



SW5^E

MONSTER MANUAL

STAR WARS^{5^E}

**A collection of deadly and amazing Star Wars creatures
for the world's greatest roleplaying game**

This overhaul was made in accordance to Wizards of the Coast's Fan Content Policy. This is unofficial content made by me, [/u/Galiphile](#), with some collaboration (listed below).

CREDITS

First and foremost, I have to thank the person who got me into D&D: my buddy, Ross. That playgroup was not great, but it started my journey.

Second, I have to thank the original guinea pigs of this conversion: Drew, Eric, and Rickey. It was comically bad, but we had fun with it.

Lastly, while I would love to say that I created *everything* in this conversion, that wouldn't be *entirely* true. The following people deserve credit as well:

Shout out to the [/r/sw5e](#) mod team:

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ART ASSETS

Listed alphabetically

Art of Bartlett

Chris Trevas

CloneCommanderNeyo

Dangerous Covenants

Metropolis-Hero1125

Skip Skyhook

Solo: A Star Wars Story The Official Guide

Sperasoft

Star Wars Battlefront

Star Wars Character Encyclopedia

Star Wars Encyclopedia of Starfighters and Other Vehicles

Terryl Whitlatch

The New Essential Guide to Droids

The New Essential Guide to Vehicles and Vessels

William O'Connor

And of course

Star Wars

Star Wars: The Clone Wars

Star Wars: The Old Republic

Star Wars: Rebels

If I missed you and you feel you deserve credit *please* let me know. I've been working on this for years, and I'm fallible.

I hope you like it.

INTRODUCTION

This bestiary is for storytellers and worldbuilders. If you have ever thought about running a DUNGEONS & DRAGONS game using my SW5e conversion for your friends, either a single night's adventure or a long-running campaign, this book contains page after page of inspiration. It's your one-stop shop for creatures both malevolent and benign.

Some of the creatures that inhabit the worlds of *Star Wars* have origins rooted in real-world mythology and fantasy literature. Other creatures are *Star Wars* originals. The monsters in this book have been culled from all multitude. Herein you'll discover classic critters such as the rancor and the dewback next to more recent creations such as the shyrack and the porg. Common beasts mingle with the weird, the terrifying, and the ridiculous. In collecting monsters from the *Star Wars* mythos, I've endeavored to reflect the multifaceted nature of the game. *Star Wars* monsters come in all shapes and sizes, with stories that not only thrill us but also make us smile.

If you're an experienced Dungeon Master (DM) and have run traditional 5e games, nothing in this book should surprise you. For the most part, these are how I interpret the creatures of *Star Wars*, with a few of my own twists. Naturally, you can do with these monsters what you will. Nothing I say here is intended to curtail your creativity.

HOW TO USE THIS BOOK

The best thing about being a DM is that you get to invent your own planet or setting and bring it to life, and nothing brings a *Star Wars* world to life more than the creatures that inhabit it. You might read a monster's entry and be spurred to create an adventure revolving around it, or you might have an awesome idea for a dungeon and need just the right monsters to populate it. That's where the *SW5e: Monster Manual* comes in handy.

The *SW5e: Monster Manual* is one of three books that form the foundation of the SW5e game, the other two being the *SW5e: Player's Handbook* and the core 5e Dungeon Master's Guide. The *SW5e: Monster Manual*, like the Dungeon Master's Guide, is a book for DMs. Use it to populate your D&D adventures with obnoxious gungans, profane aqualish, savage tuskens, mighty rancors, and a veritable horde of porgs.

Guidelines for creating encounters with monsters can be found in the Dungeon Master's Guide. That book also contains wandering monster tables and other goodies to help you use the monsters in this book in interesting ways, as well as advice for modifying monsters and creating your own.

If you generate your own creatures, please share! The [Discord](#) is a great community with over 100 members that communally works on brewing and reviewing content, and I basically live on it.

BREAKDOWN

This book is broken down into 5 chapters: Beasts, Constructs, Droids, Force-Wielders, and Humanoids (which conveniently mirrors the scout's Favored Enemy feature). Each chapter is briefly described below:

CHAPTER 1: BEASTS

Every planet in the galaxy has its own native creatures, and many creature have unique traits. Noteworthy creatures include the fearsome rancor, the placid dewback, the hardy tauntaun, or the obnoxious monkey-lizard.

CHAPTER 2: CONSTRUCTS

Constructs will encompass any kind of non-sentient machines that adventurers might encounter: turrets, vehicles, ships, etc. These often (but not always) utilize a unique mechanic called *piloted* that requires an active operator for the construct to function.

CHAPTER 3: DROIDS

The other side of the machine coin, droids will cover the sentient side. Droids come in five classifications, but most of the statblocks I generated will be the for combat-oriented ones.

CHAPTER 4: FORCE-WIELDERS

This chapter covers those practitioners of the mystical Force. While they function utilizing normal rules, their unique playstyle merits separating them from humanoids.

CHAPTER 5: HUMANOIDS

The majority of the known galaxy is populated by some kind of humanoid. Most non-combat encounters, and many of the combat encounters, involve humanoids.

Force-Wielders and Humanoids will obviously overlap. I kept them separate for the sake of simplicity for DMs to adjudicate the aforementioned scout's Favored Enemy feature.

APPENDICES

Two appendices of all statblocks exist: one is sorted alphabetically, the other by Challenge Rating.

CHAPTER 1: BEASTS

Beasts are one of the most common creature types your players could encounter. Every planet has its own unique form of wildlife, offering potential roleplaying or combat opportunities. Iconic creatures such as a rancor, krayt dragon, or dewback would all fall under this category.

DEFINING FEATURES

Beasts don't have any uniform defining characteristics, per se. Generally, their combat abilities are more uniformly simple, both aggressively and defensively.

ENCOUNTERS WITH BEASTS

Generating encounters with beasts is usually a very simple CR calculation. Most beast types offer more than one CR option, depending on the age of the beast your players encounter.

Every planet has its own unique wildlife. While certain beasts are native to a single planet (like the rancor is native to Dathomir), others have remarkably similar cousins (like the Wampa). Additionally, some planets might have some obscure native beast that isn't replicated here. If you want to have such an encounter, either reskin a currently existing statblock appropriately or try generating your own.

VULNERABILITIES, RESISTANCES, AND CONDITION IMMUNITIES

Beasts vary drastically based on where they come from and their own statistics. Consequently, they have no uniform damage vulnerabilities or resistances, or condition immunities.

ACKLAY

Acklays are amphibious reptilian crustaceans with six deadly claws and razor-sharp teeth native to the planet Vendaxa. They are often used as execution beasts or fodder for gladiatorial arenas.



ADOLESCENT ACKLAY

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 95 (10d12+30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Trampling Charge. If the acklay moves at least 20 feet straight toward a creature and then hits it with a bite 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 acklay can make one claw attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) kinetic damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+6) kinetic damage.

ADULT ACKLAY

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 149 (13d12+65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10
Languages —
Challenge 8 (3,900 XP)

Trampling Charge. If the acklay moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the acklay can make one claw attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) kinetic damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10+7) kinetic damage.

BANTHA

Banths are a species of large, hairy mammals with sharp, spiraling horns. They are native to the desert planet Tatooine, though they are bred on many worlds throughout the galaxy. They are social herd animals, and are often domesticated, and used prominently, by Tusken Raiders as mounts and companions.



ADOLESCENT BANTHA

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)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Trampling Charge. If the bantha 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 14 Strength saving throw or be knocked prone. If the target is prone, the bantha 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:* 18 (3d8+6) kinetic damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+6) kinetic damage.

ADULT BANTHA

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12+55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Trampling Charge. If the bantha 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 18 Strength saving throw or be knocked prone. If the target is prone, the bantha can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) kinetic damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10+7) kinetic damage.

DEWBACK

Dewbacks are large, four-legged, omnivorous, cold-blooded reptiles native to the Dune Sea of Tatooine. As such, they are well-adapted to the harsh desert climate. This and the fact that they could be easily domesticated made them commonly employed as beasts of burden by both the inhabitants of the desert planet and the off-worlders wandering its dunes. Due to their numerous useful traits and versatility, they are quite possibly the most respected of all the creatures native to Tatooine.



ADOLESCENT DEWBACK

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10+12)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) kinetic damage.

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

ADULT DEWBACK

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10+15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) kinetic damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) kinetic damage.



KOWAKIAN MONKEY-LIZARD

Kowakian monkey-lizards are a bipedal reptilian species native to a jungle-like Outer Rim planet called Kowak. Although have had no established culture, Kowakian monkey-lizards were quite intelligent, and despite their silly, cruel nature, they are considered sentient by many sentientologists in the galaxy, although there was much debate over that designation. They are often kept as pets due to their mischievous nature.

MONKEY-LIZARD

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-2)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

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

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) kinetic damage.

SWARM OF MONKEY-LIZARDS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 24 (7d8-7)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances energy, kinetic

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

Senses passive Perception 15

Languages —

Challenge 1/2 (100 XP)

Pack Tactics. The swarm has advantage on attack rolls against a creature while at more than half of its hit points.

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 porg. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) kinetic damage, or 3 (1d6) kinetic damage if the swarm has half of its hit points or fewer.

ORBALISKS

Orbalisks are parasitic creatures native to Dxun. They lay inactive in caves or other dark places, until they find a suitable host creature on whose skin they can attach themselves to in order to feed. Orbalisks, once attached to a host, rapidly multiply, eventually enveloping and suffocating their victim. However, the holocron of Freedon Nadd contains the knowledge to make armament to prevent the orbalisks from covering the face, hands, and feet of the host, allowing them to keep this armor hidden.

Perhaps by nature or as a result of residing on Dxun (which was itself a great focus of dark side power), orbalisks are able to feed on the Force-sensitivity of dark side wielders. It is said that the orbalisk armor's durability was such that lightsabers have a hard time penetrating it, making a wearer effectively immune to lightsaber attacks. The only weaknesses to this armor are the exposed joints at the neck and wrists, but these gaps are so small a lightsaber can only barely slice through. However, orbalisk armor is unable to protect the wearer from electricity. Orbalisks cause the wearer to feel pain, fueling the wearers dark side power; if they are removed or killed, they release a highly potent toxin into the host's body.



ORBALISK

Tiny beast, unaligned

Armor Class 14 (natural armor)
Hit Points 15 (6d4)
Speed 5 ft.

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

Senses passive Perception 7
Damage Immunities All except lightning
Damage Vulnerabilities lightning
Challenge 1 (100 XP)

Detect Dark Side. The orbalisk can sense the presence and location of any dark side aligned creature within 300 feet.

