Cosmere 5e

CREATURE COMPENDIUM

Version: 1.0

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SPOILER WARNING

Cosmere 5e has spoilers for *every single* cosmere book written by Brandon Sanderson, including *Wind and Truth*.

NO AI

Cosmere 5e was created *without* artificial intelligence of any kind.

UNDER CONSTRUCTION

The *Creature Compendium* is, by far, the most incomplete book of Cosmere 5e. Probably not even complete enough for me to want to release it. However, I have been finished with the other books for a while now and want people to play, so I've decided to release this unfinished book alongside the others.

I am actively working on making new stat blocks for cosmere creatures, which this book will be updated with as I complete them, and I am always looking for suggestions and feedback, if you have it.

Know that many of the links you'll find in Chapter 3 are unfinished, empty, or will have many edits made in the future. If the creature's name is *not* a link, that is intentional and means it's not ready yet but that I'm working on it.

Table of Contents

Resources

Radiant's Handbook

A handbook for explaining how a Cosmere 5e player plays their character and details on how to create a character from Roshar with a class as one of nine Orders of Knights Radiant.

Link: *Radiant's Handbook*

The Invested Arts of the Cosmere

This book details each Invested Art that many classes, NPCs, and creatures cast.

Link: *The Invested Arts of the Cosmere*

Hoid's Guide to the Cosmere

This book, written by Hoid, has Identities, classes, backgrounds, feats, and much more from other cosmere planets besides just Roshar. In addition, it has additional rules for GMs not found in the *Radiant's Handbook*.

Link: *Hoid's Guide to the Cosmere*

Creature Compendium

The *Creature Compendium* contains hundreds of stat blocks of just about every creature in the cosmere for your GM to throw into your game.

Link: You're already here!

Invested Items Collection

This book has the full details of over *400* cosmere Invested items.

Link: *Invested Items Collection*

Character Sheet

Here is a custom Google Sheet that attempts to mimic *Dnd Beyond* or other online character sheets. Once open, select "File" in the top left, then "Make a copy" to store a copy in your own Google Drive.

Link: *Character Sheet*

Changelog

This is a changelog document that lists out each change I make to all the Cosmere 5e documents.

Link: *Changelog*

Feedback

Do you have feedback on how to fix something or make Cosmere 5e better? Please let me know!

Link: *Feedback*

Subreddit

Here's a subreddit for Cosmere 5e.

Link: r/Cosmere5e

Cosmere 5e Adventures

Here is each Cosmere 5e adventure a GM can use to run a game or begin a campaign with.

Links: *Coming Soon*

Introduction

This compendium is for storytellers and world-builders. If you have ever thought about running a Cosmere 5e game for your friends, either a single night's adventure or a long-running campaign, this chapter contains page after page of inspiration. It's your one-stop shop for creatures both malevolent and benign.

Some of the creatures and people here are those read about in the many cosmere books. Others are made up and noncanonical, in order to fill up your Cosmere 5e game even more. In this book you'll discover classic cosmere creatures like chasmfiends, Fused, mistwraiths, shades, sandlings, and thunderclasts. You'll also find stat blocks for more common creatures, like axehounds (dogs), chickens (birds), and horses. Also added are stat blocks you can use for NPCs (or villains), like certain types of Ferrings, Mistings, and Twinborn, as well as more mundane humanoids like your typical town guard or a deadly, poison wielding assassin.

Finally, at the end of this book are bonded creatures, or creatures that can actually create a bond to a human, like Ryshadiums, Aviar, and seons.

Feel free to use any stat block found here as inspiration to create your own creatures and enemies for your table's Cosmere 5e adventure.

How to Use This Book

The best thing about being a GM is that you get to invent your own cosmere world and bring it to life, and nothing brings a cosmere world to life more than the creatures that inhabit it. You might read a creature's entry and be spurred to create an adventure revolving around it, or you might have an awesome idea for a location and need just the right creatures to populate it. That's where the *Creature Compendium* comes in handy.

Guidelines for creating encounters with creatures can be found in Chapter 4 of the *Shardic Handbook*, and guidelines for creating NPCs from these stat blocks can be found in Chapter 5 of that same book. Chapter 4 of that book, "Adventure Building," also has tables full of random encounters you can use for your players as they traverse different types of environments; those random encounter tables will refer to creatures whose stat blocks you can find here.

What Is a Creature?

A creature in Cosmere 5e is defined as any being that can be interacted with and potentially fought and killed. Even something as harmless as a grasper or as benevolent as a Ryshadium is a creature by this definition. The term also applies to humans, Twinborn, and other civilized folk who might be friends or rivals to the player characters. Most of the creatures that prowl the cosmere, however, are threats that are meant to be stopped: Surge-wielding Fused, haunting Shades, towering thunderclasts, horrifying chasmfiends—the list goes on.

This chapter contains ready-to-play, easy-to-run creatures of all levels, and for nearly every climate, terrain, and planet imaginable. Whether your adventure takes place on Roshar, in the deserts of Taldain, or in the Cognitive Realm, there are creatures in this chapter to populate that environment.

