



SOURCE MATERIAL
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DOCUMENT
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Monsters

You can use the monsters included in the 13th Age Archmage Engine, or you can make your own.

Monster Rules

Stats & Characteristics

Most monster attacks generally deal a specific amount of damage (instead of rolling for damage) and don't add on the escalation die. Only exceptional monsters get to add the escalation die to their attacks.

Monsters may have particular abilities or powers that are triggered when the attack roll is greater than a certain threshold. The default trigger happens at a 16+ monster d20 attack roll, though unpredictable monsters may have effects trigger on other rolls.

Mooks

Mooks are weaker monsters that can be cut down in large numbers in a single turn. Damage is not tracked against single mooks, but against the entire mob of mooks you're facing. If you roll damage against a mook and it is greater than the single mook's hit points, then another mook takes the remainder. In this way, damage can cascade to multiple mooks, and a player can kill multiple in one turn, even if they're not all directly within your attack range.

A mook's hit point value is one-fifth that of a regular monster.

Mooks move and attack individually. Mooks deal a fixed damage when they hit, and double damage when they roll a natural 20.

Mooks can be split up into multiple mobs with different initiative numbers and hit point pools for each.

Large & Huge Monsters

Large monsters generally have twice the hit points and deal roughly double the damage of a normal-sized monster. They also count as two monsters when you build a battle.

Huge monsters have triple the hit points, deal triple damage, and count as three normal-sized monsters when you're putting together a battle.

Regular-sized monsters may also have the same stats as large and huge monsters, in which case they are labeled as double-strength and triple-strength monsters, respectively.

Dire Animals

Dire animals are bigger (large-sized) versions of normal animals. Dire animals usually have at least one dire feature, determined randomly using the table below.

| d6 | Dire Feature | Description |
|----|--------------|---|
| 1 | Armor plates | Add +2 to the dire animal's AC, and add +1 to its PD. |
| 2 | Spiky bits | Whenever an enemy hits the dire animal with a melee attack, deal damage equal to twice the animal's level to that attacker. |
| 3 | Carnage | The dire animal's attacks that miss deal damage equal to its level. When staggered, its missed attacks deal damage equal to double its level. |
| 4 | Poison | The dire animal's main attack also deals 5 ongoing poison damage per |

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|---|-------------------|--|
| | | tier (5 ongoing poison at levels 1-4, 10 at 5-7, etc.). |
| 5 | Dire regeneration | When the escalation die is even, this animal heals damage equal to triple its level at the start of its turn. |
| 6 | Fury | While staggered, the dire animal gains a +2 attack bonus and deals +4 damage, but at the end of each of its turns it takes 2d6 damage. |

Abilities

Monsters may have special abilities for use in battle.

Burrowing

Burrowing is a special rule for monsters that allows somewhat restricted movement underground. Unless otherwise specified, monsters generally do not leave functional tunnels behind them when burrowing.

A burrowing creature on the surface may attempt to burrow underground by using a standard action. Burrowing is successful if a saving throw beats the required save for the type of ground.

| Type of Ground | Difficulty | Save Needed |
|-------------------------------|-------------|-------------|
| Sand, dirt, forest soil | Easy | 6+ |
| Hard-packed dirt, loose rocks | Normal save | 11+ |
| Rock, caves, dungeon floors | Hard save | 16+ |

After successfully burrowing, a creature may move underground, faster or slower depending on the hardness of the ground, out of sight of other creatures, hidden and safe from attacks.

For breaking through to the surface, the sequence is as follows: a move action from deeper under the ground to come close to the surface, close enough that people see there's something coming, followed by a quick action to break through, and then by a standard action attack.

Death Attacks and Last-Gasp Saves

Some deadly monsters have a special attack called a *death attack* that can kill (petrify, paralyze, liquefy, immolate) in a single attack. Such attacks offer the player a *last-gasp save*.

A player that is affected by a death attack has a limited amount of last-gasp saves to try to throw off the condition of the death attack. On the first turn a player is affected, the player may make a single action (standard, move, or quick), after which they must roll a hard save (16+). If successful, the player shrugs off the death attack condition and can act normally on their next turn. If unsuccessful, their turn ends and the player may not take any other actions on future turns except for further last-gasp saves. Each successive last-gasp save is a hard save (16+). A successful save means that the player can act normally on the next round, unless the player rolls a natural 20 for their last-gasp save, which means that the player can take their turn normally in the current round.

Once a player fails four last-gasp saves while fighting off the death attack, the death attack effect succeeds, and the player is adversely affected as the attack indicates.

An ally may assist a player affected by a death attack. The ally must use a standard action to help the player shake off the attack. This gives the player a free last-gasp save that may be

rolled immediately. (A failure doesn't count against the four allowed saves.) In addition, the assisted save becomes normal difficulty (11+) instead of hard.

Fear

Some monsters may have an aura of fear that makes them more difficult to be attacked.

A character engaged with such a monster must have a certain amount of hit points (according to the level of the monster with the fear aura) or be dazed (-4 attack) and gain no benefit from the escalation die.

| Level | Fear threshold (HP) |
|-------|---------------------|
| 0 | 7 |
| 1 | 9 |
| 2 | 12 |
| 3 | 15 |
| 4 | 18 |
| 5 | 24 |
| 6 | 30 |
| 7 | 36 |
| 8 | 48 |
| 9 | 60 |
| 10 | 72 |
| 11 | 96 |
| 12 | 120 |
| 13 | 144 |
| 14 | 192 |

Should the character's hp increase past the fear threshold or the character disengage from the monster, they lose the dazed effect and regain the escalation die benefits.

Group Abilities

A few monsters have limited abilities that can be used a certain number of times in a battle for the group. Any monster within that group may use the ability, but then the number of available uses is decremented for the entire group. It does not matter which monster uses the ability.

Mooks cannot have group abilities.

Leveling Up

Use these guidelines to raise an existing monster by one or more levels.

1. Raise its attack bonuses and defenses by 1 per added level.
2. For damage, hp, and related special abilities (like healing), multiply the monster's stats accordingly:

| Levels Added | Damage Multiplier |
|--------------|-------------------|
| +1 level | x 1.25 |
| +2 levels | x 1.6 |
| +3 levels | x 2.0 |
| +4 levels | x 2.5 |
| +5 levels | x 3.2 |

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|-----------|-------|
| +6 levels | x 4.0 |
|-----------|-------|

Monster List

This list is sorted by level, then role, then monster name.

| Lvl | Monster | Size | Role | Type |
|-----|------------------------|--------|---------|-----------|
| 0 | kobold grand wizard | normal | mook | humanoid |
| 0 | squib swarm | normal | mook | beast |
| 0 | stirgelings | normal | mook | beast |
| 0 | giant ant | normal | troop | beast |
| 0 | stirge | normal | troop | beast |
| 1 | archer stirge | normal | archer | beast |
| 1 | skeleton archer | normal | archer | undead |
| 1 | cobbler stirge | normal | blocker | beast |
| 1 | skeletal hound | normal | blocker | undead |
| 1 | decrepit skeleton | normal | mook | undead |
| 1 | dire rat | normal | mook | beast |
| 1 | ettercap acolyte | normal | mook | humanoid |
| 1 | goblin scum | normal | mook | humanoid |
| 1 | gravemeat | normal | mook | undead |
| 1 | kobold archer | normal | mook | humanoid |
| 1 | wibble | normal | mook | construct |
| 1 | zombie shuffler | normal | mook | undead |
| 1 | swarm of bats | normal | spoiler | beast |
| 1 | funguloid creeper | normal | troop | plant |
| 1 | goblin grunt | normal | troop | humanoid |
| 1 | human thug | normal | troop | humanoid |
| 1 | kobold warrior | normal | troop | humanoid |
| 1 | orc warrior | normal | troop | humanoid |
| 1 | watch skull | normal | troop | undead |
| 1 | white dragon hatchling | normal | troop | dragon |
| 1 | wolf | normal | troop | beast |
| 1 | giant scorpion | normal | wrecker | beast |
| 2 | orcish archer | normal | archer | humanoid |
| 2 | splotchcap | normal | archer | humanoid |
| 2 | enduring shield | normal | blocker | humanoid |
| 2 | ettercap hunter | normal | blocker | humanoid |
| 2 | giant web spider | large | blocker | beast |
| 2 | hook scuttler | normal | blocker | beast |
| 2 | avenging orb | normal | caster | humanoid |
| 2 | feral warbanner | 2x | caster | construct |
| 2 | goblin shaman | normal | caster | humanoid |
| 2 | kobold hero | normal | leader | humanoid |
| 2 | orc shaman | normal | leader | humanoid |
| 2 | aerial spore | normal | mook | plant |
| 2 | human rabble | normal | mook | humanoid |
| 2 | kobold skylaw | normal | mook | humanoid |
| 2 | newly-risen ghoul | normal | mook | undead |
| 2 | pit-spawn orc | 2x | mook | humanoid |

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|---|-----------------------|--------|---------|------------------|
| 2 | razor shark | normal | mook | beast |
| 2 | claw flower | normal | spoiler | plant |
| 2 | hellwasp | normal | spoiler | beast |
| 2 | trog | normal | spoiler | humanoid |
| 2 | ankheg | large | troop | beast |
| 2 | bear | normal | troop | beast |
| 2 | boombug | normal | troop | beast |
| 2 | bugbear scout | 2x | troop | humanoid |
| 2 | dire bat | normal | troop | beast |
| 2 | hobgoblin warrior | normal | troop | humanoid |
| 2 | human zombie | normal | troop | undead |
| 2 | medium brass dragon | normal | troop | dragon |
| 2 | medium white dragon | normal | troop | dragon |
| 2 | orc berserker | normal | troop | humanoid |
| 2 | sahuagin raider | normal | troop | humanoid |
| 2 | skeleton warrior | normal | troop | undead |
| 2 | skin devil | normal | troop | devil |
| 2 | wererat | normal | troop | beast |
| 2 | zombie beast | large | troop | undead |
| 2 | bat cavalry | large | wrecker | beast & humanoid |
| 2 | destroying sword | normal | wrecker | humanoid |
| 2 | hunting spider | normal | wrecker | beast |
| 2 | lizardman savage | normal | wrecker | humanoid |
| 2 | sporrior | normal | wrecker | plant |
| 2 | swarming maw | normal | wrecker | beast |
| 3 | gnoll ranger | normal | archer | humanoid |
| 3 | ettercap warrior | normal | blocker | humanoid |
| 3 | ogre penitent | large | blocker | giant |
| 3 | otyugh | large | blocker | aberration |
| 3 | small water elemental | normal | blocker | elemental |
| 3 | blue sorcerer | normal | caster | humanoid |
| 3 | drow spider-mage | normal | caster | humanoid |
| 3 | ettercap supplicant | normal | caster | humanoid |
| 3 | vicious warbanner | 2x | caster | construct |
| 3 | zealous warbanner | 2x | caster | construct |
| 3 | bugbear schemer | normal | leader | humanoid |
| 3 | kobold engineer | normal | leader | humanoid |
| 3 | orc battle screamer | normal | leader | humanoid |
| 3 | pixie pod | 2x | leader | plant |
| 3 | trog chanter | normal | leader | humanoid |
| 3 | cave orc | normal | mook | humanoid |
| 3 | dretch | normal | mook | demon |
| 3 | fire bat | normal | mook | beast |
| 3 | lemure | normal | mook | devil |
| 3 | podling | normal | mook | plant |
| 3 | weaver swarm | normal | mook | beast |
| 3 | dawn zorigami | normal | spoiler | construct |
| 3 | death-plague orc | large | spoiler | humanoid |
| 3 | ghoul | normal | spoiler | undead |

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|---|------------------------|--------|---------|------------------|
| 3 | goblin bat mage | normal | spoiler | beast & humanoid |
| 3 | imp | normal | spoiler | demon |
| 3 | intellect devourer | normal | spoiler | aberration |
| 3 | pixie warrior | normal | spoiler | humanoid |
| 3 | rust monster | normal | spoiler | aberration |
| 3 | slime-skull | normal | spoiler | undead |
| 3 | spinneret doxy | normal | spoiler | humanoid |
| 3 | barbellite | normal | troop | beast |
| 3 | bugbear | normal | troop | humanoid |
| 3 | cenotaph dragon | normal | troop | dragon |
| 3 | dire wolf | large | troop | beast |
| 3 | fungoid drudge | normal | troop | plant |
| 3 | gnoll savage | normal | troop | humanoid |
| 3 | kobold dog-rider | normal | troop | humanoid |
| 3 | large brass dragon | large | troop | dragon |
| 3 | ogre | large | troop | giant |
| 3 | orc tusker | normal | troop | humanoid |
| 3 | small earth elemental | normal | troop | elemental |
| 3 | small fire elemental | normal | troop | elemental |
| 3 | werewolf | normal | troop | beast |
| 3 | braincap | 2x | wrecker | plant |
| 3 | catacomb dragon | large | wrecker | dragon |
| 3 | hellhound | normal | wrecker | beast |
| 3 | hungry star | normal | wrecker | aberration |
| 3 | magma brute | normal | wrecker | construct |
| 3 | medium black dragon | normal | wrecker | dragon |
| 3 | medium bronze dragon | normal | wrecker | dragon |
| 3 | ochre jelly | large | wrecker | ooze |
| 3 | redcap | normal | wrecker | humanoid |
| 3 | small air elemental | normal | wrecker | elemental |
| 4 | flesh golem | large | blocker | construct |
| 4 | gelatinous tetrahedron | huge | blocker | ooze |
| 4 | ghoul licklash | normal | blocker | undead |
| 4 | kobold bravescale | normal | blocker | humanoid |
| 4 | deathly warbanner | 2x | caster | construct |
| 4 | derro sage | normal | caster | humanoid |
| 4 | despoiler | normal | caster | demon |
| 4 | kobold dungeon-shaman | 2x | caster | humanoid |
| 4 | ettercap keeper | normal | leader | humanoid |
| 4 | fungoid monarch | 2x | leader | plant |
| 4 | gnoll war leader | normal | leader | humanoid |
| 4 | hobgoblin captain | normal | leader | humanoid |
| 4 | lethal lothario | normal | leader | humanoid |
| 4 | awakened trees | normal | mook | plant |
| 4 | cambion dirk | normal | mook | demon |
| 4 | chaos glorp | normal | mook | aberration |
| 4 | drow soldier | normal | mook | humanoid |
| 4 | elder spore | normal | mook | plant |
| 4 | kobold shadow-warrior | normal | mook | humanoid |

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|---|---------------------------------|--------|---------|------------|
| 4 | ravenous cannibal | normal | mook | humanoid |
| 4 | the woven | normal | mook | humanoid |
| 4 | zombie of the silver rose | normal | mook | undead |
| 4 | chaos behemoth | huge | spoiler | aberration |
| 4 | demonic ogre | large | spoiler | giant |
| 4 | ghoul pusbuster | normal | spoiler | undead |
| 4 | harpy | normal | spoiler | humanoid |
| 4 | hell imp | normal | spoiler | devil |
| 4 | jest bones | normal | spoiler | undead |
| 4 | lich baroness | normal | spoiler | undead |
| 4 | medium copper dragon | normal | spoiler | dragon |
| 4 | medium green dragon | normal | spoiler | dragon |
| 4 | wight | normal | spoiler | undead |
| 4 | azer soldier | normal | troop | dwarf |
| 4 | blackamber skeletal legionnaire | normal | troop | undead |
| 4 | centaur lancer | normal | troop | humanoid |
| 4 | chaos beast | normal | troop | aberration |
| 4 | chuulish slave | normal | troop | aberration |
| 4 | derro maniac | normal | troop | humanoid |
| 4 | dire bear | large | troop | beast |
| 4 | half-orc legionnaire | normal | troop | humanoid |
| 4 | honey devil, aka slime devil | normal | troop | devil |
| 4 | huge brass dragon | huge | troop | dragon |
| 4 | large white dragon | large | troop | dragon |
| 4 | minotaur | large | troop | humanoid |
| 4 | ogre crusader | large | troop | giant |
| 4 | screaming skull | normal | troop | undead |
| 4 | troll | large | troop | giant |
| 4 | wereboar | 2x | troop | beast |
| 4 | barbarous bugbear | normal | wrecker | humanoid |
| 4 | basilisk | large | wrecker | beast |
| 4 | big zombie | large | wrecker | undead |
| 4 | chaos brute | large | wrecker | aberration |
| 4 | fungaloid empress | huge | wrecker | plant |
| 4 | ghoul fleshripper | normal | wrecker | undead |
| 4 | ogre berserker | large | wrecker | giant |
| 4 | owlbear | large | wrecker | beast |
| 5 | demon-touched human ranger | normal | archer | humanoid |
| 5 | thunder bat | normal | archer | beast |
| 5 | earth elemental | normal | blocker | elemental |
| 5 | gelatinous cubahedron | huge | blocker | ooze |
| 5 | gelatinous cube | huge | blocker | ooze |
| 5 | water elemental | normal | blocker | elemental |
| 5 | flaming skull | normal | caster | undead |
| 5 | hobgoblin warmage | normal | caster | humanoid |
| 5 | manticore bard | large | caster | beast |
| 5 | medium blue dragon | normal | caster | dragon |
| 5 | sahuagin glow priest | normal | caster | humanoid |
| 5 | swaysong naga | large | leader | beast |

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|---|--------------------------|--------|---------|------------|
| 5 | whispering prophet | normal | leader | aberration |
| 5 | sea shark | 2x | mook | beast |
| 5 | binding bride | normal | spoiler | humanoid |
| 5 | common treant | normal | spoiler | plant |
| 5 | gorge dragon | large | spoiler | dragon |
| 5 | mantikumhar | large | spoiler | beast |
| 5 | rust monster obliterator | normal | spoiler | demon |
| 5 | swarm prince | normal | spoiler | humanoid |
| 5 | wraith | normal | spoiler | undead |
| 5 | cambion sickle | normal | troop | demon |
| 5 | dire boar | large | troop | beast |
| 5 | drow sword maiden | normal | troop | humanoid |
| 5 | ettin | large | troop | giant |
| 5 | gargoyle | normal | troop | construct |
| 5 | huge white dragon | huge | troop | dragon |
| 5 | kobold dragon-soul | normal | troop | humanoid |
| 5 | mausoleum dragon | large | troop | dragon |
| 5 | smoke devil | normal | troop | devil |
| 5 | werebear | large | troop | beast |
| 5 | air elemental | normal | wrecker | elemental |
| 5 | bulette | large | wrecker | beast |
| 5 | centaur raider | normal | wrecker | humanoid |
| 5 | fire elemental | normal | wrecker | elemental |
| 5 | frenzy demon | normal | wrecker | demon |
| 5 | ghast | normal | wrecker | undead |
| 5 | green bulette | large | wrecker | beast |
| 5 | half-orc tribal champion | normal | wrecker | humanoid |
| 5 | hydra, five-headed | huge | wrecker | beast |
| 5 | lumberland dirt-fisher | huge | wrecker | beast |
| 5 | ogre champion | large | wrecker | giant |
| 5 | ravenous bumoorah | normal | wrecker | beast |
| 5 | sahuagin | normal | wrecker | humanoid |
| 5 | warped beast | normal | wrecker | aberration |
| 5 | wendigo spirit | large | wrecker | undead |
| 5 | wyvern | large | wrecker | beast |
| 6 | centaur ranger | normal | archer | humanoid |
| 6 | manticore | large | archer | beast |
| 6 | bearded devil (barbazû) | large | blocker | devil |
| 6 | gelatinous octahedron | huge | blocker | ooze |
| 6 | intellect assassin | normal | blocker | aberration |
| 6 | lich flower | 2x | blocker | undead |
| 6 | death blossom | 2x | caster | undead |
| 6 | driider | large | caster | aberration |
| 6 | drow spider-sorceress | normal | caster | humanoid |
| 6 | centaur champion | 2x | leader | humanoid |
| 6 | sparkscale naga | large | leader | beast |
| 6 | bat demon | normal | mook | demon |
| 6 | ice zombie | normal | mook | undead |
| 6 | jotun auroch | huge | mook | beast |

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|---|-------------------------|--------|---------|------------|
| 6 | lokkris | normal | mook | beast |
| 6 | apex zorigami | normal | spoiler | construct |
| 6 | chuul | large | spoiler | aberration |
| 6 | clay golem | large | spoiler | construct |
| 6 | coursing mantichore | large | spoiler | beast |
| 6 | crimsoncap | normal | spoiler | humanoid |
| 6 | hag | normal | spoiler | humanoid |
| 6 | medium silver dragon | normal | spoiler | dragon |
| 6 | parasitic dybbuk | 2x | spoiler | demon |
| 6 | poison dandelion | 2x | spoiler | undead |
| 6 | vampire spawn | normal | spoiler | undead |
| 6 | vrock (vulture demon) | normal | spoiler | demon |
| 6 | chuulish swarm | normal | troop | aberration |
| 6 | corpse dybbuk | 2x | troop | demon |
| 6 | dire tiger | large | troop | beast |
| 6 | frost-würm | large | troop | beast |
| 6 | hill giant | large | troop | giant |
| 6 | spider mount | normal | troop | beast |
| 6 | winter beast | large | troop | beast |
| 6 | weretiger | large | troop | beast |
| 6 | blizzard dragon | large | wrecker | dragon |
| 6 | blood rose | 2x | wrecker | undead |
| 6 | cambion katar | normal | wrecker | demon |
| 6 | large black dragon | large | wrecker | dragon |
| 6 | large bronze dragon | large | wrecker | dragon |
| 6 | medium red dragon | normal | wrecker | dragon |
| 6 | medusa outlaw | 2x | wrecker | humanoid |
| 6 | ogre mage knight | large | wrecker | giant |
| 6 | sahuagin mutant | large | wrecker | humanoid |
| 6 | specter | 2x | wrecker | undead |
| 7 | drow darkbolt | normal | archer | humanoid |
| 7 | gnoll fiendfletcher | normal | archer | humanoid |
| 7 | big earth elemental | normal | blocker | elemental |
| 7 | big water elemental | normal | blocker | elemental |
| 7 | bronze golem | large | blocker | construct |
| 7 | gelatinous dodecahedron | huge | blocker | ooze |
| 7 | gnoll shredder | normal | blocker | humanoid |
| 7 | cloud giant warrior | huge | caster | giant |
| 7 | ice sorceress | large | caster | giant |
| 7 | medium gold dragon | normal | caster | dragon |
| 7 | ogre mage | large | caster | giant |
| 7 | void dragon | huge | caster | dragon |
| 7 | manafang naga | large | leader | beast |
| 7 | orc rager | normal | mook | humanoid |
| 7 | bergship raider | large | spoiler | giant |
| 7 | fang devil | huge | spoiler | devil |
| 7 | frost giant | large | spoiler | giant |
| 7 | large green dragon | large | spoiler | dragon |
| 7 | phase spider | large | spoiler | beast |