Actions

Attach. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) kinetic damage, and the orbalisk attaches to the target. Once attached to a target, every day that passes the orbalisk will reproduce through fragmentation, so their numbers will be multiplied by 2. As the orbalisk covers the host's body, the following effects will take place (percentages relative to HP):

0-25%: Host's max HP is reduced by the number of orbalisk.

25-50%: Host's max HP is reduced by the number of orbalisk. The host gains a +2 bonus to AC, and Wisdom is decreased by 1.

50-70%: Host's max HP is reduced by the number of orbalisk. The host gains a +3 bonus to AC, Wisdom is decreased by 2, and max force points are reduced by one-third (rounded down).

70-90%: Host's max HP is reduced by the number of orbalisk. The host gains a +4 bonus to AC, Wisdom is decreased by 3, and max force points are reduced by two-thirds (rounded up).

90-99%: Host's max HP is reduced by the number of orbalisk. The host gains a +5 bonus to AC, Wisdom is decreased by 4, and max force points are reduced to 0.

100%: Host dies.

PORGS

Porgs are a species of non-sentient birds. They are stocky in nature, with two short wings, flat, beak-less faces, and two webbed feet. Porgs are sexually dimorphic; males are slightly larger than females, and males also have orange plumage around the eyes. Porgs of both sexes are covered in dense feathers, with white coloration on the body and face, and gray to brown on the wings and back. They are much lighter than they looked, thanks to a thick outer layer of waterproof feathers with a fluffy underlayer for warmth. They can fly short distances but not far enough to leave their native island. They can also run quite swiftly on the ground and are good at maneuvering into small spaces. The birds have stereoscopic vision, colored with brown irises and black pupils. Porgs favor cold environments.



PORG

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4-1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 0 (10 XP)

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 kinetic damage.

SWARM OF PORGS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 24 (7d8-7)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances energy, kinetic

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

Senses passive Perception 15

Languages –

Challenge 1/4 (50 XP)

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

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 porg. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) kinetic damage, or 3 (1d6) kinetic damage if the swarm has half of its hit points or fewer.

RANCOR

Rancors are large carnivorous reptomammals native to the planet of Dathomir. They are commonly kept as pets by affluent, less-than-reputable types.

ADULT RANCOR

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 250 (20d12+120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	23 (+6)	6 (-2)	11 (+0)	6 (-2)

Saving Throws Str +10, Dex +4, Con +10, Wis +4
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 12 (8,400 XP)

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

Actions

Multiattack. The rancor makes three attacks: two with its claws, and one with its bite. It can use its swallow instead of its bite.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit* 15 (2d8+6) kinetic damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 19 (2d12+6) kinetic damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the rancor can't bite another target.

Throw Boulder. *Ranged Weapon Attack:* +10 to hit, reach 60/240 ft., one target. *Hit* 25 (3d12+6) kinetic damage.

Swallow. The rancor makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the rancor, and it takes 21 (6d6) acid damage at the start of each of the rancor's turns.

If the rancor takes 25 damage or more on a single turn from a creature inside it, the Rancor must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Rancor. If the Rancor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.



JUVENILE RANCOR

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 75 (10d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+5)	11 (+0)	16 (+5)	4 (-3)	9 (-1)	6 (-2)

Senses darkvision 120 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Actions

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 7 (1d6+4) kinetic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 9 (1d10+4) kinetic damage.

ADOLESCENT RANCOR

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 157 (15d10+75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	21 (+5)	4 (-3)	9 (-1)	6 (-2)

Senses darkvision 120 ft., passive Perception 9

Languages —

Challenge 8 (3,900 XP)

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

Actions

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 12 (2d6+5) kinetic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 16 (2d10+5) kinetic damage.

Throw Boulder. *Ranged Weapon Attack:* +8 to hit, reach 60/240 ft., one target. *Hit* 21 (3d10 + 5) kinetic damage.

ANCIENT RANCOR

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 432 (32d12+224)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	7 (-2)	11 (+0)	6 (-2)

Saving Throws Str +13, Dex +6, Con +13, Wis +6

Skills Athletics +13

Damage Resistances energy, ion, and kinetic from unenhanced weapons

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 19 (22,000 XP)

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

Legendary Resistance (3/day). If the Rancor fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Rancor can use its Frightful Roar. It then makes three attacks: two with its claws, and one with its bite. It can use its swallow instead of its bite.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit* 20 (3d8 + 7) Kinetic damage.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit* 27 (3d12 + 7) Kinetic damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the rancor can't bite another target.

Throw Boulder. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit* 33 (4d12 + 7) Kinetic damage.

Frightful Roar. Each creature of the rancor's choice within 90 feet of it must succeed a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Rancor is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the rancor's Frightful Roar for the next 24 hours.

Swallow. The Rancor makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Rancor, and it takes 35 (10d6) acid damage at the start of each of the Rancor's turns.

If the Rancor takes 35 damage or more on a single turn from a creature inside it, the Rancor must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Rancor. If the Rancor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Legendary Actions

The rancor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Rancor regains spent legendary actions at the start of its turn.

Attack. The Rancor makes one claw attack.

Throw (Costs 2 Actions). The Rancor uses its throw boulder

Chomp (Costs 2 Actions). The Rancor makes one bite attack or uses its swallow.

REEK

Reeks are large, muscular quadrupeds native to the planet Ylesia. Though naturally herbivores, a starved reek can become a ravenous meat-eater. They sport two large cheek horns that can be used for head-locking in combat with another Reek as a sign of dominance.



ADOLESCENT REEK

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 45 (6d10+12)
Speed 50 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 reek 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) kinetic damage. If the target is a Large or smaller, 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) kinetic damage.

ADULT REEK

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 114 (12d12+36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Charge. If the reek 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 18 (4d8) kinetic damage. If the target is a Huge or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) kinetic damage.

SHYRACKS

Shyracks are cave-dwelling terrors that are fiercely territorial and attack any intruder with aggression and fervor. While typically cave bound, every sixty-three years the shyracks of Korriban spill from their cave habitats for an entire summer. These periods saw them fill the sky where they blotted out the sun and moon where they rained their bluish droppings onto everything below. Prior to the return of the Sith Empire, biologists from across the galaxy arrived on the planet in order to witness every sixty-third summer where they observed the purpling of the red Korriban terrain.

While ungainly and slow-moving with no eyes, shyracks are potentially dangerous pests, especially when they converge as a swarm on an intruder. They are native to the Shyrack cave of Korriban and are natural rivals to the feared Tuk'ata.



SHYRACK

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 2 (1d6-1)

Speed 0 ft. fly 20ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	9 (-1)	3 (-4)	12 (+1)	4 (-3)

Senses blindsight 60ft, passive Perception 11

Challenge 0 (10 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 1 kinetic damage.

SWARM OF SHYRACKS

Large swarm of Small beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 38 (6d10+10)

Speed 0ft. fly 20ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	11 (0)	3 (-4)	12 (+1)	4 (-3)

Damage Resistance energy, kinetic

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

Senses blindsight 60 ft., passive Perception 11

Challenge 1 (200 XP)

Keen Hearing. The Shyrack 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 small shyrack. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature in the swarm's space. Hit: 9 (2d8) kinetic damage, or 4 (1d8) kinetic damage if the swarm has half of its hit points or fewer.

VARACTYL

Varactyls are a species of majestic, giant reptavian herbivores native to the world of Utapau. They typically have blue and green feather manes and feather ridges along their back. They are incredibly loyal and obedient mounts, that had strong long strides to navigate the uneven and vertical surfaces of their homeworld.



ADOLESCENT VARACTYL

Large beast, unaligned

Armor Class 10
Hit Points 13 (2d10+2)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Trampling Charge. If the varactyl moves at least 20 feet straight toward a creature and then hits it with a bite 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 varactyl can make another attack with its bite against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) kinetic damage.

ADULT VARACTYL

Large beast, unaligned

Armor Class 11
Hit Points 19 (3d10+32)
Speed 50 ft., climb 30 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 varactyl moves at least 20 feet straight toward a creature and then hits it with a bite 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 varactyl can make another attack with its bite against it as a bonus action.

Actions

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

WAMPAS

Wampas are semi-sentient predators with humanoid proportions that stand up to 12 feet tall. While they all share characteristics in common, there are three variations of wampa that are distinct based on their native planet.



SNOW WAMPA

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR

DEX

CON

INT

WIS

CHA

19 (+4) 13 (+1) 16 (+3) 5 (-3) 12 (+1) 11 (+0)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Fear of Fire. If the wampa takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

Actions

Multiattack. The wampa makes two attacks, one with its claw and one with its bite.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) kinetic damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d10+2) kinetic damage. The target is grappled (escape DC 14) Until this grapple ends, the target is restrained, and the Snow Wampa can't bite another target.

CLIFF WAMPA

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 96 (12d10+24)

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	5 (-3)	13 (+1)	12 (+1)

Skills Athletics +8, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

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

Rocky Camouflage. The wampa has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The wampa makes two attacks, one with its claw and one with its bite.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (2d6+5) kinetic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 7 (1d10+5) kinetic damage. The target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the wampa can't bite another target.

Throw Boulder. *Ranged Weapon Attack:* +8 to hit, reach 5 ft., range 25/50 ft., one target. Hit: 8 (1d8+5) kinetic damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

SWAMP WAMPA

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 76 (8d10+32)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (0)	18 (+4)	5 (-3)	10(0)	11 (+0)

Skills Perception +2, Stealth +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Putrid Smell. The wampa has disadvantage on Dexterity (Stealth) checks. At the start of each wampas turns, each creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 10 (4d4) poison damage.

Actions

Multiattack. The wampa makes two attacks, one with its claw and one with its bite.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (2d6+4) kinetic damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d10+4) kinetic damage. The target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the wampa can't bite another target.

KAADU

Kaadu are creatures native and indigenous to the planet Naboo. Kaadu in the wild traveled in herds numbering in the millions. They are amphibious, being able to stay underwater for up to two hours. Kaadu feel most at home building their nests in muddy swamps and grassy plains, where the females lay between 100 and 250 eggs at a time.



KAADU

Large beast, unaligned

Armor Class 10 (natural armor)
Hit Points 13 (2d10+2)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages –
Challenge 1/8 (25 XP)

Sure-Footed. The kaadu has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

MYNOCKS

Mynocks are a species of silicon-based bat-like parasites that chew on the power cables and energy conductors of starships, and can drain a ship's entire power supply. They reproduce by splitting in two and growing new creatures from each half. Mynocks are capable of surviving in the atmospheres of planets and the vacuum of space, though only a few varieties lived on planets. They are also known to inhabit asteroid fields and the gullets of exogorths, where they share in its meals.