Canonicity

1. Understanding Creature Statistics

A creature's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run the creature. This chapter goes over how to read a stat block, of which there are hundreds later in the book for each Cosmere 5e creature.

Challenge

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

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

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

Experience Points

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

Experience Points by Challenge Rating

Challenge	XP	Challenge	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000

8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

Armor Class

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

Hit Points

A creature usually dies or is destroyed when it drops to 0 hit points. A creature's hit points are presented both as a die expression and as an average number. For example, a creature with 2d8 hit points has 9 hit points on average (2 x 4 ½). You can either take the average number, or roll the dice yourself to give your creatures unique and random hit point values.

A creature's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table. Keep in mind that certain creatures can differ from this, typically due to raw strength or innate Invested abilities (for example, remember that a player character can choose to be a Lightweaver, who uses a d6 hit die, and a Stoneward, who uses a d12 hit die, no matter their size!).

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

Hit Dice by Size

Creature Size	Hit Die	Average HP per Die
Tiny	d4	2 ½
Small	d6	3 ½
Medium	d8	4 ½
Large	d10	5 ½
Huge	d12	6 ½
Gargantuan	d20	10 ½

Colossal	d20	10 ½

Speed

A creature's speed tells you how far it can move on its turn. For more information on speed, see the *Radiant's Handbook*.

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

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

Burrow

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

Climb

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

Fly

A creature that has a flying speed can use all or part of its movement to fly. Some enemies have the ability to **hover**, notated in their stat block, which makes them hard to knock out of the air (as explained in the rules on flying in the *Radiant's Handbook*). Such a creature stops hovering when it dies.

Swim

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

Initiative

A creature's initiative modifier is typically equal to their Dexterity modifier. For some creatures, this may differ, as described in this section. In parenthesis, after the modifier, is the creature's average initiative (equal to 10 + their initiative modifier), in case you have too many creatures to manually roll initiative for.

Some creatures have Advantage on their Initiative rolls, in which case you can roll twice and take the higher. If you want to just use the average initiative for these creatures, you can. The average initiative for a creature with Advantage is equal to 13 plus their initiative modifier (as the average for two d20 rolls, taking the higher, is approximately 13.8).

Size

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

If a creature is Gargantuan or Colossal, it will have an additional figure in parenthesis in its Size entry. This refers to the amount of space the creature controls. For example, certain thunderclasts have a Size of Gargantuan (20 ft. by 20 ft.). This means that they would take up 16 squares of space while in combat (4 by 4, with each square representing 5 ft. by 5 ft.).

Size Categories

Size	Space	Examples
Tiny	2 ½ by 2 ½ ft.	Aviar, cremling, seon, skyelver
Small	5 by 5 ft.	Acid greatlegger, coracot (shelling), relayform runner, shallowcrab
Medium	5 by 5 ft.	Bandit burglar, Coinshot ace, dullform commoner, shanay-im
Large	10 by 10 ft.	Chull, khornak, koloss brawler, nex-im (highbrand), riding horse
Huge	15 by 15 ft.	Yu-nerig (young), zumble
Gargantuan	20 by 20 ft. to 45 ft. by 45 ft.	Kai-garnis
Colossal	50 ft. by 50 ft. or larger	Chasmfiend

Type

A creature's type speaks to its fundamental nature. Certain Invested Arts, Invested items, class features, and other effects in the game interact in special ways with creatures of a particular type.

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

Beast

Non-humanoid creatures that are a natural creature on one of the many cosmere planets are oftentimes beasts. Most of them lack any society or language and they are, relatively, unintelligent. Beasts include all varieties of ordinary animals. Larger, more intelligent, and/or more wild beasts are usually considered *monstrosities*, seen below.

Cognitive Shadow

A Cognitive Shadow is a spirit, once alive, that has not yet moved into the afterlife. They can manifest and be created differently, based on a lot of factors. Some Cognitive Shadows are dead humans who still have a Connection to the Physical Realm that keeps them anchored, while some, like Fused, are the spirits of ancient singers that can inhabit bodies on Roshar and are functionally immortal. There are many other examples of Cognitive Shadows, both extremely powerful and less so, all over the cosmere.

Dragon

A dragon is a sapient, reptilian creature that comes from Yolen. Many have four legs, two wings, and can shapeshift into a humanoid form, though there are also "lesser" dragons, dragons that are more beast-like and do not have a humanoid form. Regardless, the dragon type refers to any of these creatures.

Entity

Entities are not born, but rather made alive or Awakened through Investiture. For example, the castwoven creatures a Lightweaver can create and make solid are considered entities, as are thunderclasts and Lifeless. Though thunderclasts and Lifeless are vastly different, they are both examples of non-alive material made alive through Investiture, which falls under the category of entities.

Hemalurgic Construct

A Hemalurgic construct is a creature that has been created or modified through the use of one or more Hemalurgic spikes. Humanoids like kandra and steel inquisitors are examples of these, as are creatures like Hemalurgic chimeras. Mistings and Ferrings who gained their Allomantic or Feruchemical powers through Hemalurgy are also considered to be Hemalurgic constructs.