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|---|----------------------------|--------|---------|------------|
| 7 | umluppuk | huge | spoiler | aberration |
| 7 | hezrou (toad demon) | large | troop | demon |
| 7 | hooded devil | normal | troop | devil |
| 7 | lammasu warrior | large | troop | beast |
| 7 | moon dragon | huge | troop | dragon |
| 7 | big air elemental | normal | wrecker | elemental |
| 7 | big fire elemental | normal | wrecker | elemental |
| 7 | cloud giant thane | huge | wrecker | giant |
| 7 | crustycap | normal | wrecker | humanoid |
| 7 | ethereal dybbuk | 2x | wrecker | demon |
| 7 | fallen lammasu | large | wrecker | beast |
| 7 | hydra, seven-headed | huge | wrecker | beast |
| 7 | volcano dragon | large | wrecker | dragon |
| 8 | giant praying mantis | large | blocker | beast |
| 8 | stone golem | large | blocker | construct |
| 8 | black skull | normal | caster | undead |
| 8 | glabrezou (pincer demon) | large | caster | demon |
| 8 | large blue dragon | large | caster | dragon |
| 8 | ogre lightning mage | large | caster | giant |
| 8 | rakshasa | 2x | caster | humanoid |
| 8 | shadow dragon | large | caster | dragon |
| 8 | elder swaysong naga | normal | leader | beast |
| 8 | half-orc commander | normal | leader | humanoid |
| 8 | parasitic lightning beetle | normal | mook | beast |
| 8 | purple larva | normal | mook | beast |
| 8 | shadow thief | normal | mook | dragon |
| 8 | trog underling | normal | mook | humanoid |
| 8 | couatl | large | spoiler | beast |
| 8 | frost giant adventurer | large | spoiler | giant |
| 8 | lammasu wizard | large | spoiler | beast |
| 8 | lich count | 2x | spoiler | undead |
| 8 | stone giant | large | troop | giant |
| 8 | adult remorhaz | large | wrecker | beast |
| 8 | cambion hellblade | normal | wrecker | demon |
| 8 | fire giant | large | wrecker | giant |
| 8 | fury devil (erinyes) | normal | wrecker | devil |
| 8 | iconic chimera | large | wrecker | beast |
| 8 | mummy | 2x | wrecker | humanoid |
| 8 | purple worm | huge | wrecker | beast |
| 9 | epic earth elemental | normal | blocker | elemental |
| 9 | epic water elemental | normal | blocker | elemental |
| 9 | despoiler mage | normal | caster | demon |
| 9 | lammasu priest | large | caster | beast |
| 9 | prismatic ogre mage | large | caster | giant |
| 9 | elder sparkscale naga | normal | leader | beast |
| 9 | fire giant warlord | large | leader | giant |
| 9 | giant zombie | large | mook | undead |
| 9 | hoard spirit | normal | mook | construct |
| 9 | hooked demon | normal | mook | demon |

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|----|-----------------------------|--------|---------|------------|
| 9 | ogre minion | large | mook | giant |
| 9 | the flensed | normal | mook | aberration |
| 9 | wraith bat | normal | mook | undead |
| 9 | djinn | large | spoiler | giant |
| 9 | elder wendigo | huge | spoiler | demon |
| 9 | empyrean dragon | huge | spoiler | dragon |
| 9 | giant vrock (vulture demon) | large | spoiler | demon |
| 9 | hoardsong dragon | large | spoiler | dragon |
| 9 | large copper dragon | large | spoiler | dragon |
| 9 | soul flenser | normal | spoiler | aberration |
| 9 | bone devil (osyluth) | large | troop | devil |
| 9 | headless zombie | normal | troop | undead |
| 9 | marble golem | large | troop | construct |
| 9 | black pudding | huge | wrecker | ooze |
| 9 | chimera | large | wrecker | beast |
| 9 | deep bulette | huge | wrecker | beast |
| 9 | dread specter | 3x | wrecker | undead |
| 9 | drow cavalry | 2x | wrecker | humanoid |
| 9 | epic air elemental | normal | wrecker | elemental |
| 9 | epic fire elemental | normal | wrecker | elemental |
| 9 | huge black dragon | huge | wrecker | dragon |
| 9 | huge bronze dragon | huge | wrecker | dragon |
| 9 | skull of the beast | large | wrecker | undead |
| 10 | storm giant | huge | archer | giant |
| 10 | barbed devil (hamatula) | normal | caster | devil |
| 10 | nalfeshnee (boar demon) | large | caster | demon |
| 10 | elder manafang naga | normal | leader | beast |
| 10 | great fang cadre | normal | mook | humanoid |
| 10 | spawn of the master | normal | mook | undead |
| 10 | large silver dragon | large | spoiler | dragon |
| 10 | treant titan | large | spoiler | plant |
| 10 | vampire | normal | spoiler | undead |
| 10 | dusk zorigami | normal | wrecker | construct |
| 10 | efreet | large | wrecker | giant |
| 10 | iron golem | large | wrecker | construct |
| 10 | large red dragon | large | wrecker | dragon |
| 10 | massive mutant chuul | huge | wrecker | aberration |
| 10 | river devil | normal | wrecker | devil |
| 11 | large gold dragon | large | caster | dragon |
| 11 | medusa noble | 2x | caster | humanoid |
| 11 | ice devil (gelugon) | normal | leader | devil |
| 11 | elder couatl | large | spoiler | beast |
| 11 | huge copper dragon | huge | spoiler | dragon |
| 11 | huge green dragon | huge | spoiler | dragon |
| 11 | greathoard elder | huge | wrecker | dragon |
| 11 | remorhaz queen | large | wrecker | beast |
| 12 | huge blue dragon | huge | caster | dragon |
| 12 | smoke minions | normal | mook | construct |
| 12 | flamewreathed dragon | huge | spoiler | dragon |

| | | | | |
|----|--------------------------|--------|---------|------------|
| 12 | lich prince | 2x | spoiler | undead |
| 12 | horned devil (cornugon) | large | troop | devil |
| 12 | marilith (serpent demon) | large | troop | demon |
| 12 | ancient purple worm | huge | wrecker | beast |
| 13 | the final devil | huge | leader | devil |
| 13 | river devil minion | normal | mook | devil |
| 13 | huge silver dragon | huge | spoiler | dragon |
| 13 | balor (flame demon) | large | wrecker | demon |
| 13 | hagunemnon | large | wrecker | aberration |
| 13 | huge red dragon | huge | wrecker | dragon |
| 14 | huge gold dragon | large | caster | dragon |
| 14 | pit fiend | huge | wrecker | devil |
| 15 | tarrasque | huge | wrecker | beast |

Monster Key

| | | | |
|----------------------------|----------------------|-----------|-----------|
| Size/Strength Level | Initiative | AC | xx |
| Role | Attack | PD | xx |
| Type | <i>Extra Effects</i> | MD | xx |
| | <i>Specials</i> | HP | xx |

Size/Strength and Level

These are the key stats that determine how tough a battle will be using the creature. Sizes are regular, large, and huge. Regular-sized monster can have double-strength (2x) and triple-strength (3x). Regular-sized and regular-strength monsters are labeled as normal.

Role

Monsters with different roles still use the same stats.

Archers

Archers are ranged attackers who use weapons rather than spells.

Blockers

Blockers have abilities that help them protect their allies.

Casters

Casters are magician-types who need space to cast their spells properly. They're capable of anything.

Leaders

Leaders have abilities that help other monster allies fight better.

Mooks

Mooks are minor monsters that are good cannon fodder. (See Mooks.)

Spoilers

Spoilers mess the PCs up with attacks that inflict harmful effects instead of or in addition to hit point damage.

Troops

Troops are the default monster type that aim to hurt PCs via hit point damage.

Wreckers

Wreckers really bring the pain. Enemy groups containing only wreckers will be very dangerous to the PCs.

Type

Some spells and magic items care about monster type. A ranger with a favored enemy type definitely cares about it.

Types include aberration, beast, construct, demon, dragon, giant, humanoid, ooze, and undead.

Initiative, AC, PD, MD, HP

See Combat Stats.

Attack

The default attack is a melee attack against one target that requires a standard action to use. If an attack can target more than one creature, that information follows the attack value.

When a monster makes an opportunity attack, it must use a melee attack. If that attack action normally includes multiple attacks, it can make only one attack roll.

The abbreviation **R:** indicates that an attack is a ranged attack instead of a melee attack. The default ranged attack assumes a single nearby target, but some can hit far away targets as well, which is noted in the targeting information or extra effect trigger.

The abbreviation **C:** refers to close-quarters attacks that can be used without triggering opportunity attacks from engaged enemies like ranged attacks do. Each close-quarters attack will note its targets.

Some attacks can only be used when the natural roll triggers it. These attacks have a [*Special trigger*] indicator at the start of the attack line. Other triggers allow a monster to use a normal standard action attack as a free action.

Extra Effect Trigger

Many monster abilities trigger randomly based on the monster's attack roll. Not all attacks have triggers. Most extra effect triggers are natural even or odd attack rolls or other specific die rolls, but a few are more unusual.

Specials

These are other attacks and special abilities like *fear* or movement abilities like *flight*. Not all monsters have them.

Some monsters have nastier special abilities that increase a monster's options and help keep monsters interesting throughout the campaign. Use them as options whenever you like.

Monster Reference

Animal/Critter

For dire animal abilities, see Dire Animals.

All bats have the following abilities:

- **Echolocation:** Bats rely on sound waves to sense their surroundings. A bat can “see” in total darkness, and can detect creatures using invisibility or visual illusions to hide.
- **Flight:** Small bats fly quickly and turn easily. Bigger bats fly more awkwardly.
- **Wall-crawler:** A bat can climb on ceilings and walls as easily as it moves on the ground.

Dire Rat

| | | | |
|---|---|-----------|-----------|
| Normal 1st level Mook Beast | Initiative: +2 | AC | 15 |
| | | PD | 15 |
| | Infected bite +5 vs. AC—4 ongoing damage | MD | 10 |
| | | HP | 6 |
| <u>Nastier Specials</u> | | | |
| <i>Squealing pack attack: This creature gains a +1 attack bonus per other dire rat engaged with the target it’s attacking.</i> | | | |

Giant Ant

| | | | |
|--|---|-----------|-----------|
| Normal 0 level Troop Beast | Initiative: +0 | AC | 14 |
| | | PD | 13 |
| | Mandibles +5 vs. AC—3 damage | MD | 9 |
| | <i>Natural 16+: The target also takes 1d3 ongoing acid damage.</i> | HP | 20 |
| <i>Wall-crawler: A giant ant can climb on ceilings and walls as easily as it moves on the ground.</i> | | | |

Giant Scorpion

| | | | |
|--|---|-----------|-----------|
| Normal 1st level Wrecker Beast | Initiative: +6 | AC | 16 |
| | | PD | 15 |
| | Pincer +6 vs. PD—1 damage, and the scorpion gains a +2 attack bonus against the same target this turn with its <i>stinger</i> attack. | MD | 10 |
| | <i>Limited use: 2/round, each requiring a quick action. (Hitting the same target twice with <i>pincer</i> gives the <i>stinger</i> attack a +4 bonus.)</i> | HP | 22 |
| Stinger +6 vs. AC—3 damage, and 3 ongoing poison damage | | | |

Swarm of Bats

| | | | |
|---|---|-----------|-----------|
| Normal 1st level Spoiler Beast | Initiative: +5 | AC | 16 |
| | Vulnerability: thunder | PD | 16 |
| | C: Swarming bites +7 vs. PD (1d3 nearby enemies)—2 damage, and after the attack, the swarm of bats engages one of the targets | MD | 11 |
| | <i>Natural even hit: The target is hampered until the end of its next turn. It can end the effect by attacking the swarm, or if the swarm drops to 0 hp.</i> | HP | 30 |
| <i>No opportunities: The swarm of bats can’t make opportunity attacks, and enemies can’t make opportunity attacks against it.</i> | | | |
| <i>Swarming resistance: Each turn, the swarm of bats gains <i>resist damage 18+</i> to all damage from attacks by enemies that the swarm</i> | | | |

did NOT attack that turn.

Bat Cavalry

| | | | |
|--|------------------------|-----------|-----------|
| Large 2nd level Wrecker Beast & Humanoid | Initiative: +6 | AC | 19 |
| | Vulnerability: thunder | PD | 17 |
| | | MD | 14 |
| | | HP | 70 |
| Fangs, wings, and sword +8 vs. AC —Damage and effect depends on the natural roll <i>Natural even hit:</i> The target takes 10 damage from a sword strike, and the bat cavalry pops free from the target and can move as a free action. <i>Natural even miss against a target taking ongoing damage:</i> The target takes 6 damage from clawing wings. <i>Natural odd hit:</i> The target takes 8 damage, and 5 ongoing damage from bat fangs. <i>Natural 2-5:</i> In addition to any other effect, the bat cavalry pops free from the target, and as a free action, it can move to another nearby enemy and make a <i>fangs, wings, and sword</i> attack against it. R: Thrown javelin +5 vs. AC —8 damage <i>Resist ranged damage 16+:</i> When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. (Shifty spinning bats are hard to hit unless they're grounded or stuck.) <i>Skittish:</i> A bat cavalry engaged with a conscious enemy after attacking it will attempt to disengage and fly into the air if it has a move action remaining that turn. <u>Nastier Specials</u> <i>Blood drinker:</i> When the bat cavalry drops an enemy to 0 hp or below, it continues to attack that enemy (until it dies) instead of attacking other enemies. | | | |

Dire Bat

| | | | |
|--|------------------------|-----------|--|
| Normal 2nd level Troop Beast | Initiative: +8 | AC | |
| | Vulnerability: thunder | PD | |
| | | MD | |
| | | HP | |
| Fangs and wings +6 vs. AC —5 damage, and 5 ongoing damage <i>Natural 2-5:</i> The dire bat pops free from the target and can move as a free action. <i>Resist ranged damage 16+:</i> When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. (Shifty spinning bats are hard to hit unless they're grounded or stuck.) <i>Skittish:</i> A dire bat engaged with a conscious enemy after attacking | | | |

| | | |
|--|--|--|
| | it will attempt to disengage and fly into the air if it has a move action remaining that turn. | |
| | <u>Nastier Specials</u> | |
| | <i>Blood drinker:</i> When the dire bat drops an enemy to 0 hp or below, it continues to attack that enemy (until it dies) instead of attacking other enemies. | |
| | <i>Dire:</i> This bat is a dire animal. | |

Hunting Spider

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +6 | AC | 17 |
| 2nd level | | PD | 14 |
| Wrecker | Bite +6 vs. AC—8 damage | MD | 11 |
| Beast | <i>Natural 16+:</i> The target also takes 1d8 ongoing poison damage. | HP | 34 |
| | <i>Scuttle:</i> A hunting spider can turn its own failed disengage check into a success by taking 1d4 damage. | | |
| | <i>Wall-crawler:</i> A hunting spider can climb on ceilings and walls as easily as it moves on the ground. | | |

Giant Web Spider

| | | | |
|-----------------------------|---|-----------|-----------|
| Large | Initiative: +6 | AC | 17 |
| 2nd level | | PD | 16 |
| Blocker | Bite +7 vs. AC—5 damage, and 5 ongoing poison damage | MD | 12 |
| Beast | <i>Natural even hit:</i> The target also takes 2d6 ongoing poison damage if it's dazed or stuck. | HP | 68 |
| | C: Web +7 vs. PD (up to 2 nearby enemies in a group)—3 damage, and the target is dazed until the end of the spider's next turn | | |
| | <i>Natural 18+:</i> The target is also stuck until the end of the spider's next turn. | | |
| | <i>Wall-crawler:</i> A giant web spider can climb on ceilings and walls as easily as it moves on the ground. | | |

Wolf

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +4 | AC | 17 |
| 1st level | | PD | 15 |
| Troop | Bite +5 vs. AC—5 damage | MD | 11 |
| Beast | <i>Pack attack:</i> This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus). | HP | 28 |

Bear

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +4 | AC | 17 |
| 2nd level | | PD | 16 |
| Troop | Bite +7 vs. AC—6 damage | MD | 12 |
| Beast | <i>Natural even hit:</i> The target takes +1d6 damage from a claw | HP | 45 |

| | | |
|--|--------|--|
| | swipe. | |
|--|--------|--|

Dire Wolf

| | | |
|---|--|--------------|
| Large 3rd level Troop Beast | Initiative: +6 | AC 17 |
| | Vicious bite +8 vs. AC—18 damage | PD 17 |
| | Pack attack: This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus). | MD 13 |
| | Chilling howl: Whenever a dire wolf's attack drops an enemy to 0 hp or below, all dire wolves in the battle can howl as a free action. When the wolves howl, each enemy in the battle takes a penalty to its attacks and all defenses equal to the number of living dire wolves in the battle (max -5) until the end of the attacking wolf's next turn. New howls extend the duration of the current howl rather than downgrading the howl's effect if dire wolves have been slain in the meantime. | HP 80 |
| | One dire feature: Roll randomly unless you know this beast's story already. | |

Goblin Bat Mage

| | | |
|---|--|--------------|
| Normal 3rd level Spoiler Beast & Humanoid | Initiative: +7 | AC 19 |
| | Vulnerability: thunder | PD 16 |
| | Bloody fangs +7 vs. AC—6 damage, and 6 ongoing damage | MD 16 |
| | Natural 2-5: The goblin bat mage pops free from the target and can move as a free action. | HP 44 |
| | R: Blood bolt spell +7 vs. PD—8 negative energy damage Natural even hit: If target is staggered after taking the damage, it's also hampered until the end of its next turn. Natural odd hit: One random nearby ally of the target takes 2d6 negative energy damage. Resist ranged damage 16+: When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. Skittish: A goblin bat mage engaged with a conscious enemy after attacking it will attempt to disengage and fly into the air if it has a move action remaining that turn. Unwieldy flyer: When the goblin bat mage is staggered, it must roll an immediate save. On a failure, it loses its ability to fly until the end of its next turn. If flying near the ground, it lands immediately. If flying far away from the ground, it lands badly and takes 15 damage. | |

Dire Bear

| | | | |
|---|--|-----------|------------|
| Large 4th level Troop Beast | Initiative: +7 | AC | 19 |
| | | PD | 19 |
| | Bite +8 vs. AC—24 damage | MD | 14 |
| | <i>Natural even hit:</i> The target takes +2d6 damage from a claw swipe. | HP | 130 |
| | <i>Savage:</i> The dire bear gains a +2 attack bonus against staggered enemies. | | |
| | <i>One dire feature:</i> Roll randomly unless you know this beast's story already. | | |

Dire Boar

| | | | |
|---|--|-----------|------------|
| Large 5th level Troop Beast | Initiative: +6 | AC | 18 |
| | | PD | 16 |
| | Battle-hardened tusks +13 vs. AC—22 damage | MD | 12 |
| | <i>Natural 16+:</i> The dire boar can make a <i>bash</i> attack against a different target as a free action. | HP | 180 |
| | <i>[Special trigger] Bash +10 vs. PD—</i> The target is weakened (-4 to attacks and defenses) until the end of the boar's next turn | | |
| | <i>Bestial durability:</i> When an enemy's attack has an effect on the dire boar other than damage, the boar can roll an immediate hard save (16+); on a success, it negates that effect. | | |
| | <i>Last stand:</i> The boar doesn't die until it reaches -60 hp. While at 0 hp or below but more than -60 hp, it must roll a normal save at the end of each of its turns; on a failure it dies. (Fighting dire boars always presents a choice for the PCs: pile on damage to drop it to -60 hp, or trust the save roll to go their way.) | | |
| | <i>One random dire feature:</i> Use the dire features table. | | |
| | <u>Nastier Specials</u> <i>Furious streak:</i> When the dire boar can make a <i>bash</i> attack, if it isn't engaged with a different enemy, as a free action it can pop free of the enemy engaged with it and move to a nearby enemy to make that <i>bash</i> attack. | | |

Thunder Bat

| | | | |
|---|--|-----------|-----------|
| Normal 5th level Archer Beast | Initiative: +13 | AC | 22 |
| | | PD | 18 |
| | Fangs +10 vs. AC—15 damage | MD | 15 |
| | <i>Natural even hit against a dazed enemy:</i> The target takes 20 ongoing thunder damage. | HP | 70 |
| | C: Thunder screech +10 vs. PD (1d3 nearby creatures in a group)—12 thunder damage | | |

| | | |
|--|---|--|
| | <p><i>Natural even hit:</i> The target is dazed (save ends).</p> <p><i>Resist ranged damage 16+:</i> When a ranged attack targets this creature while it's flying, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Resist thunder 18+:</i> When a thunder attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Unwieldy flyer:</i> When the thunder bat is staggered, it must roll an immediate save. On a failure, it loses its ability to fly until the end of its next turn. If flying near the ground, it lands immediately. If flying far away from the ground, it lands badly and takes 25 damage.</p> | |
|--|---|--|

Dire Tiger

| | | | |
|---|--|----|-----|
| Large 6th level Troop Beast | Initiative: +9 | AC | 20 |
| | Crushing jaws and shredding claws +11 vs. AC (2 attacks)—17 damage | PD | 19 |
| | | MD | 15 |
| | | HP | 160 |
| | <p>[<i>Special trigger</i>] Pounce +13 vs. AC—38 damage, and the target is hampered while it's engaged with the tiger</p> <p><i>Pouncing opportunity:</i> When an enemy moves to engage the dire tiger while it's unengaged, it can meet that enemy halfway and make a <i>pounce</i> atStack as an interrupt action before the target's attack.</p> <p><i>Springing attack:</i> If the dire tiger is unengaged and moves to engage an enemy (with a springing leap), it can make a <i>pounce</i> attack as a standard action.</p> <p><i>One random dire feature:</i> Use the dire features table.</p> | | |

Giant Praying Mantis

| | | | |
|---|--|----|-----|
| Large 8th level Blocker Beast | Initiative: +14 | AC | 25 |
| | Jagged claws +13 vs. AC (2 attacks)—30 damage, and if the target's initiative bonus is +10 or less, the target is grabbed until it disengages or until the mantis makes a <i>jagged claws</i> attack against a different target | PD | 21 |
| | | MD | 17 |
| | | HP | 320 |
| | <p><i>Close fighting:</i> When an enemy fails a disengage check against the dire mantis, the mantis can make an opportunity attack against it.</p> <p><i>Big but brittle:</i> While the dire mantis might rate as a huge monster in terms of size, its stats are based on those for a large monster.</p> | | |

| | | |
|--|--|--|
| | <p><i>One random dire feature:</i> Use the dire features table.</p> <p><u>Nastier Specials</u> <i>Clacking mandibles:</i> When the dire mantis starts its turn grabbing an enemy, it can make a <i>chomp</i> attack against that enemy as a free action. Chomp +15 vs. AC—40 damage</p> | |
|--|--|--|

Wraith Bat

| | | |
|---|--|--|
| Normal 9 th level Mook Undead | <p>Initiative: +14</p> <p>Ghostly fangs +14 vs. PD—25 negative energy damage, and the target takes +1d8 negative energy damage for each relationship point it has with the bat's associated icon.</p> <p>C: Spiraling assault +14 vs. PD (1d3 nearby enemies)—22 negative energy damage, and after the attack the wraith bat teleports to and engages with one target it hit. <i>Limited use:</i> Regardless of the number of wraith bats in the battle, only one wraith bat can use this attack each round.</p> <p><i>Ghostly:</i> This creature has <i>resist damage 16+</i> to all damage except force damage, which damages it normally. A wraith bat can move through solid objects but it can't end its movement inside them.</p> | <p>AC 24 PD 23 MD 20 HP 36</p> |
|---|--|--|

Ankheg

| | | |
|--|---|--|
| Large 2 nd level Troop Beast | <p>Initiative: +8</p> <p>Mandibles +7 vs. AC—8 damage <i>Natural even hit:</i> If the target is small, the ankheg grabs it. While the ankheg is grabbing a creature, the only legal target for its <i>mandibles</i> attack is the grabbed creature.</p> <p>C: Acid spit +7 vs. PD (one nearby enemy, plus any enemy the ankheg has grabbed)—5 ongoing acid damage <i>Limited use:</i> 1/round, as a quick action.</p> <p><i>Escape speed:</i> At the end of the ankheg's turn, roll a d6. If it's equal to or less than the escalation die, the ankheg can move again as a free action.</p> | <p>AC 19 PD 17 MD 11 HP 60</p> |
|--|---|--|

Azer

Azer Soldier

| | | |
|---|---|--|
| Normal 4 th level Troop Dwarf | <p>Initiative: +7</p> <p>Red-hot hammer +9 vs. AC—8 damage <i>Natural even hit or miss:</i> 4 ongoing fire damage.</p> <p>R: Throwing axe +9 vs. AC—7 damage</p> | <p>AC 20 PD 17 MD 14 HP 50</p> |
|---|---|--|

Blistering heat: When an enemy engaged with the azer attacks it, that enemy takes 2 fire damage.

