 50 feet |

Also remember that a creature may be more at home in the water or in the air than on land, in which case the above table applies to their swimming/flying speed rather than their walking speed.

Step 9: What Skills Does it Have?

This step is rather straightforward: whatever you believe your creature is good at, give it the appropriate proficiency in the appropriate skill, e.g. a land-based creature that is good at swimming should have a Swim proficiency of > 3.

Step 10: Does it Have any Special Senses?

Some creatures, particularly nocturnal ones or those that have lived in the dark for extended periods of time, will develop special senses to help them survive in their environment, or they may have these senses as a result of arcane influence: senses like infrared vision, blindsense, or something else entirely.

Step 11: What Language(s) Does it Speak?

Many creatures and monsters are able to speak, either physically or telepathically. If your creature can speak, consider what languages it does know, or if other creatures simply interpret what it “says” as a language they already know, such as in the case of some of the Others. Remember that Common is a language that a creature must be taught.

Step 12: Where can it be Found?

Determined in large part by what type of creature it is – but ultimately by you – where a creature is found either in general or by your party specifically is a very important aspect of that creature’s existence; Unliving, for example, are almost solely found on the Plane of Life.

Step 13: Does it Have Passive Abilities?

Some creatures have abilities that do not require an action to use or are simply always active. One such example of this is the shark’s Bloodlust feature, which activates immediately upon the shark tasting blood or dealing final damage to a creature. A creature’s passive abilities can heavily impact its difficulty.

Step 14: What are its Attacks, and How Much do They Hurt?

For their attacks, most creatures will likely use their natural weapons, such as their claws or teeth. As a creature gets larger, the value of its damage die will generally increase, but this is not a hard-and-fast rule, as creatures may have varying weapons that deal different amounts of damage and bestow different effects. When determining how much damage a creature deals, keep the party’s defenses in mind: most DEF scores start at around 10-15 and usually increase as PCs gain levels, and you should keep these values in mind when deciding what effect you want this creature to have on the party, i.e. should it deal final damage to them rarely, sometimes, or frequently?

Step 15: Does it Have Active Abilities?

Aside from a creature’s attacks, it is important to consider whether it has any other abilities, such as innate elemancy, shapeshifting, or anything else of note. All creatures also have access to the actions listed in the Core Rulebook, Part 6: Adventuring, Chapter 2: Actions, pages 208-211.

Step 16: What Does it Have on It?

Many creatures will have loot on their person, which they usually lose possession of when they die or are otherwise defeated. Additionally, many monsters and creatures can be skinned or have other parts that can be scavenged off of their bodies (such as a dragon’s scales) to be used as armor materials.

Step 17: How Difficult is It?

Finally, you must determine how much of a challenge your creature is. There are 7 tiers of difficulty in Twelve Elements, ranging from 0 – 6, that convey a general sense of a beast’s toughness for parties of various levels. The different tiers assume a monster of that tier is being faced by 4 party members of various classes of the same level, and should present a decent challenge to such parties. Use the table in Part 4: Leveling Up as a guide.

Monsters by Location and Tier

All

*Tier 0*

Bird (Beast)

Commoner (Sentient)

Insect (Beast)

*Tier 1*

Combatant (Sentient)

Combatant Leader (Sentient)

Insect Swarm (Beast)

Insect, Giant (Beast)

Insect, Dire (Beast)

Mind Eater Host (Monstrosity)

Mind Eater Queen Host (Monstrosity)

Specter (Undead)

Vampire Spawn, Minor (Undead)

*Tier 2*

Poltergeist (Undead)

Vampire Spawn, Major (Undead)

*Tier 5*

Behemoth (Monstrosity, not air or underground)

Air

*Tier 1*

Griffin (Monstrosity)

*Tier 2*

Ice Phoenix (Monstrosity)

Phoenix (Monstrosity)

*Tier 4*

Avisphinx (Monstrosity)

Coast

*Tier 0*

Crab (Beast)

Fish (Beast)

Octopus (Beast)

*Tier 1*

Crab, Giant (Beast)

Crab, Dire (Beast)

Octopus, Giant (Beast)

Octopus, Dire (Beast)

*Tier 4*

Avisphinx (Monstrosity)

Felisphinx (Monstrosity)

Sentisphinx (Monstrosity)

Desert

*Tier 0*

Mind Eater (Monstrosity)

Snake (Beast)

*Tier 1*

Griffin (Monstrosity)

Snake, Giant (Beast)

Snake, Dire (Beast)

Spider, Giant (Beast)

Spider, Dire (Beast)

*Tier 2*

Gorgon (Monstrosity)

Phoenix (Monstrosity)

*Tier 3*

Basilisk (Monstrosity)

