

## Change Log

### **New Monsters:**

- Aurora Somnacanth (CR 14)
- Blood Orange Bishaten (CR 12)
- Boggi (CR 1)
- Espinas (CR 12)
  - Tempered Espinas (CR 18)
- Flaming Espinas (CR 15)
- Gaismagorm (CR 28)
- Garangolm (CR 16)
- Gowngoat (CR 1/8)
- Lucent Nargacuga (CR 21)
- Lunagaron (CR 19)
- Magma Almudron (CR 17)
- Malzeno (CR 20)
- Pyre Rakna-Kadaki (CR 19)
- Qurio (CR 1/8)
- Qurio Swarm (CR 2)
- Risen Chameleos (CR 21)
- Scorned Magnamalo (CR 21)
- Tempered Astalos (CR 16)
- Tempered Daimyo Hermitaur (CR 18)
- Tempered Gore Magala (CR 21)
- Tempered Shagaru Magala (CR 30)
- Tempered Seregios (CR 15)
- Tempered Shogun Ceanataur (CR 17)
- Violet Mizutsune (CR 15)

### **General Changes:**

- Split cold and water damage from the monster hunter video game. Cold is still ice, but water is now acid in MH5e. Many materials damage types were updated to reflect this change
- Many creatures were updated with their resists and immunities to reflect the change of ice and water, but others were given their normal resistance based off the video game that were missing initially. This changed the HP for a few different creatures
- All Waterblight effects now say "afflicted with waterblight" instead of "poisoned with waterblight"
- Added proficiency bonus to all creatures' stat blocks
- Actions are now capitalized throughout the stat blocks
- Changed formatting of each stat block to mirror new WotC formatting (bonus action section, etc)
- Removed almost every "your weapon deals an extra #d# (bludgeoning, piercing or slashing) damage." Very few remain, but only at the low end and very high end. This removed some strong synergy between specific materials
- Many creature had their ranged attacks increased to the like of giants while still using strength (60/240 instead of 30/120)

### **General Material Changes:**

- Agitator material increased to a d6 from a d4
- Updated Blastcoating to include LBG and Dual Repeaters
- Removed bowgun only from *Load Up*, *Load Up+*, & *H.Load Up+* so that it can be used with dual repeats as well.
- *Elderseal*. When you hit a creature that has a Recharge ability, it has disadvantage on all recharge rolls until the start of your next turn. **(This is a big change. With recent testing, the original material effect was shutting down monsters completely destroying any threat they may pose. With this change it still allows the monster to use it once, and it has roughly a 10% chance to Recharge with the new material, making it still a viable choice for at least one PC to take.)**
- *Crisis+*. While suffering from an abnormal status effect **caused by a hostile creature or object**, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d12 spell or weapon damage. **(Ran into issues with this material and acting as a straight damage increase on top of the normal damage increasing materials by using disposable earplugs and a few other effects to cause an abnormal status effect on themselves. By adding in the clause that it has to be caused by a hostile creature, it makes this material less overpowered and a bit more situational, which was its intention and why its damage increase is so high)**
- Any material with armor of agathys has been changed to be SRD friendly, basically the same effect though.
- Critical Element materials now include an additional effect

### Material Wording Change, but no actual changes:

- *Punish Draw*. A creature hit for the first time by the Hammers *Mighty Weapon*, has disadvantage on the saving throw.
- *Recovery Level*. Whenever you suffer an effect that deals damage to you at the start of your turn your armor flashes white and ends the effect. This could include such effects as a bleeding wound, acid or poison that continues to damage you over time, being set on fire, etc. This armor has no effect on environmental effects, damage that you take from being in a given location or spell's area of effect or similar damage sources.