MYNOCK

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 6 (1d12)
Speed 5 ft. fly 40ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9
Challenge 1/8 (25 XP)

Atmosphere Agnostic. The mynock can survive in any type of atmosphere or vacuum.

Battery Drainer. If the mynock attaches itself to a piece of equipment that needs energy to function, that piece will stop working until the Mynock is removed.

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

Actions

Energy Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) kinetic damage, and the mynock attaches to the target. If attached to a droid or construct, at the start of each of the mynock's turns, the target loses 5 (1d4 + 3) hit points due to energy being drained.

The mynock can detach itself by spending 5 feet of its Movement. It does so after it drains 10 Hit Points of energy from the target or the target dies. A creature, including the target, can use its action to detach the Mynock.

OPEE SEA KILLER

The opee sea killer, sometimes referred to as simply an opee, is a large meat-eating crustacean sea creature of approximately 60 feet in length. A hybrid of crustacean and fish, the opee sea killer is indigenous to the watery planet core of Naboo.



OPEE SEA KILLER

Gargantuan beast, unaligned

Armor Class 17 (natural armor)
Hit Points 139 (9d20+45)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	6 (-2)

Skills Stealth +6
Senses passive Perception 10, Darkvision 60 ft.
Languages —
Challenge 5 (1800 XP)

Kidnapper The sea killer may move at full speed while grappling a creature.

Actions

Tongue. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. *Hit:* The target creature is grappled (escape DC 15), and if it is a Large or smaller creature it must immediately make a DC 15 Strength saving throw, or be pulled up to 30 feet straight toward the sea killer. While a creature is grappled by the tongue, the sea killer can't use its tongue attack on another creature.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12+4)

SIBIAN HOUND

Sibian hounds are a type of hound native to the planet Corellia. A fleet-footed, loud-barking, vicious species, they are often used for attack and hunting, but do not make good pets.



SIBIAN HOUND

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d8+2)
Speed 40 ft.

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

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP)

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

Pack Tactics. The hound has advantage on attack rolls against a creature if at least one of the hound'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:* 7 (2d4+2) kinetic damage. If the target is Large or smaller, it must succeed on a DC 11 Strength saving throw or be knocked prone.

TAUNTAUN

Tauntauns are a species of omnivorous reptomammals who are indigenous to the icy planet of Hoth. Tauntauns were commonly used as pack animals by Hoth's denizens. Tauntauns are also used as patrol mounts since they are so well-adapted to the cold.



TAUNTAUN

Large beast, unaligned

Armor Class 9 (natural armor)
Hit Points 15 (2d10+4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages –
Challenge 1/8 (25 XP)

Actions

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

YSALAMIR

Ysalamiri are furry, lizard-like tree-dwellers about 2 feet long native to the planet Myrkr, most known for their ability to repel the Force by creating a Force-neutral bubble. This ability evolved in response to predation by the Force-sensitive vornskrs. Many ysalamiri grouped together can expand their Force-neutral bubble by varying distances – sometimes by miles.



YSALAMIR

Small beast, unaligned

Armor Class 10 (natural armor)
Hit Points 3 (1d6)
Speed 15 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (0)	10 (0)	1 (-5)	8 (-1)	3 (-3)

Senses darkvision 30 ft., passive Perception 9
Challenge 0 (10 XP)

Force Nulify. The Ysalamir create a 10ft radius bubble that neutralizes the presence of the force. The bubble doubles in radius for each Ysalamir standing inside it.

Actions

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

CHAPTER 2: CONSTRUCTS

Constructs is a broad term designed to encompass any potential hostile, non-sentient mechanical combat encounters. The most often encounter will be vehicles, such as speeders, tanks, and walkers, but can also appear as stationary turrets, but manned an un-manned. Additionally, if you want your players to fight a starship, it would be classified as a high CR construct.

DEFINING FEATURES

One of the defining characteristics of constructs are two major features: *Piloted* and *Redirect*.

PILOTED

All constructs will have the *Piloted* feature:

Piloted. The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

You might design an encounter where the construct is controlled remotely rather than natively piloted. You'll want to consider whether this feature is necessary for you.

While piloting a construct, you use the construct's statistics for its Strength, Dexterity and Constitution scores, but you replace its Intelligence, Wisdom, and Charisma scores with those of the pilot. While piloting a construct, the pilot can use their piloting skill to determine the construct's AC instead of the provided value (8 + Piloting skill).

REDIRECT

Most constructs will have the *Redirect* feature:

Redirect. If the construct's pilot takes damage from a source the pilot is aware of and can see, the construct can use its reaction to instead take that damage.

Generally, this feature is only necessary on constructs with an exposed pilot, such as STAPs, speeders, or AT-RTs. If the construct includes an enclosed canopy, such as an AT-ST or AT-AT, this feature is unnecessary.

Larger constructs that still have an exposed pilot might also offer half or even three-quarters cover to the pilot in addition to this feature.

ENCOUNTERS WITH CONSTRUCTS

Generating encounters with constructs is no different than other encounters, with the exception of maintaining separate statistics for the pilot. If the pilot is reduced to 0 hit points before the construct, the construct continues on whatever trajectory it was on. If the construct is reduced to 0 hit points before the pilot, the DM can determine whether or not the pilot is able to escape with or without harm, typically utilizing a Dexterity saving throw.

VULNERABILITIES, RESISTANCES, AND CONDITION IMMUNITIES

Constructs contain their own set of damage vulnerabilities and resistances or immunities, as well condition immunities.

DAMAGE VULNERABILITIES

All constructs have vulnerability to ion and lightning damage. Ion damage is specifically designed to do increased damage to mechanical targets, such as constructs and droids, while lightning is inherently effective against machines.

DAMAGE RESISTANCES

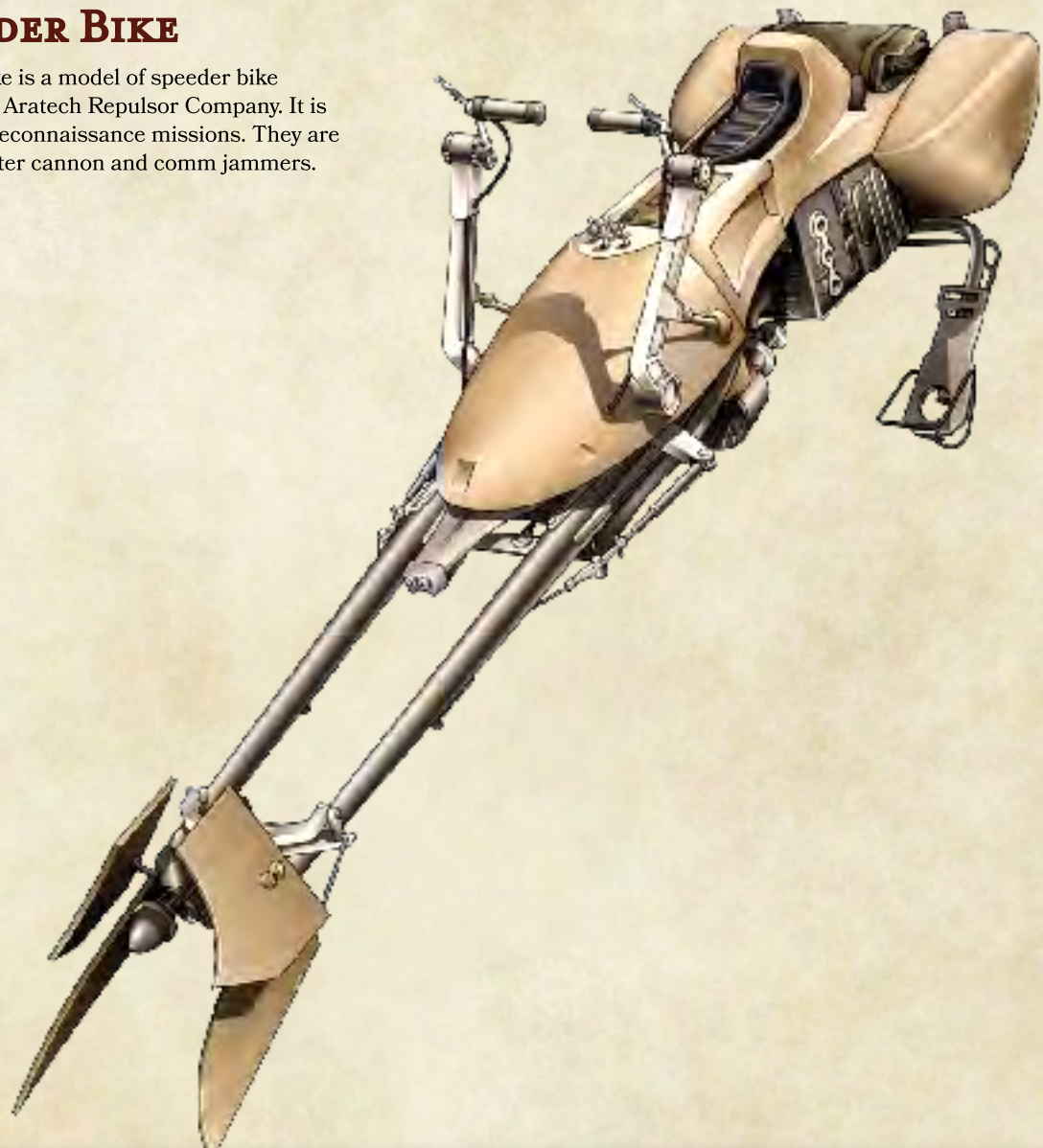
All constructs are resistant to damage from necrotic, poison, and psychic damage. Higher CR constructs might be immune to these damage types, or even resistant to unenhanced kinetic and energy damage.

CONDITION IMMUNITIES

All constructs are immune to the poison and disease conditions. If the pilot is ever subjected to a condition other than these two, the construct is also effected.

74-Z SPEEDER BIKE

The 74-z speeder bike is a model of speeder bike manufactured by the Aratech Repulsor Company. It is commonly used for reconnaissance missions. They are equipped with a blaster cannon and comm jammers.



74-Z SPEEDER BIKE

Large construct, unaligned

Armor Class 14 (armor plating)
Hit Points 39 (6d10+6)
Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	17 (+3)	13 (+1)	10 (+0)	10 (+0)	7 (-1)

Saving Throws Dex +5
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses —
Languages —
Challenge 2 (450 XP)

Comm Jammers. The construct suppresses all electronic communications devices within 60 feet of it.

Piloted. The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

Actions

Multiattack. The construct makes two attacks.

Blaster Cannon. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

Reactions

Redirect. If the construct's pilot takes damage from a source the pilot is aware of and can see, the construct can use its reaction to instead take that damage.