Human

Humans are the main peoples of the cosmere, and are found on every known civilized planet.

Monstrosity

Monstrosities are similar to beasts, but much smarter and oftentimes more dangerous. This classification mainly exists to separate them from beasts, as many Invested Arts and other abilities refer specifically to beasts, which excludes creatures of this type.

Sho Del

Sho Del are fainlife humanoids from the planet Yolen. They have chalk-white skin and hair, reptilian eyes, and four arms.

Singer

A singer is a carapaced creature that is one of the two intelligent humanoid species on Roshar. They can form bonds with different types of spren that change their shape.

Splinter

A splinter is Investiture that has come alive on its own. Examples of splinters include the spren of Roshar and the seons of Sel. This category also includes splinters as they are in the Cognitive Realm, like the many types of friendly (or dangerous) spren you can find in the Rosharan subastral.

Because splinters do not need to breathe air, they are immune to the *choking* condition.

Subtype: (Corrupted)

You may see "(corrupted)" listed alongside a type in a creature's stat block. While not a full type in itself, it means that the creature is corrupted by some type of Investiture, like from Odium, Ruin, or Autonomy. A creature can be both a corruption and a Surgebinder (corrupted Surgebinder) which means that they have access to a manifestation of Investiture but are also corrupted in some way.

Creatures who are corrupted may be affected differently by certain features and Invested Arts.

Subtype: (Humanoid)

You may see "(humanoid)" listed alongside a type in a creature's stat block. While not a full type in itself, humanoid means that the creature has a body of a human or near-human creature. It need not be a physical, flesh and blood body, though. For example, true spren when in the Cognitive Realm are also considered to be humanoid. A humanoid can be a human, singer, sho del, or another creature like an entity, splinter, Hemalurgic construct, or Cognitive Shadow. Humanoids are often intelligent, so the creature will probably speak at least one language.

Certain creatures will say "Humanoid" as their creature type, usually followed by "(any Identity)". This means that they can appear throughout the cosmere as any type of human, singer, or Sho Del. Examples of creatures that show this are guards, bandits, and ruffians, as you can find any type of humanoid that fits that type of creature.

By default, most humanoid NPCs found in this book are Medium creatures, but you can decide that any are Small, based on their Identity.

Subtype: (Surgebinder)

You may see "(Surgebinder)" listed alongside a type in a creature's stat block. While not a full type in itself, Surgebinder means that the creature has access to a manifestation of Investiture, like being a Knight Radiant, Allomancer, Awakener, Feruchemist, or a manifestation of Sel's AonDor. This could also mean that the creature has some other, less defined manifestation of Investiture, like having access to one type of Allomancy or being a singer with a form of power. Essentially, a Surgebinder is a creature that has Investiture and can manipulate it in some way.

Though "Surgebinder" is not the technical term for manifestations of Investiture outside of Rosharan Surgebinding, is it the term used here to recognize any creature that accesses Investiture in any of those ways.

Ability Scores

Every creature has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers, just like players do. For more information on ability scores and how they're used in play, see Chapter 7 of the *Radiant's Handbook*.

A creature's ability scores are utilized for both saving throws and skills, just like for players.

Saving Throws

The Save column of each ability score details a creature's modifier they use for saving throws of that particular type. Most often, this is just equal to the creature's modifier of the same type, but rarely a creature will be proficient in a saving throw, have expertise, or some other modifier.

Skills

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

A skill bonus is the sum of a creature's relevant ability modifier and its proficiency bonus, which is determined by the creature's challenge rating. Rarely, a creature can have expertise in a saving throw, in which case their proficiency bonus is doubled. If a creature has Advantage or some other special way they can use a certain skill, it will be located in the creature's traits.

Invested creatures with an Investiture ability modifier will have it detailed in their traits and they will be proficient in it. Remember that an Investiture ability check is a representation of a creature using their *innate* Investiture to accomplish something; the skill for knowledge and logic of Investiture is represented by Intelligence (Arcana).

Missing Skills

Most skills are not detailed in the stat block of a creature; the creature is not proficient in most skills, and some creatures are proficient in none. If a creature needs to make an ability check using a skill not listed in their stat block, that means they have no proficiency or expertise, so you would just make the ability check using the correct modifier.

For example, if a creature without Perception proficiency needs to make a Wisdom (Perception) check to try and spot your sneaking players, you would have the creature simply make a Wisdom check. For information on which ability scores correspond to which skills, refer to Chapter 7 of the *Radiant's Handbook*.

Senses

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

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. This allows them to perceive invisible creatures and objects around them, but not the true form of things that are disguised. Blindsight does not give a creature the ability to pierce objects with their perception.

Creatures without eyes typically have this special sense, as do creatures with echolocation or heightened senses. If a creature is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

Darkvision

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

Metalsight

Creatures with metalsight have the ability to Allomantically burn iron and/or steel. When they do so, blue lines emerge from their chest toward metal within the range of the creature's metalsight. When they stop burning iron and/or steel, the lines disappear. These lines are slightly different depending on how far away the metal is, what type of metal it is, and how large it is, and creatures with metalsight intuitively know these facts.