### List of Creatures that had attacks changed to Acid (which now acts as the water element from the video game):

Tetranadon, Zamtrios, Coral Pukei-Pukei, Shogun Ceantaur, Hermitaur, Daimyo Hermitaur, Tempered Alatreon, Amatsumagatsuchi, Ceadeus, Namielle (T & AT as well), Royal Ludroth, Mizutsune, Young Mizu, Seltas, Seltas Queen, Plesioth

### List of Creatures that had materials changed to Acid (which now acts as the water element from the video game):

Slagtoth, Tetranadon, Zamtrios, Duramboros, Shogun Ceantaur, Daimyo Hermitaur, Shen Gaoren, Tempered Alatreon, Amatsumagatsuchi, Ceadeus, Namielle (T & AT as well), Vaal Hazak, Viper Tobi, Paolumu (+Pup), Almudron, Gobul, Gobling, Royal Ludroth, Mizutsune (+Young), Somnacanth, Seltas Queen, Gajau, Gore Magala, Shagaru Magala

## Specific Creature Changes:

### Amphibians

#### Tetranadon

- Removed cold, added acid

#### Tetsu

- Added fire immune
- Boulder now has a +6 to hit and +4 damage

#### Zamite

- Changed cold to resistance
- added a multiattack, reduced damage die to a d4
- hp reduced by 5

#### **Zamtrios**

- Added acid immune

## **Bird Wyverns**

#### **Aknosom**

- fire, necrotic immune
- charge integrated into Ram save DC increased to 13

#### **Gypceros**

- Added thunder resist
- feign death trait was removed and merged into a new play dead reaction.

#### **Malfestio**

- Wingtalon now deals thunder damage
- Sonic Wave has been reworked to add confusion.
- *Azurefeather Weapon effect*: While you are attuned to this weapon, you can speak its command word and swing it in a horizontal fashion to release a sonic wave in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw or, be incapacitated for 1 minute. If the save fails by 5 or more, the creature instead fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you cannot use it again until you finish a long rest.

#### **Pukei-Pukei**

- Added poison immune
- Poison Spit now based on str instead of dex

#### **Coral Pukei**

- Added acid immune
- Water Glob now based on str instead of dex

#### **Qurupeco**

- Fire resist changed to necrotic
- Moved innate spellcasting to actions
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#### **Yian Garuga**

- Added fire, lightning immune

#### **Yian Kut-ku**

- Added necrotic resist
- Charge integrated into Ram save DC increased to 12

#### **Blue Yian Kut-ku**

- Added necrotic resist

## **Brute Wyvern**

#### **Anjanath**

- Added fire immune, necro resist

#### **Fulgur Anja**

- Added necrotic resist
- Stomp reduced to 5 feet

#### **Banbaro**

- Added acid immune
- Banbaro Chine now deals cold damage

- Banbario Horn (trunk) has been adjusted for clarity. Throw max range increased to 60

#### **Barroth**

- Added acid resist, lightning immune

#### **Baby Barroth**

- HP adjusted to 31 (7d6+7), it still had the Barroth HP calculation.
- STR score increased to 14 and damage corrected

#### **Raging Brach**

- Raging Fury now lasts 1 minute and has a recharge timer

#### **Duramboros**

- Added acid resist
- Jump attack reworded, but same effect.

#### **Glavenus**

- Tail Spin DC increased to 20

#### **Acidic Glavenus**

- Reworded Tail Spins,
- Con save corrected to +13

#### **Radobaan**

- Removed fire, lightning resist, added bludgeoning, piercing, slashing resist while bone armor is intact
- Sleeping Gas had its wording cleaned up

#### **Uragaan**

- Added fire, lightning resist

#### **Pumpkin Uragaan**

- Changed Rise again to Risen with a slight reword.
- Added undead fortitude with (undead only)

## **Carapaceon**

#### **Ceanataur**

- Added acid resist
- Poison Spit DC increased to 12 to mirror CON modifier

#### **Shogun Ceanataur**

- Removed cold, added acid resist, necrotic immune
- Gave spider climb,
- claws and sweeping strike save DC increased to 17

#### **Hermitaur**

- Added acid resist
- Nerfed the Retreat reaction by giving it a weakness.