Chimera (Monstrosity)

*Tier 4*

Avisphinx (Monstrosity)

Felisphinx (Monstrosity)

Sentisphinx (Monstrosity)

Forest

*Tier 0*

Monkey (Beast)

Snake (Beast)

*Tier 1*

Bear (Beast)

Fly Trap, Dire (Beast)

Snake, Giant (Beast)

Snake, Dire (Beast)

Spider, Giant (Beast)

Spider, Dire (Beast)

Wolf (Beast)

Wolf, Giant (Beast)

Wolf, Dire (Beast)

*Tier 2*

Cockatrice (Monstrosity)

Gorgon (Monstrosity)

*Tier 3*

Basilisk (Monstrosity)

Chimera (Monstrosity)

*Tier 4*

Felisphinx (Monstrosity)

Sentisphinx (Monstrosity)

Mountains

*Tier 0*

Mind Eater (Monstrosity)

Snake (Beast)

*Tier 1*

Bear (Beast)

Griffin (Monstrosity)

Snake, Giant (Beast)

Snake, Dire (Beast)

Wolf (Beast)

Wolf, Giant (Beast)

Wolf, Dire (Beast)

*Tier 2*

Gorgon (Monstrosity)

Ice Phoenix (Monstrosity)

Phoenix (Monstrosity)

*Tier 3*

Basilisk (Monstrosity)

Chimera (Monstrosity)

*Tier 4*

Avisphinx (Monstrosity)

Felisphinx (Monstrosity)

Sentisphinx (Monstrosity)

Plains

*Tier 0*

Snake (Beast)

*Tier 1*

Griffin (Monstrosity)

Horse (Beast)

Lion (Beast)

Snake, Giant (Beast)

Snake, Dire (Beast)

Wolf (Beast)

Wolf, Giant (Beast)

Wolf, Dire (Beast)

*Tier 2*

Cockatrice (Monstrosity)

Ruins

*Tier 0*

Monkey (Beast)

Snake (Beast)

*Tier 1*

Mimic (Monstrosity)

Mimic, Organic (Monstrosity)

Snake, Giant (Beast)

Snake, Dire (Beast)

Spider, Giant (Beast)

Spider, Dire (Beast)

Wolf (Beast)

Wolf, Giant (Beast)

Wolf, Dire (Beast)

*Tier 2*

Gorgon (Monstrosity)

Ice Phoenix (Monstrosity)

Phoenix (Monstrosity)

*Tier 3*

Basilisk (Monstrosity)

Chimera (Monstrosity)

*Tier 4*

Avisphinx (Monstrosity)

Felisphinx (Monstrosity)

Sentisphinx (Monstrosity)

Sea

*Tier 0*

Crab (Beast)

Fish (Beast)

Octopus (Beast)

Piranha (Beast)

*Tier 1*

Crab, Giant (Beast)

Crab, Dire (Beast)

Octopus, Giant (Beast)

Octopus, Dire (Beast)

Piranha Swarm (Beast)

Shark (Beast)

Shark, Giant (Beast)

Shark, Dire (Beast)

Swamp

*Tier 0*

Fish (Beast)

Fly Trap, Dire (Beast)

Mind Eater (Monstrosity)

Monkey (Beast)

Octopus (Beast)

Piranha (Beast)

Snake (Beast)

*Tier 1*

Octopus, Giant (Beast)

Octopus, Dire (Beast)

Piranha Swarm (Beast)

Snake, Giant (Beast)

Snake, Dire (Beast)

Spider, Giant (Beast)

Spider, Dire (Beast)

*Tier 4*

Sentisphinx (Monstrosity)

Tundra

*Tier 1*

Bear (Beast)

Wolf (Beast)

Wolf, Giant (Beast)

Wolf, Dire (Beast)

*Tier 2*

Ice Phoenix (Monstrosity)

*Tier 4*

Sentisphinx (Monstrosity)

Underground

*Tier 0*

Snake (Beast)

*Tier 1*

Mimic (Monstrosity)

Mimic, Organic (Monstrosity)

Snake, Giant (Beast)

Snake, Dire (Beast)

Spider, Giant (Beast)

Spider, Dire (Beast)

*Tier 2*

Gorgon (Monstrosity)

*Tier 3*

Basilisk (Monstrosity)

Urbanity

*Tier 0*

Cat (Beast)

*Tier 1*

Horse (Beast)

Mimic (Monstrosity)

Mimic, Organic (Monstrosity)

Scarecrow (Monstrosity)

Warhorse (Beast)

*Tier 2*

Cockatrice (Monstrosity)

Gorgon (Monstrosity)

*Tier 4*

Sentisphinx (Monstrosity)