The lines created by metalsight can pierce any material except for aluminum, and they don't detect aluminum. Copperclouds also block the lines created from metalsight.

Tremorsense

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

Truesight

A creature with truesight can, out to a specific range, see in normal and Invested darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of someone or something with a Lightwoven illusion.

Languages

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

Refer to Chapter 4 of *Hoid's Guide to the Cosmere* for a list of the languages of Cosmere 5e.

Telepathy

Telepathy is an Invested ability that allows a creature to communicate mentally with another creature within a specified range. It usually uses Lightweaving, Connection, the Cognitive Realm, or some combination of those things or other special, Invested effects. Usually, the contacted creature must be able to understand the same language to be communicated with, but some creatures can use their telepathic ability and Connection to speak a common language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic creature doesn't need to see a contacted creature, unless stated, and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic creature contacts a different creature within range. A telepathic creature can initiate or terminate a telepathic conversation within using an action, but while the creature is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

A creature within an *anti-Investiture field* or in any other location where Investiture doesn't function can't send or receive telepathic messages. In addition, telepathy cannot pierce copperclouds or any amount of aluminum, unless noted otherwise.

Proficiency Bonus

Each creature has listed in their stat block their proficiency bonus, which is based on their Challenge Rating, as shown in the table below. Just like for players, a creature's proficiency bonus is added to anything they are proficient in. Rarely, a creature will have expertise in something, in which case their proficiency bonus is doubled for rolls of that type.

Proficiency Bonus by Challenge Rating

Challenge Rating	Proficiency Bonus	Challenge Rating	Proficiency Bonus
0	+2	14	+5
1/8	+2	15	+5
1/4	+2	16	+5
1/2	+2	17	+6
1	+2	18	+6
2	+2	19	+6
3	+2	20	+6
4	+2	21	+7
5	+3	22	+7
6	+3	23	+7

7	+3	24	+7
8	+3	25	+8
9	+4	26	+8
10	+4	27	+8
11	+4	28	+8
12	+4	29	+9
13	+5	30	+9

Vulnerabilities, Resistances, and Immunities

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Additionally, some creatures are immune to certain conditions. If a creature is immune to a game effect that isn't considered damage or a condition, it has a special trait instead.

Non-Invested and Invested Physical Damage

Bludgeoning, piercing, and slashing damage can either be Invested or not. Examples of non-Invested piercing damage is a mundane arrow being shot from a bow or a Rosharan spearman stabbing a creature with their spear. An example of *Invested* piercing damage would be a Rosharan Radiant stabbing a creature with their Shardspear.

Bludgeoning, piercing, or slashing damage dealt from an Invested Art is considered to be Invested.

Creatures might be vulnerable, resistant, or immune to either non-Invested or Invested damage of these types, which will clearly be listed. If a creature is vulnerable, resistant, or immune to one of these types of damage that *does not* say "non-Invested" or "Invested," the vulnerability, resistance, or immunity applies to both. For example, the statistics of a Hazekiller Thug Sapper who wears armor designed to withstand a Thug's powerful blows has listed in Damage Resistances "Bludgeoning," which means they are resistant to both non-Invested and Invested bludgeoning damage.

Damage Threshold

It's rare, but some powerful creatures, like Shardbearers with full Plate, have a Damage Threshold listed alongside their vulnerabilities, resistances, and immunities. The Damage Threshold will have a number in parenthesis and list types of damage after it.

This means that the creature will only take damage, of the listed types, when a single source of that damage equals or is higher than the number in parenthesis. For example, if a creature has a Damage Threshold of 10 for bludgeoning damage, a single source of bludgeoning damage dealing 9 or less does not hurt the creature *at all*. Bludgeoning damage of 10 or higher damages the creature like normal.

Damage Threshold and Resistance

If a creature has a Damage Threshold and is resistant to the same type of damage, the Damage Threshold is based on the damage after the resistance has been applied. Using the same example as above (a creature with a Damage Threshold of 10 for bludgeoning damage), if that creature also had resistance to bludgeoning damage, the initial bludgeoning damage would need to be 20 or more to damage the creature, as 20 bludgeoning damage would be reduced to 10 after applying the resistance.

Creatures will never have a Damage Threshold and immunity to the same type of damage.

Armor, Weapon, and Tool Proficiencies

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

If a creature is proficient in a weapon they attack with, they can add their proficiency bonus to attack rolls made with it. In general, melee weapons use a creature's Strength modifier (unless the weapon has the *finesse* property) and ranged or thrown weapons use the creature's Dexterity modifier (unless the weapon has the *finesse* property). See the *Radiant's Handbook* for the full rules on using armor or weapons with and without proficiency.

Equipment

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

You can equip creatures with additional gear and trinkets however you like, using Chapter 5 of the *Radiant's Handbook*, Chapter 6 of *Hoid's Guide to the Cosmere*, or the *Invested Items Collection*. You also decide how much of a creature's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a creature is rarely usable by someone else, for example.