ALL TERRAIN

ARMORED TRANSPORT

The All-Terrain Armored Transport (or AT-AT) is a behemoth of a war machine, standing at a height of 60 feet. Designed for the dual purpose of crushing and demoralizing enemy forces, and also serving as a transport for troops and light vehicles, the AT-AT is among the most astonishing vehicles ever constructed.



AT-AT

Gargantuan construct, unaligned

Armor Class 20 (armor plating)

Hit Points 330 (20d20+120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	23 (+6)	10 (+0)	10 (+0)	7 (-1)

Saving Throws Str +14, Con +12

Damage Vulnerabilities ion, lightning

Damage Resistances psychic

Damage Immunities poison, necrotic

Condition Immunities poisoned, disease, frightened, petrified, restrained, incapacitated, stunned, prone, blinded, charmed

Senses —

Languages —

Challenge 19 (22,000 XP)

Towering Creatures of small, medium or large size can stand in the AT-AT's space.

Heavy Durasteel Armor The outer layer of the AT-AT is covered in heavy armor, making it difficult for smaller arms to damage it. Unless the damage from a single attack or effect exceeds 30 points, the AT-AT takes no damage from that attack. If the AT-AT takes an amount of damage from a single Attack or effect equal to or greater than its damage threshold, it takes damage as normal.

Vulnerable Interior The AT-AT's interior is vulnerable to damage done by grenades, mines and charges, unless it is immune to that damage. It also automatically fails all Dexterity saving throws from such effects that occur in its interior.

Troop Transport The AT-AT can transport a maximum of 40 stormtroopers and five speeder bikes, which it can deploy using its Deploy Troops legendary action, or which can be fought by creatures inside of the AT-AT itself.

Piloted. The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

Actions

Multiattack. The AT-AT can use its Frightful Presence. It then makes three attacks: one with its laser cannon volley and two with its medium repeating blasters.

Laser Cannon Volley. The AT-AT chooses a point within 320 ft and lets loose a blast from each of its heavy laser cannons that explodes in a 15ft cube around that point. Each creature within the cube must succeed on a DC 18 Dexterity saving throw, taking 54 (12d8) energy damage on a failed save, or half as much damage on a successful one.

Medium Repeating Blasters. *Ranged Weapon Attack:* +8 to hit, range 240/360 ft., one target. Hit: 22 (4d10) energy damage.

Stomp All creatures standing within the AT-AT's space or within 5ft of it must make a DC 20 Dexterity saving throw, taking 78 (12d12) kinetic damage on a failed save, or half as much damage on a successful one.

Frightful Presence: Each creature of the AT-AT's choice that is within 240 feet of the AT-AT and aware of it must succeed on a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the AT-AT's Frightful Presence for the next 24 hours.

Legendary Actions

The AT-AT can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The AT-AT regains spent legendary actions at the start of their turn.

Stomp The AT-AT makes a stomp attack.

Repeating Blasters The AT-AT makes a single attack with its medium repeating blasters.

Deploy Troops (Costs 2 Actions). The AT-AT mobilizes some of the soldiers traveling within it. It deploys 1d4+2 Troopers and 1 74-Z speeder bike. These troops appear in any unoccupied spaces within 10 ft. of the AT-AT.

ALL TERRAIN RECON TRANSPORT

The All Terrain Recon Transport (or AT-RT) is a one-man bipedal walker used for reconnaissance and patrolling made by Kuat Drive Yards as part of their All Terrain series. It is equipped with a single seat for a pilot, as well as a repeating blaster cannon and mortar launcher.



AT-RT

Large construct, unaligned

Armor Class 15 (armor plating)

Hit Points 58 (9d10+9)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	7 (-1)

Saving Throws Dex +5

Damage Vulnerabilities ion, lightning

Damage Resistances necrotic, poison, psychic

Condition Immunities poison, disease

Senses —

Languages —

Challenge 4 (1,100 XP)

Piloted. The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

Actions

Multiattack. The construct makes two attacks with its repeating blaster cannon or uses its mortar launcher.

Repeating Blaster Cannon. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 10 (2d6+3) energy damage.

Mortar Launcher. The construct launches a mortar at a point it can see within 100 feet. Each creature in a 20-foot radius centered on that point must make a Dexterity saving throw. A target takes 14 (4d6) damage on a failed save, or half as much on a successful one.

Reactions

Redirect. If the construct's pilot takes damage from a source the pilot is aware of and can see, the construct can use its reaction to instead take that damage.

SINGLE TROOPER

AERIAL PLATFORM

The Single Trooper Aerial Platform (or STAP) is a Baktoid Armor Workshop product inspired by civilian airhooks. They re-engineered similar craft for greater performance and reliability. Slim and lightweight, the tiny repulsorlift craft is fueled by high-voltage energy cells, which power drive turbines providing the STAP with impressive speed and maneuverability. The agile vessels are popular mounts for droids, and are typically bolstered by signals from an orbital Droid Control Ship, which skillfully guides the STAP's pilots. However, battle droids are exposed to enemy fire while riding the fragile craft. The vehicles are armed with a pair of forward-mounted blaster cannons.



STAP

Large construct, unaligned

Armor Class 13 (armor plating)

Hit Points 32 (5d10+5)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	17 (+3)	13 (+1)	10 (+0)	10 (+0)	7 (-1)

Saving Throws Dex +5

Damage Vulnerabilities ion, lightning

Damage Resistances necrotic, poison, psychic

Condition Immunities poison, disease

Senses —

Languages —

Challenge 1 (200 XP)

Piloted. The construct requires an active pilot to take any actions, and if the pilot is subjected to any conditions that the construct is not immune to, the construct is also subjected to those conditions. The pilot may take their own action or one of the actions granted by the construct.

Actions

Multiattack. The construct makes two attacks.

Blaster Cannon. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 5 (1d4+3) energy damage.

Reactions

Redirect. If the construct's pilot takes damage from a source the pilot is aware of and can see, the construct can use its reaction to instead take that damage.

TURRET

A turret is a mount for a weapon that enabled it to turn and pivot, allowing it to fire in many different directions. They are mounted on many vehicles, starfighters, and starships. Weapons mounted on turrets included laser cannons and other types of projectile cannons.

Other turrets are mounted on the ground, and can be both manned and un-manned.



AUTO-TURRET

Medium construct, unaligned

Armor Class 14 (armor plating)
Hit Points 19(3d8+6)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	2 (-4)	15 (+2)	14 (+2)	11 (+0)	4 (-3)

Skills Perception +2
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 12
Challenge 1/2 (100 XP)

Targeting Systems. The turret uses its Intelligence modifier for attack, damage, and initiative rolls.

Actions

Multiattack. The turret makes two repeating blaster attacks.

Repeating Blaster. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. *Hit* 5 (1d6+2) energy damage.

HIDDEN TURRET

Medium construct, unaligned

Armor Class 13 (armor plating)
Hit Points 11(2d8+2)
Speed 0 ft.

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

Skills Perception +2
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 12
Challenge 1/4 (50 XP)

Targeting Systems. The turret uses its Intelligence modifier for attack, damage, and initiative rolls.

False Appearance. While the turret is inactive, it is indistinguishable from an ordinary section of floor, wall, or ceiling. Intelligence (Investigation) and Wisdom (Perception) checks made to identify an inactive turret are made with disadvantage.

Actions

Blaster Cannon. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit* 7 (1d10+2) energy damage.

CHAPTER 3: DROIDS

Droids are sentient mechanical units, most often designed with humanoid appearances. Droids serve a myriad of functions; they are teachers and cleaners, soldiers and mechanics. Due to their man-made nature, droids are often considered expendable (though some develop emotional attachments to their droids) and thus are commonly used in place of or in addition to soldiers and guardsmen.

DEFINING FEATURES

Unlike their construct counterparts, droids don't uniformly share traits with each other, but instead vary drastically based on their classification. Of the five classes of droids, class four droids are optimized for combat, and thus are the most suited to combat encounters.

ENCOUNTERS WITH DROIDS

Generating encounters with droids requires little consideration beyond taking into account your party composition and then vulnerabilities and resistances of droids. Droids come in different model lines, and some lines offer multiple models of different CRs for you to choose from.

There are numerous droid manufacturers, and while they might make different model lines of droids, many are functionally identical. If the statblock for your preferred droid doesn't exist, try repurposing one that does.

VULNERABILITIES, RESISTANCES, AND CONDITION IMMUNITIES

Similar to constructs, droids have their own set of damage vulnerabilities and resistances.

DAMAGE VULNERABILITIES

All droids have vulnerability to ion and lightning damage. Ion damage is specifically designed to do increased damage to mechanical targets, such as constructs and droids, while lightning is inherently effective against machines.

DAMAGE RESISTANCES

All droids are resistant to damage from necrotic, poison, and psychic damage. Higher CR droids might be immune to these damage types, or even resistant to unenhanced kinetic and energy damage.

CONDITION IMMUNITIES

All droids are immune to the poison and disease conditions.

B1 SERIES BATTLE DROIDS

B1 battle droids, also referred to as standard battle droids, are the most widely-used battle droids manufactured by Baktoid Combat Automata and Baktoid Armor Workshop. The B1 battle droid sees extensive service as the mainline soldiers due to their cheap, mass produced nature. The B1-X model was created to serve as an officer unit.



B1 BATTLE DROID

Medium droid, unaligned

Armor Class 14 (armor plating)
Hit Points 7 (2d8-2)
Speed 30 ft.

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

Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 10
Languages Binary, Galactic Basic
Challenge 1/8 (25 XP)

Battle Droid Swarm. When an ally of the battle droid hits a hostile creature that it can see with a weapon attack, the battle droid can use its reaction to make one weapon attack against that creature.

Actions

Blaster Rifle. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8+2) energy damage.

Stock Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) kinetic damage.

B1-X BATTLE DROID

Medium droid, unaligned

Armor Class 15 (armor plating)
Hit Points 16 (3d8+3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	9 (-1)

Skills Perception +2
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 12
Languages Binary, Galactic Basic
Challenge 1/2 (100 XP)

Battle Droid Swarm. When an ally of the battle droid hits a hostile creature that it can see with a weapon attack, the battle droid can use its reaction to make one weapon attack against that creature.

Actions

Blaster Pistol. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) energy damage.

Stock Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) kinetic damage.

Reactions

Redirect Attack. When a creature the battle droid can see targets it with an attack, the battle droid chooses another battle droid within 5 feet of it. The two battle droids swap places, and the chosen battle droid becomes the target instead.

B2 SERIES BATTLE DROIDS

The B2 super battle droid is an upgraded version of the B1 battle droid, with superior armament and armor. It features dual integrated wrist blasters. The B2-HA model was equipped with an integrated rocket launcher.