#### **Daimyo Hermitaur**

- Added acid resist, necrotic immune
- Added *laod up* weapon material to Hermitaur Shell
- Burrow speed increased to 60 feet from 20 feet.
- Nerfed the Retreat reaction by giving it a weakness.
- Crush save DC reduced to 16

#### **Shen Gaoren**

- Swapped acid & cold, removed fire immune
- Cleaned up wording on most skills
- Moved collapse to an actual reaction
- Fixed order of most traits and actions
- Legs changed to bludgeoning damage
- Acid spit now does 7d6 acid damage instead of 4d6+10

- Claws escape DC is reduced to 19
- Legs, Acid Spray, Collapse save DC increased to 27

## Elder Dragons

### Alatreon

- +to hit increased to 15
- Escape DC of bite reduced to 17
- All other saves increased to 23
- Saving throws corrected,
- Passive Perception increased to 26

### Amatsu

- Added cold & thunder resist, acid immune
- Tail save DC reduced to 20

### Behemoth

- Frightful Presence has been added to the multiattack,
- Tail save DC increased to 24

### Ceadeus

- Added acid moved to immune, fire moved to resist
- Ceadeus AC increased to 20;
- HP reduced to 546 (28d20+252);
- 1 additional legendary resistance (4);
- Added one additional Tail attack its multiattack
- +to hit reduced to 15
- Hydropump DC increased to 25, damage increased to 20d8;
- Added bioluminescence bonus action.

### Chameleos

- Added cold immunity and exhaustion immunity

### Tempered Chameleos

- Added cold immune
- Increased tongue regurgitation to 50 hp instead of 30

### Dalamadur

- Meteor save DC reduced to 19,

### Dire Miralis (All)

- Magma Glob changed to STR instead of DEX, range changed to 60/240
- Reworded magma armor slightly
- *Material Changes:*
  - Miralis Scale changed to increase fire spell damage
  - T.Miralis Scale changed to increase fire spell damage
  - AT.Miralis Scale changed to increase fire spell damage

### Tempered Fatalis

- World Ender escape DC reduced to 19.

### Gogmazios

- Added acid cold resist, removed fire
- Frightful Presence save DC reduced to 16
- Combustible reword

### Jhen Mohran

- +to hit reduced to 16
- Horn Sweep name changed to “tusk sweep”, damage increased to 52 (8d10+8)
- Horn Sweep and Shake Off save dc increased to 24,

- Body Slam now has a Charge effect on it.

#### **Dah'ren Mohran**

- Horn Drill damage increased to 60 (8d12+8) piercing and save DC increased to 24
- Additional changes listed in the variant description.

#### **Kirin (including Tempered)**

- Added necrotic resist
- Reformatted to new spellcaster style,
- Replaced shocking grasp cantrip with electrified touch spell attack.

#### **Kulve Taroth**

- Removed cold, added fire, light resist
- Molten Breath, Fireball, and Fire Lane save DC reduced to 24

#### **Kushala Daora**

- Wind Barrier slightly reworded
- Set escape DC for tornado
- All save DCs reduced to 17 from 19
- Removed movement cost increase from wind tunnel since its duration is instantaneous
- *Material Change*
  - Daora Claw damage type changed to thunder

#### **Lao-Shan**

- removed fire immune, removed lightning resist
- All save DCs increased to 27

#### **Lunastra**

- Added acid resist
- Charge integrated into the Bite action
- Devil's Powder damage changed from fire and force to fire and thunder.

#### **Tempered Lunastra**

- Added acid, lightning resist
- Charge integrated into the Bite action
- Tail save DC increased to 19, Blue Flame Breath increased to 20.
- Devil's Powder damage changed from fire and force to fire and thunder

#### **Nakarkos**

- Added acid, cold immune, lightning thunder resist
- Added amphibious trait and swim speed
- Sticky Mucus +to hit now 13 and range is 60/240, escape DC now 22
- Fire Beam save DC increased to 22
- Mucus Ball save DC increased to 21 escape DC 22,
- Trample save DC 21

#### **Namielle**

- Swapped cold with acid
- Water Globule range increased to 60/240 (All version)
- Spellcasting moved to actions (All Version)
- Water Beam save DC reduced to 17

#### **Tempered Namielle**

- Added cold resist, acid immune
- +to hit increased to 11,
- Water Beam save DC reduced to 19

#### **AT Namielle**

- Swapped cold and acid

- +to hit increased to 14
- Athletics increased to 14.
- Water Beam save DC reduced to 21

#### **Nergigante**

- Added acid, cold, fire, necrotic resist
- Frightful Prescence save DC reduced to 18,
- Trample increased to 22
- *Material Changes*
  - Nergigante Talon & Immortal Dragonscale now deal force damage (because nothing really made perfect sense and its high enough CR to let it be an effect.

