

<p>Elemental Guardian (fire) (M): CR3 2d20,4d6</p> <p>Large construct, neutral.</p> <p>Armor Class 18 (plate), Hit Points 52, Speed 30 ft.</p> <p>Damage Vulnerabilities: cold, thunder Damage Immunities: necrotic, poison, fire.</p> <table border="1"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>11</td> <td>14</td> <td>11</td> <td>11</td> <td>15</td> </tr> <tr> <td>(+3)</td> <td>(0)</td> <td>(+2)</td> <td>(0)</td> <td>(0)</td> <td>(+2)</td> </tr> </tbody> </table> <p>Greatsword (x2). Melee: (+5,5ft) (2d6+3) slashing.</p> <p>Saving Throws: Con +4, Wis +2 Soulless: The construct has advantage on saving throws against being frightened or put to sleep. Multiattack: The construct makes two melee attacks. Reactions, Ablation: The construct adds 2 to its AC against one melee attack that would hit it.</p>	STR	DEX	CON	INT	WIS	CHA	16	11	14	11	11	15	(+3)	(0)	(+2)	(0)	(0)	(+2)	<p>Elemental Guardian (cold) (M): CR3 2d20,4d6</p> <p>Large construct, neutral.</p> <p>Armor Class 18 (plate), Hit Points 52, Speed 30 ft.</p> <p>Damage Vulnerabilities: fire, thunder Damage Immunities: necrotic, poison, cold.</p> <table border="1"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>11</td> <td>14</td> <td>11</td> <td>11</td> <td>15</td> </tr> <tr> <td>(+3)</td> <td>(0)</td> <td>(+2)</td> <td>(0)</td> <td>(0)</td> <td>(+2)</td> </tr> </tbody> </table> <p>Greatsword (x2). Melee: (+5,5ft) (2d6+3) slashing.</p> <p>Saving Throws: Con +4, Wis +2 Soulless: The construct has advantage on saving throws against being frightened or put to sleep. Multiattack: The construct makes two melee attacks. Reactions, Ablation: The construct adds 2 to its AC against one melee attack that would hit it.</p>	STR	DEX	CON	INT	WIS	CHA	16	11	14	11	11	15	(+3)	(0)	(+2)	(0)	(0)	(+2)
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<p>Elemental Guardian (lightning) (R): CR3 2d20,2d10</p> <p>Large construct, neutral.</p> <p>Armor Class 18 (plate), Hit Points 52, Speed 30 ft.</p> <p>Damage Vulnerabilities: thunder Damage Immunities: necrotic, poison.</p> <table border="1"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>11</td> <td>14</td> <td>11</td> <td>11</td> <td>15</td> </tr> <tr> <td>(+3)</td> <td>(0)</td> <td>(+2)</td> <td>(0)</td> <td>(0)</td> <td>(+2)</td> </tr> </tbody> </table> <p>Crossbow. Ranged: (+2,100/400ft) (1d10+1d6 lightning).</p> <p>Saving Throws: Con +4, Wis +2 Soulless: The construct has advantage on saving throws against being frightened or put to sleep. Reactions, Ablation: The construct adds 2 to its AC against one melee attack that would hit it.</p>	STR	DEX	CON	INT	WIS	CHA	16	11	14	11	11	15	(+3)	(0)	(+2)	(0)	(0)	(+2)	<p>Elemental Guardian (acid) (R): CR3 2d20,4d6</p> <p>Large construct, neutral.</p> <p>Armor Class 18 (plate), Hit Points 52, Speed 30 ft.</p> <p>Damage Vulnerabilities: thunder. Damage Immunities: necrotic, poison.</p> <table border="1"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>11</td> <td>14</td> <td>11</td> <td>11</td> <td>15</td> </tr> <tr> <td>(+3)</td> <td>(0)</td> <td>(+2)</td> <td>(0)</td> <td>(0)</td> <td>(+2)</td> </tr> </tbody> </table> <p>Greatsword (x2). Melee: (+5,5ft) (1d6+3 and 1d6 acid).</p> <p>Saving Throws: Con +4, Wis +2 Soulless: The construct has advantage on saving throws against being frightened or put to sleep. Multiattack: The construct makes two melee attacks. Reactions, Ablation: The construct adds 2 to its AC against one melee attack that would hit it.</p>	STR	DEX	CON	INT	WIS	CHA	16	11	14	11	11	15	(+3)	(0)	(+2)	(0)	(0)	(+2)
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Mirrored Wizard (MR): CR3 1d20,1d4

Medium humanoid (shadow), neutral, lvl5 caster

Armor Class 12 (15 with mage armor), **Hit Points** 52, **Speed** 30 ft.