B2 SUPER BATTLE DROID

Medium droid, unaligned

Armor Class 16 (armor plating)
Hit Points 26 (4d8+8)
Speed 30 ft.

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

Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 11
Languages Binary, Galactic Basic
Challenge 1 (200 XP)

Actions

Multiattack. The super battle droid makes two weapon attacks.

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

Wrist Blaster. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

Wrist Blaster Volley (Recharge 6). The super battle droid sprays a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 13 Dexterity saving throw, taking normal weapon damage on a failed save.

B2-HA SERIES SUPER BATTLE DROID

Medium droid, unaligned

Armor Class 17 (armor plating)
Hit Points 84 (14d8+28)
Speed 30 ft.

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

Skills Perception +4
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 14
Languages Binary, Galactic Basic
Challenge 4 (1,100 XP)

Actions

Multiattack. The super battle droid makes two weapon attacks.

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

Wrist Blaster. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

Wrist Blaster Volley (Recharge 5-6). The super battle droid sprays a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 13 Dexterity saving throw, taking normal weapon damage on a failed save.

Rocket Launcher (1/Day). Each creature in a 20-foot-radius sphere centered on a point that you can see within 150 feet must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

BX SERIES COMMANDO DROID

The BX series commando droid is an elite battle droid model made for stealth assignments. Equipped with a stealth field generator, they are perfectly designed for espionage.



BX COMMANDO DROID

Medium droid, unaligned

Armor Class 15 (armor plating)
Hit Points 49 (9d8+9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	15 (+2)	13 (+1)	7 (-1)

Skills Perception +3, Stealth +5
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 12
Languages Binary, Galactic Basic
Challenge 2 (450 XP)

Droid Synergy. Once per turn, the commando droid can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the commando droid that isn't incapacitated.

Stealth Field Generator. The commando droid has advantage on Dexterity (Stealth) checks that rely on sight.

Actions

Blaster Carbine. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

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

BX-5C SERIES SUPERCOMMANDO DROID

Medium droid, unaligned

Armor Class 16 (armor plating)
Hit Points 96 (15d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	15 (+2)	13 (+1)	7 (-1)

Saving Throws Dex +7
Skills Perception +4, Stealth +7
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 12

Languages Binary, Galactic Basic
Challenge 5 (1,800 XP)

Droid Synergy. Once per turn, the commando droid can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the commando droid that isn't incapacitated.

Stealth Field Generator. The commando droid has advantage on Dexterity (Stealth) checks that rely on sight.

Actions

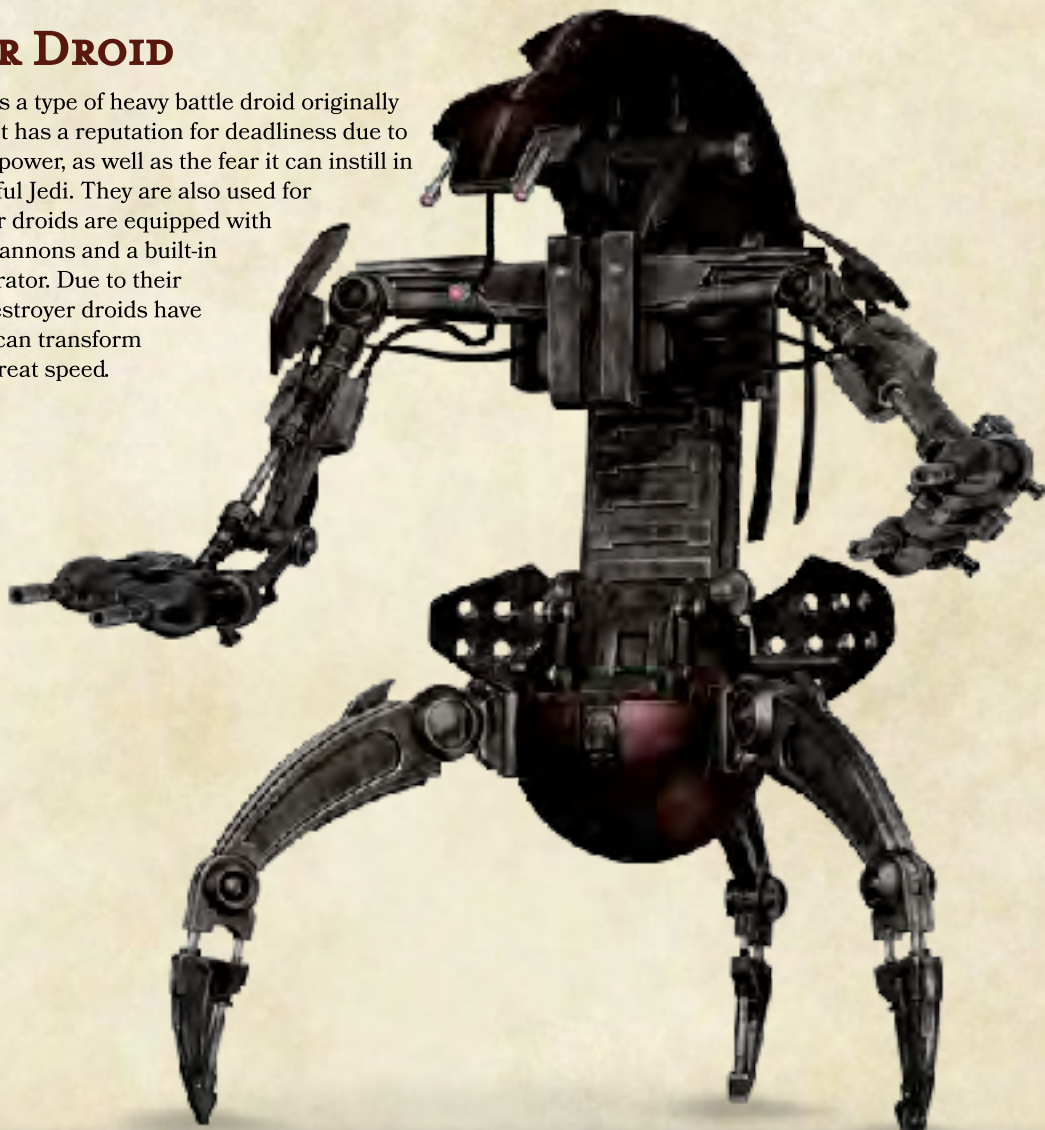
Multiattack. The supercommando droid makes two weapon attacks.

Blaster Carbine. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 6 (1d6+3) energy damage.

Techblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) kinetic damage.

DESTROYER DROID

The destroyer droid is a type of heavy battle droid originally crafted by colicoids. It has a reputation for deadliness due to its resilience and firepower, as well as the fear it can instill in even the most powerful Jedi. They are also used for executions. Destroyer droids are equipped with dual built-in blaster cannons and a built-in deflector shield generator. Due to their ponderous nature, destroyer droids have a ball-form that they can transform into, granting them great speed.



DESTROYER DROID

Large droid, unaligned

Armor Class 17 (armor plating)

Hit Points 142 (15d10+60)

Speed 15 ft. (attack form) or 60 ft. (ball form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	13 (+1)	15 (+2)	7 (-2)

Skills Perception +5

Damage Vulnerabilities ion, lightning

Damage Resistances necrotic, poison, psychic

Condition Immunities poison, disease

Senses darkvision 60 ft., passive Perception 14

Languages Binary, Galactic Basic

Challenge 7 (2,900 XP)

Ball Form. As a bonus action, the destroyer droid can transform into or out of ball form. While in ball form, the destroyer droid has increased speed, but it can not attack.

Actions

Multiattack. The destroyer droid makes two weapon attacks.

Blaster Cannons. *Ranged Weapon Attack:* +7 to hit, range 100/400, one target. *Hit:* 11 (2d6+4) energy damage.

Blaster Volley. The destroyer droid sprays a 10-foot-cube area within normal range of its blaster cannons with shots. Each creature in the area must make a DC 15 Dexterity saving throw, taking normal weapon damage on a failed save.

Reactions

Deflector Shield. The destroyer droid adds 3 to its AC against one attack that would hit it. To do so, the super battle droid must see the attacker.

HK SERIES ASSASSIN DROID

The HK series assassin droid, also known as the HK series protocol droid, is a combination of an assassin droid and protocol droid. The series designation stands for "Hunter Killer," befitting their primary functions as assassins. They are manufactured by Czerka Corporation. Their ability to perform the functions of a protocol droid became a major reason for their unmatched lethality, as they could and would often act as normal (if quite sinister looking) protocol droids, thus concealing their true function and allowing them to get closer to intended targets. HK series assassin droids are equipped with an integrated emergency shield and jet pack.



HK-47 ASSASSIN DROID

Medium droid, unaligned

Armor Class 18 (armor plating)

Hit Points 214 (10d8+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	15 (+2)	16 (+3)	15 (+2)

Skills Athletics +6, Acrobatics +9, Insight +7, Perception +7, Survival +7

Damage Vulnerabilities ion, lightning

Damage Resistances necrotic, poison, psychic

Condition Immunities poison, disease

Senses darkvision 60 ft., passive Perception 13

Languages Binary, Galactic Basic

Challenge 9 (5,000 XP)

Droid Synergy. Once per turn, the assassin droid can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the assassin droid that isn't incapacitated.

Legendary Resistance (3/Day). If the assassin droid fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The assassin droid makes three weapon attacks.

Blaster Rifle. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 9 (1d8+5) energy damage.

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

Reactions

Reactive Shield (1/day). Until the start of its next turn, the assassin droid has a +5 bonus to AC. This includes the triggering attack.

Legendary Actions

The HK-47 Assassin Droid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin droid regains spent legendary actions at the start of its turn.

Attack. The assassin droid makes one weapon attack.

Detect. The assassin droid makes a Wisdom (Perception) check.

Rocket Boost. The assassin droid leaps up to 40 feet in any direction. This movement does not provoke opportunity attacks.

IG SERIES ASSASSIN DROIDS

The IG series is a series of droids manufactured by Holowan Laboratories. They are often used as both bodyguards and assassins.



IG-86 ASSASSIN DROID

Medium droid, unaligned

Armor Class 16 (armor plating)
Hit Points 58 (9d8+18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	14 (+2)	13 (+1)	7 (-1)

Skills Perception +3, Stealth +5, Survival +3
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 13
Languages Binary, Galactic Basic
Challenge 3 (700 XP)

Sneak Attack (1/Turn). The assassin droid 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 assassin droid that isn't incapacitated and the assassin doesn't have disadvantage on the roll.

Actions

Sniper Rifle. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 9 (1d12+3) energy damage.

