



GAME MASTER'S BASIC RULES

Digital Version 0.2

For use with the [Esper Genesis Core Manual](#)

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PART 1. MONSTERS AND THREATS

This section provides guidelines for understanding creature statistics and lists some common threats.

STATISTICS

A threat's statistics, referred to as its **stat block**, provide the essential information that you need to run the threat.

SIZE

A threat can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat. See the *Core Manual* for more information on creature size and space.

SIZE CATEGORIES

Size	Space
Tiny	2 ½ by 2 ½ feet
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet or larger

MODIFYING CREATURES

Despite the versatile collection of threats, you might be at a loss when it comes to finding the perfect creature for part of an adventure. Feel free to tweak an existing creature to make it into something more useful for you, perhaps by borrowing a trait or two from a different threat or by using a variant or template, such as the ones in this book. Keep in mind that modifying a threat, including when you apply a template to it, might change its challenge rating.

TYPE

A threat's type speaks to its fundamental nature. Certain powers, items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, *primordial buster ammunition* deals extra damage not only to primordials but also other creatures of the primordial type, such as the *hulking rager*.

The game includes the following threat types, which have no rules of their own.

Aberrations are creatures of inexplicable origin. Their societies and habits elude most recorded data and are more often than not considered purely alien in nature.

Automatons are mechanical creations that operate on their own artificial intelligence. Some of these beings are fully self-aware and make their own societal advancements.

Beasts are nonhumanoid creatures that are a natural part of life in a sci-fi setting. Most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals and giant versions of animals.

Constructs are machines created and programmed by their users. Some follow a simple set of instructions, while others are programmed to follow more complex commands.

Cyborgs are creatures that are partially organic and inorganic, sharing the advantages and detriments of both.

Golems are constructs created from organic materials and elements, often forged through energy from the Crucibles. These creatures are rare in modern times, though some still exist as guardians. The Ashenforged, though primarily humanoid, also belong to this category.

Dragons are large reptilian creatures of tremendous power. They are highly intelligent and many are gifted with powers similar to the espers. Also in this category are creatures distantly related to true dragons, but less powerful, such as drakes.

Proteans are intelligent beings made of pure energy. Their origins date back to the stars themselves from which they were born. They have evolved over generations, taking on different aspects depending on the migration.

Netherants are creatures born from distortions of space-time. They thrive on anti-matter and corrupted elements. Some are mindless forms while others, such as highly intelligent and self-evolving.

Humanoids are the main peoples of a fantasy gaming world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, eldori, promethean, and kesh.

Almost as numerous but far more secluded are the matokai, dendus, and the valna. There are other, far more savage races of humanoids as well.

Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of experimentation gone awry, and others are the product of the unnatural evolution of a species.

Like aberrations, they defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

Plant in this context are vegetable-based lifeforms, not ordinary flora. Most of them are ambulatory, and some are carnivorous. There are some intelligent plant species that are similar to humanoids in both intelligence and practice.

Primordials are gigantic intelligent beasts, often humanoid in shape but born of the natural elements of their environment, which can sometimes itself be a living entity. The most common form of primordials are the bahtera.

TAGS

A threat might have one or more tags appended to its type, in parentheses. For example, a lorendi has the humanoid (lorendi) type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as specialized gear, might refer to them.

ALIGNMENT

A threat's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil threat might be difficult to reason with and attack characters on sight, whereas a neutral threat might be willing to negotiate. See the *Core Manual* for descriptions of the different alignments.

The alignment specified in a threat's stat block is the default. Feel free to depart from it and change a threat's alignment to suit the needs of your campaign.

Some creatures can have any alignment. In other words, you choose the threat's alignment. Some threat's alignment entry indicates a tendency or aversion toward law, chaos, good, or evil. For example, a marauder can be any chaotic alignment (chaotic good, chaotic neutral, or chaotic evil), as befits its wild nature.

Many creatures of low intelligence have no understanding of law or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are unaligned, which means they don't have an alignment.

ARMOR CLASS

A threat that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a threat's AC is based on its Dexterity modifier and natural armor, if any. If a threat has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

HIT POINTS

A threat usually dies or is destroyed when it drops to 0 hit points. For more on hit points, see the *Core Manual*.

A threat's hit points are presented both as a die expression and as an average number. For example, a threat with 2d8 hit points has 9 hit points on average ($2 \times 4\frac{1}{2}$).

A threat's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

HIT DICE BY SIZE

Creature Size	Hit Die	Average HP per Die
Tiny	d4	21/2
Small	d6	31/2
Medium	d8	41/2
Large	d10	51/2
Huge	d12	61/2
Gargantuan	d20	101/2

A threat's Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if a threat has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has $2d8 + 2$ hit points (average 11).

SPEED

A threat's speed tells you how far it can move on its turn. For more information on speed, see the *Core Manual*.

All creatures have a walking speed, simply called the threat's speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

BURROW

A threat that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A threat can't burrow through solid rock unless it has a special trait that allows it to do so.

CLIMB

A threat that has a climbing speed can use all or part of its movement to move on vertical surfaces. The threat doesn't need to spend extra movement to climb.

FLY

A threat that has a flying speed can use all or part of its movement to fly. Some threats have the ability to hover, which makes them hard to knock out of the air (as explained in the rules on flying in the *Core Manual*). Such a threat stops hovering when it dies.

SWIM

A threat that has a swimming speed doesn't need to spend extra movement to swim.

ABILITY SCORES

Every threat has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they're used in play, see the *Core Manual*.

SAVING THROWS

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed or frightened might gain a bonus on its Wisdom saving throws. Most creatures don't have special saving throw bonuses, in which case this section is absent.

A saving throw bonus is the sum of a threat's relevant ability modifier and its proficiency bonus, which is determined by the threat's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table).

PROFICIENCY BONUS BY CHALLENGE RATING

Challenge	Proficiency Bonus	Challenge	Proficiency Bonus
0	+2	14	+5
1/8	+2	15	+5
1/4	+2	16	+5
1/2	+2	17	+6
1	+2	18	+6
2	+2	19	+6
3	+2	20	+6
4	+2	21	+7
5	+3	22	+7
6	+3	23	+7
7	+3	24	+7
8	+3	25	+8
9	+4	26	+8
10	+4	27	+8
11	+4	28	+8
12	+4	29	+9
13	+5	30	+9

SKILLS

The Skills entry is reserved for threats that are proficient in one or more skills. For example, a threat that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks.

A skill bonus is the sum of a threat's relevant ability modifier and its proficiency bonus, which is determined by the threat's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table). Other modifiers might apply. For instance, a threat might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from mundane attacks (a mundane attack is an attack whose source is not from an esper power, a forged enhancement, or another similar source). In addition, some creatures are immune to certain conditions.

SENSES

The Senses entry notes a threat's passive Wisdom (Perception) score, as well as any special senses the threat might have. Special senses are described below.

BLINDSIGHT

A threat with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes typically have this special sense, as do creatures with echolocation, internal sensors, or heightened senses, such as drakes.

If a threat is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

DARKVISION

A threat with darkvision can see in the dark within a specific radius. The threat can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The threat can't discern color in darkness, only shades of gray. Many creatures that live underground or in space have this special sense.

INFRAVISION

A threat with infravision can see creatures and objects that generate heat or electrical power. While in dim light or darkness, characters with infravision can see and discern those heat signatures within range. Creatures hidden behind up to 5 feet of non-metallic solid material can also be detected so long as they are within range and the surface of their body generates some form of heat.

A threat cannot use their infravision in any form of bright light.