Fighting surge: Once per battle when an attack crits the azer but doesn't kill it, the azer can heal 4d6 hp.

Cold haters: The azer adds the escalation die to its attacks against a target that is capable of dealing cold damage with a spell, attack, or magic item.

Fire resistance 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Fire Bat

Normal
3rd level
Mook
Beast

Initiative: +9

Burning claws +8 vs. AC—2 damage, and 2 fire damage

Fiery flier: An unengaged fire bat can move, make a *burning contrail* attack, and move away from the target as a standard action without taking an opportunity attack from the target.
Burning contrail +7 vs. PD—5 fire damage

Blistering heat: When an enemy engaged with the fire bat attacks it, that enemy takes 2 fire damage.

Fire resistance 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Flight: Fire bats are agile fliers, especially when riding hot air currents. They slow down a bit away from warmth.

AC 18
PD 16
MD 11
HP 10

Magma Brute

Normal
3rd level
Wrecker
Construct

Initiative: +4

Vulnerability: cold

Blazing-hot iron fists +8 vs. AC (2 attacks)—6 damage

Natural 16+: The target takes 6 extra fire damage.

C: Molten spray +7 vs. PD (1d2 + 1 enemies engaged with the brute)—8 fire damage, and the brute loses 12 hit points.
Limited use: 1/battle, only while the brute is staggered.

Blistering heat: When an enemy engaged with the brute attacks it, that enemy takes 2 fire damage.

Fire resistance 18+: When a fire attack targets this creature, the

AC 19
PD 18
MD 12
HP 46

| | | |
|--|---|--|
| | attacker must roll a natural 18+ on the attack roll or it only deals half damage. | |
|--|---|--|

Basilisk

| | | | |
|---|--|-----------|-----------|
| Large 4th Level Wrecker Beast | Initiative: +3 | AC | 24 |
| | | PD | 19 |
| | Multi-legged attack +8 vs. AC (3 attacks, each against a different enemy)—12 damage | MD | 18 |
| | <i>Natural 16+:</i> The target takes 5 ongoing poison damage. | HP | 85 |
| | <p><i>Basilisk's stare:</i> When a basilisk hits an enemy that is already taking ongoing poison damage, the basilisk can make a <i>basilisk's stare</i> attack against the target as a free action.</p> <p>[Special trigger] C: Basilisk's stare +8 vs. MD—5 ongoing poison damage, and the target must start making last gasp saves depending on the basilisk's type (see below) as it accidentally takes a full look at the basilisk. Constructs and undead are immune to this effect.</p> <p><u>Last Gasp Failed Save Effects</u></p> <p>Green Basilisk <i>Failed save:</i> The target takes 25 poison damage as its blood turns to poison. <i>Fourth failed save:</i> The target's body liquefies and they die.</p> <p>Red Basilisk <i>Failed save:</i> The target takes 15 fire damage, and each of the target's nearby allies takes 5 fire damage as the target's blood boils under their skin and sprays outward in gouts of liquid fire. <i>Fourth failed save:</i> The target's body ignites as their flaming skull shoots upward on a jet of burning blood, killing them.</p> <p>Black Basilisk <i>Failed save:</i> The target's blood begins to coagulate and harden, and dust puffs out of their lungs through their mouth. <i>Fourth failed save:</i> The target's body turns to stone and they die.</p> <p>White Basilisk <i>Failed save:</i> The target begins to evaporate. The target must make an immediate normal save (11+) or it loses a chunk of flesh or a limb, whatever is dramatic but will allow the creature to survive (perhaps with minuses until healed). <i>Fourth failed save:</i> The target's body explodes into a fine red mist and they die.</p> <p><i>Resist melee damage 18+:</i> When a melee attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. An attacker can ignore this resistance by declaring they are looking directly at the basilisk during the attack. If they do, the basilisk can make a <i>basilisk's stare</i> attack against them as a free action before the attack. Constructs and undead are not affected by this resistance.</p> | | |

Stare-down: When an enemy makes a ranged attack against the basilisk, the basilisk can make a *basilisk's stare* attack against them as a free action before the attack.

Nastier Specials

Death breath: Each creature engaged with the basilisk at the end of the basilisk's turn takes 10 poison damage.

Bulette

Bulette

| | | | |
|--|---|----|-----|
| Large 5 th level Wrecker Beast | Initiative: +7 | AC | 22 |
| | | PD | 19 |
| | Gigantic claws +12 vs. AC (2 attacks)—15 damage | MD | 14 |
| | <i>Dual hit:</i> If both claws hit during the same turn, the bulette can make a <i>terrible bite</i> attack during its next turn as a standard action. | HP | 170 |
| | <i>[Special trigger] Terrible bite +14 vs. AC—45 damage</i> | | |
| | <i>Miss:</i> 22 damage. | | |
| | <i>Blood frenzy:</i> The bulette's crit range expands to 16+ while the escalation die is 4+. | | |
| | <i>Serious burrower:</i> A bulette can burrow incredibly quickly for short distances. They're renowned for the mounds of dirt and rock they push above them as they surge through the ground like land torpedoes. | | |
| | <u>Nastier Specials</u> | | |
| | <i>Savage response:</i> When an attacker scores a critical hit against the bulette and it survives, the bulette can make a <i>terrible bite</i> attack as a free action against one target engaged with it. | | |

Green Bulette

| | | | |
|--|---|----|----|
| Large 5 th level Wrecker Beast | Initiative: +12 | AC | 19 |
| | | PD | 17 |
| | Charging maw +12 vs. AC—30 damage | MD | 13 |
| | <i>Natural even miss:</i> The target pops free from all enemies engaged with it and is vulnerable to all attacks (save ends). | HP | 92 |
| | <i>Leaping bite:</i> The green bulette gains a +3 bonus to attack and damage with its first attack each battle. | | |
| | <i>Into the earth:</i> The first time each round an attack hits the bulette, it can choose to hunker down as a free action. If it does, it gains a +3 bonus to AC and PD until the start of its next turn. Force attacks and opportunity attacks don't trigger this ability. If the green bulette hunkers down while it's moving (for example, from a readied action), its movement ends that turn. | | |

Blood-frenzy escalator: While at least one creature in the battle is staggered or unconscious, the bulette gains a bonus to its attacks and damage equal to the escalation die but can't use *into the earth*. Creatures that have no blood (constructs, oozes, plant creatures, etc.) don't trigger this ability.

Occasional burrower: Like all bulettes, the green bulette can burrow. While above ground, it prefers to move slowly on the surface and rely on its plant- and soil-covered shell to stay hidden until it attacks.

Lumberland Dirt-Fisher

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| Huge 5 th level Wrecker Beast | Initiative: +11 | AC | 17 |
| | | PD | 15 |
| | Tongue lash and bite +14 vs. AC (1d3 nearby enemies)—30 damage | MD | 11 |
| | | HP | 135 |
| | <p>R: Sticky tongue +15 vs. PD—20 damage <i>Natural even hit:</i> The target pops free from all enemies engaged with it, is pulled into the pit with the dirt-fisher (who engages it), and loses its next move action. Climbing out of the pit requires a move action and a DC 20 check. If the bulette is not in its pit, the bulette pulls the target to itself and engages it.</p> <p><i>Hole digger:</i> A dirt-fisher can burrow incredibly quickly for short distances, but it prefers to attack from within its pre-dug trap-door pit. It usually has a few pits dug nearby if forced to leave its current pit.</p> <p><i>Into the earth:</i> The first time each round an attack hits the dirt-fisher, it can hunker down and pull the lid on its pit shut. If it does, it gains a +3 bonus to all defenses until the start of its next turn, and any creature in the pit takes a -5 penalty to checks to climb out of the pit. Force attacks and opportunity attacks don't trigger this ability.</p> <p><i>Nowhere to run:</i> The dirt-fisher deals double damage against creatures engaged with it in its pit.</p> | | |

Ravenous Bumoorah

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| Normal 5 th level Wrecker Beast | Initiative: +13 | AC | 17 |
| | | PD | 15 |
| | Land-shark maw +15 vs. AC—14 damage | MD | 11 |
| | <i>Natural even hit:</i> The target takes 10 thunder damage. | HP | 46 |
| | <p><i>Blood-frenzy escalator:</i> While at least one creature in the battle is staggered or unconscious, the bulette gains a bonus to its attacks and damage equal to the escalation die. Creatures that have no blood (constructs, oozes, plant creatures, etc.) don't trigger this</p> | | |

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| | <p>ability.</p> <p><i>Earth surge:</i> Whenever the bumoorah takes damage from an attack, it rolls a save; on a 16+ it can immediately dive beneath the ground, preventing further attacks against it until it surfaces at the start of its next turn. Force attacks and opportunity attacks don't trigger this ability.</p> <p><i>Serious burrower:</i> The bumoorah can burrow incredibly quickly for short distances. Bumoorahs are renowned for the dust-spurts and vibrating sound they generate as they shoot through the ground like hungry spears.</p> | |
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Deep Bulette

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| Huge 9th level Wrecker Beast | <p>Initiative: +10</p> <p>Pulverizing maw +15 vs. AC (1d3 enemies)—90 damage <i>Miss:</i> 45 damage.</p> <p><i>Blood frenzy:</i> The deep bulette's crit range expands by 4 while the escalation die is 4+.</p> <p><i>Tunnel fighter:</i> While fighting in a tunnel with nowhere for its enemies to move but ahead of it, the deep bulette gains the following abilities based on the escalation die: <i>Escalation die is odd:</i> When the bulette hits an enemy engaged with it with an attack, that target pops free from it and is hampered (save ends). <i>Escalation die is even:</i> The deep bulette engages each nearby enemy in front of it as it pushes its bulk inexorably forward down the tunnel. Enemies pushed ahead of it this way don't get to make opportunity attacks.</p> | <p>AC 25 PD 23 MD 19 HP 378</p> |
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Centaur

Centaur Lancer

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| Normal 4th level Troop Humanoid | <p>Initiative: +9</p> <p>Charging lance +10 vs. AC—15 damage, and the target pops free from the centaur <i>Hit 'em hard:</i> The crit range of the attack expands by 2 and instead deals 20 damage on a hit if the centaur first moves before attacking an enemy it wasn't engaged with at the start of its turn. <i>Natural 18+:</i> The target is also dazed until the end of its next turn.</p> <p>Spear +9 vs. AC—13 damage <i>Natural even hit:</i> The centaur lancer can make a <i>kick</i> attack as a free action. Kick +8 vs. PD (1d2 enemies engaged with the centaur)—The target takes 5 damage and pops free from the centaur.</p> | <p>AC 20 PD 17 MD 14 HP 60</p> |
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Harnessed speed: The centaur lancer gains a +4 AC bonus against opportunity attacks.

Centaur Raider

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|---|--|----|----|
| Normal 5th level Wrecker Humanoid | Initiative: +10 | AC | 20 |
| | | PD | 19 |
| | Hoof and weapon +10 vs. AC—15 damage | MD | 14 |
| | <i>Natural even hit:</i> As a free action, the centaur raider can move and make another <i>hoof and weapon</i> attack against a different nearby enemy (it will take opportunity attacks for moving). | HP | 70 |
| | R: Short bow +9 vs. AC—18 damage <i>Natural 16+:</i> The centaur raider can take an additional move action this turn. <i>Harnessed speed:</i> The centaur raider gains a +4 AC bonus against opportunity attacks and only takes half damage from opportunity attacks that hit it. <u>Nastier Specials</u> <i>Barreling charge:</i> When the escalation die is even, the centaur raider can use a standard action and a move action to make a <i>sweeping blow</i> attack against multiple enemies as it moves past them (it will take opportunity attacks). It ends this move and attack unengaged. Sweeping blow +10 vs. AC (1d3 nearby enemies)—15 damage, and the target loses its next move action. | | |

Centaur Champion

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|--|---|----|-----|
| 2x 6th level Leader Humanoid | Initiative: +12 | AC | 22 |
| | | PD | 20 |
| | Two-handed sword +11 vs. AC (2 attacks)—20 damage | MD | 16 |
| | <i>Champion's challenge:</i> If the centaur champion scores a crit against the target, it can challenge that enemy. If it does, until the end of the battle the champion and the target each take a -4 attack penalty against any target except the other. If the centaur champion dies or challenges a new foe, the old challenge is canceled. | HP | 170 |
| | Crushing hooves +10 vs. PD (2 attacks)—13 damage, and the target is vulnerable until the start of its next turn <i>Hooves and slash:</i> As a standard action, the centaur champion can make a <i>crushing hooves</i> attack and a single <i>two-handed sword</i> attack (one attack roll) against the same enemy. <i>Leader of the clan:</i> When the centaur champion engages an enemy, each other centaur ally engaged with that creature can pop free from it. | | |

Moving combatant: The centaur champion gains a +4 AC bonus against opportunity attacks and only takes half damage from opportunity attacks that hit it. When an enemy makes an opportunity attack against it and misses, that enemy takes 20 damage from a counter-attack.

Nastier Specials

Chief's challenge: When the champion issues a *champion's challenge*, it only takes a -2 attack penalty against other enemies than its chosen foe, but that enemy still takes the -4 attack penalty. In addition, the champion can use *champion's challenge* as a free action when it becomes staggered.

Champion's scorn: Each of the champion's centaur allies in the battle gains a +5 damage bonus with ranged attacks.

Centaur Ranger

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|--|--|-----------|-----------|
| Normal 6th level Archer Humanoid | Initiative: +13 | AC | 22 |
| | Twin scimitars +10 vs. AC (2 attacks)—10 damage | PD | 20 |
| | | MD | 16 |
| | | HP | 85 |
| | R: Longbow +11 vs. AC—20 damage <i>Natural even hit:</i> The centaur ranger can take an additional move action this turn. <i>Natural 16+:</i> The centaur ranger can make a second (but not a third) <i>longbow</i> attack this turn as a free action. <i>Moving combatant:</i> The centaur ranger gains a +4 AC bonus against opportunity attacks and only takes half damage from opportunity attacks that hit it. When an enemy makes an opportunity attack against it and misses, that enemy takes 10 damage from a counter-attack. <i>Terrain familiarity:</i> Once each round when the escalation die is odd, the centaur ranger can make use of the area's terrain to its advantage as a free action. It can choose either to gain a +2 attack bonus for its attacks that turn, or to gain a +2 bonus to all defenses against the next attack that targets it by using a flashy or tricky maneuver (leaping off a rock over an enemy, stirring up a hornet's nest near an attacker, etc.). The target of its attack or a creature attacking it when it attempts this stunt rolls a normal save; on a success, the bonus is negated. <u>Nastier Specials</u> R: Pinning volley +11 vs. AC (2 attacks)—8 damage , and the target is hampered until the end of its next turn <i>Natural 18+:</i> The target is stuck (save ends) instead of hampered. <i>Limited use:</i> 2/battle. | | |

Chaos Beast

Chaos Glorp

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +5 | AC | 17 |
| 4th level | | PD | 16 |
| Mook | | MD | 13 |
| Aberration | <p>Oozespasm +8 vs. AC—3 ongoing damage, or 10 damage if the target is already taking ongoing damage</p> <p><i>Miss:</i> The chaos glorp pops free from all enemies and moves as a free action to engage a nearby enemy taking ongoing damage.</p> <p><i>Spontaneous chaos:</i> When the escalation die reaches 6, the chaos glorp rolls a normal save. If it succeeds, it transforms into a chaos beast with full hit points.</p> | HP | 20 |

Chaos Beast

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +6 | AC | 18 |
| 4th level | | PD | 14 |
| Troop | | MD | 17 |
| Aberration | <p>Bestial chaos +9 vs. AC—Damage and effect depends on the natural roll</p> <p><i>Natural even hit:</i> 7 damage, and the chaos beast can make another <i>bestial chaos</i> attack as a free action.</p> <p><i>Natural odd hit:</i> 15 ongoing damage.</p> <p><i>Miss:</i> The chaos beast pops free from all enemies and moves to engage a random nearby enemy as a free action, preferably one it wasn't just engaged with.</p> <p><i>Chaos combined:</i> Once a chaos beast is staggered, it can combine with another chaos beast next to it as a quick action to become a full-strength chaos brute acting on this beast's initiative. Replace the other beast with a chaos glorp mook.</p> | HP | 48 |

Chaos Brute

| | | | |
|-----------------------------|--|-----------|-----------|
| Large | Initiative: +8 | AC | 20 |
| 4th level | | PD | 17 |
| Wrecker | | MD | 13 |
| Aberration | <p>Brute chaos +9 vs. AC—Damage and effect depends on the natural roll</p> <p><i>Natural even hit:</i> 25 damage.</p> <p><i>Natural odd hit:</i> 15 ongoing damage.</p> <p><i>Miss:</i> 1d3 random nearby enemies each take 10 psychic damage.</p> <p><i>Chaos combined:</i> Once a chaos brute is staggered, it can combine with another chaos brute or chaos beast* next to it as a quick action to become a full-strength chaos behemoth: the new creature rolls initiative as if it had just entered the battle. If a chaos beast and a chaos brute combine to create a chaos behemoth, the behemoth starts with 70 hp instead of 90 hp and takes a -1 penalty to all attacks and defenses.</p> | HP | 60 |

Chaos Behemoth

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|-------------|----------------|-----------|-----------|
| Huge | Initiative: +5 | AC | 21 |
|-------------|----------------|-----------|-----------|

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| 4th level Spoiler Aberration | Behemoth chaos +9 vs. AC —Damage and effect depends on the natural roll | PD | 16 |
| | <i>Natural even hit:</i> 30 damage, and the chaos behemoth can make a <i>mewhowlwail</i> attack as a free action. | MD | 16 |
| | <i>Natural odd hit:</i> 25 ongoing damage. | HP | 90 |
| | <i>Miss:</i> 10 damage, and the target is hampered until the end of its next turn. | | |
| | Mewhowlwail +9 vs. MD (each nearby enemy) —10 psychic damage, and if the target is taking ongoing damage, saves against that ongoing damage become hard saves (16+) | | |
| | <i>The betrayal of flesh:</i> When a nearby enemy taking ongoing damage drops to 0 hp or below, add +15 to the amount of ongoing damage that enemy is taking as its body melts and warps. At the GM's option, a creature slain in a battle involving a chaos behemoth might transform into a chaos glorp or chaos beast instead of having the decency to just die. | | |

Chimera

Iconic Chimera

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|---|---|-----------|------------|
| Large 8th level Wrecker Beast | Initiative: +15 | AC | 24 |
| | Fangs, claws, and horns +14 vs. AC (3 attacks) —25 damage | PD | 20 |
| | <i>Natural 14-15:</i> The target is dazed until the end of the chimera's next turn from a headbutt. | MD | 17 |
| | <i>Natural 16-17:</i> The target takes 20 ongoing damage from raking claws. | HP | 320 |
| | <i>Natural 18-20:</i> The chimera can make a <i>fiery breath</i> attack as a free action. | | |
| | [Special trigger] Fiery breath +14 vs. PD (up to 3 nearby enemies in a group) —3d10 fire damage | | |
| | <i>Chimerical change:</i> At the start of battle each PC rolls one icon relationship die of their choice and one die chosen from their relationships by the GM. A roll of 6 means the chimera has shifted in a manner that gives it a chimerical flaw (F) that the adventurers can exploit. A roll of a 5 indicates that the chimera gains both a flaw and a benefit associated with that icon. A result of 1 or 2 means that the chimera gains the icon's chimerical benefit (B) without the flaw. Actual benefits and flaws are up to the GM, and should reflect the icons with which the players have relationships. | | |
| | (B) Bearded spell-eating head: When a spell attack misses the chimera, it has no miss effect and the chimera heals 40 hp. | | |
| | (F) Vulnerability, melee: The crit range of melee attacks against the chimera expands by 2. | | |
| | (B) Skin of indomitable faces: When the chimera saves against a | | |

condition, it becomes immune to that condition until the end of the battle.

(F) *Vulnerability, spells*: The crit range of spell attacks against the chimera expands by 2.

(B) *Flaming oil glands*: When a creature is engaged with the chimera at the start of its turn, it takes 20 fire damage.

(F) *Overconfident predator*: Each time the chimera scores a critical hit, it takes a cumulative -2 penalty to all defenses.

(B) *Stone-studded dermis*: Any damage dice that roll maximum damage against the chimera count as 1s.

(F) *Stubborn beast*: The chimera won't willingly disengage from a creature engaged with it.

(B) *Springing stag legs*: When the escalation die is odd, the chimera gains an additional standard action that turn.

(F) *Overly gracile*: The chimera's form is unusually frail, and any damage dice that roll 1s against the chimera count as 2s.

(B) *Mane of scorpion tails*: The chimera has a *fear aura*: Enemies engaged with the chimera who are below 48 hit points are dazed and can't use the escalation die.

(F) *Golden fleece*: The chimera has transformed itself into a form that's gem encrusted with golden fur. When slain it will yield 1d6 x 100 gp per adventurer in gems and precious metals. At the GM's say-so, knowledge of this bounty may grant particularly mercenary characters a +1 attack bonus against the chimera once it's staggered.

(B) *Inferno belly*: When the chimera makes a *fiery breath* attack, it can make another *fiery breath* attack that turn as a quick action.

(F) *Flammable blood*: When the chimera rolls a natural odd miss with *fiery breath*, it takes 20 fire damage.

(B) *Wild heart*: The chimera is constantly evolving and changing. When an enemy rolls a natural 1-5 on an attack roll against it, the chimera adds the escalation die to its attack rolls until the end of its next turn.

(F) *Vulnerability, poison*: The crit range of poison attacks against the chimera expands by 2.

(B) *Bone plates*: When an enemy rolls a natural even miss with a melee attack against the chimera, the weapon temporarily loses all its bonuses and powers and the wielder is weakened (save ends both).

(F) *Vulnerability, holy*: The crit range of holy attacks against the chimera expands by 2.

(B) *Mighty tusks*: As a standard action, the chimera can make a *tusk charge* attack. It can't make any other attacks the same turn.
Tusk charge +20 vs. AC—100 damage

Limited use: Once the chimera has damaged an enemy with this attack, it can't use *tusk charge* again until it drops an enemy to 0 hp or lower.