Gemhearts

Some creatures show what type of usable gemheart they have, using the types and sizes seen in Chapter 5 of the *Radiant's Handbook*, in their special traits. Certain creatures, like singers, that have gemhearts, do not have one listed as theirs is not one usable by an adventurer.

If a slain creature has a usable gemheart listed and an adventurer wants to try and carve it out to obtain it, they must spend a number of minutes equal to the creature's challenge rating to successfully cut through the body to loot it. A creature can make a Wisdom (Animals) or Wisdom (Medicine) check, the DC of which is 5 + the creature's challenge rating, to cut this time in half. Gemhearts are always dun when first recovered.

Traits

Traits are characteristics that are unique to that creature and offer them abilities that can be important in a combat, exploration, or narrative encounter.

Any trait listed here will explain exactly what it does. Note that certain creatures have no traits and this section will be missing.

Actions, Bonus Actions, and Reactions

Just like a player, a creature can use one action per turn, one bonus action per turn (if they have any), and one reaction per turn. A reaction resets at the top of the creature's turn each round.

If a creature can use anything more that is typical, it will be detailed in its stat block.

Actions

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

Melee and Ranged Attacks

The most common actions that a creature will take in combat are melee and ranged attacks. These can be Invested Art attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw or a tail spike. For more information on different kinds of attacks, see the *Radiant's Handbook*.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object, whereas a "creature" can only be a creature. For example, certain Cognitive effects can only target a creature.

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

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "*Miss:*" notation; though this is quite rare.

Hit or Miss. If an attack has an effect that occurs regardless of a hit or miss, that information is presented after the "*Hit or Miss:*" notation. This is extremely rare.

Multiattack

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

A creature with Multiattack can split up its attacks between different targets or even use them separated by movement. For example, a creature with two claw attacks for its Multiattack can use one claw attack on a creature, use some of its movement, then use its second claw attack on a different creature, all in the same turn.

Ammunition

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

Grapples

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

Someone grappled by the creature can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the creature's stat block. If no escape DC is given, assume the DC is 8 + the creature's Strength (Athletics) modifier.

Nonlethal Damage

It's rare, but some creatures describe damage they deal as "nonlethal." This typically applies to psychic damage, from distressing effects that aren't powerful enough to kill a creature.

In these cases, nonlethal damage can damage a creature down to 1 hit point, but no lower. Additional nonlethal damage to a creature already at 1 hit point deals no damage.

Bonus Actions

There is not normally a specific section in a stat block for bonus actions, as most creatures do not have them. Creatures who have actions and bonus actions are often more complex to control as a GM. However, if a creature has a very specific thing they can do as a bonus action, there will be a section for it.

Reactions

If a creature that can do something special with its reaction, that information is contained here, separated by "Trigger" and "Response." If a creature has no special reaction, this section is absent.

Ready Action and Opportunity Attacks

Though not defined in a stat block, every creature can Ready an action and use their reaction to perform it, and every creature has the ability to make a single opportunity attack with their reaction; see the *Radiant's Handbook* for rules on the Ready action/reaction and the opportunity attack.

Limited Usage

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

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

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

   For example, "Recharge 4-6" means a creature can use the special ability once. Then, at the start of the creature's turn, it regains the use of that ability if it rolls a 4, 5, or a 6 on the d6.

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

Invested Arts

Some creatures have Invested Arts that they can cast as actions (or, rarely, bonus actions or reactions). Instead of simply listing which Invested Arts they know or have prepared, most creatures in this book instead have the full details of the Invested Arts directly in their stat block.

   This helps you, as the GM, organize and control multiple creatures at once. If a creature could cast as many Invested Arts as a player, you would need to switch between this book and the *Invested Arts of the Cosmere* many times, poring over the details of all dozen Invested Arts a creature could cast that would be most memorable or useful for your players.

   Instead, you have all the details of the Invested Art right there in the stat block, including its name, type of Investiture, and level.

   While some creatures (typically strong humanoid NPCs) have Investiture points that you must keep track of, most Invested Arts in stat blocks simply give you the number of times the creature can cast it, allowing quicker tracking and less manual work for you.

   Finally, certain stat blocks may just give you the name of a specific Invested Art that you can look up the details of in *The Invested Arts of the Cosmere*; these are often things like narrative cantrips that have little use in fast-paced combat, and are used as a narrative flair for the creature.

Invested Art Details

Because most Invested Arts are fully detailed in stat blocks and don't require you to look at the details of them in *The Invested Arts of the Cosmere*, the names of Invested Arts in stat blocks have the following details for quick reference:

- Each Invested Art begins with "Inv. Art:"
- Each has a ▶ symbol and "Concentration" if it is required.
- Each shows what level the Invested Art is.
- Each displays which type of Investiture powers the Invested Art (for example, the Illumination Surge or zinc Allomancy).
- If applicable, each shows if the Invested Art has the glow or somatic component with a "(G)" or "(S)", respectively. If an Invested Art requires a material component, it will be detailed in the description instead.
  - This is particularly useful if your players want to use *counter-Invest* to stop one of your creatures from casting an Invested Art; they can only do so if the Invested Art has the somatic (S) component.