ARMOR, WEAPON, AND TOOL PROFICIENCIES

Assume that a creature is proficient with its armor, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment.

For example, a matokai warlord typically wears centurion armor and wields a large axe. You could equip a warlord with electroplating and a grandblade instead, and assume the warlord is proficient with both, one or the other, or neither.

See the *Core Manual* for rules on using armor or weapons without proficiency.

TREMORSENSE

A threat with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the threat and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures have this special sense.

TRUESIGHT

A threat with truesight can, out to a specific range, see in normal and supernatural darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger.

LANGUAGES

The languages that a threat can speak are listed in alphabetical order. Sometimes a threat can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

TELEPATHY

Telepathy is an ability that allows a threat to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the threat to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic threat doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic threat contacts a different creature within range. A telepathic threat can initiate or terminate a telepathic conversation without using an action, but while the threat is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

CHALLENGE

A threat's **challenge rating (CR)** tells you how dangerous the threat is. An appropriately equipped and well-rested party of four characters should be able to defeat a threat with a CR equal to its level without suffering any deaths. For example, four 3rd-level characters should find a threat with a CR of 3 to be a worthy challenge, but not a deadly one.

Threats that are significantly weaker than 1st-level characters have a CR lower than 1. Threats with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

Some threats present a greater challenge than even a typical 20th-level party can handle. These threats have a challenge rating of 21 or higher and are specifically designed to test player skill.

EXPERIENCE POINTS

The number of experience points (XP) a threat is worth is based on its challenge rating. Typically, XP is awarded for defeating the threat, although the GM may also award XP for defeating the threat in some other manner.

Unless something tells you otherwise, a threat summoned by a power or other special ability is worth the XP noted in its stat block.

EXPERIENCE POINTS BY CHALLENGE RATING

Challenge	XP	Challenge	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

SPECIAL TRAITS

Special traits (which appear after a threat's challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

INNATE POWERS

A threat with the innate ability to use esper powers has the Innate Powers special trait. Unless noted otherwise, an innate power of rank 1 or higher always functions at its lowest possible level and can't be used at a higher level. If a threat has a prime power where its level matters and no level is given, use the threat's challenge rating.

An innate power can have special rules or restrictions which are described in the threat's stat block.

A threat's innate powers can't be swapped out with other powers. If a threat's innate powers don't require attack rolls, no attack bonus is given for them.

ESPER POWERS

A threat with the Esper Powers special trait has an esper level and power slots, which it uses for rank 1 powers and higher (as explained in the *Core Manual*). The esper level is also used for any prime powers included in the feature.

The threat has a list of powers known or prepared from a specific class. The list might also include powers from a feature in that class. The threat is considered a member of that class when attuning to or using an item or piece of gear that requires membership to the class or access to its powers list.

A threat can use a power from its list at a higher level if it has the power slot to do so. For example, a lorendi melder with the rank 3 *singularity* power can use it as a rank 5 power by using one of its rank 5 power slots.

You can change the powers that a threat knows or has prepared, replacing any power on its list with a power of the same level and from the same class list. If you do so, you might cause the threat to be a greater or lesser threat than suggested by its challenge rating.

PSIONICS

A threat that has powers using only the power of its mind has the psionics tag added to its Esper Powers or Innate Powers special trait. This tag carries no special rules of its own, but other parts of the game might refer to it.

ACTIONS

When a threat takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the *Core Manual*.

MELEE AND RANGED ATTACKS

The most common actions that a threat will take in combat are melee and ranged attacks. These can be esper power attacks or weapon attacks, where the “weapon” might be a manufactured item or a natural weapon, such as a claw or tail spike. For more information on different kinds of attacks, see the *Core Manual*.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a “target” can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the “Hit” notation. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the “Miss:” notation.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can’t use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

A threat carries enough ammunition to make its ranged attacks. You can assume that a threat has 2d4 pieces of ammunition for a thrown weapon attack, and 3d10 pieces of ammunition for a projectile weapon such as a gun or bow.

REACTIONS

If a threat can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

LIMITED USAGE

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation “X/Day” means a special ability can be used X number of times and that a threat must finish a long rest to regain expended uses. For example, “1/Day” means a special ability can be used once and that the threat must finish a long rest to use it again.

Recharge X–Y. The notation “Recharge X–Y” means a threat can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the threat’s turns, roll a d6. If the roll is one of the numbers in the recharge notation, the threat regains the use of the special ability. The ability also recharges when the threat finishes a short or long rest.

For example, “Recharge 5–6” means a threat can use the special ability once. Then, at the start of the threat’s turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that a threat can use a special ability once and then must finish a short or long rest to use it again.

GRAPPLE RULES FOR THREATS

Many threats have special attacks that allow them to quickly grapple prey. When a threat hits with such an attack, it doesn’t need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the threat can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the threat’s stat block. If no escape DC is given, assume the DC is 10 + the threat’s Strength (Athletics) modifier.

EQUIPMENT

A stat block rarely refers to equipment, other than armor or weapons used by a threat. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip threats with additional gear and trinkets however you like, and you decide how much of a threat’s equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a threat is rarely usable by someone else, for instance.

LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through an esper power, it doesn't gain that form's legendary actions, lair actions, or regional effects.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

A LEGENDARY CREATURE'S LAIR

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient energy in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

THREAT ENTRIES

The following section provides stat blocks for some common threat encounters found in *ESPER GENESIS*.

AERIAL STALKER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 2 (450 XP)

ACTIONS

Multiattack. The stalker makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

ALUPHAX

Aluphax are a savage race of technologically advanced warriors. Mostly humanoid, they have elongated heads topped with sharp horns, dark, leathery skin, and oversized jaws filled with rows of extremely sharp teeth.

ALUPHAX AVENGER

Medium humanoid (aluphax), neutral evil

Armor Class 18 (power armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Con +5, Int +5, Wis +5

Skills Athletics +6, Intimidation +6

Senses passive Perception 12

Languages Common, can speak telepathically to other Aluphax

Challenge 8 (3,900 XP)

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

Innate Powers. The aluphax's channeling ability is Charisma (save DC 13; +5 to hit with melding talents). It can use the following talents:

Prime (at will): *push*

3x/day each: *blur*, *phase step*

1x/day: *spatial path*

ACTIONS

Multiattack. The aluphax makes two energy blade attacks..

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and the target must succeed on a DC 15 Constitution save or take 18 (4d8) poison damage and become poisoned until the end of their next turn.

Improved Critical. The avenger scores a critical hit on a 19-20 when using their energy blade.

Energy Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) radiant damage.

ALUPHAX WARRIOR

Medium humanoid (aluphax), neutral evil

Armor Class 14 (light trooper)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	9 (-1)	10 (+0)	7 (-2)

Skills Athletics +5, Intimidation +2

Senses passive Perception 10

Languages Common, can speak telepathically to other Aluphax

Challenge 1/2 (100 XP)

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

ACTIONS

Power Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Power Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

ALUPHAX WEAPONMASTER

Medium humanoid (aluphax), chaotic evil

Armor Class 17 (heavy trooper)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	15 (+2)	13 (+1)	12 (+1)

Skills Intimidation +6, Survival +2

Senses passive Perception 11

Languages Common, can speak telepathically to other Aluphax

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The aluphax makes two grandblade attacks or two heavy pistol attacks.

Grandblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Autorifle. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 13 *Hit:* 7 (1d10 + 2) piercing damage or 5 (1d10) for burst fire.

REACTIONS

Parry. The aluphax adds 3 to its AC against one melee attack that would hit it. To do so, the aluphax must see the attacker and be wielding a melee weapon.