#### **Ruiner Nergi**

- Added acid resist
- Frightful Prescence save DC reduced to 20
- Meteor Crash DC increased to 24
- *Material Changes*
  - Nergigante Hardclaw & Immortal Shard now deal force damage because little nergi reasoning

#### **Safi'jiiva**

- Fire moved to resist
- Bite grapple DC now 18
- Frightful Presense reduced to DC 20
- Cone of Flames, Sapphire Star, Blue Flame Breath DC 27.
- Cleaned up Sapphire Star text.

#### **Shara Ishvalda**

- Shell Con save now +16
- Set a wall height on Bulldoze
- Piercing Roar now DC 24
- Adjusted resonance bomb wording

#### **Teostra**

- Added lightning resist
- Teostra CON increased to 24 (+7), HP adjusted to 148
- Removed BA sentence from explosive cloud and created “move dust cloud” Bonus Action
- Detonate DC increased to 20

#### **Tempered Teostra**

- Added lightning, necrotic resist

#### **Vaal Hazak**

- Added poison resist
- Tail save DC to 21

#### **Blackveil**

- Added poison, lightning resist
- Tail save DC to 22

#### **Valstrax**

- Added necrotic resist
- Fixed action that said Firebolt instead of Dragonbolt changed damage type to necrotic
- Fixed wording on Dragonrush
- *Material Changes*
  - Valstrax Hardclaw & Ruby Dragon Mindstone now deal necrotic damage

#### **Crimson Glow Valstrax**

- Wing attack DC increased to 20 and Rocket Dash DC increased to 21

### **Velkhana**

- Added acid resist (ALL)
- Ice Armor moved to Bonus Action (ALL)
- Rime DC increased to 21.
- Hoarfrost breath, Icewall DC increased to 21

### **Tempered Velkhana**

- Rime & all Hoarfrost Breath DCs increased to 23

### **AT Velkhana**

- Rime & all Hoarfrost breath DCs increased to 25

### **Wind Serpent Ibushi**

- Updraft updated to have a reason for it to last until the start of Ibushi's next turn

### **Xeno'jiiva**

- Removed fire, added acid, thunder resist
- Bite escape DC reduced to 17
- Fire Breath DC 24,
- Frightful Presence DC 18

### **Yama Tsukami**

- Str Score reduced to 27, no change to anything.
- Removed lightning immune, added acid, cold, fire, thunder resist
- Fling and Whirlwind DC increased to 22

## **Fanged Beasts**

### **Arzuros**

- Added acid resist, necrotic immune

### **Arzuros Cub**

- Added necrotic resist

### **Bloodsoaked Arzuros**

- Bloodsoaked Jumbo Bone now deals necrotic damage

### **Bishaten**

- Added poison, necrotic resist
- Glide trait updated, glide speed removed, normal speed increased to 40 feet
- *Material Changes:*
  - Bishaten Feather new W effect
  - Brute Bone new Effect

### **Blangonga**

- Cold changed to immune, added necrotic immune
- Charge merged with Fist attack

### **Bullfango & Bulldrome**

- Charge merged with Tusk attack

### **Conga**

- Reduced fart DC to 12

### **Congalala**

- Added necrotic resist

### **Gammoth**

- Bumped to a CR 17
- Acid, fire resist, cold moved to Immunities, added necrotic immune
- Reduced fling DC to 19

### **Goss Harag**

- Added acid resist

- Throw Sword range increased to 60/240

#### **Kecha Wacha**

- Added cold, lightning resist, acid, necrotic immune
- lowered HP to 104
- Added a save for the waterblight at the end of each turn
- Tantrum save reduced to 16