(F) *Too many horns*: The horns and tusks of the chimera lock together at inopportune moments. When it rolls a natural 1-5 with

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| | <p>an attack against multiple targets, it loses any further attacks that turn.</p> <p>(B) <i>Eagle wings</i>: The chimera can fly like an eagle, swooping in and out of the battle.</p> <p>(F) <i>Vulnerability, negative energy</i>: The crit range of negative energy attacks against the chimera expands by 2.</p> <p>(B) <i>Poison fangs</i>: When the chimera rolls a natural 1-5 with an attack and misses, the target takes 20 ongoing poison damage.</p> <p>(F) <i>Bickering heads</i>: The first time each turn the chimera hits with an attack, it rerolls the attack and takes the lower roll.</p> <p>(B) <i>Draconic sinews</i>: While not staggered, the chimera rolls 2d20 with its melee attacks and uses the higher roll.</p> <p>(F) <i>Too many wings</i>: Whenever the chimera moves, it rolls an easy save (6+). On a failure, it provokes opportunity attacks from each nearby enemy.</p> | |
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Chimera

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|---|---|--|
| Large 9th level Wrecker Beast | <p>Initiative: +15</p> <p>Fangs, claws, and horns +14 vs. AC (3 attacks)—25 damage <i>Natural 14-15</i>: The target is dazed until the end of the chimera's next turn from a headbutt. <i>Natural 16-17</i>: The target takes 20 ongoing damage from raking claws. <i>Natural 18-20</i>: The chimera makes a <i>fiery breath</i> attack as a free action.</p> <p><i>[Special trigger]</i> Fiery breath +14 vs. PD (up to 3 nearby enemies in a group)—3d10 fire damage</p> <p><i>Bestial thresher</i>: Whenever a creature misses the chimera with a melee attack, the chimera's multiple sharp bits deal 3d10 damage to that attacker.</p> <p><u>Nastier Specials</u> <i>Now it's angry</i>: When an attacker scores a critical hit against the chimera and it survives, its attack rolls on its next turn deal the effects of the lower rolls as well as their own results.</p> | <p>AC 24 PD 20 MD 16 HP 320</p> |
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Chuul

Chuul

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| Large 6th level Spoiler Aberration | <p>Initiative: +11</p> <p>Crushing claws +11 vs. AC (2 attacks)—21 damage <i>Both attacks hit the same target</i>: The chuul grabs the target.</p> <p>Crippling tentacles +11 vs. PD—The target is weakened (save ends)</p> | <p>AC 25 PD 18 MD 18 HP 126</p> |
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First failed save: The target is hampered and weakened (save ends both).

Second failed save: The target is instead helpless (hard save ends, 16+).

Quick use: This attack only requires a quick action when used against an enemy the chuul is grabbing.

Resist psychic 16+: When a psychic attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Water-breathing: Chuuls swim well and can breathe underwater, though they prefer not to.

Nastier Specials

Bite it off: When the chuul scores a critical hit against a weakened or helpless foe, it bites off one of that enemy's hands. An adventurer with no hands might have trouble casting spells or holding weapons. (A cleric might be able to restore the missing appendage with a ritual.)

Fueled by hate: Once per round when the chuul misses with an attack, its next attack that battle deals 4d6 extra poison damage on a hit.

Chuulish Swarm

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| Normal 6th level Troop Aberration | Initiative: +13 | AC | 20 |
| | | PD | 18 |
| | Fly-by tentacle sting +11 vs. AC—15 poison damage | MD | 16 |
| | <i>Natural even miss:</i> The swarm can pop free from all enemies, and as a quick action this turn, it can move normally even if it has already moved this turn. | HP | 80 |
| | <i>Natural odd hit or miss:</i> The swarm can make a <i>sharp claws</i> attack this turn as a quick action instead of a standard action. | | |
| | Sharp claws +11 vs. AC—10 damage, and 5 ongoing poison damage | | |
| | <i>Flight:</i> The swarm flies fast and is agile, but has a wide turning circle. | | |
| | <i>Resist damage 16+:</i> When any attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. | | |
| | <i>Swarm:</i> This monster is a swarm of chuul body-parts cooperating to attack humanoids. Even though there are thousands of them, treat them as a single creature. | | |
| | <i>Water-breathing:</i> Chuuls swim well and can breathe underwater, though they prefer not to. | | |

Nastier Specials

Burrow under your skin: When an attacker misses the swarm with a melee attack, that enemy takes 10 ongoing damage.

Massive Mutant Chuul

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|--|-----------------|-----------|------------|
| Huge 10th level Wrecker Aberration | Initiative: +15 | AC | 27 |
| | | PD | 25 |
| | | MD | 22 |
| | | HP | 450 |
| <p>Crushing claws +15 vs. AC (2 attacks)—70 damage <i>Both attacks hit the same target:</i> The chuul grabs the target. <i>Miss:</i> 35 damage.</p> <p>Crippling tentacles +15 vs. PD—The target is weakened (hard save ends, 16+) <i>First failed save:</i> The target is hampered and weakened (hard save ends both, 16+). <i>Second failed save:</i> The target is instead helpless (hard save ends, 16+). <i>Quick use:</i> This attack only requires a quick action when used against an enemy the chuul is grabbing.</p> <p><i>I hate you all:</i> Once per round when the chuul is engaged with one or more enemies and is the target of an attack, it can try to interpose one of those enemies between itself and the attack as a free action after seeing the attack roll. That enemy rolls a normal save; on a failure, it becomes the target of the attack instead of the chuul. If the chuul tries to interpose an enemy it's grabbing, the save is hard (16+) instead.</p> <p><i>Resist psychic 16+:</i> When a psychic attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Water-breathing:</i> Chuuls swim well and can breathe underwater, though they prefer not to.</p> <p><u>Chuul Mutations: Choose ONE</u> <i>Exposed brain nightmare aura:</i> When an enemy is engaged with the chuul at the start of its turn, that creature must roll a normal save; on a failure, it's hampered (easy save ends, 6+). <i>Extra claw:</i> The mutant chuul can make three <i>crushing claws</i> attacks instead of two. If two of the attacks hit the same target, the chuul grabs it. <i>Oversized claw:</i> When the chuul rolls a natural even hit with <i>crushing claws</i>, it deals 120 damage instead of 70. <i>Venom spit:</i> The chuul gains a <i>venom spit</i> attack. R: Venom spit +16 vs. PD (1d3 nearby or far away enemies in a group)—40 poison damage <i>First attack is a natural even roll:</i> The chuul can make a second <i>venom spit</i> attack against the same group as a free action. <i>Whipping tentacles:</i> The <i>crippling tentacles</i> attack is now a close</p> | | | |

attack against 1d3 enemies in a group.

Chuulish Slave

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|---|--|-----------|-----------|
| Normal 4th level Troop Aberration | Initiative: +9 | AC | 20 |
| | | PD | 18 |
| | | MD | 14 |
| | | HP | 54 |
| | Misshapen claws +9 vs. AC (2 attacks)—7 damage | | |
| | <i>Both attacks hit the same target:</i> The chuulish slave can make a <i>writhing tentacles</i> attack against that target as a quick action this turn. | | |
| | Writhing tentacles +9 vs. PD —The target is weakened (save ends) | | |
| | <u>Chuulish Slave Mutations: Choose ONE</u> | | |
| | <i>Chitinous plates:</i> The slave gains a +2 AC bonus. | | |
| | <i>Acid saliva:</i> The <i>writhing tentacles</i> attack also deals 10 acid damage on a hit. | | |
| | <i>Poisonous blood:</i> When a melee attack hits the chuulish slave, the attacker takes 10 poison damage. | | |
| | <i>Grossness:</i> The slave is a large blob-like mess. It has 72 HP but takes a -2 penalty to all defenses. | | |

Couatl

In addition to their standard abilities, all elder couatls and some 8th level couatls have another ability or attack—sometimes even two—that flows from the power of the icon or icons they are presently associated with. Memory keeper couatls who are associated with icons that no longer exist should be given whichever ability or attack that seems right. Alternatively, make up a new ability/attack that suits the former icon you’ve created.

Here are some Icon-centered abilities:

Icon-centered Abilities

8th level

C: Striking comets +13 vs. PD (each nearby creature)—40 damage

Natural even miss: The target is dazed (save ends).

Natural odd miss: 20 damage.

Limited use: 1/battle, when the escalation die is 2+.

11th level

C: Comet strike +17 vs. PD (each nearby creature)—70 damage

Natural even miss: The target is weakened (save ends).

Natural odd miss: 35 damage.

Limited use: 1/battle, when the escalation die is 2+.

The couatl gains a +1 bonus to AC and PD. In addition, all the couatl’s melee attacks deal half damage when they miss.

Roll a d6 and a d8 on the Demon Ability table. If you get the same result, reroll the d8 until you have two *different* demonic abilities for the couatl.

Secretly roll a d6 at the start of each battle. If the roll is odd, the PCs can’t use any of their magic items’ powers when the escalation die is odd this battle. If the roll is even, the PCs can’t use their magic items’ powers when the escalation die is even this battle. Default chakra bonuses still function, but powers don’t. And for the fun of it, once they’ve been

powered off for a turn, all the PCs' magic items will be freaking out and creating roleplaying havoc by forcing their quirks to the forefront for the rest of the battle.

At the start of each battle, the couatl gains 1d4 powers of its choice from this list:

- **Cruel:** Once per battle, deal ongoing damage to a target you hit with a natural even attack roll as a free action. The ongoing damage equals 5 times your level. As usual, a normal save (11+) ends the damage. A critical hit doesn't double this ongoing damage.
- **Highblood Teleport:** Once per battle as a move action, place yourself in a nearby location you can see.
- **Elven Grace:** At the start of each of your turns, roll a die to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn. At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: (d4), d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.
- **Surprising:** Once per battle, subtract one from the natural result of one of your own d20 rolls.

The couatl gains a +4 bonus to MD. It also gains a +2 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power.

The couatl gains a +1 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power. In addition, the couatl can use the following attack once per battle.

8th level

C: Golden dragon breath +13 vs. PD (2d4 nearby enemies)—50 fire damage
Miss: Half damage.

11th level

C: Golden dragon breath +17 vs. PD (2d4 nearby enemies)—90 fire damage
Miss: Half damage.

The couatl gains a +2 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power. In addition, the couatl regenerates 10% of its maximum hit points at the start of its turn when the escalation die is even and it has taken damage.

The couatl gains a +2 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power. In addition, all PCs take a -4 penalty to death saves this battle.

The couatl gains a +4 bonus to PD. It also gains a +2 bonus to attacks and to all defenses against each PC who has one or more icon relationship points with the icon(s) associated with this power.

8th level

C: Visions of a higher plane +13 vs. MD (1d3 nearby enemies)—30 psychic damage
Natural even hit: The target is confused (save ends).
Natural odd hit: The target treats the escalation die as if it was 0 (not in effect) for its attacks and effects (save ends).

11th level

C: Visions of a higher plane +17 vs. MD (1d4 nearby enemies)—50 psychic damage
Natural even hit: The target is confused (save ends).
Natural odd hit: The target treats the escalation die as if it was 0 (not in effect) for its

attacks and effects (save ends).

Intermittent dragon breath: A couatl can use *dragon breath* 1d3 times per battle, but never two turns in a row. The couatl's personal relationship with a dragon-associated icon determines whether the damage is acid, fire, or lightning.

8th level

C: Dragon breath +13 vs. PD (2d3 nearby enemies)—36 [energy] damage

Miss: Half damage.

11th level

C: Dragon breath +17 vs. PD (2d3 nearby enemies)—70 [energy] damage

Miss: Half damage.

Couatl

| | | |
|---|--|---------------|
| Large 8th level Spoiler Beast | Initiative: +14 | AC 24 |
| | | PD 21 |
| | Rippling scales +13 vs. PD (each enemy engaged with it)—10 damage, and the couatl must pop free from the target | MD 21 |
| | <i>Quick use:</i> This attack only requires a quick action (once per round) to use. | HP 300 |
| | Serpent strike +13 vs. AC (one dazed, confused, staggered, or stunned enemy)—60 damage, and 20 ongoing poison damage | |
| | R: Forked devastation +13 vs. PD (one nearby or far away enemy)—50 damage of the following type (couatl's choice): fire, holy, or lightning | |
| | <i>Natural even hit or miss:</i> The couatl can make a <i>forked devastation</i> attack against a different enemy as a free action. | |
| | Resist holy and poison 16+: When a holy or poison attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. | |
| | Flight: Couatls fly and hover so smoothly on their multi-colored wings that other flyers get jealous. | |
| | Cyclic escalator: When the escalation die is even, the couatl adds the escalation die to its attack rolls. | |
| | <u>Nastier Specials</u> | |
| | Ever-rippling: The couatl can use more than one <i>rippling scales</i> attack during its turn. | |
| | Flee: Once per campaign, the couatl can take a "campaign loss" similar to the PC-oriented flee special action to escape from certain death, along with its allies. | |
| | One or two icon-centric abilities: Choose each appropriate ability from the couatl's Icon-centered Abilities list. | |

Elder Couatl

| | | |
|--|---|--------------------------------|
| <p>Large 11th level Spoiler Beast</p> | <p>Initiative: +16</p> <p>Rippling scales +17 vs. PD (each enemy engaged with it)—25 damage, and the couatl must pop free from the target <i>Quick use:</i> This attack only requires a quick action (once per round) to use.</p> <p>Serpent strike +17 vs. AC (one dazed, confused, staggered, or stunned enemy)—110 damage, and 40 ongoing poison damage</p> <p>R: Forked devastation +17 vs. PD (one nearby or far away enemy)—90 damage of the following type (couatl's choice): fire, holy, or lightning <i>Natural even hit or miss:</i> The couatl can make a <i>forked devastation</i> attack against a different enemy as a free action.</p> <p><i>Cyclic salvation escalator:</i> When the escalation die is even, the couatl adds the escalation die to its attack rolls and saves.</p> <p><i>Flight:</i> Couatls fly and hover so smoothly on their multi-colored wings that other flyers get jealous.</p> <p><i>One or two icon-centric abilities:</i> Choose each appropriate ability from the couatl's Icon-centered Abilities list.</p> <p><i>Resist holy and poison 16+:</i> When a holy or poison attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u> <i>Ever-rippling:</i> The couatl can use more than one <i>rippling scales</i> attack during its turn. <i>Flee:</i> Once per campaign, the couatl can take a "campaign loss" similar to the PC-oriented flee special action to escape from certain death, along with its allies.</p> | <p>AC PD MD HP</p> |
|--|---|--------------------------------|

Demon

Demons may or may not have a special demonic ability. Roll 1d10 for each non-mook normalized demon. If you roll less than or equal to the demon's level, it has a random ability. Large or huge (or double- or triple-strength) demons automatically get one at least one random ability.

When a demon has an ability, roll 1d6 or 1d8 (GM's choice) on the table below to determine what it is.

| d6 or | Demonic Ability | Description |
|----------|--------------------|-------------|
|----------|--------------------|-------------|

d8

| | | |
|---|-------------------|---|
| 1 | True seeing | The demon is immune to invisibility and ignores any illusions. |
| 2 | Resist fire 18+ | You'll see that the demon resists fire the first time you use fire against it. |
| 3 | Invisibility | The first time the demon is staggered in a battle, it becomes invisible until the end of its next turn. |
| 4 | Resist energy 12+ | The demon's resistance to all energy types puts a damper on enemy spellcasters, but at least the resistance is only 12+. |
| 5 | Fear aura | Enemies engaged with the demon who are below its fear hit point threshold are dazed and can't use the escalation die. See Fear. |
| 6 | Teleport | 1d3 times per battle, as a move action, the demon can teleport anywhere it can see nearby. |
| 7 | Demonic speed | The demon can take an extra action each turn while the escalation die is 4+. |
| 8 | Gate | Once per battle as a standard action, if the demon is staggered, it can summon a single demon ally at least two levels below its own level. The allied demon rolls initiative and does not appear on the battlefield until its turn starts. |

Dretch

| | | |
|--|---|-------|
| Normal 3 rd level Mook Demon | Initiative: +5 | AC 17 |
| | | PD 15 |
| | Claws +8 vs. AC—6 damage | MD 11 |
| | | HP 13 |
| | <i>Fear:</i> While engaged with this creature, enemies that have 15 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks. | |

Imp

| | | |
|---|--|-------|
| Normal 3 rd level Spoiler Demon | Initiative: +8 | AC 20 |
| | | PD 13 |
| | Festering claws +7 vs. AC—3 damage, and 5 ongoing damage | MD 16 |
| | | HP 40 |
| | <p>R: Blight jet +7 vs. PD—7 damage, and the target is dazed (save ends)</p> <p><i>First natural 16+ each turn:</i> The imp can choose one: the target is weakened instead of dazed; OR the imp can make a <i>blight jet</i> attack against a different target as a free action.</p> <p><i>Curse aura:</i> Whenever a creature attacks the imp and rolls a natural 1-5, that creature takes 1d10 psychic damage.</p> <p><i>Flight</i></p> | |

Cambion Dirk

| | | |
|--|---|-------|
| Normal 4 th level Mook Demon | Initiative: +8 | AC 20 |
| | | PD 18 |
| | Damned dirk +10 vs. AC—7 damage | MD 14 |
| | | HP 13 |
| | <i>Natural even hit or miss:</i> The cambion becomes cloaked until it's | |

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| | hit by an attack against MD or until it misses with a natural odd attack roll. | |
| | <i>Dark step:</i> While cloaked, the cambion dirk automatically succeeds on all disengage checks. | |

Despoiler

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +9 | AC | 19 |
| 4th level | | PD | 14 |
| Caster | Horns and daggers +8 vs. AC (2 attacks)—5 damage | MD | 18 |
| Demon | <i>Natural 16+:</i> The despoiler can pop free from the target. | HP | 52 |
| | R: Abyssal whispers +9 vs. MD (one nearby or far away enemy)—15 psychic damage, and the target is confused (save ends); OR the target can choose to avoid the confusion effect by taking 6d6 psychic damage. | | |
| | C: Sow discord +9 vs. MD (2 nearby enemies engaged with the same creature or with each other)—one target makes an at-will melee attack against this power's other target | | |
| | <i>Limited use:</i> 1/day, as a quick action. | | |

Cambion Sickle

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +11 | AC | 21 |
| 5th level | | PD | 19 |
| Troop | Damned sickle +11 vs. AC—17 damage | MD | 15 |
| Demon | <i>Natural even hit or miss:</i> The cambion becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll. | HP | 70 |
| | R: Ray of darkness +11 vs. MD—10 negative energy damage | | |
| | <i>Natural even hit:</i> The target is confused until the end of its next turn, or if the cambion was cloaked when it attacked, the confusion is save ends. | | |
| | <i>Improved dark step:</i> While cloaked, the cambion sickle automatically succeeds on all disengage checks and gains a +2 bonus to all defenses against ranged attacks. | | |

Bat Demon

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +14 | AC | 20 |
| 6th level | | PD | 19 |
| Mook | Scrabbling claws +11 vs. AC—10 damage | MD | 16 |
| Demon | <i>Miss:</i> 3 damage. | HP | 22 |
| | <i>Flight:</i> Bat demons are indifferent flyers, better suited to gliding between stalactites and clinging to walls than to skillful flying. | | |

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| | <p><i>Murder-pile</i> At the start of each of the bat demon mob's turns, choose one random nearby conscious enemy. All bat demons in the battle attempt to attack that enemy this turn, moving to it without disengaging and relying on their <i>shifty</i> ability to protect them. They keep attacking their target that turn even if it drops to 0 hp or below.</p> <p><i>Shifty:</i> Bat demons gain a +5 AC bonus against opportunity attacks. In addition, they have <i>resist damage 18+</i> against opportunity attacks (half damage if the natural attack roll isn't 18+).</p> | |
|--|---|--|

Frenzy Demon

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|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +10 | AC | 21 |
| 5th level | | PD | 17 |
| Wrecker | Claw +9 vs. AC (2 attacks)—9 damage | MD | 17 |
| Demon | <p><i>Raging frenzy:</i> Whenever the frenzy demon misses with a melee attack, it gains a +1 attack bonus and deals +1d4 damage until the end of the battle (maximum bonus +4, +4d4).</p> | HP | 70 |

Cambion Katar

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +13 | AC | 21 |
| 6th level | | PD | 19 |
| Wrecker | Damned katar +12 vs. AC—20 damage | MD | 15 |
| Demon | <p><i>Natural even hit or miss:</i> The cambion becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll.</p> <p>Spiky headbutt +12 vs. AC—8 damage, and 10 ongoing poison damage</p> <p>R: Ray of darkness +12 vs. MD—10 negative energy damage</p> <p><i>Natural even hit:</i> The target is confused until the end of its next turn, or if the cambion was cloaked when it attacked, the confusion is save ends.</p> <p><i>Corruption aura:</i> When an enemy misses the cambion katar with a melee attack, it suffers one of the following effects: <i>Natural even miss:</i> The attacker takes 5 poison damage. <i>Natural odd miss:</i> The cambion katar can make a <i>spiky headbutt</i> attack against the attacker as a free action.</p> <p><i>Superior dark step:</i> While cloaked, the cambion katar automatically succeeds on all disengage checks and gains a +2 bonus to all defenses against close and ranged attacks.</p> | HP | 80 |

Corpse Dybbuk

| | | | |
|-----------------------------|-----------------|-----------|-----------|
| 2x | Initiative: +12 | AC | 22 |
| 6th level | | PD | 16 |

| | | |
|--------------------|---|---------------|
| Troop Demon | Supernatural strength +11 vs. AC—35 damage | MD 20 |
| | <i>Natural 16+:</i> The target is vulnerable to the dybbuk's attacks until the end of the battle. <i>Natural 18+:</i> The dybbuk gains a <i>fear</i> aura against the target (save ends) as the dybbuk warps its corpse-flesh into a horrifying form. While engaged with the dybbuk, if the scared target has 30 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks. <i>Miss:</i> 3d6 damage. <i>Unholy aversion:</i> When an enemy makes a spell attack or magic weapon attack against the corpse dybbuk that deals holy damage and rolls a natural 18+, the dybbuk leaves its host body. The body drops in place and the corpse dybbuk becomes an undamaged ethereal dybbuk (see that entry). If the escalation die is 3+, reset the escalation die to 2. <i>Warp another's flesh:</i> Once per battle as a free action, the corpse dybbuk can grant a nearby ally a +2 bonus to attack and damage until the end of the battle. The warped ally takes damage equal to its level each time it uses a standard action to attack. If this ability is expended, the dybbuk regains it when the escalation die reaches 4+. | HP 180 |

Parasitic Dybbuk

| | | |
|--|---|---|
| 2x 6th level Spoiler Demon | Initiative: +13 | AC 22 |
| | Loathsome vomity smear +10 vs. PD—40 poison damage <i>Miss:</i> 3d10 poison damage. C: Unearthly glare +10 vs. MD (one nearby enemy)—30 psychic damage <i>Natural even hit or miss:</i> One special dybbuk ability triggers as a free action (see below). <i>Shapechange:</i> As a standard action, the dybbuk can change its host's form to that of another humanoid, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check. When the dybbuk is driven out of the host body, the body reverts to its original form. <i>Unholy aversion:</i> When an enemy makes a spell attack or magic weapon attack against the parasitic dybbuk that deals holy damage and rolls a natural 18+, the dybbuk leaves the host body. The body drops in place (unconscious) and the parasitic dybbuk becomes an undamaged ethereal dybbuk (see that entry). If the escalation die is 3+, reset the escalation die to 2. <i>Wall-crawler:</i> A dybbuk can climb on ceilings and walls as easily as it moves on the ground. | PD 16 MD 20 HP 180 |

Special Dybbuk Abilities: Choose ONE

C: Visage of innocence +11 vs. MD (one nearby enemy)—The target can't attack the dybbuk until the end of its next turn.

C: Horrific visage +11 vs. MD (1d3 nearby enemies)—The target is weakened (save ends).

C: Puppet strings +11 vs. MD—The target is confused (save ends).

Scratching nails: When the target is engaged with the dybbuk at the start of its turn, it takes 20 damage.

Warped flesh: The dybbuk heals 30 hp.

Nastier Specials

Experienced possessor: When the dybbuk rolls a natural odd hit or miss with *unearthly glare*, one special dybbuk ability triggers.

Flight: The dybbuk can hover 6 feet off the ground and make boneless flea-like leaps.