BAHTERA

Bahtera are large lizard humanoids with a hardened scale hide similar in texture to gemstones. They are born from the surface of Bahrelis, a living planet-sized entity. These creatures lair together in isolated areas and are rumored to be loosely related to the Matokai.

AZURITE BAHTERA

Large primordial, neutral evil

Armor Class 18 (hide plating)

Hit Points 155 (14d10 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities cold

Senses passive Perception 16

Languages Bahtera

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The bahtera makes two grandblade attacks.

Grandblade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

RHODOLITE BAHTERA

Large primordial, neutral evil

Armor Class 15 (hide plating)

Hit Points 131 (13d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	10 (+0)	10 (+0)	12 (+1)
(10)					

Saving Throws: Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities fire

Senses passive Perception 13

Languages Bahtera

Challenge 8 (3,900 XP)

Esper Powers. The melder's channeling ability is Intelligence (save DC 12; +4 to hit with melding talents).

Prime (at will): *aegis, force bolt, push*

Rank 1 (4 slots): *distortion, protection field*

ACTIONS

Multiattack. The bahtera makes two warblade attacks.

Warblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

CREEPER (TAR)

These creepers can be found in small lakes, pools, streams, tar pits, swampland, and any other surface where they can use their natural camouflage. Rarely do they wander outside of these locations.

TAR CREEPER

Huge monstrosity, neutral

Armor Class 14

Hit Points 149 (13d12 + 65)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	9 (-1)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances acid, fire, and bludgeoning attacks from mundane weapons.

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 15

Languages --

Challenge 9 (5,000 XP)

Natural Camouflage. The tar creeper has advantage on Dexterity (Stealth) checks made to hide in any body of water or mud with a 15-foot diameter or larger.

ACTIONS

Multiattack. The tar creeper makes three melee attacks or two melee attacks and one ranged attack

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 5) bludgeoning damage.

Acid Spit. *Ranged Weapon Attack:* +8 to hit, range 70/210 ft., one target. *Hit:* 17 (3d6 + 4) acid damage.

Acid Spray (Recharge 5-6). The tar creeper unleashes a spray of icky black liquid in all directions. Each creature in a 20-foot radius must make a DC 14 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

DRAKES

Commonly found nesting within natural terrain, these intelligent reptiles are primarily hunters. A drake has an elongated, scaly torso that ends in a thick, pointed tail. They have powerful, clawed legs and slightly thinner arms. The arms end in small sharp claws that cannot hold or grasp objects, but are sharp enough to use as weapons. Their wings fold out from behind their forearms, allowing them to be tucked behind their backs when on the ground.

FIRE DRAKE

Large dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	14 (+2)	11 (+0)	8 (-1)

Skills Perception +4

Damage Immunities fire, necrotic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Drake

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Breath Weapons (Recharge 5-6). The drake uses one of the following breath weapons:

Fire Breath. The drake exhales fire in a 20-foot line that is 5 feet high. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Blight Breath. The drake exhales cloud of molecular corrosion in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. This damage cannot be healed until 1 minute has passed.

ICE DRAKE

Large dragon, lawful evil

Armor Class 16 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft., climb 40 ft., swim 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	15 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +3

Damage Resistances lightning

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Drake

Challenge 3 (700 XP)

Amphibious. The drake can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Freezing Breath. The drake exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.

SHADOW DRAKE

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities cold

Damage Vulnerabilities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Drake

Challenge 7 (2,900 XP)

Shadow Stealth. While in dim light or darkness, the shadow drake can take the Hide action as a bonus action.

ACTIONS

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Frigid Breath (Recharge 5-6). The drake exhales a stream of inky blackness with writhing shadowy tentacles stretched along its length. The stream is 30 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (9d10) cold damage on a failed save, or half as much damage on a successful one.

KANASI

Kanasi are intelligent, deadly machines. Originally designed to hunt and kill humanoid soldiers, they became self-aware and learned to duplicate their programming. Kanasi require resources to maintain their frames and circuitry. They often have mutual agreements with the elusive Shadow Technocracy, who can easily provide the mechanical parts they need.

BANE KANASI

Large automaton, lawful evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10+54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Str +11, Dex +5

Skills Athletics +8, Perception +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages understands Common but can't speak

Challenge 6 (2,300 XP)

Forged Resistance. The nomad has advantage on saving throws versus talents, techniques, and esper effects.

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Multiattack. The kanasi makes two vibration axe attacks or two ball and chain attacks.

Vibration Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 5) slashing damage.

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

Fire Stream (Recharge 5-6). The bane kanasi can spew a jet of alchemical fire in a line 20 feet long and 5 feet wide. Any creature in the path of the jet takes 26 (4d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. This attack can be performed three times in a 24 hour period..

HUNTER KANASI

Large automaton, lawful evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses infravision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Multiattack. The kanasi makes two grappling claw attacks. If the kanasi is grappling a creature, it can also use its shock burst.

Grappling Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the kanasi doesn't have two other creatures grappled.

Shock Burst. One creature grappled by the kanasi receives a pulse of energy throughout its body. The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SCOURGE KANASI

Large automaton, lawful evil

Armor Class 13 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	10 (+0)	11 (+0)	8 (-1)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, poisoned

Senses infravision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Hand Razors. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an automaton, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. On a hit, the target must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the kanasi's poison for the next 24 hours.

KOTATU

Kotatu are a species of cat-like beasts often found in natural landscapes akin to mountains, caverns. Their fur coating is thick, the top layer of hair tipped with hard-pointed ends.

KOTATU ALPHA

Large monstrosity, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	9 (-1)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages --

Challenge 6 (2,300 XP)

Keen Hearing and Smell. The kotatu has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The kotatu makes three attacks, two with its claws and one with its bite. When its fire breath is available, it can use the breath in place of its bite or horns.

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fire Breath (Recharge 5-6). The kotatu exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

KOTATU STALKER

Large monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+2)	14 (+2)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages --

Challenge 3 (700 XP)

Keen Hearing and Smell. The kotatu has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Fire Breath (Recharge 5-6). The kotatu exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

KOTATU

Large monstrosity, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages --

Challenge 1 (200 XP)

Keen Hearing and Smell. The kotatu has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The kotatu makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to zero.

TAARJASA

Commonly found in mountainous regions or on worlds abundant with flora, the taarjasa form small packs, often gathering sustenance from the surrounding flora or by ambushing other creatures using their chameleon-like features.

TAARJASA

Large monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from mundane weapon attacks

Skills Perception +8, Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Taarjasa

Challenge 7 (2,900 XP)

Natural Camouflage. The taarjasa has advantage on Dexterity (Stealth) checks made to hide in natural terrain..

ACTIONS

Multiattack. The taarjasa makes two attacks, one with its tentacles and one with its tail. If it hits with its tentacles, the taarjasa can make one bite attack against the same target.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

MECHAROIDS

Fitted with a name originally coined by the now defunct Deleron Corporation, mecharoids are advanced tactical defense units equipped with state-of-the-art artificial intelligence. They are considered to be semi-self-aware, yet completely devoted to their mission.

DURASTEEL MECHAROID

Large automaton, neutral

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	10 (+0)	12 (+1)	8 (-1)

Skills Computers +3, Perception +4

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses infravision 60 ft., Passive Perception 14

Languages ALOMU

Challenge 5 (1,800 XP)

Charging Attack. If the mecharoid moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mecharoid can make one kick attack against it as a bonus action.