Customizing Invested Arts

If you'd like, you can switch out an Invested Art in a stat block for another of the same level. Note that this may affect the challenge rating of a creature, though, and it may make the creature more difficult or complex for you to run.

Legendary Creatures

A legendary creature can do things that ordinary creatures can't. Legendary creatures can take special actions outside of their turns, and some can withstand saving throws automatically. Finally, some very specific types of creatures can exert power over their environment, causing extraordinary Invested effects to occur in their vicinity.

Legendary Actions

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A legendary creature regains spent legendary actions at the start of its turn. It isn't required to use its legendary actions, and it can't use legendary actions while incapacitated.

Legendary Resistance

Some legendary creatures have legendary resistance, denoted in the special abilities section of their stat block. If a creature has legendary resistance, they can automatically succeed on a saving throw they fail. They can choose to use a legendary resistance after rolling for the saving throw and knowing they failed. Creatures only have a small number of uses of legendary resistance, and they regain all expended uses after finishing a rest, as detailed in their statistics.

A Legendary Creature's Lair

A legendary creature might have a section describing its lair and the special effects it can create while there. This section only applies to legendary creatures that spend a great deal of time in their lairs and are most likely to be encountered there.

Lair Actions

If a legendary creature has lair actions, it can use them to harness the ambient Investiture in its lair. On initiative count 20 (losing all initiative ties) the creature can use one of its lair action options, or forgo using any of them that round.

Regional Effects

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

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2. Bonded Creatures

While each player has **3** slots they can use to bond to Invested items (found in the *Invested Items Collection*), each player also has **1** slot they can use to bond to an Invested creature that requires it. The rules on how to bond to one of these creatures are found in this chapter, and the statistics of the creatures to which players can bond to are found, along with all other creatures' statistics, in Chapter 3.

  Note that, though Knights Radiant classes form a bond to their Radiant spren, that does *not* count as their 1 Invested creature bonding slot. In addition, singers who bond a spren to change forms do not use up their 1 Invested creature bonding slot to do so. The Invested creature bonding slot is only used for creatures found in this book.

  The ◎ icon in a creature's stat block means that it requires bonding.

Bonding a Creature

In the following chapter, List of Creatures, you will find certain creatures that require bonding, denoted by the ◎ icon. Clicking on any of these will open up the creature's Creature Compendium entry, and each has unique rules on how to bond it. It is up to the GM, above all other rules, to determine when, and if, a player could bond a creature and if that bond would ever end.

Bonded Creature Abilities

Each creature that can be bonded to by a player character has unique abilities that can be used by the player during combat, exploration, or social situations. A creature bonded to a player character is controlled by the player, but ultimately the creature has its own mind, possibly even its own goals. You, as the GM, could decide that something a player wants their bonded creature to do isn't carried out, but this should be used only for narrative purposes.

Synced Turn

Bonded creatures have a regular Initiative bonus, based on their Dexterity modifier like normal, plus an ability called Synced Turn. If one of these creatures has a bond and is part of the same combat encounter as their bonded creature, they share a turn, and can move and take actions in any order, all part of and controlled by the bonded creature during their Initiative count.

Dropping to 0 Hit Points

Unlike most other creatures, bonded creatures, when they drop to 0 hit points, follow the same rules that player characters do, detailed in Chapter 9 of the *Radiant's Handbook*. In short, they do not instantly die when they reach 0 hit points. They instead make death saving throws, rolled by their bonded creature.

Resting

Bonded creatures can take short and long rests, just like player characters can. If a bonded creature has an ability that can be used a number of times per day, they replenish all uses of this when they finish a long rest. Similarly,

bonded creatures can have abilities that they can use a number of times per short rest, which they can replenish after finishing a short rest.

During a short rest, a bonded creature can also use their Hit Dice to replenish lost hit points. They have a number of Hit Dice shown in their "Hit Points" entry, and each can be rolled to heal themself the amount plus their Constitution modifier. Just like player characters, a bonded creature regains spent Hit Dice, equal to half of their maximum, when they finish a long rest. It is the bonded player's responsibility to keep track of their bonded creature's Hit Dice.

3. List of Creatures

This chapter has a list of each Cosmere 5e creature category. Each name is a link to open the respective document, where you can find descriptions, statistics, and tactics for creatures of that type.

Many of the creatures here are from one of the cosmere books, but know that some are non-canonical or completely made up by me. If a creature here doesn't fit into your campaign's world, feel free to disregard it.

In the table below is each category of creatures, with the typical setting they are found (like which cosmere planet), if the creatures are humanoid, if they require bonding (detailed in Chapter 2), and a brief description of them. In addition, it includes the Challenge Rating (CR) of the creatures, or the lowest and highest if there are multiple creature statistics. This helps you, as a GM, quickly scan the list for creatures of a challenge rating you are looking for. Refer to Challenge for more information.

BALANCE

The creatures here may not be balanced! In fact, many are almost definitely not. Please keep this in mind if you use them and be willing to adjust them on the fly. In addition, please provide feedback if you run into anything unbalanced, unfair, unfun, or with a miscalculated CR.