Vrock (vulture demon)

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|---|---|----|----|
| Normal 6 th level Spoiler Demon | Initiative: +9 | AC | 21 |
| | | PD | 17 |
| | | MD | 17 |
| | | HP | 88 |
| | Filth-covered claws +11 vs. AC (2 attacks) —7 damage, and 5 ongoing poison damage <i>Natural even hit</i> : The vrock can make a <i>demonic screech</i> attack as a free action. <i>[Special trigger] C: Demonic screech +11 vs. MD (1d3 nearby enemies)</i> , 5 psychic damage, and the target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) until the end of the battle <u>Nastier Specials</u> <i>Predation</i> : Creatures hit by the vrock's <i>demonic screech</i> attack that are already vulnerable are also hampered (save ends). | | |

Ethereal Dybbuk

| | | | |
|---|---|----|-----|
| 2x 7 th level Wrecker Demon | Initiative: +16 | AC | 26 |
| | | PD | 24 |
| | | MD | 20 |
| | | HP | 206 |
| | R: Soul-suck +12 vs. MD (3 attacks, against nearby or far away enemies) —38 negative energy damage <i>Limited use</i> : If the dybbuk hits the same target with its first two <i>soul-suck</i> attacks, it must make the third attack against a different target if it can (or loses the attack). <i>Fading</i> : When the escalation die is 2+, the dybbuk's <i>soul-suck</i> attack only deals 19 damage, and when it's 4+, <i>soul-suck</i> only deals 10 damage. When the escalation die reaches 6, the dybbuk fades away at the end of the round. A dybbuk that fades away undefeated is not gone forever and may return in a later adventure. <i>Fear</i> : While engaged with this creature, enemies that have 36 hp | | |

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| | <p>or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.</p> <p><i>Flight:</i> The dybbuk hovers eerily, roughly 6 feet off the ground.</p> <p><i>Otherworldly:</i> When a melee attack that doesn't deal holy damage targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> | |
|--|---|--|

Hezrou (toad demon)

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|---|--|---|
| Large 7th level Troop Demon | Initiative: +11 | AC 22 |
| | <p>Meaty, clawed hands +12 vs. AC (2 attacks)—28 damage</p> <p><i>Any hit:</i> The demon can grab the target if it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a -5 penalty unless the creature hit the hezrou with an attack that turn.</p> <p>The hezrou gains a +4 attack bonus against any enemy it is grabbing.</p> <p><i>Demonic stench:</i> While engaged with this creature, enemies with 84 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.</p> <p><u>Nastier Specials</u></p> <p><i>Abyssal sergeant:</i> Lower-level non-mook demons nearby the hezrou deal damage equal to their level when they miss with an attack.</p> <p><i>Stab this now:</i> The hezrou's allies gain a +4 attack bonus against any creature it is grabbing.</p> | PD 16 MD 20 HP 210 |

Cambion Hellblade

| | | |
|--|---|---|
| Normal 8th level Wrecker Demon | Initiative: +17 | AC 24 |
| | <p>Damned hellblade +14 vs. AC—40 damage</p> <p><i>Natural even hit or miss:</i> The cambion becomes cloaked until it's hit by an attack against MD or until it misses with a natural odd attack roll.</p> <p><i>Miss:</i> 20 damage.</p> <p>Spiky headbutt +14 vs. AC—10 damage, and 15 ongoing poison damage</p> <p>R: Ray of darkness +14 vs. MD—20 negative energy damage</p> <p><i>Natural even hit:</i> The target is confused until the end of its next turn, or if the cambion was cloaked when it attacked, the confusion is save ends.</p> <p><i>Cloaked in evil:</i> The cambion hellblade starts every battle cloaked.</p> | PD 21 MD 21 HP 140 |

| | | |
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| | <p>As a quick action, the hellblade can drop its cloaking to make a <i>spiky headbutt</i> attack as a free action.</p> <p><i>Corruption aura:</i> When an enemy misses the cambion hellblade with a melee attack, it suffers one of the following effects: <i>Natural even miss:</i> The attacker takes 15 poison damage. <i>Natural odd miss:</i> The cambion hellblade can make a <i>spiky headbutt</i> attack against the attacker as a free action.</p> <p><i>Ultimate dark step:</i> While cloaked, the cambion hellblade automatically succeeds on all disengage checks, gains a +2 bonus to all defenses against close and ranged attacks, and can drop its cloaking as a quick action to teleport to a nearby location it can see (instead of making an extra attack).</p> | |
|--|--|--|

Glabrezou (pincer demon)

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|--|---|---|
| Large 8th level Caster Demon | <p>Initiative: +16</p> <p>Pincer +13 vs. AC—45 damage <i>Natural even hit:</i> The demon can grab the target as long as it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a -5 penalty unless the creature hit the glabrezou with an attack that turn. The glabrezou gains a +4 attack bonus against any enemy it is grabbing.</p> <p>R: Painbolt +13 vs. MD (one nearby or far away creature)—70 psychic damage</p> <p>C: Hellfire + 13 vs. PD (1d3 nearby enemies in a group <i>and</i> any glabrezou allies engaged with those enemies)—50 fire damage</p> <p><i>Mirror images:</i> At will, as a move action, a glabrezou can create multiple images of itself that make it harder to target. The next time an attack would hit the glabrezou, the attacker has to roll 11+ with another d20 roll: success indicates a hit; failure is a miss that hits one of the mirror images instead, dealing no miss damage to the glabrezou but dispelling all the images. Once the glabrezou is staggered, it takes 2d10 damage whenever it uses <i>mirror image</i>, so movement or escape start registering as alternatives.</p> <p><i>Power word stun:</i> Once per day as a free action, the glabrezou can utter a word of power, canceling a single action just taken by a nearby creature with fewer hit points than the glabrezou—whether it was casting a spell, healing an ally, or whatever. The GM can see the results of the action, such as a die roll, before deciding whether to use the <i>power word</i>.</p> | AC 22 PD 22 MD 18 HP 320 |
|--|---|---|

Despoiler Mage

| | | |
|---|---|--------|
| Normal 9 th level Caster Demon | Initiative: +14 | AC 24 |
| | | PD 19 |
| | Horns and swords +13 vs. AC (2 attacks)—20 damage | MD 23 |
| | <i>Natural 16+</i> : The despoiler mage can pop free from the target. | HP 170 |
| <p>R: Abyssal whispers +14 vs. MD (one nearby or far away enemy)—45 psychic damage, and the target is confused (save ends); OR the target can choose to avoid the confusion effect by taking 10d10 psychic damage to clear their head . . .</p> <p>R: Magic missile (one nearby or far away enemy)—10 automatic force damage <i>Limited use</i>: 1/round, as a quick action.</p> <p>C: Sow discord +14 vs. MD (2 nearby enemies engaged with the same creature or with each other)—one target makes an at-will melee attack against this power's other target <i>Limited use</i>: 1/battle, as quick action.</p> <p><i>Aura of betrayal</i>: At the start of each of the despoiler mage's turns, choose a random nearby enemy. Until the start of the despoiler mage's next turn, that creature's allies no longer consider it an ally, though its enemies' powers can still target it as an enemy. The creature isn't compelled to attack its former friends.</p> | | |

Hooked Demon

| | | |
|---|---|-------|
| Normal 9 th level Mook Demon | Initiative: +12 | AC 23 |
| | | PD 21 |
| | Hooks and barbs +14 vs. AC—27 damage | MD 17 |
| | <i>Natural 16+</i> : The hooked demon can make another <i>hooks and barbs</i> attack as a free action (and yes, this can keep going up to a maximum number of attacks equal to the escalation die + 1). | HP 45 |
| <p><u>Nastier Specials</u> <i>Bleeding wounds</i>: Whenever the hooked demon hits a creature with <i>hooks and barbs</i>, that creature takes 10 damage each time it makes a non-basic attack (save ends).</p> | | |

Giant Vrock (vulture demon)

| | | |
|---|--|--------|
| Large 9 th level Spoiler Demon | Initiative: +12 | AC 24 |
| | | PD 21 |
| | Giant filth-covered claws +14 vs. AC (2 attacks)—30 damage, and 15 ongoing poison damage | MD 21 |
| | <i>Natural even hit</i> : The vrock can make a <i>demonic screech</i> attack as a free action. | HP 333 |
| <p><i>[Special trigger]</i> C: Demonic screech +14 vs. MD (1d3 nearby enemies)—15 psychic damage, and the target is vulnerable</p> | | |

| | | |
|--|--|--|
| | <p>(attacks vs. it have crit range expanded by 2) until the end of the battle</p> <p>C: Sporeburst +14 vs. PD (all nearby enemies)—30 damage, and 30 ongoing damage; while the target is taking ongoing damage, it is hampered</p> <p><i>Limited use:</i> 1/battle, when the escalation die is 4+.</p> <p><i>Predation:</i> Creatures hit by the vrock's <i>demonic screech</i> attack that are already vulnerable are also hampered (save ends).</p> | |
|--|--|--|

Nalfeshnee (boar demon)

| | | | |
|------------------------------|---|-----------|------------|
| Large | Initiative: +13 | AC | 25 |
| 10th level | | PD | 20 |
| Caster | Musky claw or slimy hoof +15 vs. AC —90 damage | MD | 24 |
| Demon | <p><i>Miss:</i> The nalfeshnee gains a +4 attack bonus until it hits. Unlike most effects, let it stack.</p> <p>R: Accursed burst +15 vs. PD (1d3 nearby enemies)—50 cold/fire/lightning/negative energy damage (your choice), and the nalfeshnee can make an <i>abyssal curse</i> attack as a free action</p> <p><i>[Special trigger]</i> Abyssal curse +15 vs. MD (each creature hit by <i>accursed burst</i>)—the target is weakened until the end of its next turn</p> <p><i>Flight</i></p> <p><i>Unpredictable:</i> Nalfeshnee always have at least two random demon abilities.</p> <p><u>Nastier Specials</u></p> <p><i>Hooked mooks:</i> Once per battle, if the nalfeshnee is staggered, it can gate in 2d4 hooked demons as a quick action. Roll initiative for the hooked demons; they do not appear in the battle and take their turns until their next initiative count comes up.</p> | HP | 400 |

Marilith (serpent demon)

| | | | |
|------------------------------|--|-----------|------------|
| Large | Initiative: +20 | AC | 28 |
| 12th level | | PD | 21 |
| Troop | Six whirling swords +17 vs. AC (6 attacks) —30 damage, and the marilith can pop free from the target after the attacks | MD | 25 |
| Demon | <p>R: Beguiling gaze +17 vs. MD (one nearby or far away unengaged enemy)—As a free action, the target immediately moves toward the marilith, attempting to engage it or get as close as possible to it</p> <p><i>Limited use:</i> 1/round, as a quick action.</p> <p><i>Terrible swift swords:</i> The marilith's crit range with melee attacks</p> | HP | 666 |

expands by a number equal to the escalation die.

Balor (flame demon)

| | | |
|--|--|---------------|
| Large 13th level Wrecker Demon | Initiative: +17 | AC 29 |
| | Abyssal blade +18 vs. AC—160 damage | PD 27 |
| | <i>Natural even hit:</i> The balor deals +1d20 lightning damage to the target and to one other nearby enemy of balor's choice. Then repeat that damage roll against the targets once for each point on the escalation die (so if it's 4, that's four more d20 rolls) | MD 23 |
| | <i>Natural even miss:</i> 80 damage. | HP 850 |
| | C: Flaming whip +18 vs. PD (one nearby enemy)—50 fire damage, and the target is pulled to the balor, who engages it. <i>Natural even miss:</i> 25 fire damage. <i>Limited use:</i> 1/round, as a quick action. <i>Desperate escalator:</i> While staggered, the balor adds the escalation die to its attack rolls. <i>Fiery aura:</i> At the start of the balor's turn, each enemy engaged with it takes 4d10 fire damage; any die result of 10 is kept and the die rerolled. <i>Flight</i> <i>Shadow and flame:</i> The balor gains a +5 bonus to all defenses against attacks by far away enemies. <u>Nastier Specials</u> <i>Vorpal blade:</i> Critical hits with the abyssal blade deal triple damage instead of double damage. | |

Derro

Confusion effects only affect derro if they secretly want to murder one of their own companions.

Derro Maniac

| | | |
|---|---|--------------|
| Normal 4th level Troop Humanoid | Initiative: +8 | AC 19 |
| | Shortsword +9 vs. AC—12 damage | PD 16 |
| | <i>Natural 16+:</i> The derro can cast one of the following close-quarters spells as a quick action this turn. | MD 18 |
| | <i>Cloaking dark:</i> All nearby derro gain a +1 bonus to attacks and defenses until the end of the derro maniac's next turn (cumulative). | HP 52 |
| | <i>Sonic squeal:</i> Two random nearby non-derro creatures take 2d4 thunder damage. R: Light repeating crossbow +9 vs. AC—10 damage | |

| | | |
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| | <p><i>Natural 16+:</i> The target also takes 5 ongoing poison damage.</p> <p><i>Natural 19+:</i> As above, and the derro maniac can make another <i>light repeating crossbow</i> attack as a free action.</p> | |
|--|---|--|

Derro Sage

| | | |
|--|---|---|
| Normal 4th level Caster Humanoid | <p>Initiative: +7</p> <p>Staff +7 vs. AC—7 damage</p> <p><i>Natural 16+:</i> The derro can cast one of the following close-quarters spells as a quick action this turn.</p> <p><i>Cloaking dark:</i> All nearby derro gain a +1 bonus to attacks and defenses until end of the derro sage’s next turn (cumulative).</p> <p><i>Sonic squeal:</i> Two random nearby non-derro creatures take 2d8 thunder damage.</p> <p>R: Mind scream +9 vs. MD—12 psychic damage, and the target is confused (<i>make a basic or at-will attack vs. ally</i>) until the end of the derro sage’s next turn</p> <p><i>Natural 16+:</i> The derro sage can make another <i>mind scream</i> attack against a different nearby target as a free action.</p> <p><u>Nastier Specials</u></p> <p><i>Group gibbering:</i> The derro sage starts a group of derro gibbering as a quick action. It can maintain the gibber as a free action at the start of each turn by taking 1 damage. Each nearby non-derro creature that hears the gibber must roll a d6 at the start of its turn and takes psychic damage equal to the die roll or to the number of gibbering derro, whichever is lower.</p> | <p>AC 18</p> <p>PD 15</p> <p>MD 18</p> <p>HP 40</p> |
|--|---|---|

Devil

Although devils vary between campaigns, they need to retain certain key elements. Devils:

- Come from somewhere unearthly.
- Embody evil.
- Act through stealth, calculation, and guile.
- Covertly interfere in mortal affairs.
- Respect power and hierarchy—theirs, if no one else’s.
- Are clearly distinguishable from demons.
- Have horns.

Devils have a unique ability called *devil’s dues*. Player characters that attack a devil don’t automatically get to use the escalation die. If you want to add the escalation die to your attack, you have to decide before rolling the attack to give the devil its due. Each type of devil (except for those with the weakling ability) will specify what it gets when you give it its due. Note that an attack that targets more than one devil would require multiple devil’s due decisions and trade-offs.

Devils have other special abilities that can be picked randomly or purposely. Choose 0 to 2 abilities per devil. Some abilities may be conditional. For example, a devil may only get a special ability while a boss devil is commanding them.

| d10 | Devil Ability | Description |
|-----|----------------------------|--|
| 1 | Alternative element | Change the <i>resist fire 13+</i> ability to a different element, e.g. lightning or acid. |
| 2 | Beast form | This rare special ability lets a devil pass unnoticed through populated areas, though with a tell-tale sign that it's preternatural, such as a big cat that looks normal except for its forked tongue. Changing forms is a move action. |
| 3 | Devilish resilience | The devil gains a +4 bonus to saves. |
| 4 | Fear | The devil gains fear aura. Players with fewer hit points than double the devil's current hit points are dazed. They cannot use the escalation die. |
| 5 | Final-gasp strike | When the devil drops to 0 hp, it stays up until its turn, at which point it can take one last standard action before dropping. The devil will drop without getting that last action if it takes enough damage to reduce its hit points to negative 25% of its starting hp. |
| 6 | Humanoid form | This rare special ability lets the heroes meet a pit fiend over dinner and not know it until too late. Changing forms is usually a move action. |
| 7 | Resist non-damage effects | The devil resists the effects (but not the damage) of attacks with a natural attack roll of 12 or less. Ongoing damage isn't affected by this ability. If the attack deals energy damage that the devil is resistant to (like fire), that damage is halved as normal. This ability is tied to a devil's energy resistance number, so if you increase that number for a devil with this ability, the non-damage range also increases. |
| 8 | Summon other devils | This ability is better used as a conditional feature of a particular battle than as a standard special ability. On the first round of battle, a group of devils keens eerily, and everyone knows they're summoning something, but no one knows exactly what, or when it will show up. |
| 9 | True seeing, see invisible | Powerful devils might have the ability to see through simple ruses and illusions. |
| 10 | Unearthly toughness | If a devil takes X damage or less, negate that damage. Bigger blows have full effect, but petty blows are beneath the devil's notice. Set X at the devil's level + 1. It will be immune to normal miss damage from enemies that are its level or lower. Or set X at 5% of its starting hit points to have the value scale up faster at higher levels. |

Skin Devil

| | | | |
|---|--|----|----|
| Normal 2 nd level Troop Devil | Initiative: +6 | AC | 17 |
| | | PD | 16 |
| | Fleshy limb +7 vs. AC—6 damage | MD | 16 |
| | | HP | 28 |
| | <p><i>Stay whole:</i> At the start of its turn, a skin devil heals 8 hp. If it doesn't heal up to its maximum hit points, it loses its ability to heal from this ability until the end of the battle.</p> <p><i>Structural collapse:</i> While the skin devil is staggered, when an enemy damages it, it loses an additional 4 hp as the hapless thing</p> | | |

fails to hold its boneless, bulky mass together.

Weakling: When building battles using this monster, it only counts as half a normal monster.

Free-form covert ability—Unnoticed: The skin devil is routinely able to pass through civilized areas without alerting dogs, bouncers, city guards, or passersby. If the thing attacks, that's when you notice that it's not a human but a monstrous pile of flesh. In addition to passing unnoticed in crowds, it uses its fluid shape to sneak through hidden places, and it doesn't make much noise unless it wants to. PCs looking for the devil won't find it unless they have some special information or advantage, and even then it's a hard check (DC 25). Normally when PCs think they have the devil cornered, it escapes through a tight exit that it had previously identified.

Lemure

Normal
3rd level
Mook
Devil

Initiative: +3

Heedless claws +8 vs. AC—6 damage

Devil's due (Squirm): When you choose to add the escalation die to an attack against a lemure, another lemure in the mob somehow ends up in an unwanted place in the battle, though it's hard to say how exactly. They don't seem to teleport, but there are so many of the things squirming around it just happens.

Living wave: When three or more lemures engage an enemy, they can pick it up and move it along with them as they please without taking opportunity attacks. The enemy getting moved around pops free of any other enemies engaged with it.

Nobody home: When a lemure is targeted by an attack against MD, it ignores any effects of the attack and only takes damage from it. In addition, lemures fight in a straightforward way, without tactics. They never disengage willingly, and they're not coordinated enough to concentrate attacks on a vulnerable target.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Free-form ability—Mass: Heedless of each other's safety or their own, lemures use sheer numbers to press through locked doors, climb walls, or dog pile on defenders.

Nastier Specials

Too dumb to die: At the start of the lemure mob's turn, roll a d6 for each lemure in the mob that's dropped this battle. For each 6,

AC 17
PD 15
MD 17
HP 13

| | | |
|--|---|--|
| | <p>one of them reassembles its horrid self and stumbles back into the melee that turn (add 13 hit points to the mob's hp total). To make sure a downed lemure is truly dead, an attacker can spend an additional 7 damage of the total dealt to finish the job instead of carrying that damage over to another lemure in the mob.</p> <p>Expend the right sort of limited-use power, such as a daily spell, might also keep a number of downed lemures totally dead. Once the last member of the mob drops, stop rolling to see if lemures rise up.</p> | |
|--|---|--|

Hell Imp

| | | | |
|--|--|----|----|
| Normal 4th level Spoiler Devil | Initiative: +9 | AC | 20 |
| | | PD | 18 |
| | Needling taunt +9 vs. MD—8 psychic damage, and the target is hampered until the end of its next turn | MD | 18 |
| | | HP | 50 |
| | <p><i>[Special trigger]</i> Stinging tail +9 vs. PD—8 ongoing poison damage and the target is weakened (save ends both)</p> <p><i>Limited use:</i> As a free action, when an enemy engaged with the hell imp misses it with an attack.</p> <p><i>Devil's due (Mwhahahah!):</i> When you choose to add the escalation die to an attack against a hell imp, the imp automatically hits with its next <i>needling taunt</i> attack this battle, and the target takes 2d6 extra psychic damage.</p> <p><i>Flight:</i> Hell imps are capable of impressive feats of aerial agility, but only when their lives depend on it.</p> <p><i>Resist fire 13+:</i> When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p> <p><i>Vanish:</i> Once per battle as a move action, a hell imp can become invisible, pop free from all enemies engaged with it, move away somewhere nearby, and then reappear.</p> <p><i>Free-form ability—Provoke:</i> Hell imps are as capable as you might expect at handling social situations, sneaking, noticing spies, and the like. Their special talent is provocation. They can talk their associates into all sorts of extreme emotions and imprudent behavior. Likewise, they can probably goad PCs into losing their cool.</p> <p><u>Nastier Specials</u></p> <p><i>Potent venom:</i> The <i>stinging tail</i> attack deals 3 extra ongoing poison damage (11 total), but the target must succeed on two saves (one for ongoing and one for weakened).</p> | | |

Honey Devil, aka Slime Devil

| | | | |
|--|---|----|----|
| Normal 4th level Troop Devil | Initiative: +6 | AC | 18 |
| | | PD | 17 |
| | Hidden dagger +9 vs. AC—6 damage | MD | 18 |
| | <i>The target has MD 15 or lower:</i> The honey devil can make a disengage check this turn as a free action. | HP | 35 |
| | <p><i>Desperate plea:</i> When the honey devil is staggered by an attack, it makes a <i>confusing plea</i> attack against the attacker as a free action after the attack.</p> <p>Confusing plea +9 vs. MD—The target is confused (save ends).</p> <p><i>Glamour of innocence:</i> This creature seems innocent, not someone a hero should hurt. At worst, it's ugly, but is that a crime? When an enemy rolls a natural odd attack roll against a honey devil, the attack misses and has no effect.</p> <p><i>Resist fire 13+:</i> When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p> <p><i>Weakling:</i> When building battles using this monster, it only counts as half a normal monster.</p> <p><i>Free-form covert ability—Slimy:</i> In any non-combat struggles with a honey devil, it excels at being too slippery for the PCs, both personally and through its underground network of minions. In an indirect contest, the PCs might try to talk sense to one of the devil's dupes or to discern suspicious activity while staking out the devil's secret network. The honey devil is an expert at what it does, so use DC 25 for any such skill checks. Assume that the devil is competent at slipping its influence through the network unnoticed. Failure might mean that the PC has succeeded in gaining information, which in turn sends them down a dead end or into a trap. In a direct confrontation, the devil is likewise hard to pin down, see through, or otherwise get the better of.</p> <p>A slime devil seems unremarkable and innocuous, so downplay its significance whenever describing it, especially when it has company. When mortals actually decide to attack or capture a honey devil, it's probably slippery enough to escape at the last minute, maybe through a hidden exit.</p> | | |

Smoke Devil

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|--|--|----|--|
| Normal 5th level Troop Devil | Initiative: +8 | AC | |
| | | PD | |
| | Dire embrace +10 vs. PD—15 poison damage | MD | |
| | <i>Full embrace:</i> If the target is the only creature engaged with the smoke devil, the attack deals 30 poison damage instead. | HP | |
| | <i>Miss:</i> 7 poison damage. | | |

Ember of hate: Each time the smoke devil hits an enemy, the embers floating in the center of its body glow more brightly. Once per battle as a free action during its turn, the devil can make an *ember burst* attack. It also makes this attack as an interrupt action when it drops to 0 hp.