#### **Young Kecha**

- Added acid, necrotic resist

#### **Lagombi**

- Added acid, cold, necrotic immune
- Lowered HP to 68
- Giant Snowball max range increased to 180 to mirror the 3x range of a dagger throw (20/60)

#### **Lagombi Kit**

- Added acid, cold, necrotic resist
- Lowered HP to 31

#### **Rajang**

- Lightning moved to Immune, added fire, necrotic immune, poison resist,
- Lowered HP to 175

#### **Furious Rajang**

- Added poison resist

#### **Adolescent Rajang**

- Added fire resist

#### **Volvidon**

- Added fire, necrotic immune
- Tongue escape DC reduced to 12

#### **Volvi Pup**

- Added fire resist
- Tongue escape DC reduced to 10

#### **Wulg & Wulg Pup**

- added cold immune
- Added the Crunch bonus action after integrating the Lunge trait into its Claw attack.

## **Fanged Wyverns**

#### **Dodogama**

- Added fire immune
- Merged Charge into its Bite

#### **Juvenile Dodogama**

- Added fire immune

#### **Girros**

- HP reduced to 27, removed multi to be in line with CR 1 calculations.
- added acid resist
- Updated its Bite text to clarify if it's a creature to make the save.

#### **Girros Pup**

- added acid resist
- Updated its Bite text to clarify if it's a creature to make the save.

#### **Great Girros**

- Added necrotic resist, lightning immune
- Merged charge into Bite attack
- Paralyzing Spit target changed from "one target" to "one creature"

- Alpha Call updated.

#### **Jagras & Jagras Pup**

- Added poison resist

#### **Great Jagras**

- Added necrotic resist, acid immune
- Lowered HP to 85 and AC to 14
- Updated the Full Belly trait
- Swallow has been updated fairly heavily, added the included damage to Bite and claw for Full Belly.
- *New material effects in its loot table*

#### **Magnamalo**

- Hellfire Jump moved to a BA
- *Material Change*
  - Magna Scute weapon material changed to: When you hit a target with your demon ammo, its duration and effect is doubled.

#### **Odogaron**

- Added necrotic immune
- Medicine check increased to 15
- *Material Change*
  - Claw now deals necrotic damage,
- Rampage moved to a BA

#### **Young Odogaron**

- Added necrotic resist
- Wis save reduced to 2,
- Claw Wound DC increased to 13, medicine check DC increased to 13

#### **Ebony Odo**

- Removed fire resist
- Claw Medicine check DC increased to 16
- Spit now specifies the save only if it is a creature.

#### **Tobi-kadachi**

- Added necrotic resist

#### **Viper Tobi**

- Added acid immune

#### **Zinogre**

- Added necrotic resist
- I disliked the way the Lightning Aura and Charge worked, so I made Lightning Aura a BA and renamed and reworded the Charge action, but it effectively does the exact same thing.

#### **Juvenile Zinogre**

- Changed Perception, Survival and passive Perception to correct bonus

## **Flying Wyvern**

#### **Akantor**

- Added cold immune
- Bite escape DC reduced to 18
- slight reword to Crush, but same effect and save DC reduced to 22
- *Material Change*
  - Removed (Monk Only) from its tail material

#### **Astalos**

- Tail now specifies that only creatures can be paralyzed.

#### **Barioth**

- Added acid, necrotic resist
- Lowered HP to 195
- removed natural armor tag,
- Slight reword on the Tail attack
- Fixed Vortex wording and area of effect
- Changed Tail Swipe LA text

#### **Frostfang Barioth**

- Frost Breath DC reduced to 20

#### **Basarios**

- Removed fire resist
- *Material Change*
  - Basarios Carapace now deals fire damage

#### **Baby Basarios**

- Removed fire resist

#### **Bazelgeuse**

- Swapped cold resist with poison
- Dive attack incorporated into Headbutt

#### **Seething Bazelgeuse**

- Swapped cold resist with poison
- Con save increased to 14
- Dive Attack incorporated into Headbutt

#### **Diablos**

- Added fire immune
- Underground Charge moved to BA
- Roar DC reduced to 20, Quake increased to 21
- *Material Changes*
  - Diablos Fang changed to *Offensive Guard*
  - Majestic Horn now deals thunder damage

#### **Giggi**

- Leech moved to a BA and a slight reword on its effect.