ACTIONS

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Spike Launcher. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Shockwave (Recharge 5-6). The mecharoid unleashes a spiral of crackling, high-voltage energy in a 30-foot cone. Each target in that area must make a DC 13 Constitution saving throw, taking 22 (5d8) lightning damage on a failed save or half as much on a successful one. In addition, a creature that fails their save is stunned until the end of their next turn.

TITANIUM MECHAROID

Large automaton, neutral

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 5)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	10 (+0)	11 (+0)	10 (+0)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from weapon attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., Passive Perception 10

Languages ALOMU

Challenge 10 (5,900 XP)

Forged Resistance. The mecharoid has advantage on saving throws versus talents, techniques, and esper effects.

Sorium Armaments. The mecharoid's weapon attacks are considered forging attacks.

ACTIONS

Multiattack. The mecharoid makes two melee attacks.

Power Axe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Spiral Blade. *Ranged Weapon Attack:* +10 to hit, range 40/120 ft., one target. *Hit:* 33 (5d10 + 6) slashing damage.

Sonic Burst (Recharge 5-6). The mecharoid targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against energy burst. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VEIL HORRORS

These beings are most commonly found in any area with an abundance of negative energy such as dark stars, singularities, or defiled planetary regions. Their origins are a mystery. They communicate with each other through a strange form of warped speech. Some rare versions of these horrors are highly intelligent, learning the Common tongue and taking delight in inflicting both physical and mental torture upon their enemies.

VEIL REAVER

Medium netherant, chaotic evil

Armor Class 14 (infiltration suit)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from mundane weapons.

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Void speech

Challenge 3 (700 XP)

Keen Hearing and Smell. The veil reaver has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Phased Camouflage. While outside of combat, any Wisdom (Perception) checks that rely on sight to spot a veil reaver is made with disadvantage. This benefit is lost if the veil reaver is moving or is in combat.

ACTIONS

Multiattack. The reaver makes two longblade attacks or two blade bolt attacks. It can use its Disruptor in place of one longsword attack.

Disruptor. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Longblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Blade Bolt. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

VOID RAVAGER

Large netherant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	21 (+5)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

Keen Hearing and Smell. The ravager has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration. The ravager regains 10 hit points at the start of its turn. If the ravager takes acid or fire damage, this trait doesn't function at the start of the ravager's next turn. The ravager dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The ravager makes three attacks, two with its claws and one with its tail

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) necrotic damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage.

VELBAST

The Velbast are terrifying amalgams of machines and alien life that have evolved over generations since the Nesieve conflict. They sustain and grow their species by consuming beings capable of channeling the Crucibles' energies.

There are numerous types of Velbast today. They are able to channel destructive elemental forces and generate waves of dark matter. They destroy, consume, and move on, constantly evolving.

BLAZING VELBAST

Large aberration, chaotic evil

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from mundane weapon attacks

Damage Immunities fire, poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages Velbast

Challenge 5 (1,800 XP)

Blazing Aura. The Velbast may spend a bonus action to activate a fiery aura which surrounds its entire form and sheds light in a 30-foot radius. A creature that touches the velbast or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the first time it successfully hits a creature with a melee attack on its turn, that creature takes an additional 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Plasma Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 5) fire damage.

Fire Blast. *Ranged Weapon Attack:* +6 to hit, range 80/240 ft., one target. *Hit:* 12 (2d6 + 5) fire damage.

POWER VELBAST

Large aberration, chaotic evil

Armor Class 17

Hit Points 126 (12d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from mundane weapon attacks

Damage Immunities poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages Velbast

Challenge 5 (1,800 XP)

Strong Strider. The velbast moves at normal speed through difficult terrain.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Pulse Blast. *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 12 (2d6 + 5) force damage

REAPER VELBAST

Huge aberration, chaotic evil

Armor Class 16

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+6)	11 (+0)	10 (+0)	7 (-2)

Saving Throws Con +10, Dex +5

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from mundane weapons

Damage Immunities poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Velbast

Challenge 11 (7,200 XP)

Sorium Armaments. The mecharoid's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The velbast makes three attacks with its claws or two claw attacks and one disruptor bolt attack.

Sorium Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage.

Disruptor Bolt. *Ranged Weapon Attack:* +12 to hit, range 80 ft., one target. *Hit:* 21 (3d8 + 8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

STORM VELBAST

Large aberration, chaotic evil

Armor Class 18

Hit Points 121 (19d8 + 36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from mundane weapons.

Damage Immunities poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Velbast

Challenge 7 (2,900 XP)

Sorium Armaments. The mecharoid's weapon attacks are considered forging attacks.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Energy Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) radiant damage.

Lightning Blast. *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 11 (2d6 + 4) lightning damage

Overcharge (Recharge 5-6). The velbast makes one energy blade or one lightning blast attack. If the attack hits, it deals an extra 13 (3d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the velbast's next turn.

NON-PLAYER CHARACTERS

This appendix contains statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter during a campaign, including lowly commoners and mighty espers. These stat blocks can be used to represent both human and nonhuman NPCs.

CUSTOMIZING NPCs

There are many easy ways to customize the NPCs in this appendix for your home campaign.

Racial Traits. You can add racial traits to an NPC. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see the Core Manual.

Power Swaps. One way to customize an NPC with esper ability is to replace one or more of its powers. You can substitute any power on the NPC's power list with a different power of the same level from the same power list. Swapping powers in this manner doesn't alter an NPC's challenge rating.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating.

ALTERIST ADEPT

Medium humanoid (any), any alignment

Armor Class 11 (PSD), 14 with protection field

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	18 (+4)	13 (+1)	10(+0)

Skills Insight +3, Perception +3, Lore +6

Senses Passive Perception 13

Languages any one language, usually Common

Challenge 2 (450 XP)

Energy Harvest. Once per turn whenever the alterist damages a creature with a talent of Rank 1 or higher and the creature's hit points is reduced to zero, the alterist regains hit points equal to twice the rank of the talent.

Esper Talent. The alterist adept is a 6th level channeler. Its channeling ability is Intelligence (save DC 12; +4 to hit with channeling talents).

Prime (at will): *blast, dark conduit, push, tricky fingers*

Rank 1 (4 slots): *distortion, fire lance, primal fear, protection field*

Rank 2 (4 slots): *disruption wave, phase shift, stasis field*

Rank 3 (3 slots): *celerity, singularity*

ACTIONS

Combat Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

DENDUS NOMAD

Small humanoid (dendus), any alignment

Armor Class 13 (armor jacket)

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	16 (+3)	11 (+0)	10 (+0)

Skills Lore +5, Perception +2

Damage Resistances lightning, necrotic

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses Passive Perception 12

Languages Common, Dendus

Challenge 4 (1,100 XP)

Forged Resistance. The nomad has advantage on saving throws versus talents, techniques, and esper effects.

Esper Powers. The nomad is a 5th level channeler. Its channeling ability is Intelligence (save DC 13; +5 to hit with channeling talents). It has the following power slots:

Prime (at will): *tricky fingers*

Rank 1 (4 slots): *fire lance, protection field*

Rank 2 (3 slots): *disruption wave, phase shift*

Rank 3 (2 slots): *singularity*

ACTIONS

Multiaction. The nomad makes two attacks with its energy blaster..

Energy Blaster. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 10 (3d6) piercing damage..

GALE GUARD

Medium humanoid (any), any alignment

Armor Class 14 (military jacket)

Hit Points 35 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	11 (+0)	12 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages any one language, usually Common

Challenge 1 (200 XP)

Innate Powers. The gale guard's channeling ability is Charisma (save DC 12; +4 to hit with melding talents). It can use the following talents:

At Will: *frost edge*, *frost shot*

3x/day each: *absorption*, *phase step*

Frost Edge/Shot. Melee or ranged weapon is charged with a frost aura. Target takes an additional 1d8 cold damage when hit and must make a DC 13 Constitution save. If failed, their movement is reduced to 10.