Skills: Deception +5, Intimidation +5, Religion +2

Damage Resistances fire

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (0)	11 (0)	16 (+3)

Dagger. Melee: (+4,5ft) (1d4+2) piercing.
Range (+4,20/60ft) (1d4+2) piercing.

Cantrips: control flames, create bonfire, fire bolt, light.
1st level (4 slots): burning hands, mage armor
2nd level (3 slots): blur, scorching ray
3rd level (2 slots): fireball
Spell save: DC 13, +5, **Spellcasting ability:** Charisma

Fire Bolt. (d20+5,120ft) (2d10 fire)
Burning Hands. (15ft cone, dex DC13 or half) (3d6 fire)
Scorching Ray (x3). (d20+5,120ft) (2d6 fire)
Fireball. (20ft radius, 150ft, dex DC 13 or half) (8d6 fire)
Blur. Enemy disadvantage on attacks reliant on sight, requires concentration.

Mirrored Paladin (MR): CR2 1d20,2d8,3d10,1d4

Medium humanoid (shadow), neutral, lvl 4 caster

Armor Class 12 (hide), **Hit Points** 30, **Speed** 30 ft.

Skills Arcana +2, Intimidation +1, Medicine +4, Religion +2, **Senses** darkvision 60 ft.

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

Mirrored strike. Melee: (+3,5ft) (2d8) necrotic.
Cantrips (at-will): guidance, mending, resistance.
1st level (4 slots): bane, detect magic, inflict wounds.
2nd level (3 slots): blindness/deafness, silence.
Spell save: DC 12, +4, **Spellcasting ability:** Wisdom

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

Inflict Wounds. Melee spell attack 3d10 necrotic dmg.
Bane. Concentration,30ft: Three creatures range must make Charisma saves. Whenever a target fails and attacks or saves before the spell ends, roll a d4 and subtract from roll.

Mirrored Monk (M): CR2 2d20,2d8

Medium humanoid (shadow), neutral

Armor Class 14, **Hit Points** 38, **Speed** 30 ft.

Saving Throws: Str +3, Dex +4, Int +3, Wis +4
Skills: Insight +4, Perception +4

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

Unarmed Strike (x2). Melee: (+4,5ft) (1d8+2) blunt + (2d8) psychic damage. This is a magic weapon attack.
At will: mage hand (the hand is invisible)
3/day each: feather fall, jump, see invisibility, shield

Innate Spellcasting (Psionics). The shadow's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:
Psychic Defense. While wearing no armor and wielding no shield, its AC includes its Wisdom modifier.
Multiattack. The githzerai makes two unarmed strikes.

Shield. Reaction: An invisible barrier protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from the spell magic missile.

Mirrored Rogue (MR): CR2 2d20,2d10,2d8,1d6

Medium humanoid (shadow), neutral

Armor Class 16/14 (shield/without), **Hit Points** 52, **Speed** 30 ft.

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

Daggers (x2). Melee: (+5,5ft) (1d8+3) or 2h: (1d10 + 3).
Crossbow. Ranged: (+5,30/120ft) (1d6+3) piercing.

Skills Perception +2

Vague Mindset. The warrior has advantage on saves against being charmed or frightened .
Pack Tactics. Advantage on an attack roll against a creature if at least one non-incapacitated ally is within 5 feet of the creature.
Multiattack. The warrior makes two melee attacks.