Ember burst +10 vs. PD (each enemy engaged with the devil)— The target takes 5 fire damage for each creature hit by the smoke devil earlier in the battle (max 15 damage; remember to track this).

Devil's due (Formless): When you choose to add the escalation die to an attack against a smoke devil, it gains *resist damage 16+* against the attack.

Flight: Smoke devils drift and eddy as if blown by an evil wind.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Free-form covert ability—Insinuate: Smoke devils have a preternatural ability to get to their chosen victims. Keeping the smoke devil out is a hard, champion-tier challenge (DC 25).

Nastier Specials

Smokey retreat: A smoke devil can “take 12” on disengage checks, taking a natural result of 12 instead of rolling (which normally would allow it to disengage automatically from up to two enemies).

Bearded Devil (Barbazu)

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|---|--|-----------|------------|
| Large 6th level Blocker Devil | Initiative: +8 | AC | 23 |
| | | PD | 20 |
| | Wicked halberd +11 vs. AC—30 damage | MD | 20 |
| | Natural 16+: The bearded devil gains a +4 bonus to all defenses until the start of its next turn. | HP | 200 |
| | Supernaturally filthy beard +11 vs. PD— The target is weakened until the end of its next turn (-4 attacks and defenses) | | |
| | Bearded defense: When an enemy engaged with the bearded devil misses it with an attack, the devil can make a <i>filthy beard</i> attack against that enemy as a free action. | | |
| | Devil's due (Solidity): When you choose to add the escalation die to an attack against a bearded devil, the devil or one of its nearby allies can roll a save against a save ends effect. | | |
| | Opportunistic beard: When the bearded devil makes an opportunity attack, it can also make a <i>filthy beard</i> attack against | | |

the same target as a free action.

Skilled interceptor: A bearded devil can intercept an enemy while engaged with other enemies. As a free action, it can either make a disengage check to try to move to intercept the enemy, or move to intercept the enemy and only take half damage from opportunity attacks.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

Toxic beard: The target of the bearded devil's *filthy beard* attack now takes 10 ongoing poison damage and is weakened (save ends both) instead.

Hooded Devil

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|--|---|-----------|-----------|
| Normal 7th level Troop Devil | Initiative: +14 | AC | 23 |
| | | PD | 22 |
| | Crushing punch or kick +12 vs. AC—18 damage | MD | 22 |
| | <i>Natural 16+:</i> If this is the devil's first attack during its turn, it can make a <i>telepathic harry</i> attack as a free action. | HP | 90 |
| | C: Telepathic harry +12 vs. MD (one nearby enemy)— The target takes 30 psychic damage each time it makes a non-basic attack (save ends). The target silently hears a terribly hurtful statement, in the voice of the person who would hurt them the most by saying it. <i>Natural 16+:</i> If this is the devil's first attack during its turn, it can make a <i>crushing punch or kick</i> attack as a free action. <i>Devil's due (Mastery):</i> When you choose to add the escalation die to an attack against a hooded devil, it adds the escalation die to its attacks until the end of the battle and no other attacks against it can use the escalation die. <i>Resist fire 13+:</i> When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage. <i>Restoration:</i> At the start of a hooded devil's turn, it can roll a save against each save ends effect affecting it if it doesn't attack that turn (so it could successfully save against confused or stunned conditions and still move that turn, for example.) <i>Free-form covert ability—Master:</i> A hooded devil instinctively masters everything around it: the furniture, terrain, conversations, and people. If the PCs attempt to overcome a hooded devil through skill checks, the check is DC 30. Good luck if you need to win an | | |

argument, get to an exit first, use terrain to your advantage, or pressure one of the devil's thugs to rat it out. The name of this ability is a verb.

Fury Devil (Erinyes)

Hellbent

Fury devils become hellbent against a creature for story reasons outside the scope of a single battle. PCs could give devils ample reason to hate them. Or a succession of 5s as relationship dice with icon interactions that involve the devils might suffice to make the fury devil hellbent. More often than not, it won't be one of the PCs who is the target, but getting in the way of hellbent furies is a problem. They will try to bypass defenders, however, to concentrate on killing their target or targets.

Typically, a single fury devil leaves the Pit to exact retribution. If heroes manage to beat that erinyes back, then three new fury devils rise up to try to finish the mission that the first one failed at, and whoever killed the first erinyes is on their hit list, too. If those devils fail, five erinyes come next, with another hero added to their list. If stout-hearted heroes defeat all five fury devils, they're safe. Maybe.

| | | | |
|--|--|-----------|------------|
| Normal 8th level Wrecker Devil | Initiative: +13 | AC | 23 |
| | | PD | 22 |
| | | MD | 22 |
| | | HP | 120 |
| | Stout, sharp dagger +13 vs. AC—24 damage <i>Any hit while hellbent:</i> The target also takes 8 psychic damage and 8 ongoing psychic damage (that feels like a terminal case of guilt). <i>Miss while hellbent:</i> 4 psychic damage. | | |
| | R: Word of rebuke +13 vs. MD—15 psychic damage <i>Any hit while hellbent:</i> The target takes 30 psychic damage instead. | | |
| | <i>Defense against the inconsequential:</i> Attacks against a fury devil take a -4 penalty unless the devil is hellbent against that attacker. | | |
| | <i>Devil's due (Fury):</i> When you choose to add the escalation die to an attack against a fury devil, the fury devil deals 1d10 extra damage with its next attack this battle, hit or miss. | | |
| | <i>Flight:</i> Fury devils fly from place to place but fight on their feet. | | |
| | <i>Menacing charge:</i> When an enemy intercepts the fury devil, the next attack this battle the devil makes against that enemy that hits is a critical hit instead. | | |
| | <i>Resist fire 13+:</i> When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage. | | |

Bone Devil (Osluth)

| | | |
|--|--|--------|
| Large 9 th level Troop Devil | Initiative: +12 | AC 26 |
| | | PD 23 |
| Troop Devil | Bone claw +14 vs. AC—80 damage, and the bone devil can make a <i>doom venom sting</i> attack as a free action. | MD 23 |
| | | HP 320 |
| Doom venom sting +14 vs. PD—20 damage, and the target can't use recoveries, even involuntarily (save ends) | | |
| R: Bone javelin +14 vs. AC—50 damage | | |
| <i>Devil's due (Free!)</i> : When you choose to add the escalation die to an attack against a bone devil, one bone devil in the battle can teleport to a nearby location it can see as a move action once later this battle. Multiple attacks accumulate into multiple possible move action teleports for any bone devils in the battle. | | |
| <i>Resist fire 13+</i> : When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage. | | |
| <u>Nastier Specials</u> | | |
| <i>Mana venom</i> : The devil's <i>doom venom sting</i> attack also negates one spell effect created by the target until the target is able to use recoveries again. (The effect isn't canceled, only suppressed until the target saves.) | | |

Barbed Devil (Hamatula)

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|---|---|--------|
| Normal 10 th level Caster Devil | Initiative: +16 | AC 24 |
| | | PD 24 |
| Caster Devil | Glistening claws +15 vs. AC (2 attacks)—12 damage | MD 24 |
| | Natural 16+: The barbed devil can make a <i>whirling barbs</i> attack as a free action. | HP 175 |
| Miss: 6 damage. | | |
| [Special trigger] Whirling barbs +15 vs. PD—9 damage | | |
| R: Ball of hellfire +15 vs. PD (1d3 nearby enemies in a group)—30 fire damage | | |
| Natural 16+: The target also takes 20 poison damage and is hampered until the end of its next turn as it chokes on sulphurous fumes. | | |
| <i>Barbs everywhere</i> : When an enemy engages the devil, the barbed devil can make a <i>whirling barbs</i> attack against it as a free action. | | |
| <i>Devil's due (Loot)</i> : When you choose to add the escalation die to an attack against a barbed devil, you must expend one of your unused true magic item powers as the item gets a close encounter with the barbed devil's "soul." If you can't expend such a power, | | |

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| | <p>no escalation die for you.</p> <p><i>Slashing dodge:</i> While engaged with a single enemy, the barbed devil can “take 11” on a disengage check, taking a natural result of 11 instead of rolling. When it does so and successfully disengages, it can make a <i>whirling barbs</i> attack against that enemy as part of the move action.</p> <p><i>Resist fire 13+:</i> When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p> | |
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Ice Devil (Gelugon)

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|--|--|-----------|------------|
| Normal 11th level Leader Devil | Initiative: +15 | AC | 26 |
| | | PD | 24 |
| | <p>Wicked glaive +16 vs. AC (2 attacks)—25 damage</p> <p><i>Natural even hit:</i> As a free action, one of the ice devil’s nearby allies of its level or lower can make a basic attack as the ice devil sets the battlefield. That attack only deals half damage.</p> <p><i>Natural odd hit:</i> The target is stuck (save ends).</p> <p><i>Miss:</i> 10 damage.</p> <p><i>Devil’s due (Rime):</i> When you choose to add the escalation die to an attack against an ice devil, you are stuck (save ends).</p> <p><i>Shattering counsel:</i> When a lower level nearby ally of the ice devil attacks a creature that’s stuck, the crit range of that attack expands by the escalation die.</p> <p><i>Resist cold 13+:</i> When a cold attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p> | MD | 24 |
| | | HP | 270 |

Horned Devil (Cornugon)

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|--|---|-----------|------------|
| Large 12th level Troop Devil | Initiative: +15 | AC | 28 |
| | | PD | 26 |
| | <p>Barbed fork +17 vs. AC—150 damage, and until the end of the battle against the target, the devil gains a +1 bonus to attacks and its crit range expands by 1 (cumulative)</p> <p><i>Natural even hit:</i> The horned devil can make a <i>slicing tail</i> attack against a different target as a free action.</p> <p><i>Natural even miss:</i> The horned devil can make a <i>slicing tail</i> attack as a free action.</p> <p>Slicing tail +17 vs. PD—35 ongoing damage from a bleeding wound</p> <p>R: Flaming dart +17 vs. AC—60 damage, and 30 fire damage</p> <p><i>Natural 16+:</i> The target also takes 30 ongoing fire damage.</p> <p><i>Devil’s due (Weakness):</i> When you choose to add the escalation die</p> | MD | 26 |
| | | HP | 700 |

| | | |
|--|--|--|
| | <p>to an attack against a horned devil, you are weakened until the end of your next turn after you make the attack.</p> <p><i>Flight:</i> Horned devils are clumsy but determined fliers.</p> <p><i>Resist fire 13+:</i> When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p> | |
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Pit Fiend

| | | |
|---|---|--|
| <p>Huge 14th level Wrecker Devil</p> | <p>Initiative: +19</p> <p>Fiendish weapon +19 vs. AC (2 attacks)—140 damage, and until the end of the battle the target takes a -2 penalty to attacks, defenses, and level-based d20 rolls. Hit points, feats, weapon damage, and other level-based benefits don't change. (The penalty isn't cumulative.)</p> <p><i>Natural 11+:</i> The pit fiend can make an <i>entangling tail</i> attack against a different target as a free action.</p> <p><i>Both attacks hit:</i> The pit fiend can use <i>fiendish vigor</i> as a free action.</p> <p>Entangling tail +19 vs. PD—40 damage, and the target is hampered until the end of its next turn or until the pit fiend makes another <i>entangling tail</i> attack.</p> <p>R: Burst of hellfire +19 vs. PD (up to 3 nearby or far away enemies in a group)—120 fire damage <i>Miss:</i> Half damage.</p> <p>C: Black utterance of denial +19 vs. MD (each enemy engaged with the pit fiend)—The target is hampered until the end of its next turn <i>Limited use:</i> 1/battle, as a quick action.</p> <p><i>Devil's due (Menace):</i> When you choose to add the escalation die to an attack against a pit fiend, the escalation die does not increase at the start of the next round. Special circumstances and PC powers can still increase it.</p> <p><i>Fiendish vigor:</i> As a standard action, the pit fiend can heal 300 hp and roll a save against each ongoing effect on it. It can use <i>fiendish vigor</i> up to five times per battle.</p> <p><i>Flight:</i> Amidst wind and flames, a pit fiend can fly with surprising agility.</p> <p><i>Resist fire 13+:</i> When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p> | <p>AC 29 PD 27 MD 27 HP 1600</p> |
|---|---|--|

Nastier Specials

Cloak of fire: When a creature is engaged with the pit fiend at the start of its turn, that creature takes 20 fire damage.

Fang Devil

Fang Devil is a singular river creature. The first time the heroes encounter the devil, it should be a 7th level monster. If the PCs slay the devil near water, you may foreshadow that the devil will be back as a multiplicity of 10th level river devils. In 13th Age, threats don't necessarily die the first time you deal with them. In the case of Fang Devil, it's a localized threat within one river at a time at 7th level. When it becomes a multiplying group of 10th level creatures, it could spread out wherever the campaign requires it.

Fang Devil

| | | |
|--|---|---------------|
| Huge 7th level Spoiler Devil | Initiative: +13 | AC 22 |
| | | PD 22 |
| | | MD 22 |
| | | HP 360 |
| | Mighty tentacles +12 vs. PD (2 attacks; can target nearby enemies)—20 damage <i>Natural even hit:</i> The target pops free from each enemy and moves next to the Devil, which engages and grabs it. (The Devil can grab any number of enemies simultaneously.) If it has quick actions left, it will use its <i>devil's beak</i> and <i>cutting talon</i> attacks. <i>Miss:</i> 10 damage. | |
| | Cutting talon +12 (+16 against a grabbed enemy) vs. AC—40 damage <i>Natural even hit:</i> The target also takes 20 ongoing damage. <i>Natural odd miss:</i> 20 ongoing damage. <i>Quick use:</i> This ability only requires a quick action (once per round) to use. | |
| | [Special trigger] Devil's beak +16 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—30 damage <i>Miss:</i> 15 damage. <i>Quick use:</i> This ability only requires a quick action (once per round) to use. | |
| | Devil's due (Trouble): When you choose to add the escalation die to an attack against Fang Devil, you are hampered until the end of your next turn after you make the attack. | |
| | Resist energy 13+: When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage. | |

River Devil

| | | |
|---|---|---------------|
| Normal 10th level Wrecker Devil | Initiative: +18 | AC 25 |
| | | PD 25 |
| | Cutting talons +15 vs. AC (2 attacks)—20 damage | MD 25 |
| | <i>Natural even hit:</i> The target also takes 10 ongoing damage. | HP 230 |

| | | |
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| | <p><i>Natural odd miss:</i> 10 ongoing damage.</p> <p>Ripping tentacle +15 vs. AC—10 damage <i>Natural even hit:</i> The target is hampered until the end of its next turn. <i>Quick use:</i> This ability only requires a quick action (once per round) to use.</p> <p><i>Devil's due (Foreshadowed weakness):</i> When you choose to add the escalation die to an attack against a river devil, you only heal half the normal hit points the next time you heal using a recovery this battle. The effect is cumulative (so the second time you heal, the third time, etc.) if you pay the <i>devil's due</i> more than once before using a recovery.</p> <p><i>Resist energy 13+:</i> When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p> | |
|--|---|--|

The Final Devil

| | | |
|--|--|---|
| Huge 13th level Leader Devil | <p>Initiative: +20</p> <p>Mighty tentacles +18 vs. PD (3 attacks; can target nearby enemies)—50 damage <i>Natural even hit:</i> The target pops free from each enemy and moves next to the Devil, which engages and grabs it. (The Devil can grab any number of enemies simultaneously.) If it has quick actions left, it will use its <i>devil's beak</i> and <i>cutting talon</i> attacks. <i>Miss:</i> 30 damage.</p> <p>Cutting talon +18 (+22 against a grabbed enemy) vs. AC—100 damage <i>Natural even hit:</i> The target also takes 50 ongoing damage. <i>Natural odd miss:</i> 50 ongoing damage. <i>Quick use:</i> This ability only requires a quick action (once per round) to use.</p> <p><i>[Special trigger]</i> Devil's beak +22 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—50 damage <i>Miss:</i> 30 damage. <i>Quick use:</i> This ability only requires a quick action (once per round) to use.</p> <p><i>Devil's due (Destiny):</i> When you choose to add the escalation die to an attack against the Final Devil, one of the Final Devil's nearby allies can make an attack as an interrupt action before your attack.</p> <p><i>Resist energy 13+:</i> When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only</p> | <p>AC 28 PD 28 MD 28 HP 1300</p> |
|--|--|---|

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| | deals half damage. | |
| | <u>Nastier Specials</u> <i>The icons are speechless:</i> Icon relationship dice don't provide any help in a battle (or even an adventure) that involves the Final Devil. The Devil broke the icons' hold on it, and it's up to pure mortals to solve this problem, because the icons can't cope. <i>Lord of the waters:</i> If the Final Devil is fighting in a sea or river, when a nearby enemy rolls a normal save, it's a hard save (16+) instead. The same goes for easy saves; they're normal saves instead. | |

River Devil Minion

| | | | |
|------------------------------|--|-----------|------------|
| Normal | Initiative: +24 | AC | 27 |
| 13th level | | PD | 25 |
| Mook | Tentacles and talons—60 damage | MD | 25 |
| Devil | <i>Natural even hit:</i> The target also takes 20 ongoing damage. <i>Natural odd hit:</i> The target is vulnerable (save ends). <i>Devil's due (Obsession):</i> When you choose to add the escalation die to an attack against a river devil minion, you must only attack river devil minions until the end of the battle or until all river devil minion mobs have dropped to 0 hp. | HP | 100 |

Dragon

All dragons have two standard abilities: *escalator* and *flight*. The escalator ability allows the dragon to add the escalation die to its attack rolls. The flight ability allows the dragon to fly—fairly well, and quickly in a straight line, though not as maneuverable as more agile fliers.

Dragons have a breath attack. Unlike most close attacks that target a number of enemies, dragon breath attacks don't care about whether the targets are in a group.

Young dragons are medium-sized. Adult dragons are usually large sized. Huge-sized dragons are the exception, and have usually outgrown the vulnerabilities of their weaker kin.

Some metallic dragons inspire debilitating awe in their enemies. The *inspire awe* ability is similar to *fear*, but it's not fear, so its effect can combine with the dazed condition. Enemies at a hit point threshold or lower take a -4 penalty to limited attacks (attacks that aren't basic or at-will) against the dragon—the enemy's confidence in their own heroism/puissance is shaken.

Each metallic dragon has an at-will breath weapon attack that uses the natural result of the first attack roll to determine how long the dragon must wait before it can use the breath weapon again.

Natural Attack

| Roll | Variable Waiting Period for Metallic Dragon's At-Will Breath Attack |
|------|---|
| 1-5 | The dragon can use its breath weapon again next turn. |
| 6-10 | The dragon must wait one turn before it can use its breath weapon. |

| | |
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| 11+ | After waiting one turn, the dragon rolls a normal save at the start of its next turn. If it succeeds, it can use its breath weapon that turn. Otherwise, it keeps rolling a save at the start of each turn until it regains its breath weapon attack. Once it uses its breath again, use the attack roll again to determine its next breath weapon attack. |
|-----|--|

All dragons have distinct personalities. A few have unique features. They are smart enough not to fight to their own death.

Dragons may have random abilities. This table is for chromatic dragons. For GMs who are uncertain whether a medium dragon should have a random ability, roll a d8. Otherwise, roll a d12. If the roll is less than or equal to the dragon's level, it gets a random ability according to the table below. Some huge dragons have two abilities. If you want to give the dragon a chance of having one of the abilities that has campaign implications, add +2 to the roll.

d8

| d8 or d12 | Dragon Ability | Description (for Chromatic Dragons) |
|--------------------------|---------------------------|--|
| 1 | True seeing | The dragon is immune to invisibility and ignores any illusions. |
| 2 | Whipping tail | When an enemy engaged with the dragon rolls a natural 1 or 2 with an attack roll, the dragon can make an opportunity attack against that creature as a free action. The attack is set up by the dragon's whipping tail but delivered by the dragon's usual melee attack. |
| 3 | Tough Hide | The dragon has a +1 bonus to AC. |
| 4 | Twisted Mind | The dragon has a +2 bonus to MD. |
| 5 | Nimble | The dragon has a +2 bonus to PD. |
| 6 | No vulnerability | Unlike other dragons of its color, this dragon has no vulnerability. The PCs will figure that out the first time they try to use its supposed vulnerability against it. |
| 7 | Now I'm mad! | The first time the dragon is staggered each battle, it uses its breath weapon attack as a free action that does not count against the normal uses of its breath. |
| 8 | Serious threat | Disengage checks against the dragon take a -5 penalty. When a creature fails to disengage from the dragon, it takes damage equal to double the dragon's level. |
| 9 | PC-style racial power | The dragon has one of the racial powers of a player character race. The most common expressions per color are: white (halfling); black (halfling, half-orc, human, wood elf); green (dwarf, dark elf); blue (high elf, half-orc); red (half-orc, human, wood elf). |
| 10 | Raw power | Until it is staggered, the dragon rolls 2d20 with its melee attacks and uses the higher roll. |
| 11 | Damage aura | When an enemy starts its turn engaged with the dragon, it takes damage equal to the dragon's level (adventurer tier), double the level (champion tier), or triple the level (epic tier). The damage type is the same as the dragon's breath weapon. |
| 12 | More breath | The dragon can use its intermittent breath 1d4 more times each battle. If its breath weapon isn't intermittent (white and green dragons), the dragon gains the extra uses anyway, making it more dangerous than lesser specimens of its color. |
| 13 | Humanoid | The dragon is capable of shapechanging into a humanoid form, usually |

| | | |
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| | form | of a warrior or spellcaster appropriate to its nature and usually not obviously draconic, registering as a normal humanoid. The dragon has the PC-style racial power of their humanoid form, but only while in shapechanged form. |
| 14 | Some Unique Thing | The dragon has an entirely unique characteristic, something akin to a player character's one unique thing except that the dragon's version may be relevant to combat. GM, if you don't feel like making something up, choose an ability from the list above. |

Metallic dragons also have special abilities, though they differ slightly from the chromatic dragons' abilities.

| d20 | Dragon Ability | Description (for Metallic Dragons) |
|-----|-----------------------|---|
| 1 | True seeing | The dragon is immune to invisibility and ignores illusions. |
| 2 | Whipping tail | When an enemy engaged with the dragon rolls a natural 1 or 2 with an attack roll, the dragon can make an opportunity attack against that creature as a free action. The attack is set up by the dragon's whipping tail but delivered by the dragon's usual melee attack. |
| 3 | Tough hide | The dragon has a +1 bonus to AC. |
| 4 | Fortress mind | The dragon has a +2 bonus to MD. |
| 5 | Nimble | The dragon has a +2 bonus to PD. |
| 6 | Murderous | The crit range of the dragon's melee attacks expands by 2. |
| 7 | Now I'm mad! | The first time the dragon is staggered each battle, it uses its breath weapon attack as a free action that does not count against the normal uses of its breath. |
| 8 | Serious threat | Disengage checks against the dragon take a -5 penalty. When a creature fails to disengage from the dragon, it takes damage equal to double the dragon's level. |
| 9 | PC-style racial power | The dragon has one of the racial powers of a player character race. If the dragon's story suggests a specific power, choose that. Otherwise, use the most common expression per color: brass (gnome, halfling); bronze (dark elf, dwarf, half-orc, human); copper (dwarf, human, wood elf); silver (forgeborn, wood elf); gold (high elf, holy one, human, wood elf). |
| 10 | Raw power | Until it's staggered, the dragon rolls 2d20 with its melee attacks and uses the higher roll. |
| 11 | Damage aura | When an enemy starts its turn engaged with the dragon, it takes damage equal to the dragon's level (adventurer tier), double the level (champion tier), or triple the level (epic tier). The damage type is the same as the dragon's breath weapon. |
| 12 | More breath | The dragon gains a +5 bonus to saves to regain its breath weapon. |
| 13 | Spellbreaker | When the dragon hits a creature with an attack, one spell effect that creature created is negated (hard save ends, 16+). Once the creature saves, the effect returns. |
| 14 | Shake off | At the start of each of its turns, the dragon can roll a save against one save ends effect on it. |
| 15 | Free to flee | Like the PCs, the dragon can escape at any time by giving up what amounts for it to a campaign loss. If the PCs are the ones to benefit from this, they should experience this as a major victory. But the |