ACTIONS

Multiattack. The gale guard makes two melee or two ranged attacks.

Warblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GANG MEMBER

Medium humanoid (any), any non-lawful alignment

Armor Class 12 (armor jacket)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages any one language, usually Common

Challenge 1/8 (25 XP)

ACTIONS

Multiattack. The gang member makes two melee or ranged attacks.

Shortblade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

GANG LEADER

Medium humanoid (any), any non-lawful alignment

Armor Class 15 (layered jacket)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws: Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses Passive Perception 10

Languages any one language, usually Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The gang leader makes three melee attacks: two with its sabre and one with its wrist blade. Or the gang leader makes two ranged attacks with its autopistol.

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

Wrist Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Autopistol. *Ranged Weapon Attack:* +5 to hit, range 60/300 ft., one target, or 10' cube, burst fire DC: 13 *Hit:* 6 (1d6 + 3) piercing damage, or 3 (1d6) for burst fire.

GUARD COMMANDER

Medium humanoid (any), any alignment

Armor Class 15 (military jacket)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Skills Athletics +5, Insight +2

Senses passive Perception 10

Languages any one language, usually Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The commander makes two melee weapon attacks with his warblade.

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

Authorifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 11 *Hit:* 7 (1d10+2) piercing damage or 5 (1d10) for burst fire.

REACTIONS

Parry. The commander can add 2 to his or her AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

GUARD

Medium humanoid (any), any alignment

Armor Class 14 (medium trooper)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses Passive Perception 12

Languages any one language, usually Common

Challenge 1/8 (25 XP)

ACTIONS

Energy Burst. Upon a successful hit with the energy staff, the guard may expend a bonus action to release a burst of force. The target must make a DC 13 Dexterity saving throw or be knocked prone.

Energy Staff. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Light Pistol. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

HEAVY ARMS MERCENARY

Medium humanoid (any), any alignment

Armor Class 16 (centurion)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Str +6, Dex +6, Con +6

Skills Athletics +9, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The mercenary has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The mercenary makes three melee or two ranged attacks.

Double-Bladed Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Micro-cannon. *Ranged Weapon Attack:* +6 to hit, range 80/240 ft., one target. *Hit:* 12 (2d8 + 3) force damage

Concussive Burst (Micro-cannon). *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 9 (2d6 + 2) force damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

LORENDI MELDER

Medium humanoid (lorendi), lawful evil

Armor Class 12 (PSD), 15 with protection field

Hit Points 45 (10d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	17 (+3)	13 (+1)	12(+1)

Skills Perception +3, Lore +2

Senses Passive Perception 13

Languages Common, Nesieve

Challenge 6 (2,300 XP)

Strong-willed. The melder advantage on saving throws against being charmed or frightened.

Esper Powers. The melder is a 10th level channeler. Its channeling ability is Intelligence (save DC 14; +6 to hit with channeling talents).

Prime (at will): *dark conduit, force bolt, push, tricky fingers*
Rank 1 (4 slots): *distortion, fire lance, protection field, phase step*

Rank 2 (3 slots): *blur, frost coil, phase shift*

Rank 3 (3 slots): *fly, singularity*

Rank 4 (3 slots): *gravity well, superior obfuscate*

Rank 5 (2 slots): *frigid mist*

ACTIONS

Wrist Blades. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage..

MELDER INITIATE

Medium humanoid (any), any alignment

Armor Class 12 (PSD), 15 with protection field

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	10 (+0)

Skills Perception +3, Lore +2

Senses Passive Perception 13

Languages any one language, usually Common

Challenge 1/2 (100 XP)

Esper Powers. The melder is a 3rd-level channeler. Its channeling ability is Intelligence (save DC 12; +4 to hit with melding talents).

Prime (at will): *aegis, force bolt, push*

Rank 1 (4 slots): *distortion, protection field*

ACTIONS

Combat Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

MATOKAI SOLDIER

Medium humanoid (matokai), any alignment

Armor Class 13 (light trooper)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Matokai

Challenge 1/2 (100 XP)

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

ACTIONS

Grandblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. Target must make a DC 13 Dexterity saving throw or be knocked prone.

Autopistol. *Ranged Weapon Attack:* +5 to hit, range 60/300 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

MATOKAI WARLORD

Medium humanoid (matokai), any alignment

Armor Class 18 (centurion)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Matokai

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The matokai makes two melee weapon or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Target must make a DC 13 Dexterity saving throw or be knocked prone..

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/250 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

MERCENARY ELITE

Medium humanoid (any), any alignment

Armor Class 17 (centurion)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language, usually Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The mercenary makes two melee weapon or two ranged attacks.

Longblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/250 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 4 (1d8) piercing damage with burst fire..

SENTRY

Medium humanoid (any), any alignment

Armor Class 15 (medium vanguard)

Hit Points 19 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+1)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Skills Intimidation +3, Perception +2

Senses Passive Perception 12

Languages any one language, usually Common

Challenge 1/4 (50 XP)

ACTIONS

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

Autorifle. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target or 10' cube, burst fire
DC: 11 *Hit:* 6 (1d10+1) piercing damage or
5 (1d10) for burst fire.

TERRA ASSASSIN

Medium humanoid (any), any non-good alignment

Armor Class 14 (infiltration suit)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Skills Acrobatics +5, Stealth +5

Damage Resistances poison

Senses passive Perception 13

Languages any one language, usually Common

Challenge 7 (100 XP)

Earth Step (3x/day). Instead of a move action, as long as they are standing on a surface made of metal, rock, stone, or dirt, the assassin can meld into the ground and move to a location to reappear up to 20 feet away.

Deft Strike. The assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two melee attacks.

Poisoned Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Stun Rod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) force damage, and the target must make a DC 15 Constitution saving throw. If failed, the target's movement is halved and they may not take any bonus actions until the end of their next turn.

Throwing Blade. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

TINKERER

Medium humanoid (any), any alignment

Armor Class 13 (armor jacket)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12(+1)	10 (+0)	14 (+2)	13(+1)

Skills Computers +2, Persuasion +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Esper Powers. The tinkerer is a 4th--level engineer. Its forging ability is Wisdom (forging save DC 11, +3 to hit with forging attacks).

Prime (at will): *acid spray, electric surge, gamma vision*

Rank 1 (4 slots): *laser blast, sensory jammer, trauma*

Rank 2 (3 slots): *assault drone, paralyzer*

ACTIONS

Multiattack. The tinkerer makes two melee or ranged attacks.

Combat Axe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

Autopistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WEAPONMASTER

Medium humanoid (any), any alignment

Armor Class 13 (armor jacket)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Perception +4

Senses Passive Perception 14

Languages any one language, usually Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The weaponmaster makes two melee weapon attacks with his swords or two ranged attacks with his pistols.

Shortblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

REACTIONS

Parry. The weaponmaster can add 2 to his or her or her AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon..

MISCELLANEOUS CREATURES

This appendix contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.

CREATING UNIQUE CREATURES

There are many thousands of creatures on each planet, many indigenous to whichever word upon which the characters find themselves.

The stats listed here are kept as generic as possible, many of which represent creatures that could be found in an earth-type setting for reference. There are easy ways to alter these creature stats to fit a different planet or environment.