<p>Spectre (M): CR1 1d20,3d6</p> <p>Medium undead, chaotic evil</p> <p>Armor Class 12, Hit Points 22, Fly 50 ft. (hover)</p> <p>Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons</p> <p>Damage Immunities necrotic, poison</p> <p>Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>14</td> <td>11</td> <td>10</td> <td>10</td> <td>11</td> </tr> <tr> <td>(-5)</td> <td>(+2)</td> <td>(0)</td> <td>(0)</td> <td>(0)</td> <td>(0)</td> </tr> </tbody> </table> <p>Life Drain. Melee Spell: (+4,5ft) (3d6) necrotic. DC10 Con or HP max reduced by damage amount. Lasts until long rest; death at 0.</p> <p>Senses: darkvision 60 ft.</p> <p>Languages: Understands common but can't speak</p> <p>Incorporeal Movement: Can move through other creatures and objects as difficult terrain. 1d10) force damage if it ends its turn inside an object.</p> <p>Sunlight Sensitivity: While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.</p>	STR	DEX	CON	INT	WIS	CHA	1	14	11	10	10	11	(-5)	(+2)	(0)	(0)	(0)	(0)	<p>Animated Armour (M): CR2 3d20,1d8,2d6</p> <p>Medium creature, neutral</p> <p>Armor Class 14 (natural), Hit Points 45, Speed 30 ft.</p> <p>Damage Immunities poison, Condition Immunities poisoned, Saving Throws Str +4, Dex +4, Wis +2</p> <p>Skills Perception +2, Senses darkvision 60 ft.</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>14</td> <td>14</td> <td>6</td> <td>11</td> <td>4</td> </tr> <tr> <td>(+2)</td> <td>(+2)</td> <td>(+2)</td> <td>(-2)</td> <td>(0)</td> <td>(-3)</td> </tr> </tbody> </table> <p>Hammer (x1). Melee: (+4,5ft) (1d8+2) blunt.</p> <p>Swords (x2). Melee: (+4,5ft) (1d6+2) slashing.</p> <p>Mental Resistance. The armour has advantage on saves against being charmed, and can't be paralyzed.</p> <p>Reckless. At the start of its turn, can gain advantage on all attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.</p> <p>Transparent: The armour has advantage on Dexterity (Stealth) checks made to hide.</p> <p>Shed Armour (1/Day): Can shed armour as a bonus action to free itself from a grapple, shackles, or other restraints.</p> <p>Multiattack: The armour makes three attacks: one with its hammer and two with its swords.</p>	STR	DEX	CON	INT	WIS	CHA	15	14	14	6	11	4	(+2)	(+2)	(+2)	(-2)	(0)	(-3)
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<p>Sonic raptor (MR): CR8 3d20,8d6,2d10</p> <p>Large dragon, neutral</p> <p>Armor Class 18 (natural), Hit Points 142, Speed 40ft, fly 80ft</p> <p>Saving Throws Dex +3, Con +7, Wis +4, Cha +6</p> <p>Skills Insight +4, Perception +7, Stealth +3</p> <p>Damage Immunities Sonic</p> <p>Senses blindsight 30ft, darkvision 120 ft.</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>21</td> <td>10</td> <td>19</td> <td>14</td> <td>13</td> <td>17</td> </tr> <tr> <td>(+5)</td> <td>(0)</td> <td>(+4)</td> <td>(+2)</td> <td>(+1)</td> <td>(+3)</td> </tr> </tbody> </table> <p>Bite (x1). Melee: (+8,10 ft) (2d10+5) piercing.</p> <p>Claw (x2). Melee: (+8,5 ft) (2d6+5) slashing.</p> <p>Breath Weapons. (Recharge 5-6). Two choices:</p> <p>Sonic Burst. 60x5-foot line, DC 15 Dexterity save or 8d6 sonic damage and deaf. Half on success.</p> <p>Repulsion Breath. Roar of energy in a 30-foot cone. DC 15 Strength save. Pushed 40 feet on a failure.</p> <p>Multiattack. One with its bite, and two with its claws.</p>	STR	DEX	CON	INT	WIS	CHA	21	10	19	14	13	17	(+5)	(0)	(+4)	(+2)	(+1)	(+3)																			
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