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| | | dragon is still out there. |
| 16 | Air supremacy | The crit range of the dragon's attacks against flying creatures expands by an amount equal to the escalation die. |
| 17 | Denial | If a PC or other creature uses an attack against the dragon that is related to an icon that the dragon also has a relationship with, the dragon gains a +5 bonus to all defenses against that attack, and it only takes damage from the attack without suffering any of its effects. |
| 18 | Survivor | Each time the dragon drops to 0 hit points, it can roll a save. The first save in a battle is easy (6+), the second normal, the third and subsequent saves are hard (16+). If it succeeds, the dragon stays conscious and takes no damage from the attack or effect that would have dropped it. |
| 19 | Humanoid form | The dragon is capable of shapechanging into a humanoid form, usually of a warrior or spellcaster appropriate to its nature and usually not obviously draconic, registering as a normal human or elf or whatever. This ability is best used for long-term dragon characters that make it worth the GM's time to create a double- or triple-strength humanoid monster to represent the shapechanged form. The dragon has the PC-style racial power of their humanoid form, but only while in shapechanged form. Shapechanging is a move action. |
| 20 | Some unique thing | The dragon has an entirely unique characteristic, something akin to a player character's one unique thing except that the dragon's version may be relevant to combat. GM, if you don't feel like making something up, choose an ability from the list above. |

White Dragon Hatchling

| | | | |
|---|--|-----------|-----------|
| Normal 1st level Troop Dragon | Initiative: +5 | AC | 15 |
| | Vulnerability: fire | PD | 12 |
| | | MD | 8 |
| | | HP | 28 |
| | Claws and bite +6 vs. AC (2 attacks)—4 damage <i>Natural 16+:</i> The hatchling can make an <i>ice breath</i> attack as a free action. <i>[Special trigger] C: Ice breath +6 vs. PD—4 cold damage</i> <i>Natural odd miss:</i> The hatchling takes 1d3 damage. <i>Freezing vapors:</i> When the hatchling scores a critical hit, it prevents the escalation die from increasing at the start of the next round. <i>Resist cold 12+:</i> When a cold attack targets this creature, the attacker must roll a 12+ on the attack roll or the dragon takes half damage. | | |

Medium Brass Dragon (Metallic)

| | | | |
|---|---|-----------|-----------|
| Normal 2nd level Troop Dragon | Initiative: +10 | AC | 18 |
| | | PD | 12 |
| | | MD | 16 |
| | | HP | 31 |
| | Flurry of claws +6 vs. AC—5 damage <i>Natural 11+:</i> The dragon can make a <i>babble</i> attack as a free action. | | |

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| | <p><i>Miss:</i> 3 damage.</p> <p><i>[Special trigger]</i> C: Babble +7 vs. MD (each enemy engaged with the dragon)—The target is dazed (save ends)</p> <p>C: Fiery breath +6 vs. PD (1d3 nearby enemies in a group)—5 fire damage, or 7 fire damage against a dazed, weakened, or stunned target</p> <p><i>Natural 6+:</i> The dragon can pop free from the target.</p> <p><i>Miss:</i> Half damage.</p> <p><i>Resist fire 12+:</i> When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p> | |
|--|---|--|

Medium White Dragon

| | | |
|---|--|---|
| Normal 2nd level Troop Dragon | <p>Initiative: +6</p> <p>Vulnerability: fire</p> <p>Claws and bite +6 vs. AC (2 attacks)—4 damage</p> <p><i>Natural 16+:</i> The white dragon can make an <i>ice breath</i> attack as a free action.</p> <p><i>[Special trigger]</i> C: Ice breath +6 vs. PD (1d3 nearby enemies)—4 cold damage</p> <p><i>Natural odd hit or miss:</i> The dragon takes 1d4 damage.</p> <p><i>Resist cold 12+:</i> When a cold attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p> | <p>AC 18</p> <p>PD 15</p> <p>MD 11</p> <p>HP 38</p> |
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Catacomb Dragon (Black)

| | | |
|--|---|--|
| Large 3rd level Wrecker Dragon | <p>Initiative: +9</p> <p>Vulnerability: thunder</p> <p>Acid fangs +8 vs. AC (2 attacks)—8 damage, and 5 ongoing acid damage</p> <p><i>Natural 5, 10, 15, or 20:</i> The dragon regains the use of its <i>caustic breath</i> if it's expended and can use it during its next turn.</p> <p>C: Caustic breath +7 vs. PD (1d3 nearby enemies)—10 acid damage, 5 ongoing acid damage, and the target is caught in an acidic haze (see below) with an effect that depends on the roll</p> <p><i>Even hit:</i> While in the haze, the target is dazed from choking or blinding.</p> <p><i>Odd hit:</i> While in the haze, the target takes a -5 penalty to all saves against acid damage.</p> <p><i>Miss:</i> 5 ongoing acid damage.</p> <p><i>Acidic haze:</i> The haze is magical, semi-aware, and remains around the target until the end of the battle or until removed magically.</p> | <p>AC 19</p> <p>PD 17</p> <p>MD 15</p> <p>HP 104</p> |
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| | <p>A spellcaster can cast a spell that targets AC or PD to attack the haze and destroy it—the haze has 1 HP and an AC/PD of 22. The GM is encouraged to play fast and loose with physics here: the mist can be burned, condensed/frozen, blown away, absorbed, transmuted, etc. At the GM’s discretion, there may be physical ways to remove the haze, but it should require a hard DC.</p> <p><i>Limited use:</i> 1/battle, as a quick action.</p> <p><i>All-terrain terror:</i> A catacomb dragon flies reasonably well, powerful and fast in a straight line though it’s not as maneuverable as more agile flyers. It can also burrow quickly and effectively due to the acidic coating on its skin.</p> <p><i>Corrosive contact:</i> When an enemy is engaged with the catacomb dragon at the start of its turn, it takes 3 acid damage.</p> <p><i>Resist acid 14+:</i> When an acid attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.</p> | |
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Cenotaph Dragon (White)

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|---|---|--|
| Normal 3rd level Troop Dragon | Initiative: +8 Vulnerability: fire | AC 18 PD 18 MD 14 HP 48 |
| | <p>Claws and bite +7 vs. AC (2 attacks)—6 damage</p> <p><i>Natural 16+:</i> The cenotaph dragon can make an <i>infused ice breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Infused ice breath +7 vs. PD (1d3 nearby enemies)—6 cold damage</i></p> <p><i>Natural 20:</i> The target also takes 5 ongoing holy damage (in addition to double damage for crit).</p> <p><i>Natural odd hit or miss:</i> The dragon takes 1d6 damage.</p> <p><i>Resist cold and negative energy 12+:</i> When a cold or negative energy attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p> | |

Large Brass Dragon (Metallic)

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| Large 3rd level Troop Dragon | Initiative: +11 | AC 18 PD 13 MD 17 HP 80 |
| | <p>Flurry of claws +7 vs. AC—15 damage</p> <p><i>Natural 11+:</i> The dragon can make a <i>babble</i> attack as a free action.</p> <p><i>[Special trigger] C: Babble +8 vs. MD (each enemy engaged with the dragon)—The target is dazed (save ends)</i></p> <p>C: Fiery breath +7 vs. PD (1d3 nearby enemies)—15 fire damage, or 20 fire damage against a dazed, weakened, or stunned target</p> | |

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| | <p><i>Natural 6+</i>: The dragon can pop free from the target. <i>Miss</i>: Half damage.</p> <p>Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | |
|--|---|--|

Medium Black Dragon

| | | |
|---|---|--|
| Normal 3rd level Wrecker Dragon | <p>Initiative: +9 Vulnerability: thunder</p> | AC 19 PD 17 MD 15 HP 42 |
| | <p>Claws and bite +8 vs. AC (2 attacks)—4 damage <i>Natural 16+</i>: The target also takes 4 ongoing acid damage.</p> <p>C: Acid breath +9 vs. PD (1d3 nearby enemies)—5 acid damage, and 5 ongoing acid damage <i>Miss</i>: 3 acid damage.</p> <p><i>Draconic grace</i>: At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn. After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.</p> <p><i>Intermittent breath</i>: A medium black dragon can use <i>acid breath</i> 1d3 times per battle, but never two turns in a row.</p> <p><i>Water-breathing</i>: Black dragons swim well and can breathe underwater.</p> <p><i>Resist acid 12+</i>: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p> | |

Medium Bronze Dragon (Metallic)

| | | |
|---|--|--|
| Normal 3rd level Wrecker Dragon | <p>Initiative: +6</p> | AC 19 PD 17 MD 13 HP 50 |
| | <p>Crushing bite +8 vs. AC—11 damage <i>Natural 11+</i>: The dragon can pop free from one enemy engaged with it.</p> <p>C: Lightning breath +8 vs. PD (1d6 nearby or far away enemies in a rough line)—8 lightning damage, and the closest target hit is dazed (save ends) <i>Miss</i>: Half damage.</p> <p><i>Resist lightning 12+</i>: When a lightning attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only</p> | |

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| | deals half damage. | |
| | <i>Rugged defenses:</i> When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack. | |

Huge Brass Dragon (Metallic)

| | | |
|---|---|---------------|
| Huge 4th level Troop Dragon | Initiative: +12 | AC 19 |
| | Flurry of claws +8 vs. AC—25 damage | PD 14 |
| | <i>Natural 11+:</i> The dragon can make a <i>mind-bending babble</i> attack as a free action. | MD 18 |
| | <i>[Special trigger] C: Mind-bending babble +9 vs. MD (each enemy engaged with the dragon)—</i> The target is dazed (save ends) <i>Natural 18+:</i> The target is confused instead of dazed (save ends). | HP 145 |
| | C: Fiery breath +8 vs. PD (1d3 nearby enemies)— 25 fire damage, or 30 fire damage against a dazed, weakened, or stunned target <i>Natural 6+:</i> The dragon can pop free from the target. <i>Miss:</i> Half damage. | |
| | <i>Inspire awe:</i> While an enemy has 24 hp or fewer, it takes a -4 penalty to limited attacks against the dragon. | |
| | <i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. | |

Medium Copper Dragon (Metallic)

| | | |
|---|---|--------------|
| Normal 4th level Spoiler Dragon | Initiative: +9 | AC 19 |
| | Needle-sharp claws and teeth +8 vs. AC (2 attacks)— 7 damage | PD 14 |
| | <i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action. | MD 18 |
| | <i>[Special trigger] C: Acid smoke +9 vs. PD (up to 3 enemies engaged with the dragon)—</i> The target is hampered until the end of its next turn | HP 44 |
| | C: Acid breath +9 vs. PD (1d4 nearby enemies)— 4 acid damage, and 4 ongoing acid damage <i>Miss:</i> 2 ongoing acid damage. | |
| | <i>Out-think:</i> Once per battle as a free action when an enemy rolls a natural even hit against the dragon, the dragon negates the attack (no damage or effects). | |
| | <i>Resist fire 12+:</i> When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals | |

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| | half damage. | |
| | <i>Swift mind</i> : Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack. | |

Large White Dragon

| | | | |
|---|--|----|-----|
| Large 4 th level Troop Dragon | Initiative: +8 | AC | 20 |
| | Vulnerability: fire | PD | 17 |
| | | MD | 13 |
| | | HP | 104 |
| | Claws and bite +8 vs. AC (2 attacks)—12 damage <i>Natural 16+</i> : The white dragon can make an <i>ice breath</i> attack as a free action. <i>[Special trigger] C: Ice breath +8 vs. PD (1d3 nearby enemies)—10 cold damage</i> <i>Natural odd hit or miss</i> : The dragon takes 2d4 damage. <i>Resist cold 16+</i> : When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. | | |

Medium Green Dragon

| | | | |
|--|---|----|----|
| Normal 4 th level Spoiler Dragon | Initiative: +9 | AC | 21 |
| | Vulnerability: psychic | PD | 18 |
| | | MD | 14 |
| | | HP | 60 |
| | Sharp claws +9 vs. AC—7 damage <i>Natural 11-15</i> : The dragon can make a <i>bite</i> attack as a free action. <i>Natural 16+</i> : The dragon can make a <i>poison breath</i> attack as a free action. <i>[Special trigger] Bite +9 vs. AC—10 damage</i> <i>Natural 16+</i> : The target also takes 5 ongoing poison damage. <i>[Special trigger] C: Poison breath +9 vs. PD (1d3 nearby enemies)—7 poison damage, and the target is hampered (save ends)</i> <i>Burrow</i> <i>Resist poison 12+</i> : When a poison attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage. | | |

Gorge Dragon (Black)

| | | | |
|---|---|----|-----|
| Large 5 th level Spoiler Dragon | Initiative: +13 | AC | 21 |
| | Vulnerability: fire | PD | 19 |
| | | MD | 17 |
| | | HP | 164 |
| | Coiling +10 vs. PD—18 damage, and the dragon grabs the target; | | |

while grabbed, the target takes 9 damage at the start of each of its turns

Natural 5, 10, 15, or 20: The dragon regains the use of its *dazzling breath* if it's expended and can use it during its next turn.

Bite +13 (includes grab bonus) vs. AC (one enemy it's grabbing)—25 damage

Natural 16+: The target takes no damage and is instead *swallowed whole* (see below).

Limited use: 1/round, as a free action.

C: Dazzling breath +9 vs. MD (1d3 nearby enemies)—14 damage, and if the target has 40 HP or fewer after being hit, it's weakened until the end of its next turn

Limited use: 1/battle, as a quick action.

Swallowed whole: A creature that is swallowed whole must start making last gasp saves during its next turn. An ally can assist with the save as normal, but the save remains hard (16+) in that case. A roll of 16-19 causes the creature to be regurgitated from the dragon's gut, while a 20 means that the creature cuts/rips a hole through the dragon's flesh to escape (dealing basic attack damage automatically).

Chain constrictor: The gorge dragon can have up to two enemies grabbed at the same time.

Resist cold 14+: When a cold attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

Water-breathing: Gorge dragons swim well and can breathe underwater.

Huge White Dragon

| | | | |
|---|---|-----------|------------|
| Huge 5th level Troop Dragon | Initiative: +10 | AC | 21 |
| | Vulnerability: fire | PD | 18 |
| | | MD | 14 |
| | | HP | 200 |
| | Claws and bite +9 vs. AC (2 attacks)—25 damage | | |
| | <i>Natural 16+:</i> The white dragon can make an <i>ice breath</i> attack as a free action. | | |
| | <i>[Special trigger] C: Ice breath +9 vs. PD (1d3 nearby enemies)—20 cold damage</i> | | |
| | <i>Natural odd hit or miss:</i> The dragon takes 2d8 damage. | | |
| | <i>Resist cold 18+:</i> When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. | | |

Mausoleum Dragon (White)

| | | | |
|--|---|----|-----|
| Large 5 th level Troop Dragon | Initiative: +9 | AC | 20 |
| | Vulnerability: fire | PD | 20 |
| | Claws and bite +9 vs. AC (2 attacks)—16 damage | MD | 16 |
| | <i>Natural 16+:</i> The mausoleum dragon can make an <i>infused ice breath</i> attack as a free action. | HP | 140 |
| <p><i>[Special trigger] C: Infused ice breath +9 vs. PD (1d3 nearby enemies)—14 cold damage</i></p> <p><i>Natural even hit:</i> The target also takes 7 ongoing holy damage.</p> <p><i>Natural odd hit or miss:</i> The dragon takes 2d6 damage.</p> <p><i>Infused blood:</i> When an enemy scores a critical hit against the mausoleum dragon, the dragon gains the following ability until the end of the battle: When an enemy is engaged with the dragon at the start of its turn, it takes 5 holy damage.</p> <p><i>Resist cold and negative energy 16+:</i> When a cold or negative energy attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | | | |

Medium Blue Dragon

| | | | |
|---|---|----|----|
| Normal 5 th level Caster Dragon | Initiative: +9 | AC | 22 |
| | Vulnerability: force | PD | 19 |
| | Dragon claw +9 vs. AC—10 damage | MD | 19 |
| | <i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action. | HP | 76 |
| <p><i>[Special trigger] Bite +9 vs. AC—10 damage, and 2d6 lightning damage</i></p> <p>C: Lightning breath +9 vs. PD (1d3 nearby enemies)—8 lightning damage</p> <p><i>Natural even hit:</i> The target is also dazed (save ends).</p> <p><i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).</p> <p><i>Intermittent breath:</i> A medium blue dragon can use <i>lightning breath</i> 1d4 times per battle, but never two turns in a row.</p> <p><i>Resist lightning 12+:</i> When a lightning attack targets this creature,</p> | | | |

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| | the attacker must roll a natural 12+ on the attack roll or it only deals half damage. | |
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Blizzard Dragon (White)

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|---|---|----|-----|
| Large 6 th level Wrecker Dragon | Initiative: +10 | AC | 22 |
| | Vulnerability: fire | PD | 19 |
| | | MD | 15 |
| | | HP | 175 |
| | <p>Claws and bite +10 vs. AC (2 attacks)—18 damage <i>Natural 16+</i>: The blizzard dragon can make a <i>blizzard breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Blizzard breath +10 vs. PD (each nearby creature)—20 cold damage, and 5 ongoing cold damage</i> <i>Natural 18+</i>: The target takes 10 ongoing cold damage instead of 5. <i>Natural odd hit or miss</i>: The dragon takes 2d6 damage.</p> <p><i>Continuous breath</i>: A blizzard dragon can use <i>blizzard breath</i> as its standard action during the round after it uses the breath as a free action. Blizzard breath doesn't deal miss damage to the dragon when used as a standard action.</p> <p><i>Resist cold 14+</i>: When a cold attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.</p> <p><i>Wreathed in snow and cold</i>: When an enemy is engaged with the blizzard dragon at the start of its turn, it takes 5 cold damage.</p> | | |

Medium Silver Dragon (Metallic)

| | | | |
|--|--|----|----|
| Normal 6 th level Spoiler Dragon | Initiative: +11 | AC | 21 |
| | | PD | 17 |
| | | MD | 21 |
| | | HP | 90 |
| | <p>Swift, keen claws +10 vs. AC—15 damage <i>Natural 6+</i>: The dragon can make a <i>paralyzing smoke</i> attack as a free action.</p> <p><i>[Special trigger] C: Paralyzing smoke +11 vs. MD (1d3 enemies engaged with the dragon)—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.</i></p> <p>C: Ice breath +11 vs. PD (1d4 nearby enemies in a group)—10 cold damage, and the closest target hit is dazed until the start of the dragon's next turn <i>Miss</i>: Half damage.</p> <p><i>Evasive turn</i>: Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack</p> | | |

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| | and has <i>resist damage 12+</i> against that attack. | |
| | <i>Resist cold 12+</i> : When a cold attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage. | |

Large Black Dragon

| | | | |
|---|--|----|-----|
| Large 6 th level Wrecker Dragon | Initiative: +13 | AC | 22 |
| | Vulnerability: thunder | PD | 20 |
| | | MD | 19 |
| | | HP | 160 |
| | Claws and bite +11 vs. AC (2 attacks)—18 damage <i>Natural 16+</i> : The target also takes 10 ongoing acid damage. | | |
| | C: Acid breath +11 vs. PD (1d3 nearby enemies)—20 acid damage, and 10 ongoing acid damage <i>Miss</i> : 10 acid damage. | | |
| | <i>Draconic grace</i> : At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn. After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one. | | |
| | <i>Intermittent breath</i> : A large black dragon can use <i>acid breath</i> 1d3 times per battle, but never two turns in a row. | | |
| | <i>Water-breathing</i> : Black dragons swim well and can breathe underwater. | | |
| | <i>Resist acid 16+</i> : When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. | | |

Large Bronze Dragon (Metallic)

| | | | |
|---|---|----|-----|
| Large 6 th level Wrecker Dragon | Initiative: +9 | AC | 22 |
| | | PD | 20 |
| | | MD | 16 |
| | | HP | 200 |
| | Crushing bite +11 vs. AC—45 damage <i>Natural 11+</i> : The dragon can pop free from one enemy engaged with it. | | |
| | C: Lightning breath +11 vs. PD (1d6 nearby or far away enemies in a rough line)—32 lightning damage, and the closest target hit is dazed (save ends) <i>Miss</i> : Half damage. | | |
| | <i>Resist lightning 16+</i> : When a lightning attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. | | |

Rugged defenses: When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack.