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

IG-88 ASSASSIN DROID

Medium droid, unaligned

Armor Class 17 (armor plating)
Hit Points 112 (15d8+45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	14 (+2)	15 (+2)	7 (-1)

Saving Throws Dex +7, Int +5, Wis +5
Skills Insight +5, Perception +5, Stealth +7, Survival +5
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses darkvision 60 ft., passive Perception 13
Languages Binary, Galactic Basic

Challenge 6 (2,300 XP)

Sneak Attack (1/Turn). The assassin droid deals an extra 14 (4d6) 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 assassin droid that isn't incapacitated and the assassin doesn't have disadvantage on the roll.

Actions

Multiattack. The assassin droid makes two weapon attacks.

Sniper Rifle. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 10 (1d12+4) energy damage.

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

3PO SERIES PROTOCOL DROID

The 3PO series is a Human-cyborg relations protocol droid produced by Cybot Galactica. The primary function of this droid is to assist sentient species in relations with one another. Protocol droids are programmed mostly for etiquette and translation. They are programmed with knowledge about numerous culture, both to advise their owners and ensure their own diplomatic and cultural sensitivity.



3PO SERIES PROTOCOL DROID

Medium droid, unaligned

Armor Class 10 (armor plating)
Hit Points 4 (1d8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	13 (+1)	12 (+1)	7 (-2)

Skills Lore +2
Senses darkvision 60 ft., passive Perception 11
Languages All registered languages
Challenge 0 (10 XP)

Actions

Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1 kinetic damage.

DRK-1 TRACKER DROID

The DRK-1 Tracker Droid is one of the most commonly used trackers. Originally created by Arakyd Industries on Mechis III, they are small and unobtrusive, can have great utility.



DRK-1 TRACKER DROID

Tiny droid, unaligned

Armor Class 11 (armor plating)
Hit Points 1 (1d4-1)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses Darkvision 120 Ft., passive Perception 13
Challenge 0 (10 XP)

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

Keen Hearing and Sight. The tracker droid has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Shockprod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1 lightning damage.

R2 SERIES ASTROMECH DROID

The R2 series is one of the most popular models of astromechs. Created by a company called Industrial Automaton, the R2 unit's excellent design, high quality marketing, and lucky timing made this the standard by which other astromech droids are measured.



R2 SERIES ASTROMECH DROID

Small droid, unaligned

Armor Class 12 (armor plating)
Hit Points 7 (2d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	11 (+0)	17 (+3)	12 (+1)	7 (-2)

Skills Perception +3, Technology +5, Piloting +5
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses Darkvision 60 Ft., passive Perception 13
Languages Speaks binary, understands Galactic Basic
Challenge 1/8 (25 XP)

Keen Hearing and Sight. The astromech droid has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

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

VIPER PROBE DROID

The Viper Probe Droid is a deep-space exploration and reconnaissance probe droid produced by Arakyd Industries. The probe droid is equipped with a blaster cannon and a self-destruct mechanism.



VIPER PROBE DROID

Large droid, unaligned

Armor Class 14 (armor plating)
Hit Points 37 (5d10+10)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	17 (+3)	14 (+2)	7 (-2)

Skills Investigation +5, Perception +4
Damage Vulnerabilities ion, lightning
Damage Resistances necrotic, poison, psychic
Condition Immunities poison, disease
Senses Darkvision 120 Ft., passive Perception 14
Challenge 1 (200 XP)

Keen Hearing and Sight. The probe droid has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Blaster Cannon. *Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) energy damage.

Self-Destruct. When the probe droid is reduced to half of its hit point maximum, it attempts to self-destruct. Each creature within 20 feet of it must make a DC 13 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.

CHAPTER 4: FORCE-WIELDERS

Force-wielders are, as the name suggests, humanoids who wield the Force as a primary function of their person. Despite the fact that force-wielders are humanoids, they operate mechanically different enough that some features tailored towards humanoids, such as the Scout's Favored Enemy, wouldn't unilaterally apply to force-wielders.

The prevalence of force-wielders in your game is heavily dependent on the setting. Force-wielders were prevalent in the Old Republic era, where there were two major factions, the Jedi and Sith, that both had a significant presence in the galaxy. In the New Republic era, however, Jedi had been hunted to near-extinction.

DEFINING FEATURES

The defining feature of force-casters is, of course, their utilization and weaponization of the Force. Forcecasting is a powerful, far reaching feature with lots of utility and damage potential.

ENCOUNTERS WITH FORCE-WIELDERS

Generating encounters with force-wielders requires careful consideration of the strengths and weakness of your party. A group of consulars working strategically could quickly decimate an unprepared party.

The Sith and the Jedi often work directly in concert with soldiers underneath their authority. Preparing encounters with a single force-wielder and multiple humanoids is a great way to mitigate the potential devastation a group of force-wielders could cause. Unless you're into that sort of thing.

VULNERABILITIES, RESISTANCES, AND CONDITION IMMUNITIES

Force-wielders have no inherent vulnerabilities or resistances, except those based on their species. Higher CR force-wielders, like the Way of Lightning Consular, might end up with specific resistances.

ACOLYTE

Medium force-wielder (any), any alignment

Armor Class 11 (unarmored)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Lore +2

Senses passive Perception 10

Languages Galactic Basic and one other

Challenge 1/4 (50 XP)

Forcecasting. The acolyte is a 1st-level forcecaster. Its forcecasting ability is Wisdom (power save DC 12, +4 to hit with force attacks) and it has 6 force points. The acolyte knows the following force powers:

At-will: *denounce*, *force push/pull*, *saber ward*

1st-level: *cloud mind*, *saber reflect*, *slow*

Actions

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

APPRENTICE

Medium force-wielder (any), any dark

Armor Class 13 (combat suit)

Hit Points 33 (6d8+6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Lore +2

Senses passive Perception 11

Languages Galactic Basic and one other

Challenge 2 (450 XP)

Devotion. The apprentice has advantage on saving throws against being charmed or frightened.

Forcecasting. The apprentice is a 4th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 11, +3 to hit with force attacks) and it has 12 force points. The apprentice knows the following force powers:

At-will: *denounce*, *overcharge saber*, *saber ward*

1st-level: *curse*, *saber reflect*, *sap vitality*

2nd-level: *drain vitality*, *force camouflage*

Actions

Multiattack. The apprentice makes two melee weapon attacks.

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

DARK LORD

Medium force-wielder (any), any dark

Armor Class 12 (15 with *battle precognition*)
Hit Points 99 (18d8+18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	20 (+5)	16 (+3)

Saving Throws Int +6, Wis +9, Cha +7
Skills Lore +6, Insight +13
Damage Resistances damage from force powers
Senses passive Perception 10
Languages Galactic Basic and one other
Challenge 12 (8,400 XP)

Force Resistance. The dark lord has advantage on saving throws against force powers.

Forcecasting. The dark lord is an 18th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 17, +9 to hit with force attacks) and it has 72 force points. The dark lord knows the following force powers:

At-will: *affect mind, denounce, force push/pull, mind trick, saber ward, shock*
 1st-level: *battle precognition, force body, hex, saber reflect*
 2nd-level: *battle meditation, darkness, phasewalk*
 3rd-level: *force lightning, force suppression, sever force*
 4th-level: *dominate beast, force immunity, shocking shield*
 5th-level: *improved battle meditation, improved phasewalk, telekinesis*
 6th-level: *force chain lightning, improved force immunity*
 7th-level: *force lightning cone*
 8th-level: *master force immunity*
 9th-level: *force storm*

Actions

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

JUGGERNAUT

Medium force-wielder (any), any dark

Armor Class 21 (heavy durasteel armor, heavy shield)
Hit Points 180 (19d8+95)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	19 (+4)	18 (+4)

Saving Throws Str +11, Dex +6, Wis +10, Cha +10
Skills Athletics +11
Damage Resistances necrotic
Condition Immunities exhaustion, frightened
Senses passive Perception 13
Languages Galactic Basic and one other
Challenge 17 (18,000 XP)

Force Resistance. The juggernaut has advantage on saving throws against force powers.

Forcecasting. The juggernaut is an 19th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 18, +10 to hit with force attacks) and it has 38 force points. The juggernaut knows the following force powers:

At-will: *affect mind, denounce, feedback, overcharge, sabre, saber ward*
 1st-level: *force jump, improved feedback, sap vitality, wound*
 2nd-level: *darkness, drain vitality, force sight*
 3rd-level: *choke, force scream, sever force*
 4th-level: *dominate beast, force immunity, shroud of darkness*
 5th-level: *greater feedback, improved force scream, steel wind strike*

Scornful Rebuke. When a creature hits the juggernaut with an attack, it takes 4 psychic damage as long as the juggernaut is not incapacitated.

Actions

Multiattack. The juggernaut makes three attacks.

Lightsaber. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) energy damage.

Conquering Presence (1/Day). Each creature within 30 feet of the juggernaut must make a DC 18 Wisdom saving throw. On a failed save, a creature becomes frightened of the juggernaut for 1 minute, and has its speed reduced to 0. At the end of each of its turns, a frightened creature takes 4 psychic damage and repeats this save, ending the effect on a success.

PADAWAN

Medium force-wielder (any), any light

Armor Class 11 (14 with battle precognition)
Hit Points 27 (5d8+5)
Speed 30 ft.

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

Skills Lore +3, Medicine +3, Perception +4
Senses passive Perception 14
Languages Galactic Basic and two others
Challenge 2 (450 XP)

Forcecasting. The padawan is a 4th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 12, +4 to hit with force attacks) and it has 16 force points. The padawan knows the following force powers:

At-will: *give life, guidance, spare the dying, turbulence*
1st-level: *cloud mind, heal, project, valor*
2nd-level: *calm emotions, force barrier*

Actions

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

SAGE

Medium force-wielder (any), any universal

Armor Class 12 (15 with battle precognition)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	12 (+1)	19 (+4)	11 (+0)

Saving Throws Int +4, Wis +7
Skills Lore +4, Medicine +7
Senses passive Perception 13
Languages Galactic Basic and two others
Challenge 6 (2,300 XP)

Forcecasting. The sage is a 9th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 15, +7 to hit with force attacks) and it has 36 force points. The sage knows the following force powers:

At-will: *mind trick, saber ward, turbulence* 2 powers
1st-level: *breath control, battle precognition, force jump, saber reflect*
2nd-level: *battle meditation, force confusion, phasewalk*
3rd-level: *force suppression, sever force, telekinetic gust*
4th-level: *force immunity, freedom of movement*
5th-level: *improved battle meditation*

Actions

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

SEER

Medium force-wielder (any), any light

Armor Class 12 (15 with battle precognition)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Wis +6
Skills Lore +3, Medicine +6, Persuasion +3
Senses passive Perception 14
Languages Galactic Basic and two others
Challenge 3 (700 XP)

Preserve Life. As an action, the seer can channel the Force and evoke healing energy that can restore 30 hit points to any number of creatures within 30 feet of it, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. This feature has no effect on droids or constructs.