COSMERE CREATURES

Compared to typical D&D 5e, the cosmere does not have many "monsters," or simply evil creatures for your players to fight. I've converted (and am still converting) many canonical cosmere creatures into stat blocks for this purpose, but know that, especially if you plan on playing a long Cosmere 5e campaign, you may need to come up with monsters on your own for your players to continue fighting new things.

I'd recommend using official D&D 5e monsters and simply reskinning them (or keeping them the same! Who says Beholders don't exist in some weird corner of the Cognitive Realm?) to use in your Cosmere 5e game.

Creatures List

*Remember: ◎ means the creature requires **bonding**, which is detailed in Chapter 2. Each player character can be bonded to only 1 of these creatures at a time.*

Name	Setting	Humanoid	◎	CR	Description
A'keldarin	Taldain	No			Big, savage beasts that prowl the deep deserts of Taldain's Dayside.
Aviar	First of the Sun	No	◎	1/4 - 1	Birds with an Invested talent, giving a unique ability to their bonded person.
Awakened Objects	Nalthis	No		0 - 6	Stat blocks for objects Awakened by an Awakener using BioChromatic Breath.
Axehinds	Roshar	No		1/4 - 3	Deer-like, carapaced creatures from the wilds and hills of Roshar.
Axehounds	Roshar	No		0 - 2	The dogs of Roshar, these carapaced creatures are often found as pets.
Axewolves	Roshar	No		1/4 - 7	Larger and more dangerous axewolves, these Rosharan creatures prowl its wilds.

Name	Setting	Humanoid	◎	CR	Description
Bandits	All	Yes		1/8 - 5	Cutpurses, thieves, and other humanoid bandits.
Birds	All	No		0	Feathered, flying, once-dinosaurs.
Castwoven Creatures	Roshar	No		1 - 5	High-level Lightweavers can create these Lightweavings to help them fight.
Chasmfiends	Roshar	No		7 - 30	Massive emerald-growing greatshells that inhabit the Shattered Plains of Roshar.
ChayShan	Sel	Yes			Selish people, usually JinDo, with access to the Invested meditation of ChayShan.
Chimeras	Scadrial	No			Creatures warped and twisted by Hemalurgy into vicious, controlled monsters.
Chulls	Roshar	No		1/4	Shelled beasts of burden from Roshar.
Commoners	All	Yes		0 - 2	Common people, ubiquitous across the cosmere.
Compounders	Scadrial	Yes			People who have Allomantic and Feruchemical access to the same type of metal.
Coracots	Roshar	No		1 - 6	Vicious, clawed, flying creatures from Roshar that hunt across the Reshi Isles.
Cragfiends	Roshar	No		1 - 6	Huge greatshells that can be found in the craggy cliffs of the Rosharan oceans.
Cremlings	Roshar	No		0 - 1/2	Rosharan crustaceans, found in almost every nook and cranny of the planet.
Crushkillers	Roshar	No			Mountain-dwelling Rosharan greatshells, these massive beasts love the cold.
Dakhor Monks	Sel	Yes			Bone-warping monks from the Dakhor Monastery, in Fjorden on Sel.
Deathants	First of the Sun	No			Tiny insects that have a deadly, venomous bite.
Deepwalkers	First of the Sun	No			Massive, sea-dwelling predators that can sense the Cognition of living creatures.
Del'Rakin	Taldain	No			Sandlings that act as traps in the Taldain deserts, pulling you under to devour you.
Drabs	Nalthis	No		0	Drabs are people, typically from Nalthis, who have given up their Breath.
Dragons	Yolen	Yes/No			Fainlife creatures who can either appear as a large, winged reptile or a human.
Drakelings	?	No			"Lesser dragons," or those bestial dragons without a human form.
Elantrians	Sel	Yes			Invested beings with access to the incredibly-complicated AonDor.
Ferrings	Scadrial	Yes			People with one Feruchemical ability.
Feruchemists	Scadrial	Yes			Humanoids who can store and tap from every type of Feruchemical metal.
Fused	Roshar	Yes		2 - 14	Fused are powerful Cognitive Shadows with access to one Rosharan Surge each.