#### **Gigginox**

- Removed poison immune, added cold, lightning immune
- Slight reword to poisonous retreat reaction
- Eggs are now immune to cold and lightning, removed poison immune as well
- *Material Changes*
  - Gigginox Talon new effect for poison spells

#### **Gravios**

- Added cold resist
- Slight reword to Quake

#### **Khezu**

- Added acid, cold, fire, necrotic, thunder resist
- Lowered HP to 136

#### **Legiana**

- Added acid resist (ALL)
- Frost DC increased to 19
- 
- Talons escape DC lowered to 16 (ALL)
- Fixed wording on corkscrew (ALL)

### **Shrieking Legiana**

- Acrobatics increase to +13
- Frost DC increased to 20

### **Monoblos**

- Added acid, necrotic immune
- Removed brute
- Underground Charge moved to BA
- *Material Change*
  - Scarlet Finehorn now deals thunder damage.

### **Nargacuga**

- Added poison, cold resist (ALL)
- Shadow Stealth moved to BA
- *Material Changes*
  - Nargacuga Scale is now *partbreaker+1*

### **Young Narga**

- Perception decreased to +4, passive Perception decreased to 14
- stealth increased to +6,
- *Material Change*
  - Y.Narga Scale now deals poison damage

### **Silverwind Narga**

- Shadow Stealth moved to BA
- Razor Wind DC increased to 17
- cleaned up Tail Slam wording
- *Material Changes*
  - Silverwind Scale & razor now deals thunder damage

### **Paolumu**

- Added poison resist
- Reworded Blind Panic
- Cleaned up Wind Bursts text

### **Nightshade Paolumu**

- Added necrotic resist
- Cleaned up wording on Deep Breath
- Reworded Blind Panic
- Cleaned up wording on Sleep Gas
- *Material Change*
  - Nightshade Paolumu Shard changed to *Critical Status (Incapacitate)*

### **Rathian**

- Stinger and fireball DC reduced to DC 14

### **Seregios**

- Added fire immune
- Bladescale range changed to 60/240
- lowered its INT to 7
- Talon escape DC reduced to 14 and damage type changed to slashing and creature size for grapple increased to Large or smaller.
- *Material Change*
  - Seregios Scrape now deals necrotic damage

### **Young Seregios**

- Added fire immune

## **Tigrex**

- Added cold, fire resist
- Enrage reworded and bonus damage is now dealt only on melee attacks, enrage damage added to each melee attack
- Tail reach increased to 15 feet, claws to 10 feet
- *Violent Roar*, renamed *Concussive Roar*.
- *Material Changes*
  - Tigrex Scale changed to *Peak Performance*
  - Tigrex Scalp is now *partbreaker*+3

## **Brute Tigrex**

- Removed cold, necrotic resist, moved fire to resist
- Intimidation reduced to +6,
- Brutal Roar and Wind Tunnel save DC increased to 21
- *Material Change*
  - Tigrex Mantle changed to *Agitator*

## **Tigrex Curse**

- The berserk part of the curse it really isn't fun, because of how often you get hit when playing this system, so I changed it to be at the GMs discretion when you are damaged.

## **Ukanlos**

- Added acid resist
- Bite escape DC reduced to 17
- Crush & Launch save DC reduced to 21
- Ice Beam save DC increased to 22 and cleaned up the 2<sup>nd</sup> paragraph of ice beam
- Swim save DC increased to 17

# **Leviathans**

## **Almudron**

- Moved necrotic to resist

## **Gobul**

- Added acid, necrotic immune
- Gobul Roll save DC increased to 15 and reworded for clarity.