Description. You can change or alter the description of a creature without altering its stats. For example, a bear-sized creature with golden scales and ridged, pointy ears can still have the same stats as a normal bear on an earth-type planet.

Weapon Damage Types. Many miscellaneous creatures have claw, bite, and tail attacks. Many of these can be interchanged. For example, a giant ape that deals bludgeoning damage with its fists can be altered to have claws, which now deal slashing damage. These changes can be made without altering the creature's challenge rating.

APE

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

BADGER

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20 ft., burrow 5 ft.

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

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

BAT

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing The bat has advantage on Wisdom (Perception) checks that rely on hearing

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage..

CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

CROCODILE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ELEPHANT

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	1 (+0)	6 (-3)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	11 (+0)	2 (-5)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

GIANT APE

Medium beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	14 (+2)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Target must make a DC 13 Dexterity saving throw or be knocked prone..

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

GIANT BAT

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing The bat has advantage on Wisdom (Perception) checks that rely on hearing

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT BOAR

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

GIANT CONSTRUCTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT EAGLE

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Basic can't speak them

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

GIANT LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) piercing damage.

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

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

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

VARIANT: DISEASED GIANT RATS

Some giant rats carry vile diseases that they spread with their bites. A diseased giant rat has a challenge rating of 1/8 (25 XP) and the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage

Web (Recharge 5-6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WASP

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

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

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

KILLER WHALE

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 21 (5d6 + 4) piercing damage.

LION

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

Pack Tactics. The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

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

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

PANTHER

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

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

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

RHINOCEROS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) bludgeoning damage.

SWARM OF BATS

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space.
Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF POISONOUS SNAKES

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

WINTER WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15 L

Languages Common, Giant, Winter Wolf **Challenge** 3 (700 XP)

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

PART 2. SPECIAL ITEMS

As a character advances throughout their career, they acquire specially crafted or imbued items which grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in extraordinary ways. Discovery of one of these items is a rare event during an adventure—one which may not even occur at all. This section provides some basic rules for these items. See the *Master Technician's Guide* for a full, detailed list.

FORGED ENHANCEMENTS

A forged enhancement is a special device crafted from sorium and imbued with a specific feature or capability.

LIMITED ENHANCEMENTS

Some enhancements have a **limited number** of uses. Unless noted otherwise in its description, once all of the uses have been exhausted, the item completely disintegrates. A select few of these items can have their uses restored. Rechargeable uses of these items are often referred to as **charges**. The use and replenishment of an item's charges is included in the item's description.

GEAR ENHANCEMENTS

Others enhancements are made to be attached to distinctively modified weapons, armor, and gear that contain built-in ports called **enhancement slots**. Enhancements are **slotted** into these ports, altering or improving the functionality of the specialized gear. A piece of gear slotted with a forged enhancement is considered to be a **forge enhanced** item. A gear enhancement's special properties can't be used until it is slotted into an appropriate item.

ENHANCEMENT SLOTS

Gear fitted with enhancement slots can be either created or found. The majority of these types of gear have only one slot. A rare few weapons or pieces of armor may contain two or even three ports. Such rare items are often crafted by an esper weaponsmith of extraordinary skill. Enhancement Types

Gear enhancements have three different types.

Weapon. These enhancements can be slotted into a weapon. Some can only be slotted into a melee weapon, ranged weapon, or a more specific type. These variations are noted in the description

Armor. These enhancements can be slotted into a suit of armor or a shield. Some enhancements can only be slotted into an armor grade (light, medium, or heavy), or a specific type (AC 14 +, shield only, etc). These variations are noted in the description.

Utility. These enhancements can be slotted into a piece of miscellaneous gear that must be worn, such as a piece of headgear, a bracelet, a belt, etc. These cannot be slotted into weapons or armor. Gear that usually

contains slots for these enhancements typically have parts made from sorium and possess no electronics or powered circuitry.

SLOTING AN ITEM

Placing an enhancement into an enhancement slot requires a short rest focused on only that item while being in physical contact with it (this can't be the same short rest used to attune to an enhancement). If the short rest is interrupted, the slotting attempt fails. If the short rest is completed, the item being slotted becomes forge enhanced.

REMOVING AN ENHANCEMENT

Removing an enhancement from an enhanced item requires either a short or long rest focused on only that item while being in physical contact with it. The state of the enhancement after removal is dependent on the method in which it is removed from the slot. An enhancement that is attuned to a creature can only be removed by the creature attuned to it (see "Attunement" below).

Quick Removal. A quick removal of an enhancement can be performed during a short rest, after which the removed enhancement completely disintegrates, never to be used again.

Complex Removal. A more careful removal of the enhancement requires a long rest while using a set of mason's tools. Once the rest is completed, the enhancement is removed and can be slotted again onto another item.

ATTUNEMENT

Some items and gear enhancements require a creature to form a bond with them before their special properties can be used. This bond is called **attunement**, and certain enhancements have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the enhancement. (If the class is a channeling or forging class, a threat qualifies if it has power slots and uses that class's power list.) If the prerequisite is to be a channeler or forger, a creature qualifies if it can activate at least one power using its traits or features, not using an enhancement or the like.

Without becoming attuned to an enhancement that requires attunement, a creature does not gain the enhancement's benefits, unless its description states otherwise. For example, if an alloy hardening enhancement that requires attunement is slotted into a shield, a creature not attuned to the enhancement still gains the benefits of a normal shield, but none of its special properties of the enhancement.

A creature can attune to an enhancement only after it has been slotted into an item. Attuning to an enhancement requires a creature to spend a short rest focused on only that enhancement while being in physical contact with it (this can't be the same short rest used to slot the enhancement into an item). If the short rest is

interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any special properties of the enhancement.

An enhancement can be attuned to only one creature at a time, and a creature can be attuned to no more than three enhancements at a time. Any attempt to attune to a fourth enhancement fails; the creature must end its attunement to an enhancement first. Additionally, a creature can't attune to more than one copy of an enhancement. For example, a creature can't attune to more than one *protection node* at a time.

A creature's attunement to an enhancement ends if the creature no longer satisfies the prerequisites for attunement, if the enhanced item has been more than 100 feet away for at least 24 hours, if the creature dies, if the enhancement is removed from its slot, or if another creature attunes to every enhancement slotted within the item. A creature can also voluntarily end attunement by spending another short rest focused on the enhanced item, unless the item is a symbrath (Symbraths are covered in the *Master Technician's Guide*).

WEARING AND WIELDING ITEMS

Using a forge enhanced item's properties might mean wearing or wielding it. An item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, and hats and helmets on the head. Forge enhanced armor must be worn, a shield strapped to the arm or body. A weapon must be held.

In most cases, a forge enhanced item that's meant to be worn can fit a creature regardless of size or build. Many garments are made to be easily adjustable, or they automatically adjust themselves to the wearer if the wearer is attuned to at least one of the slotted enhancements. Rare exceptions exist. If the story suggests a good reason for an item to fit only creatures of a certain size or shape, you can rule that it doesn't adjust. For example, dendus armor might fit dendus only.

When a nonhumanoid tries to wear an item, use your discretion as to whether the item functions as intended. A bracelet placed on a tentacle might work, but a mecharoid with a pincers or booster rockets instead of legs can't wear boots.

DUPLICATE ENHANCEMENTS

An item can't be slotted with two of the same type of enhancement. For example, a character can only slot one *protection node* into their armor at a time, regardless of how many slots the item has.

In addition, the special properties of utility enhancements don't stack. For example, wearing two items slotted with a *heat spectral* does not double the distance of infravision that one of these enhancements would normally provide.