Name	Setting	Humanoid	◎	CR	Description
Graspers	Roshar	No		0	Tiny, tentacled creatures from wet holes on Roshar.
Guards	All	Yes		1/8 - 5	These humanoids guard towns and cities all over the cosmere.
Gumfrems	Roshar	No		1/8 - 1/4	Ranched, shelled beasts from Roshar, these are bred for their heliodor gemhearts.
Hazekillers	Scadrial	Yes		1 - 6	Hazekillers are Scadrian soldiers who are trained to fight against Allomancers.
Horses	All	No		1/8 - 1	You know what horses are!
Kandra	Scadrial	Yes			Humanoids who can absorb bones of other creatures to mimic them.
KaRakin	Taldain	No			Covered in terken, these sandlings are the largest and most dangerous.
Keldarin	Taldain	No			Small, vicious sandling beasts from Taldain.
Kevah	Roshar	No		1 - 8	More dangerous than gumfrems, kevah are also raised for their heliodor hearts.
Khornaks	Roshar	No		1/2 - 7	Khornaks are alligator-like creatures that prowl the shallow waters of Roshar.
Knights Radiant	Roshar	Yes			Stat blocks for Knights Radiant NPCs, representing 9 of the 10 Orders.
Koloss	Scadrial	Yes		2 - 8	Blue-skinned humanoids from Scadrial, Hemalurgically-powered with strength.
Kurls	Roshar	No		1/8	Half crab, half tortoise! For some reason, Rosharans keep these as pets.
Larkin	Roshar	No	◎		Extremely rare, flying crustaceans from Aimia on Roshar. They are Invested.
Leggers	Roshar	No		1/8 - 2	Bigger cremlings from Roshar that do much more than bite and claw at you.
Lesser Spren	Shadesmar	No			Nature and emotion spren as they exist in Rosharan's subastral of Shadesmar.
Lifeless	Nalthis	Yes/No		-	Awakeners can Awaken dead corpses into Lifeless. Cosmere zombies, basically.
Lobberbeasts	Roshar	No		1/4	Carapaced goats from Roshar, these beasts are found in mountain ranches.
Lurgs	Roshar	No		0	Mucusey amphibians that hide in wet holes. Ah, Roshar!
Markens	Taldain	No			Massive terken-covered sandling with dangerous claws and teeth.
Mistborn	Scadrial	Yes			Powerful Invested humanoids with access to every single type of Allomancy.
Mistings	Scadrial	Yes		1/2 - 8	Humanoids with one Allomantic ability.
Mistwraiths	Scadrial	No			Non-sentient blobs that can absorb bones of other creatures, similar to kandra.
Nightmares	Komashi	No			Cognitive Shadows on Komashi, formed by the souls of the dead.

Name	Setting	Humanoid	◎	CR	Description
Nightmaws	First of the Sun	No			Huge and extremely fast bird-like predators that can hunt Cognitive activity.
Redwaters	Roshar	No		1/2 - 5	Shark-like creatures of Roshar, these dangers lurk in shallow waters.
Regals	Roshar	Yes		1/2 - 12	With many different forms, Regals are high up in Odium's army.
Returned	Nalthis	Yes			People Returned by Endowment with access to a variety of Invested abilities.
Rezalin	Taldain	No			Aggressive and hungry sandlings with massive back legs.
Ruffians	All	Yes		1/8 - 4	People who punch, kick, and scratch their way through the underbelly of cities.
Ryshadium	Roshar	No	◎	3	Extremely intelligent horses from Roshar, often called the "third Shard."
Sand Masters	Taldain	Yes			Invested beings from Taldain with access to Sand Mastery.
Sandlings	Taldain	No			Included here are additional, small Taldain sandlings.
Seons	Sel	No	◎	0	Glowing balls with ancient runes that can call one another. Sel phones, basically.
Shades	Threnody	No			Violent, ghostly shadows from Threnody who prowl its Forests of Hell.
Shallowcrabs	Roshar	No		1/4	Yet another Rosharan crab creature.
Singers	Roshar	Yes		1/2 - 16	Singers are humanoids from Roshar with multiple forms, like warform.
Skaze	Sel	No			Like seons, skaze are splinters with a rare Aonic power inherited from Skai.
Skyeels	Roshar	No		1/8 - 6	Floating eel predators that typically live on the coasts of Roshar.
Soldiers	All	Yes		1 - 6	Fighters from every planet in the cosmere.
Spore Eaters	Lumar	Yes			Those who ingested and have the ability to control a type of spore inside them.
Sprouters	Lumar	Yes			People from Lumar skilled in the use and manipulation of certain aether spores.
Starcarved	Taldain	Yes			Those on Taldain's Starside with access to Starmarks.
Steel Inquisitors	Scadrial	Yes			Hemalurgically-powered humans full of corrupted Allomancy and Feruchemy.
Telms	Roshar	No		1/4	These cute, pointy-eared, furry creatures are somehow from… Roshar?
Terhan	Taldain	No			Slow sandlings that aren't normally aggressive, but dangerous if they need to be.
Thunderclasts	Roshar	No			Massive Rosharan stone entities that hold ancient souls. They fight for Odium.
Tonks	Taldain	No			Domesticated sandlings that are used as beasts of burden and riding creatures.

Name	Setting	Humanoid	◎	CR	Description
True Spren	Shadesmar	Yes			Higher spren with sapience that live in Shadesmar and can bestow a Nahel bond.
Tuskrun	First of the Sun	No			Predatory pack animals on First of the Sun.
Twinborn	Scadrial	Yes			Rare Scadrians with one Feruchemical and one Allomantic ability.
Unmade	Roshar	No		?	Nine of Odium's most powerful servants.
Whitespines	Roshar	No		2 - 7	Some of the most dangerous creatures from the Rosharan wilds.
Yu-nerigs	Roshar	No		4 - 17	Huge Rosharan greatshells that are attracted to blood and have power over heat.
Zatalefs	Roshar	No		0	Floating, echolocating, Rosharan octopus-bats.
Zumbles	Roshar	No		1/4 - 1	Massively tall herbivores with strange, bulbous carapace.

Credit