## **Gobling**

- Added acid resist
- Escape DC increased to 13

## **Lagiacruss**

- Added acid immune
- Updated Lightning Charge and Lightning Ball wording
- Lightning Charge save reduced to 15
- Lightning Ball reduced to 15
- Reduced Dex score to 17

## **Young lagiacruss**

- Added acid immune
- Reduced Dex score to 17

## **Ludroth**

- Ludroth cleaned up some wording on Claws
- Integrated Charge into Headbutt

## **Royal Ludroth**

- Added acid, necrotic immune

#### **Mizutsune**

- Added fire resist, acid immune
- Bite escape DC reduced to 13
- Hydropump save DC reduced to 17
- Tail Sweep save DC reduced to 15
- Changed oiled body wording to match Young Mizu.

#### **Young Mizu**

- Added acid immune
- Tail Sweep save DC reduced to 13

#### **Nibelsnarf**

- Added necrotic resist, fire immune
- Wind Tunnel and Sand Cloud save DC reduced to 14
- Sand Cloud has been reworked, it originally referenced flanking rules which are optional. Now it has a slightly wider reach in the direction of the attacker, but still covers roughly the same area.

#### **Young Nibel**

- Added fire immune
- Sand Cloud changed to match new Nibel Sand Cloud.

#### **Uroktor**

- Fire Spit normal range reduced to 40 from 60

#### **Agnaktor**

- Removed fire immune, added lightning, necrotic immune
- Reworded volcanic swimmer

#### **Somnacanth**

- Frill Quill range increased to 60/240 and +to hit changed to +9
- Rude Awakening moved to BA

## **Neopterons**

#### **Ahtal-Ka**

- Ahtal-Ka was split into a 3<sup>rd</sup> stat block and the paragon creature traits were removed. This helped simplify what it did in each form while still taking up the same number of pages.
- Added cold resist
- *Material Change*
  - Ahtal-Ka Foreblade now deals radiant damage

#### **Bnahabra**

- AC increased to 12
- Natural Armor trait removed

#### **Great Thunderbug**

- cleaned up Shock wording

#### **Konchu**

- Charge merged into Roll attack

#### **Seltas**

- Added necrotic immune

#### **Seltas Queen**

- Added acid, necrotic immune
- Drone Slave moved to BA, slight reword
- Devour range increased to 10 feet, cleaned up wording
- Cleaned up Tail wording

### **Vespoid**

- AC increased to 12
- removed Natural Armor tag
- Cleaned up Sting wording

### **Vespoid Princess**

- Cleaned up Sting wording
- Corrosive Spray save DC reduced to 11
- Aggressive moved to BA

### **Vespoid Queen**

- Removed Natural Armor tag

## **Piscine Wyvern**

### **Beotodus**

- Snow Armor moved to BA
- Deadly Leap & Slip n Slide save DC reduced to 16
- Ice Chunk maximum range increased to 60 feet

### **Cephadrome**

- Added fire, necrotic resist

### **Delex**

- Added cold, fire, necrotic immune
- Delex AC increased to 11
- Natural Armor tag removed

### **Gajau**

- Removed Natural Armor tag

### **Jyuratodus**

- added cold, swapped with acid
- Moved Wallow to BA section and set a daily limit
- Mud Ball range changed to 60/240
- Constricting Ambush save DC increased to 17 and its escape DC is reduced to 15
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### **Lavasioth**

- Cleaned up Lava Armor and Slither wording

### **Plesioth**

- added acid immune
- Countershading moved to BA
- Added hold breath trait
- Cleaned up slither wording
- Water Jet save DC increased to 16

## **Snake Wyvern**

### **Najarala**

- Removed poison and poisoned condition, added fire, thunder resist
- Reworded Surround: it now covers all spaces the Najarala is in
- Squeeze moved to BA
- added Athletic skill prof
- Sonic Scale save reduced to 14
- *Material Change*
  - Najarala Fang & Sounder now deal thunder damage

### **Remobra**

- Added lightning resist

## Temnoceran

### Nerscylla

- Con Score increased to 16, avg HP changed to 142,
- Reel In and Web Swing moved to BA
- Claw escape DC decreased to 13
- Stinger and Webbing Shot save DC reduced to 14
- Webbing Shot range increased to 60/120 (double a normal giant spider)

### Fey Nerscylla

- Con Score increased to 16, avg HP changed to 180
- Reel In and Web Swing moved to BA
- Claw escape DC decreased to 13,

### Rakna-Kadaki

- Added acid resist
- R.Queen Substance renamed to Kadaki Queen Substance

## Theropods

### Baggi

- Removed Brute
- Bite incapacitate now lasts till the end of the creatures turn, or until it takes damage.