ENHANCEMENT DESCRIPTIONS

Here is a brief list of sample items for use in your campaign.

FORGE ENHANCED ITEMS

These items are fitted with enhancement slots.

MARK 1 ENHANCED ARMOR

Armor (light, medium, heavy, shield), uncommon

This armor has one enhancement slot. The armor must be worn in order to use any special properties of its slotted enhancements.

MARK 1 ENHANCED WEAPON

Weapon (melee, ranged), uncommon

This weapon has one enhancement slot. The weapon must be wielded in order to use any special properties of its slotted enhancements.

MARK 1 ENHANCED UTILITY

Miscellaneous accessory (clothing, jewelry), uncommon

This piece of gear has one enhancement slot. The item must be worn in order to use any special properties of its slotted enhancements.

GEAR ENHANCEMENTS

These items must be slotted into the appropriate piece of gear before its special properties can be used.

BRAWN FOCUS

Utility, uncommon (requires attunement)

Your Strength score is 19 while using this enhancement. It has no effect on you if your Strength is 19 or higher without it.

ENERGY ABSORBER

Utility, rare (requires attunement)

While wearing an item slotted with this enhancement, you have resistance to one damage type. The GM chooses the type or determines it randomly from the table below.

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Thunder
10	Radiant

FORCE MAGNIFIER

Weapon, uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this a weapon slotted with this enhancement. The bonus is determined by the enhancement's rarity.

GRAVITY INHIBITOR

Utility, uncommon (requires attunement)

While you use this enhancement, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

HEAT SPECTRAL

Utility, uncommon

While wearing an item slotted with this enhancement, you have infravision out to a range of 60 feet. If you already have infravision that is not provided by another piece of equipment, this enhancement increases the range of your infravision by 60 feet.

INTELLECT FOCUS

Utility, uncommon (requires attunement)

Your Intelligence score is 19 while using this enhancement. It has no effect on you if your Intelligence is 19 or higher without it.

MOLECULAR DISRUPTOR

Weapon (melee), rare (requires attunement)

Hit points lost to damage by a weapon slotted with this enhancement can be regained only through a short or long rest, rather than by regeneration, powers, medicine, or any other means.

Once per turn, when you hit a creature with an attack using this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 ability check, ending the effect of such wounds on it on a success. The ability check required is a Wisdom (Medicine) check if the target is an organic creature, or a Wisdom (Mechanics) check if the target is an automaton or construct.

PROTECTIVE HARDENING

Armor, rare (+1), very rare (+2), or epic (+3)

You have a bonus to AC while wearing armor slotted with this enhancement. The bonus is determined by the enhancement's rarity.

PROTECTION NODE

Utility, rare (requires attunement)

While wearing an item slotted with this enhancement, you gain a +1 bonus to AC and saving throws.

PROTON EMITTER

Weapon (ranged), uncommon

When attacking a target with a weapon bearing this enhancement, you can choose to convert your ammunition into an energy beam, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 radiant damage on a failed save, and half as much damage on a successful one. The beam ends when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes 5d6 radiant damage.

This enhancement's property can be used once, after which it must be recharged. You regain use of its property again after completing a long rest.

RAVAGER

Weapon, rare

When you roll a 20 on your attack roll with a weapon bearing this enhancement, your critical hit deals an extra 2d6 damage of the weapon's type.

STAMINA FOCUS

Utility, rare (requires attunement)

Your Constitution score is 19 while using this enhancement. It has no effect on you if your Constitution is 19 or higher without it.

LIMITED USE ENHANCEMENTS

These items are considered to be consumable, often taking the form of small devices with an activation switch or an inscribed pattern that must be focused upon during activation. These items immediately disintegrate after all of their uses have been expended.

BIO-GEL

Limited (var), uncommon

This small container, 3 inches in diameter, contains 1d4 + 1 doses of a thick blue-green mixture that glows faintly. The container and its contents weigh 1/2 pound.

As an action, one dose of the gel can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

ENERGY GUARD

Limited (1), uncommon

When you use this item, you gain resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly from the options below.

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Thunder
10	Radiant

ESPER SPARK

Limited (1), varies

An esper spark is a small finely crafted trinket fashioned from pure sorium that has the pattern of an esper power stored within it. If the power is on your class's power list, you can release the energy in the trinket and activate its power without expending any power based points or slots. Otherwise, the energy within the spark is inaccessible. Activating the power by using the energy in the spark requires the power's normal activation time. Once the power is activated, the spark disintegrates. If the activation is interrupted, the spark is not lost.

If the power is on your class's power list but at a higher rank than you can normally use, you must make an ability check using your esper ability to determine whether you activate it successfully. The DC equals 10 + the power's rank. On a failed check, the power simply fails with no other effect and the spark disintegrates.

The rank of the power stored within the spark determines the power's saving throw DC and attack bonus, as well as the spark's rarity, as shown in the Esper Spark table.

ESPER SPARK

Power Rank	Rarity	Save DC	Attack Bonus
Prime	Common	13	+5
1	Common	13	+5
2	Uncommon	13	+5
3	Uncommon	15	+7
4	Rare	15	+7
5	Rare	17	+9
6	Very rare	17	+9
7	Very rare	18	+10
8	Very rare	18	+10
9	Epic	19	+11

A talent stored within a spark can be memorized by a melder who has the talent on their powers list. When a power's pattern is memorized, the melder must succeed on an Intelligence (Lore) check with a DC equal to 10 + the power's rank. If the check succeeds, the power's pattern is successfully copied and becomes part of the list of the melder's learned talents. Whether the check succeeds or fails, the spark is destroyed.

KINETIC PARALYZER

Limited (1), very rare

This enhancement often takes the form of a handheld device in the shape of a small disc or rod. It has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the device toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Constitution saving throw or lose all kinetic function, becoming paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success.

The paralyzer regains 1d6 + 1 expended charges if it remains unused for 12 hours. If you expend the device's last charge, roll a d20. On a 1, the paralyzer crumbles into ashes and is destroyed.

PATTERN REGENERATOR

Limited (1), very rare

When you use this enhancement, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend.

STEALTH CLOAK

Limited (1), very rare

When you use this enhancement, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or use an esper power.

PART 3. GM's TOOLS

This section provides various options for GMs to utilize in their campaign. Additions will be made to these options upon release of subsequent rulebooks.

STAR SYSTEM GENERATOR

What happens when you visit a new star system? What does it look like? The following tables can be used to create a quick galaxy and collection of planets. Though these tables cannot even begin to scratch the surface of real world astronomy and space science, these are meant to provide a fast and easy way to create new systems that can be placed anywhere in the galaxy.

1. SYSTEM TYPE

Use the following table to determine the number and types of primary stars.

NUMBER OF STARS

d20	Number of Stars
1-12	Single
13-17	Binary System (2 stars)
18-19	Trinary System (3 stars)
20	Add a star and roll again

STAR TYPE

Next, determine the types of stars in the system. Each system usually has at least one star that can support the formation of planetary bodies and lifeforms.

STAR TYPE

d20	Star Type
1-4	Red Dwarf
5-8	Yellow Star
9-11	Orange Star
12-14	White Dwarf
15-16	Blue-White Star
17-18	Red Giant
19	Blue Giant
20	Special (roll on table below if system contains more than one star. Otherwise reroll.

SPECIAL STARS

d20	Star Type
1-6	Hypergiant
7-15	Supergiant
16-19	Neutron Star
20	Black Hole

STAR DESCRIPTIONS

Each type of star has different properties which determine the type of planets that form in the system. They are described as follows.