Forcecasting. The sage is a 6th-level forcecaster. Its forcecasting ability is Wisdom (power save DC 14, +6 to hit with force attacks) and it has 24 force points. The sage knows the following force powers:

At-will: *give life, guidance, spare the dying, turbulence*
1st-level: *battle precognition, burst of speed, heal, project*
2nd-level: *force barrier, force enlightenment, stun*
3rd-level: *knight speed, share life*

Actions

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

CHAPTER 5: HUMANOIDS

Humanoids are the most populace creature type your players will encounter. They are the soldiers and scouts, engineers and operatives. Humanoids are probably the most common creature your players will encounter as they adventure throughout the galaxy.

VULNERABILITIES, RESISTANCES, AND CONDITION IMMUNITIES

Humanoids have no inherent vulnerabilities or resistances, except those based on their species.

DEFINING FEATURES

Humanoids run the gamut. You'll encounter simple chefs and stalwart soldiers,

ENCOUNTERS WITH HUMANOIDS

Generating encounters with humanoids is generally pretty straight forward. Humanoids are generally smarter than class four droids and beasts, so they will often act more strategically. Soldiers will hide behind cover and scouts will attack from high vantages while hidden. Operatives will attempt to hide behind enemy lines in order to surprise.

When you generate a humanoid encounter, take into consideration the surroundings. There should be opportunities for both players and NPCs to find cover from a hail of blaster bolts.

RAKGHOULS

Rakghouls are a living plague—the manifestation of a highly communicable disease capable of swiftly transforming its victims into twisted, degenerate monsters with predatory instincts. The rakghoul virus can infect hundreds of known species and is most often delivered through a rakghoul's bite; a person attacked by a rakghoul and “lucky” enough to survive typically becomes a rakghoul him- or herself. Some victims resist the virus for days, succumbing to rakghoul instincts while retaining their original bodies.



RAKGHOUL

Medium humanoid, unaligned

Armor Class 12 (natural armor)
Hit Points 27 (5d8+5)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 1 (200 XP)

Rakghoul Plague. Creatures that come in contact with the rakghoul may become afflicted with rakghoul plague, a virulent disease that transforms the creature into a rakghoul over the next 24 (7d6) hours. The plague is only effective against humanoids.

Savage Leap. If the rakghoul moves at least 20 feet toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the rakghoul 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* 9 (2d6+2) Kinetic damage. If the target is a humanoid creature, it must succeed on a DC 12 Constitution saving throw or become infected with the Rakghoul Plague.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) Kinetic damage. If the target is a humanoid creature, it must succeed on a DC 12 Constitution saving throw or become infected with the Rakghoul Plague.

HULKING RAKGHOUL

Large humanoid, unaligned

Armor Class 15 (natural armor)
Hit Points 120 (16d10+16)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Skills Athletics +6, Perception +3
Senses passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Rakghoul Plague. Creatures that come in contact with the rakghoul may become afflicted with rakghoul plague, a virulent disease that transforms the creature into a rakghoul over the next 24 (7d6) hours. The plague is only effective against humanoids.

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

Actions

Multiattack. The rakghoul makes two claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 12 (2d8+3) Kinetic damage. If the target is a humanoid creature, it must succeed on a DC 13 Constitution saving throw or become infected with the Rakghoul Plague.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) Kinetic damage. If the target is a humanoid creature, it must succeed on a DC 13 Constitution saving throw or become infected with the Rakghoul Plague.

SOLDIERS

Various different types of soldiers, appropriate for major factions or simple militia.

TROOPER

Medium humanoid (any), any alignment

Armor Class 15 (light battle armor)
Hit Points 13 (2d8+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Galactic Basic and one other
Challenge 1/2 (100 XP)

Actions

Blaster Rifle Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 7 (1d8+3) energy damage.
Stock Strike. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) kinetic damage.

SCOUT TROOPER

Medium humanoid (any), any alignment

Armor Class 13 (combat suit)
Hit Points 13 (2d8+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	14 (+2)	13 (+1)	9 (-1)

Skills Nature +4, Perception +5, Stealth +6, Survival +5, Piloting +4
Senses darkvision 60 ft., passive Perception 15
Languages Galactic Basic and one other
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout trooper has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout trooper makes two weapon attacks. **Hold-out Blaster.** Ranged Weapon Attack: +4 to hit, range 30/120, one target. Hit: 4 (1d4+2)
Vibrodammer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2)

DEMOLITIONS TROOPER

Medium humanoid (any), any alignment

Armor Class 16 (durasteel armor)
Hit Points 16 (2d10+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	11 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Galactic Basic and one other
Challenge 1/2 (100 XP)

Actions

Fragmentation Grenade (3/day). The trooper throws a grenade, choosing a point within 35 ft. Each creature within 10 feet must make a DC 12 Dexterity saving throw. A creature takes 2d6 kinetic damage on a failed save, or half as much as on a successful one.

Set Mine (2/day). After setting this mine, a laser line imperceptible to normal vision extends up to 15 feet out. When the laser is tripped, the mine explodes, and each creature within 15 feet of it must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 3d6 kinetic damage, or half as much on a successful one.

Breaching Charge (2/day). After spending at least 30 seconds setting the charge, the trooper may attach the charge to a surface. The charge can be set with a 6-second timer, or detonated remotely using a remote detonator, which the trooper has.

Once detonated, the breaching charge destroys an unenhanced section of wall up to 10 feet wide, 10 feet tall, and 5 feet deep. Additionally, each creature within 20 feet of the charge must make a DC 15 Dexterity saving throw. A creature takes 3d6 fire damage and 3d6 kinetic damage on a failed save, or half as much on a successful one. A construct makes this save with disadvantage. If the breaching charge is installed on the construct, it automatically fails the saving throw.

Blaster Pistol. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. Hit: 5 (1d6+2) energy damage.

JETPACK TROOPER

Medium humanoid (any), any alignment

Armor Class 15 (light battle armor)

Hit Points 32 (5d8+10)

Speed 30 ft., fly 30 ft.

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

Senses passive Perception 11

Languages Galactic Basic and one other

Challenge 2 (450 XP)

Jetpack. Activating or deactivating the jetpack requires a bonus action and, while active, the trooper has a flying speed of 30 feet. The jetpack lasts for a maximum of 10 minutes.

Actions

Multiattack. The trooper makes two attacks, one with its blaster pistol and one with its wrist launcher.

Blaster Pistol. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) energy damage.

Wrist Launcher. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) kinetic damage, and each creature within 5 feet must make a DC 13 Dexterity saving throw, taking 3 (1d6) kinetic damage on a failed save, or half on a successful save.

HEADHUNTER TROOPER

Medium humanoid (any), any alignment

Armor Class 14 (combat suit)

Hit Points 23 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Dex +5

Skills Stealth +7, Perception +4, Acrobatics +5

Senses passive Perception 14

Languages Galactic Basic and one other

Challenge 2 (450 XP)

Cunning Action. On each of its turns, the trooper can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The trooper 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 ft. of an ally of the trooper that isn't incapacitated and the trooper doesn't have disadvantage on the attack roll.

Actions

Sniper Rifle. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 9 (1d12+3) energy damage.

Vibro dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) kinetic damage.

FLAME TROOPER

Medium humanoid (any), any alignment

Armor Class 16 (durasteel armor)

Hit Points 45 (6d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	9 (-1)	10 (+0)	11 (+0)

Skills Athletics +4

Senses passive Perception 10

Languages Galactic Basic and one other

Challenge 2 (450 XP)

Actions

Flamethrower. Each creature in a 30-foot cone must make a DC 13 Dexterity saving throw. A creature takes 13 (3d8) fire damage on a failed save, or half as much on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

Blaster Pistol. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) energy damage.

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



HEAVY TROOPER

Medium humanoid (any), any alignment

Armor Class 17 (powered durasteel armor)

Hit Points 65 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	9 (-1)	10 (+0)	10 (+0)

Skills Athletics +4

Senses passive Perception 10

Languages Galactic Basic and one other

Challenge 3 (700 XP)

Actions

Multiattack. The trooper makes two attacks with its assault cannon or uses its assault cannon's burst.

Assault Cannon. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) energy damage.

Burst. The trooper sprays a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 13 Dexterity saving throw, taking 8 (1d10+3) energy damage on a failed save, or half as much on a successful one.

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

TROOPER CAPTAIN

Medium humanoid (any), any alignment

Armor Class 16 (durasteel armor)

Hit Points 90 (10d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Str +4, Dex +6, Con +5

Skills Athletics +4, Perception +2, Persuasion +4

Senses darkvision 60 ft., passive Perception 13

Languages Galactic Basic and two others

Challenge 4 (1,800 XP)

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

Actions

Multiattack. The captain makes two blaster rifle attacks and throws a fragmentation grenade, if available.

Blaster Rifle. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d8+4) energy damage.

Frag Grenade (3/Day). The captain throws a grenade, choosing a point within 40 ft. Each creature within 10 feet must make a DC 12 Dexterity saving throw. A creature takes 2d6 kinetic damage on a failed save, or half as much as on a successful one.

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

Reactions

Leadership (Recharges after a Short or Long Rest). The Trooper Captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Trooper Captain. A creature can benefit from only one Leadership die at a time.

THUGS

Various different types of thugs, appropriate for gangs or simple ruffians.



AQUALISH ENFORCER

Medium humanoid (aqualish), chaotic dark

Armor Class 16 (durasteel armor)

Hit Points 93 (11d8+44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Galactic Basic, Aqualish and one other

Challenge 4 (1,100 XP)

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

Fury. The aqualish deals an extra 4 (1d8) damage when it hits with a melee weapon attack (included in the attack).

Actions

Multiattack. The aqualish makes two weapon attacks.

Vibroaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12+4+1d8) kinetic damage

Slugthrower. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 6 (2d4+1) energy damage

Burst. The aqualish sprays a 10-foot-cube area within normal range of its slugthrower with shots. Each creature in the area must make a DC 11 Dexterity saving throw, taking normal weapon damage on a failed save.

Battle Cry (1/Day). Each creature of the aqualish's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the aqualish's next turn. The aqualish can then make one attack as a bonus action.

ASSASSIN

Medium humanoid (any), any alignment

Armor Class 15 (heavy combat suit)

Hit Points 78 (12d8+24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances Poison

Senses passive Perception 14

Languages Galactic Basic and one other

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the roll.