### Great Baggi

- Added cold resist
- Removed Brute
- Bite incapacitate now lasts till the end of the creatures turn, or until it takes damage,
- Sleep Spit does the same as Bite incapacitate, and now knocks unconscious if the save fails by 5 or more
- Updated Alpha Call

### Genprey

- Con Score reduced to 11, HP changed to 31
- Dex score reduced to 10,
- Removed Natural Armor tag
- Aggressive moved to BA

### Gendrome

- Aggressive moved to BA
- Updated Alpha Call

### Giaprey

- Aggressive moved to BA

### Giadrome

- Aggressive moved to BA,
- Ice Spit check DC increased to 12
- Updated Alpha Call

### Ioprey

- Aggressive moved to BA

### Iodrome

- Bite and Poison Spit save DC reduced to 12
- Updated Alpha Call

### Great Izuchi

- Rapid Spin save DC reduced to 13

- Updated Alpha Call
- Jaggi**
- Removed natural armor tag
- Jaggia**
- Slam save DC increased to 13
- Great Jaggi**
- Updated Alpha Call
  - New Trait “Pack Leader”
- Kulu-Ya-Ku**
- All saving throws reduced by 1
- Macao**
- Moved aggressive to BA
  - Removed Natural Armor tag
- Tzi-tzi**
- A creature can now repeat its saving throw after being blinded by Flash
- Velociprey/Drome**
- Moved aggressive to BA
  - Updated Alpha Call
- Wroggi**
- Removed Natural Armor tag
  - Poison from Bite now last until the end of the creature’s next turn.
- Great Wroggi**
- Added lightning resist
  - Poison from Bite and Poison Spit now last until the end of the creature’s next turn.

## Unknown

- Gore Magala**
- Swapped necrotic to poison, added cold resist
  - Virus Wave save DC increased to 22
  - Frenzy Dash save DC increased to 23
  - Fixed frenzy virus wording
- Shagaru**
- Swapped necrotic to poison, added cold resist
  - Fixed frenzy virus wording
- Leshen**
- Added poison resist
  - Changed murder of crows range to 60/240
  - Entangling Roots and Root Strike save DC reduced to 16
  - Slight Conjure Roots reword
  - *Material Change*
    - Leshen Claw now deals psychic damage
- Ancient Leshen**
- Added cold resist, poison immune
  - Changed murder of crows range to 60/240
  - Gnarled Growth DC changed to 20
  - *Material Change*
    - Ancient Leshen Claw now deals psychic damage

## Herbivore

**Anteka**

- Charge integrated into Ram

**Bombadgy**

- Explode now deals 4 (1d8) bludgeoning damage if the creature the bombadgy hits fails its saving throw

**Epioth**

- charge integrated into Ram and save DC increased to 11,
- Both attacks average damage increased by 1

**Gargwa**

- Added natural armor tag

**Gastodon**

- Charge integrated into Ram

**Kestodon**

- Charge integrated into Ram

**Larinoth**

- added natural armor tag

**Palamute**

- Tracker moved to BA

**Popo**

- Added natural armor tag

**Rhenoplos**

- Added natural armor tag, charge integrated with Ram

**Slagtoth**

- Added natural armor tag, Trampling Charge save DC increased to 11

**Lynians**

- Added Lynian language to all Lynians

**Boaboa**

- Added Hide armor tag

**Felyne**

- Moved Felyne Inspiration to BA

**Gajalaka**

- Added tribal armor tag

**Wild Melynx**

- Snatch save DC increased to 11

**Shakalaka**

- Added tribal armor tag

**King Shakalaka**

- Removed innate spellcasting, added firebolt action
- Sleep bomb DC increased to 12