Black Hole. Often referred to as a singularity, these former stars have created a region of space-time distortion which absorbs all light and matter within its event horizon.

Blue Giant. Large bright blue glowing star about 10 times the size of the Earth's sun.

Blue-White Star. Very bright blue star about 5 times the size of the Earth's sun.

Hypergiant. Massive star that can be 100 times the size of the Earth's sun or more. These have an extremely short lifespan.

Neutron Star. The collapsed core of a star, approximately 15-20 times the size of the Earth's sun and is surrounded by an extremely high magnetic field.

Orange Star. This star emanates a bright orange glow and is only slightly smaller in size and mass than the Earth's sun.

Red Dwarf. This is an extremely small star (about a tenth of the size of Earth's Sun) with a cooler surface and glows a dull red. It's low level of mass means it often has fewer planets within its orbit.

Red Giant. A luminous red star in its late stages of life. It's approximately 5 times the size of the Earth's sun and is much cooler due to their exhausted supply of hydrogen.

Supergiant. Huge star that can be dozens of times the size of the Earth's sun. They often glow a dull red or orange, have a very short lifespan, and rarely sustain more than a couple of planets within their orbit.

White Dwarf. This is a remnant of a burnt-out star that was once much larger. It can be anywhere from 60-100 times smaller than the Earth's sun. These dead stars have a very faint glow and hold much fewer planetary bodies in their orbit.

2. GENERATE PLANETS

Roll 1d12 (or choose a number on your own) to determine how many planetary bodies are in your star system. Use your judgement when determining this number in comparison to the type of star (or stars) there are in the system. If you have a binary system, for example, you may have some planets that follow the orbit of one star versus another.

3. PLANET TYPES

Use the following table to determine the features of each planet. Each result provides a surface type and environment.

PLANET TYPE

d10	Star Type	Environment
1	Mid to small sized, very rocky	Hot with thick, poisonous atmosphere
2	Mid to large sized mostly ice	Extremely cold with some water, limited lifeforms
3	Small, solid ice	Extremely cold, no atmosphere
4	Small, solid rock or diamond	Extremely hot, no atmosphere
5	Gas Giant (habitable)	Temperate to hot, limited lifeforms
6	Gas giant (not-habitable)	Extremely hot, thick atmosphere
7	Earth-type habitable planet, below 50% water	Temperate, life sustaining
8	Earth-type habitable planet, above 50% water	Temperate, life sustaining
9	Large size, 100% water/ice/liquid	Temperate to extremely cold, limited lifeforms
10	Gas dwarf (rocky core)	Extremely cold with thick, poisonous atmosphere

4. GENERATE MOONS

Roll 1d4. On a 1-2, one of your planets has moons. On a 3-4 it does not. If your planet has moons, roll 1d4 to determine the number of moons for that planet. Moons can often carry much different environmental traits than the planet in which they are orbiting.

5. SPECIAL FEATURES

Roll 1d4 to determine a random number of special features scattered throughout the star system. Use the following table to determine each one.

SPECIAL FEATURES

d20	Star Type
1-4	Asteroid Belt
5-8	Large Comet
9-12	Planetary Debris Field
13-15	Electromagnetic Storm
16-17	Space Station
18-19	Space Colony
20	Wormhole

6. EXPAND DETAILS

Decide which planets or parts of the star system can be reached, as well as what lies on each planet. Is the planet a radioactive ruin? Is it an inhabitable desert or marsh? Does it have mile spanning megacities or a society living in the tunnels beneath the icy surface?

There are a number of options depending on the type of system created. An expanded list of tables and options for creating planets are provided in the *Master Technician's Guide*.

ALIEN SPECIES GENERATOR

After you decide where your journey takes you, what or who will you encounter there? These basic tables provide a quick introductory way to generate random aliens, which are further expanded upon in the *Master Technician's Guide*.

1. BASE PHYSIOLOGY

Use the Base Physiology table to determine the type of physiology your new alien species possesses. The results are defined as follows.

Anthropoid. These creatures are humanoid or have primary physical traits that resemble humans.

Amphibian. These are cold blooded waterborne creatures that often breathe both air and water.

Aquatic. These creatures live, breathe, and travel primarily through water or in a water-based environment.

Avian. Mostly winged, but not all, these creatures primarily travel by flight and live in high-altitude places.

Cephalopod. Members of this type are often waterborne with well-developed heads and tentacles such as mollusks, squids, or octopi.

Energy. An energy creature's traits are dependent upon the energy's source. Some can be made from pure cosmic energy, negative energy, elemental energy, or even a combination of those.

Extradimensional. These creatures either do not possess a physical form, or are physically in a realm of space-time that is separated from our own tangible reality.

Gaseous. Possessing no solid bodies, gaseous creatures often take on similar traits to the atmosphere of their environment.

Insectoid. This denotes creatures that bare common traits with insects or arachnids, such as a chitinous shell, thorax, and three or four pairs of legs.

Invertebrate. These creatures do not possess a spine or backbone. They can be found in any environment and can possess a soft hide or hardened, sectional carapace.

Liquid. These creatures only exist in liquid state, often thriving within the water bodies of their natural habitat.

Machine/Hybrid. Examples of these creatures could be any construct, cyborg, or machine life that was either made self-aware or became so themselves.

Mammal. Often noted by their hair or fur, these warm-blooded creatures have mammary glands used to feed and raise their young. Examples include cetaceans, marsupials, primates, and rodents.

Mystical. These creature types have no scientific classification and are often incomprehensible as to how or why they exist.

Plant. Plant-based creatures can take on many different aspects, though their physical traits often coincide with the flora of the planet upon which they reside.

Reptoids. These cold-blooded creatures bear similarities to other egg-laying lizards and reptiles.

Silicon-based. These are akin to living rock creatures which feed and thrive off of other rock or silicon material.

BASE PHYSIOLOGY

d10	Physiology
1	Anthropoid
2	Amphibian
3	Aquatic
4	Avian
5	Cephalopod
6	Insectoid
7	Invertebrate
8	Mammal (Animal Equivalent)
9	Plant
10	Reptoid
11	Silicon-based (Rock)
12	Special (roll on the following table)

SPECIAL PHYSIOLOGIES

d4	Physiology
1	Energy
2	Extradimensional
3	Gaseous
4	Liquid
5	Machine/Hybrid
6	Mystical/Incomprehensible

2. SIZE

Determine the size of the creature. The results correspond to the size category chart in Part 1.

SPECIES SIZE

d6	Size Category
1	Tiny
2	Small
3	Medium
4	Large
5	Huge
6	Gargantuan

3. INTELLIGENCE

Determine the intelligence level of your species. Each result includes an approximate Intelligence score in parenthesis.

SPECIES INTELLIGENCE

d6	Size Category
1	Unintelligent (0-1)
2	Low (2-5)
3	Below Average (6-9)
4	Average (10-13)
5	Above Average (14-17)
6	Genius level or above (18+)

4. LIFESPAN

Use the following table to determine how long the average lifespan of the species. Some results may require a separate die roll.

SPECIES LIFESPAN

d8	Size Category
1	Less than 24 hours
2	24 hours to 1 week
3	Between 1 and 5 weeks
4	6 weeks to one year
5	1d10 years
6	1d100 years
7	1d10 centuries
8	1d100 centuries

5. SOCIAL ASPECTS

Determine the social disposition of your species and how they interact with others. Are they violent? Or perhaps they are extremely inquisitive? They could prefer to remain solitary, only growing aggressive when their habitat is threatened.

Choosing this aspect as well as their social customs helps determine how to manage Social Interaction encounters between player characters and your new species.

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