Actions

Multiattack. The assassin makes two weapon attacks.

Hidden blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+3) kinetic damage.

Hold-out. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) energy damage.

BERSERKER

Medium humanoid (any), any chaotic alignment

Armor Class 13 (heavy combat suit)
Hit Points 67 (9d8+27)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10
Languages Galactic Basic and one other
Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

THUG

Medium humanoid (any), any alignment

Armor Class 12 (heavy combat suit)
Hit Points 11 (2d8+2)
Speed 30 ft.

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

Senses passive Perception 10
Languages Galactic Basic and one other
Challenge 1/8 (25 XP)

Actions

Slugthrower. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 6 (2d4+1) energy damage

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

Burst. The thug sprays a 10-foot-cube area within normal range of its slugthrower with shots. Each creature in the area must make a DC 11 Dexterity saving throw, taking normal weapon damage on a failed save.

GLADIATOR

Medium humanoid (any), chaotic dark

Armor Class 16 (combat suit, heavy shield)
Hit Points 1123 (15d8+45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages Galactic Basic and one other
Challenge 5 (1,800 XP)

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes two vibroblade attacks and one shield bash.

Vibroblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) kinetic damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) kinetic damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

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

SCOUT

Medium humanoid (any), any alignment

Armor Class 13 (combat suit)

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Skills Nature +3, Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Galactic Basic and one other

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The spy makes two weapon attacks.

Blaster Rifle. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8+2) energy damage.

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

SOLDIER

Medium humanoid (any), any alignment

Armor Class 15 (light battle armor, light shield generator)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Skills Athletics +3

Senses passive Perception 10

Languages Galactic Basic and one other

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Actions

Blaster Carbine. Ranged Weapon Attack: +3 to hit, range 60/240 ft., one target. *Hit:* 4 (1d6+1) energy damage

Vibroblade. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) kinetic damage, or 6 (1d10+1) kinetic damage if used with two hands.

CAPTAIN

Medium humanoid (any), any alignment

Armor Class 20 (powered durasteel armor, heavy shield)

Hit Points 97 (6d8+12)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3, Cha +5

Skills Athletics +5, Persuasion +5

Senses passive Perception 10

Languages Galactic Basic and one other

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the captain can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the captain that isn't incapacitated.

Actions

Multiattack. The mercenary makes three weapon attacks.

Hold-out. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) energy damage

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

Reactions

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



SPY

Medium humanoid (any), any alignment

Armor Class 12 (unarmored)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16
Languages Galactic Basic and one other
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy 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 spy makes two weapon attacks.

Hold-out. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) energy damage.

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



SERGEANT

Medium humanoid (any), any alignment

Armor Class 16 (durasteel armor)
Hit Points 39 (6d8+12)
Speed 30 ft.

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

Skills Athletics +3, Persuasion +3
Senses passive Perception 11
Languages Galactic Basic and one other
Challenge 3 (700 XP)

Martial Advantage. Once per turn, the sergeant can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the sergeant that isn't incapacitated.

Actions

Multiattack. The sergeant makes two weapon attacks.

Blaster Rifle. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8+2) energy damage.

Vibrosword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12+1) kinetic damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the sergeant can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the sergeant. A creature can benefit from only one Leadership die at a time. This effect ends if the sergeant is incapacitated.

TUSKEN RAIDERS

Tusken Raiders, less formally referred to as Sand People or simply as Tuskens, are a culture of nomadic, primitive sentients indigenous to Tatooine, where they are often hostile to local settlers.



TUSKEN CHIEFTAIN

Medium humanoid, chaotic dark

Armor Class 16 (durasteel armor)
Hit Points 93 (11d8+44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	13 (+1)

Saving Throws Str +6, Con +6, Wis +3
Skills Intimidation +3, Perception +3, Survival +3
Senses passive Perception 13
Languages Tusken
Challenge 4 (1,100 XP)

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

Actions

Multiattack. The chieftain makes two gaffi stick attacks.

Gaffi Stick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 9 (1d10+4) kinetic damage.

Cycler Rifle. *Ranged Weapon Attack* +3 to hit, reach 150/600 ft., one target. *Hit* 6 (1d10+1) kinetic damage.

Battle Cry (1/Day). Each creature of the chieftain's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the chieftain's next turn. The chieftain can then make one attack as a bonus action.

TUSKEN RAIDER

Medium humanoid, chaotic dark

Armor Class 12 (combat suit)
Hit Points 15 (2d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	9 (-1)

Skills Survival +2
Senses passive Perception 10
Languages Tusken
Challenge 1/2 (100 XP)

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

Actions

Gaffi Stick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d10+2) kinetic damage.

Cycler Rifle. *Ranged Weapon Attack* +3 to hit, reach 150/600 ft., one target. *Hit* 6 (1d10+1) kinetic damage.

TUSKEN BRUTE

Medium humanoid, chaotic dark

Armor Class 13 (heavy combat suit)
Hit Points 68 (8d8+32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	9 (-1)

Skills Survival +3
Senses passive Perception 11
Languages Tusken
Challenge 2 (450 XP)

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

Actions

Multiattack. The tusken makes two gaffi stick attacks.

Gaffi Stick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d10 + 3) Kinetic damage.

APPENDIX A: SORTED ALPHABETICALLY

Name	CR	Page	Name	CR	Page
3PO-series Protocol Droid	0	32	Porg, Swarm	1/4	8
74-Z Speeder Bike	2	20	R2-series Astromech Droid	0	33
Acklay, Adolescent	5	3	Rakghoul	1	39
Acklay, Adult	8	3	Rakghoul, Hulking	5	39
Acolyte	1/4	35	Rancor, Adolescent	8	10
Apprentice	2	35	Rancor, Adult	12	9
Aqualish Enforcer	4	43	Rancor, Ancient	19	10
Assassin	8	43	Rancor, Juvenile	2	9
AT-AT	19	21	Reek, Adolescent	2	11
AT-RT	4	22	Reek, Adult	7	11
Auto-Turret	1/2	24	Sage	6	37
B1 Battle Droid	1/8	26	Scout	1/2	45
B1-X Battle Droid	1/2	26	Seer	3	37
B2 Super Battle Droid	1	27	Sergeant	3	46
B2-HA Series Super Battle Droid	4	27	Shyrack	0	12
Bantha, Adolescent	4	4	Shyrack, Swarm	1	12
Bantha, Adult	6	4	Sibian Hound	1/4	17
Berserker	2	44	Soldier	1/2	45
BX Commando Droid	2	28	Spy	1	46
BX-5C Supercommando Droid	5	28	STAP	1	23
Captain	6	45	Tauntaun	1/8	18
Dark Lord	12	36	Thug	1/8	44
Destroyer Droid	7	29	Trooper	1/2	40
Dewback, Adolescent	1	5	Trooper, Captain	4	42
Dewback, Adult	2	5	Trooper, Demolitions	1/2	40
DRK-1 Tracker Droid	0	32	Trooper, Flame	2	41
Gladiator	5	44	Trooper, Headhunter	2	41
Hidden Turret	1/4	24	Trooper, Heavy	3	42
HK-47 Assassin Droid	9	30	Trooper, Jetpack	2	41
IG-86 Assassin Droid	3	31	Trooper, Scout	1/2	40
IG-88 Assassin Droid	6	31	Tusken Brute	2	47
Juggernaut	17	36	Tusken Chieftain	4	47
Kaadu	1/8	16	Tusken Raider	1/2	47
Kowakian Monkey-Lizard	0	6	Varactyl, Adolescent	1/4	13
Kowakian Monkey Lizard, Swarm	1/4	6	Varactyl, Adult	1/2	13
Mynock	1/8	16	Viper Probe Droid	1	33
Opee Sea Killer	5	17	Wampa, Cliff	5	15
Orbalisk	1	7	Wampa, Snow	3	14
Padawan	2	37	Wampa, Swamp	4	15
Porg	0	8	Ysalamir	0	18

APPENDIX B: SORTED BY CHALLENGE RATING

Name	CR	Page	Name	CR	Page
3PO-series Protocol Droid	0	32	Padawan	2	37
DRK-1 Tracker Droid	0	32	Rancor, Juvenile	2	9
Kowakian Monkey-Lizard	0	6	Reek, Adolescent	2	11
Porg	0	8	Trooper, Flame	2	41
R2-series Astromech Droid	0	33	Trooper, Headhunter	2	41
Shyrack	0	12	Trooper, Jetpack	2	41
Ysalamir	0	18	Tusken Brute	2	47
B1 Battle Droid	1/8	26	IG-86 Assassin Droid	3	31
Kaadu	1/8	16	Seer	3	37
Mynock	1/8	16	Sergeant	3	46
Tauntaun	1/8	18	Trooper, Heavy	3	42
Thug	1/8	44	Wampa, Snow	3	14
Acolyte	1/4	35	Aqualish Enforcer	4	43
Hidden Turret	1/4	24	AT-RT	4	22
Kowakian Monkey Lizard, Swarm	1/4	6	B2-HA Series Super Battle Droid	4	27
Porg, Swarm	1/4	8	Bantha, Adolescent	4	4
Sibian Hound	1/4	17	Trooper, Captain	4	42
Varactyl, Adolescent	1/4	13	Tusken Chieftain	4	47
Auto-Turret	1/2	24	Wampa, Swamp	4	15
B1-X Battle Droid	1/2	26	Acklay, Adolescent	5	3
Scout	1/2	45	BX-5C Supercommando Droid	5	28
Soldier	1/2	45	Gladiator	5	44
Trooper	1/2	40	Opee Sea Killer	5	17
Trooper, Demolitions	1/2	40	Rakghoul, Hulking	5	39
Trooper, Scout	1/2	40	Wampa, Cliff	5	15
Tusken Raider	1/2	47	Bantha, Adult	6	4
Varactyl, Adult	1/2	13	Captain	6	45
B2 Super Battle Droid	1	27	IG-88 Assassin Droid	6	31
Dewback, Adolescent	1	5	Sage	6	37
Orbalisk	1	7	Destroyer Droid	7	29
Rakghoul	1	39	Reek, Adult	7	11
Shyrack, Swarm	1	12	Acklay, Adult	8	3
Spy	1	46	Assassin	8	43
STAP	1	23	Rancor, Adolescent	8	10
Viper Probe Droid	1	33	HK-47 Assassin Droid	9	30
74-Z Speeder Bike	2	20	Dark Lord	12	36
Apprentice	2	35	Rancor, Adult	12	9
Berserker	2	44	Juggernaut	17	36
BX Commando Droid	2	28	AT-AT	19	21
Dewback, Adult	2	5	Rancor, Ancient	19	10