Medium Red Dragon

| | | | |
|--|---|----|----|
| Normal 6 th level Wrecker Dragon | Initiative: +11 | AC | 21 |
| | Vulnerability: cold | PD | 20 |
| | | MD | 16 |
| | | HP | 90 |
| | <p>Fangs, claws, and tail +11 vs. AC (2 attacks)—8 damage <i>First natural even hit or miss each turn:</i> Roll another <i>fangs, claws, and tail</i> attack.</p> <p>C: Fiery breath +11 vs. PD (2d3 nearby enemies)—10 fire damage <i>Miss:</i> Half damage.</p> <p><i>Intermittent breath:</i> A medium red dragon can use <i>fiery breath</i> 1d3 times per battle, but never two turns in a row.</p> <p><i>Resist fire 12+:</i> When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p> | | |

Medium Gold Dragon (Metallic)

| | | | |
|---|--|----|----|
| Normal 7 th level Caster Dragon | Initiative: +12 | AC | 22 |
| | | PD | 18 |
| | | MD | 22 |
| | | HP | 85 |
| | <p>Ferocious bite +13 vs. AC—20 damage <i>Natural 11+:</i> The dragon can make a <i>stultifying smoke</i> attack as a free action.</p> <p><i>[Special trigger]</i> C: Stultifying smoke +13 vs. MD (one enemy engaged with the dragon)—The target is stunned until the start of the dragon's next turn</p> <p>C: Fiery breath +13 vs. PD (up to 5 nearby enemies in a group)—14 fire damage <i>Miss:</i> Half damage.</p> <p><i>Spiral of golden flame:</i> Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a <i>fiery breath</i> attack against each enemy that was engaged with it.</p> <p><i>Indomitability:</i> Once per battle as a free action at the start of its turn, the dragon can cancel all effects and conditions on it, including ongoing damage. It can cancel these effects even if it's prevented from taking actions, such as by being stunned.</p> <p><i>Resist fire 12+:</i> When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals</p> | | |

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| | half damage. | |
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Large Green Dragon

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|---|---|----|-----|
| Large 7 th level Spoiler Dragon | Initiative: +11 | AC | 24 |
| | Vulnerability: psychic | PD | 21 |
| | | MD | 16 |
| | | HP | 230 |
| | <p>Sharp claws +12 vs. AC—25 damage</p> <p><i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action.</p> <p><i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action.</p> <p><i>[Special trigger]</i> Bite +12 vs. AC—38 damage</p> <p><i>Natural 16+:</i> The target also takes 10 ongoing poison damage.</p> <p><i>[Special trigger]</i> C: Poison breath +12 vs. PD (1d3 nearby enemies)—25 poison damage, and the target is hampered (save ends)</p> <p><i>Burrow</i></p> <p><i>Resist poison 16+:</i> When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | | |

Moon Dragon (White)

| | | | |
|--|---|----|-----|
| Huge 7 th level Troop Dragon | Initiative: +12 | AC | 23 |
| | | PD | 21 |
| | | MD | 17 |
| | | HP | 324 |
| | <p>Claws and bite +12 vs. AC (2 attacks)—40 damage</p> <p><i>Natural 16+:</i> The moon dragon can make an <i>ice breath</i> attack as a free action.</p> <p><i>Both attacks miss:</i> If the full moon is within seven days, the moon dragon's next <i>ice breath</i> attack this battle will deal double damage.</p> <p><i>[Special trigger]</i> C: Ice breath +12 vs. PD (1d3 nearby enemies)—32 cold damage</p> <p><i>Lunar resonance:</i> A moon dragon gains a +1 bonus to attacks when the full moon is within seven days or when within its lair. A moon dragon takes a -1 penalty to all defenses and gains <i>vulnerability: fire</i> when the new moon is within seven days.</p> <p><i>Resist cold 18+:</i> When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> | | |

Void Dragon (Black)

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| Huge 7 th level | Initiative: +13 | AC | 23 |
| | | PD | 21 |

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| Caster Dragon | <p>Jaws and claws +12 vs. AC (2 attacks)—26 damage <i>Natural 5, 10, 15, or 20:</i> The dragon regains the use of its <i>ensorceling breath</i> if it's expended and can use it during its next turn. <i>Miss:</i> 13 damage.</p> <p>C: Ensorceling breath +12 vs. PD (1d3 nearby enemies)—24 damage, and the dragon's breath coalesces into two small void beasts of rapidly shifting form (see below) <i>Miss:</i> The dragon's breath coalesces into one small void beast (see below). <i>Void beasts:</i> Each beast appears next to the dragon, acts as it wishes, and enters the initiative order after the next two creatures have taken their turns. See void beast. <i>Limited use:</i> 1/battle, as a quick action.</p> <p><i>Draconic grace:</i> At the start of each of the void dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the void dragon can take an extra standard action that turn. After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.</p> <p><u>Level 6 Void Beast</u> Slam +11 vs. AC—18 damage <i>Natural 5, 10, 15, or 20:</i> The void beast spawns a new void beast at full hit points. It follows the same rules for beasts formed by <i>ensorceling breath</i>.</p> <p>AC 22 PD 20 MD 18 HP 27</p> | MD 19 HP 290 |
|----------------------|---|-----------------|

Volcano Dragon (Red)

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|--|---|-----------------------------------|
| Large 7th level Wrecker Dragon | <p>Initiative: +12 Vulnerability: cold</p> <p>Fangs, claws, and wings +12 vs. AC (2 attacks)—18 damage <i>Natural 16+:</i> The target takes 5 extra damage from a wing buffet. <i>Natural 18+:</i> The target takes 10 extra damage from a claw strike.</p> <p><i>[Special trigger]</i> Tail smash +12 vs. PD (one nearby enemy)—18 damage <i>Miss:</i> 9 damage. <i>Limited use:</i> When a nearby enemy attacks and rolls a natural even hit against the dragon, the dragon can make a <i>tail smash</i> attack against it as a free action.</p> | AC 23 PD 22 MD 16 HP 220 |
|--|---|-----------------------------------|

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| | <p>C: Volcanic breath +12 vs. PD (each nearby enemy)—20 fire damage, and 5 ongoing fire damage <i>Natural 18+:</i> The target takes 10 ongoing fire damage instead of 5.</p> <p><i>Burning skin:</i> When an enemy is engaged with the volcanic dragon at the start of its turn, it takes 5 fire damage.</p> <p><i>Continuous breath:</i> A volcanic dragon can use <i>volcanic breath</i> 1d3 times per battle, but if it does not use its breath weapon on consecutive rounds, it loses its remaining <i>volcanic breath</i> attacks for the battle.</p> <p><i>Resist fire 14+:</i> When a fire attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.</p> | |
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Large Blue Dragon

| | | |
|---|--|---|
| Large 8th level Caster Dragon | <p>Initiative: +13 Vulnerability: force</p> <p>Double claws +12 vs. AC (2 attacks)—15 damage <i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action.</p> <p><i>[Special trigger] Bite +12 vs. AC—20 damage, and 2d10 lightning damage</i></p> <p>C: Lightning breath +12 vs. PD (1d3 nearby or far away enemies)—40 lightning damage <i>Natural even hit:</i> The target is also dazed (save ends).</p> <p><i>Intermittent breath:</i> A large blue dragon can use <i>lightning breath</i> 1d6 times per battle, but never two turns in a row.</p> <p><i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).</p> <p><i>Resist lightning 16+:</i> When a lightning attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | AC 25 PD 22 MD 22 HP 260 |
|---|--|---|

Shadow Dragon

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|---------------------------------------|------------------------|------------------------|
| Large 8th level | <p>Initiative: +13</p> | AC 25 PD 22 |
|---------------------------------------|------------------------|------------------------|

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| Caster Dragon | <p>Shadow claws +13 vs. AC—50 psychic damage <i>Natural 16+:</i> The target is confused (hard save ends, 16+).</p> <p>C: Nightmare breath +12 vs. MD (1d3 nearby or far away enemies)—60 negative energy damage, and the target becomes a living shadow (hard save ends, 16+) <i>Living shadow:</i> While a living shadow, the target can't physically interact with or gain aid from companions or aid them (including healing, bonuses, and effects) but is otherwise "normal." <i>Limited use:</i> 1/battle, but the ability recharges when the dragon is staggered. If it hasn't already made a <i>nightmare breath</i> attack when it becomes staggered, the dragon makes the attack as a free action and then the breath recharges.</p> <p><i>Made of shadow:</i> The shadow dragon perceives the invisible, is unaffected by the <i>blur</i> spell, and ignores illusions. Rogues attempting to <i>shadow walk</i> near a shadow dragon end up in the dragon's belly (save ends). While there, they are helpless and take 2d12 damage at the start of each of their turns until they save and fall back out of shadow.</p> <p><i>Shadowy escalation:</i> When in poorly lit areas of shadow, the dragon adds the escalation die to its attack rolls. Complete darkness or bright daylight negates the ability.</p> <p><u>Nastier Specials</u> <i>Shadow illusions:</i> As a standard action, the dragon can appear to be humanoid, usually disguising itself as an unthreatening old man in a cloak (DC 35 to detect). Daylight will show the illusion for what it is—an insubstantial dragon. Dragons with a <i>Book of Many Faces</i> will have perfect humanoid disguises. Dropping the illusion is a free action. <i>Shadowy phasing:</i> When the escalation die is even, natural odd attack rolls against the dragon automatically miss. When the escalation die is odd, natural even attack rolls against the dragon automatically miss. Attacks that deal holy damage ignore this ability.</p> <p><u>On Holy Ground</u> While on "holy ground" such as a temple or consecrated shrine, all hard saves against shadow dragon effects become normal saves. As a standard action, a cleric who invokes the gods can produce a similar anti-shadow effect in the nearby area until the start of their next turn, or they can turn hard saves against shadow dragon abilities to easy saves if that area is already on holy ground. Shadow dragons try to avoid holy ground, and shadow thieves can only enter it while possessing victims and will flee once the possession ends. It's up to the GM what counts as "holy ground" in their game.</p> | MD 22 HP 260 |
|------------------|--|-----------------|

Shadow Thief

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|--|--|----|----|
| Normal 8th level Mook Dragon | Initiative: +17 | AC | 25 |
| | | PD | 20 |
| | | MD | 16 |
| | | HP | 38 |
| | <p>Shadow strangulation +13 vs. PD—20 psychic damage <i>Natural 16+</i>: The target takes 20 negative energy damage, and the shadow thief can make a <i>shadow possession</i> attack as a free action (but see <i>group ability</i>).</p> <p>[Group ability] C: Shadow possession +13 vs. MD (one enemy hit by shadow strangulation)—The shadow thief “crawls inside” the target. The target is confused (save ends), and the shadow thief can’t be the target of an attack or effect until it’s forced from the target’s body when that creature saves against the confusion effect.</p> <p>Group ability: For every four shadow thieves in the battle (round up), one of them can use <i>shadow possession</i> during the battle.</p> <p>Shadow thievery: The shadow thief is an extension of the shadow dragon, not really a separate entity. When it drops to 0 hp, it flees back to the shadow dragon and merges with it. When this happens, if there is at least one enemy engaged with that shadow thief, the thief chooses one enemy engaged with it. Roll a d20; on a 16+, the shadow thief steals a random magic item from the chosen enemy as it flees back to the dragon (but see <i>stop...thief</i> below). Stolen items are replaced with shadowy duplicates that work until the end of the battle then fade to nothingness. The items can be recovered if the dragon is slain in the same battle.</p> <p>Stop...thief! When a shadow thief steals an item, the creature it steals from can choose to prevent the theft, but at a cost. If the natural d20 thievery roll was odd, the target of the thievery attempt can choose to keep the item but become hampered (save ends) as they wrestle with the shadow. If the natural thievery roll was even, the target has the same choice, but it’s a hard save (16+) to end the hampered effect.</p> | | |

Empyrean Dragon (Black)

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|---|---|----|-----|
| Huge 9th level Spoiler Dragon | Initiative: +17 | AC | 25 |
| | | PD | 23 |
| | | MD | 21 |
| | | HP | 510 |
| | <p>Gleaming bite +14 vs. AC—50 damage, and one effect triggers based on the head that attacks (GM’s choice) Head 1: The target can’t use recoveries until end of its next turn. Head 2: One enemy that hit the dragon since the dragon’s last turn takes 12 damage. Head 3: The target moves to a nearby non-harmful location of the dragon’s choice as a free action. This movement can provoke opportunity attacks.</p> <p>C: Venom breath +13 vs. PD (1d3 + 1 nearby enemies)—35</p> | | |

damage

Swarming motes: Each time the dragon uses this attack, a swarm of light motes that resolve into scorpions and stinging insects swirl around the targets. The swarm harasses each targeted enemy, hit or miss. During its next turn, any enemy being swarmed this way must choose one: Take 25 damage; OR roll twice for each attack roll it makes that turn, taking the lower result.

[Special trigger] C: Crying heavens +13 vs. MD (each enemy in the battle)—20 ongoing damage

Miss: 10 ongoing damage.

Temporal manastorm: The empyrean dragon's connection to the overworld falters, creating a storm of distorted time and magic in the area. The dragon's critical hit range for all attacks expands by 2 until the end of the battle. In addition, when a target saves against the ongoing damage from this attack, the crit range of its attacks against the dragon expands by 1 until the end of the battle.

Limited use: 1/battle, as a free action when first staggered.

Three heads are better than one: The empyrean dragon can make two *gleaming bite* attacks as a single standard action, one each from two heads. The third head is assumed to be maneuvering the body around. It can choose not to make one of those attacks to end any condition affecting it except for ongoing damage (this includes the stunned condition, even though it technically doesn't get an action when stunned).

An enemy who scores a critical hit against an empyrean dragon can forego the extra damage to lop off one of the dragon's heads. If an enemy deals 150 damage with a single attack against the dragon, the attack will also remove a head. An empyrean dragon with two remaining heads can make only one *gleaming bite* attack as a standard action and can't sacrifice that attack to remove conditions. The dragon dies if all three heads are removed.

Intermittent breath: An empyrean dragon can use *venom breath* 1d2 + 1 times per battle, but never two turns in a row.

Hoardsong Dragon (Red)

**Large
9th level
Spoiler
Dragon**

Initiative: +13

Vulnerability: cold

Fangs and claws +14 vs. AC (3 attacks)—30 damage

Natural 16+: The target takes 15 extra damage from a precise strike.

C: Hoardsong +14 vs. MD (one nearby enemy in the dragon's lair)—10 psychic damage, and the target is confused (save ends)

Limited use: 2/battle, as a quick action (once per round).

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| AC | 25 |
| (In Lair) | 26 |
| PD | 24 |
| MD | 18 |
| HP | 360 |

C: Precise breath +14 vs. PD (1d4 + 1 nearby enemies, or one enemy)—20 fire damage, and 10 ongoing fire damage; OR 80 fire damage, and 20 ongoing fire damage if used against a single enemy

Natural 18+: If the breath targeted multiple enemies, the target takes 20 ongoing fire damage instead of 10. If the breath targeted a single enemy, the target takes 40 ongoing fire damage instead of 20.

Intermittent breath: A hoardsong dragon can use *precise breath* 1d4 times per battle, but never two turns in a row.

Known to an ounce: The dragon knows where every treasure in its hoard is located, allowing it to detect any movement or shifting of the coins and valuables. While in its lair with its hoard, the hoardsong dragon is immune to invisibility and ignores illusions, and creatures attempting to hide from it take a -5 penalty to their checks.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Hoard minions: The dragon's connection to its hoard is so strong that it has some control over the souls of those it previously killed who owned the treasures. Once per round as a quick action, the hoardsong dragon can summon 1d4 hoard spirits that take form by surrounding themselves in coins, wear empty suits of armor, etc., and defend the dragon's hoard. Roll initiative for the minions once and use that count for all additional minions.

The call of the hoard: The connection of a hoardsong dragon to its hoard imparts the dragon's magic upon the hoard. Before battle, if the PCs are able to see the hoard while the dragon speaks to them, each PC that can hear the dragon must roll a Wisdom check. On a result of 24 or less, that PC is charmed as per the *charm person* spell and considers the dragon a friend. On a result of 25-29, the PC is lulled by the dragon's words and the sight of the hoard; if combat occurs, the PC will be stunned during their first round. The dragon will make a suggestion to charmed PCs to leave and bring it more treasure for its hoard (while it prepares surprises for their return). Charmed PCs won't attack the dragon, but can make a normal save each round in battle to break the charm effect (or every day outside of combat).

Hoard Spirit (Red)

Normal Initiative: +15

AC 24

| | | |
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| 9th level | | PD 22 |
| Mook | Hoard-fueled strike +14 vs. AC—35 damage | MD 18 |
| Construct | <i>Natural 16+:</i> The target is stuck under a pile of treasure until the end of its next turn. | HP 50 |

Huge Black Dragon

| | | |
|-----------------------------|--|---------------|
| Huge | Initiative: +17 | AC 25 |
| 9th level | | PD 23 |
| Wrecker | Claws and bite +14 vs. AC (3 attacks)—30 damage | MD 21 |
| Dragon | <i>Natural 16+:</i> The target also takes 15 ongoing acid damage. <i>Miss:</i> 20 damage. C: Acid breath +14 vs. PD (1d3 nearby or far away enemies)—50 acid damage, and 15 ongoing acid damage <i>Miss:</i> 4d12 acid damage. <i>Draconic grace:</i> At the start of each of the huge black dragon's turns, roll a d4 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn. After the first success, the grace die bumps up to a d6. After the second success, it's a d8, then a d10 after the third success. The fourth success is a d12, and finally a d20 after the fifth one. <i>Intermittent breath:</i> A huge black dragon can use <i>acid breath</i> 2d3 times per battle, but never two turns in a row. <i>Water-breathing:</i> Black dragons swim well and can breathe underwater. <i>Resist acid 18+:</i> When an acid attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. | HP 510 |

Huge Bronze Dragon (Metallic)

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| Huge | Initiative: +12 | AC 25 |
| 9th level | | PD 23 |
| Wrecker | Crushing bite +14 vs. AC—170 damage | MD 19 |
| Dragon | <i>Natural 11+:</i> The dragon can pop free from one enemy engaged with it. C: Lightning breath +14 vs. PD (1d6 nearby or far away enemies in a rough line)—120 lightning damage, and the closest target hit is dazed (save ends) <i>Miss:</i> Half damage. <i>Inspire awe:</i> While an enemy has 72 hp or fewer, it takes a -4 penalty to limited attacks against the dragon. <i>Resist lightning 18+:</i> When a lightning attack targets this creature, | HP 600 |

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| | <p>the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> <p><i>Retributive lightning:</i> Once per battle as an interrupt action when an enemy targets it with an attack, the dragon can make a <i>lightning breath</i> against that attacker (and yes, if the dragon hits, the interrupted attack takes the -4 penalty due to dazed).</p> <p><i>Rugged defenses:</i> When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack.</p> | |
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Large Copper Dragon (Metallic)

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| Large 9th level Spoiler Dragon | Initiative: +14 | AC | 24 |
| | | PD | 19 |
| | Needle-sharp claws and teeth +13 vs. AC (2 attacks)—50 damage <i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action. | MD | 23 |
| | | HP | 290 |
| | <p><i>[Special trigger] C: Acid smoke +14 vs. PD (up to 3 enemies engaged with the dragon)—</i>The target is hampered until the end of its next turn</p> <p>C: Acid breath +14 vs. PD (1d4 nearby enemies in a group)—25 acid damage, and 25 ongoing acid damage <i>Miss:</i> 10 ongoing acid damage.</p> <p><i>Out-think:</i> Once per battle as a free action when an enemy rolls a natural even attack against the dragon, the dragon negates the attack (no damage or effects).</p> <p><i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Swift mind:</i> Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.</p> | | |

Large Red Dragon

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|---|---|-----------|------------|
| Large 10th level Wrecker Dragon | Initiative: +13 | AC | 25 |
| | Vulnerability: cold | PD | 24 |
| | Fangs, claws, and tail +15 vs. AC (2 attacks)—35 damage <i>First natural even hit or miss each turn:</i> Roll a third <i>fangs, claws, and tail</i> attack. | MD | 20 |
| | | HP | 400 |
| | <p>C: Fiery breath +15 vs. PD (2d3 nearby enemies)—40 fire damage <i>Miss:</i> Half damage.</p> | | |

Intermittent breath: A large red dragon can use *fiery breath* 1d4 times per battle, but never two turns in a row.

Fear: While engaged with this creature, enemies with 72 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Large Silver Dragon (Metallic)

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| Large 10 th level Spoiler Dragon | Initiative: +14 | AC | 25 |
| | | PD | 21 |
| | Swift, keen claws +14 vs. AC—95 damage | MD | 25 |
| | <i>Natural 6+:</i> The dragon can make a <i>paralyzing smoke</i> attack as a free action. | HP | 430 |
| | <p><i>[Special trigger] C: Paralyzing smoke +15 vs. MD (1d3 enemies engaged with the dragon)</i>—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.</p> <p>C: Ice breath +14 vs. PD (1d4 nearby enemies in a group)—60 cold damage, and the closest target hit is dazed until the start of the dragon's next turn</p> <p><i>Miss:</i> Half damage.</p> <p><i>Evasive turn:</i> Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has <i>resist damage 16+</i> against that attack.</p> <p><i>Resist cold 16+:</i> When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | | |

Greathoard Elder (Red)

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| Huge 11 th level Wrecker Dragon | Initiative: +14 | AC | 27 |
| | | (In Lair) | 28 |
| | Fangs, claws, and wings +16 vs. AC (2 attacks)—90 damage | PD | 26 |
| | <i>Natural 14+:</i> The target takes 12 extra damage from a wing buffet. | MD | 20 |
| | <i>Natural 16+:</i> The target takes 20 extra damage from a claw strike. | HP | 870 |
| | <i>Natural 19+:</i> The dragon can make a <i>treasury master</i> attack as a free action. | | |

C: Treasury master +16 vs. MD (the nearby non-confused enemy with the most true magic items)—30 psychic damage, and the target is confused (save ends)
Limited use: 2/battle, as a quick action (once per round).

C: Precise breath +16 vs. PD (1d4 + 1 nearby enemies, or one enemy)—50 fire damage, and 15 ongoing fire damage; OR 170 fire damage, and 30 ongoing fire damage if used against a single enemy

Natural 18+: If the breath targeted multiple enemies, the target takes 25 ongoing fire damage instead of 15. If the breath targeted a single enemy, the target takes 60 ongoing fire damage instead of 30.

Call of the hoard: When an enemy is engaged with the greathoard elder in its lair at the start of its turn, it must roll a normal save; on a failure, it hurls one random non-armor true magic item into the dragon's hoard (adjust stats accordingly). The item is unavailable until the end of the battle. If the dragon flees or is defeated, lost magic items can be retrieved.

Greathoard rage: When an enemy scores a critical hit against the greathoard elder while it's in its lair, the elder can reroll one of its missed attacks each round (cumulative) as its hoard sings a song of carnage to it.

Intermittent breath: A greathoard elder can use *precise breath* 1d4 + 1 times per battle, but never two turns in a row.

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Iconic comparisons: The dragon is enamored/envious of the icons with the greatest hoards. For each PC who has at least one positive or conflicted relationship point with one or more of those icons, the greathoard elder gains an extra use of *treasury master* this battle.

Huge Copper Dragon (Metallic)

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| Huge 11th level Spoiler Dragon | Initiative: +16 | AC | 26 |
| | | PD | 21 |
| | Needle-sharp claws and teeth +15 vs. AC (2 attacks)—70 damage | MD | 25 |
| | <i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action. | HP | 700 |
| | <i>[Special trigger]</i> C: Acid smoke +16 vs. PD (up to 3 enemies engaged with the dragon)—The target is hampered until the end of its next turn | | |

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| | <p>C: Acid breath +16 vs. PD (1d4 nearby enemies in a group)—35 acid damage, and 35 ongoing acid damage Miss: 15 ongoing acid damage.</p> <p><i>Inspire awe:</i> While an enemy has 120 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.</p> <p><i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> <p><i>Supreme Out-think:</i> Once per battle as a free action when an enemy rolls a natural even attack against the dragon, the dragon negates the attack (no damage or effects). In addition, this effect against natural even attacks lasts against the dragon's enemies until the start of the dragon's next turn.</p> <p><i>Swift mind:</i> Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.</p> | |
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Huge Green Dragon

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| Huge 11th level Spoiler Dragon | <p>Initiative: +15</p> <p>Sharp claws +16 vs. AC—100 damage <i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action. <i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action.</p> <p><i>[Special trigger] Bite +16 vs. AC—140 damage</i> <i>Natural 16+:</i> The target also takes 20 ongoing poison damage.</p> <p><i>[Special trigger] C: Poison breath +16 vs. PD (1d3 nearby enemies)—100 poison damage, and the target is hampered (save ends)</i></p> <p><i>Burrow</i></p> <p><i>Resist poison 18+:</i> When a poison attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> | <p>AC 28 PD 25 MD 20 HP 900</p> |
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Large Gold Dragon (Metallic)

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| Large 11th level Caster Dragon | <p>Initiative: +15</p> <p>Ferocious bite +16 vs. AC—100 damage <i>Natural 11+:</i> The dragon can make a <i>stultifying smoke</i> attack as a free action.</p> | <p>AC 26 PD 22 MD 26 HP 460</p> |
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| | <p><i>[Special trigger]</i> C: Stultifying smoke +16 vs. MD (one enemy engaged with the dragon)—The target is stunned until the start of the dragon’s next turn</p> <p>C: Fiery breath +16 vs. PD (up to 5 nearby enemies in a group)—70 fire damage <i>Miss:</i> Half damage.</p> <p><i>Spiral of golden flame:</i> Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a <i>fiery breath</i> attack against each enemy that was engaged with it.</p> <p><i>Indomitability:</i> Once per battle as a free action at the start of its turn, the dragon can cancel all effects and conditions on it, including ongoing damage. It can cancel these effects even if it’s prevented from taking actions, such as by being stunned.</p> <p><i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | |
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Flamewreathed Dragon (Red)

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| Huge | Initiative: +15 | AC | 28 |
| 12th level | | PD | 21 |
| Spoiler | Fangs and claws +17 vs. AC (3 attacks) —75 damage | MD | 27 |
| Dragon | <i>Natural 16+:</i> The target takes 20 ongoing fire damage. | HP | 1100 |
| | <p>C: Primal fire breath +17 vs. PD (1d4 + 1 nearby enemies, or one enemy)—60 fire damage, and 15 ongoing fire damage; OR 180 fire damage, and 30 ongoing fire damage and the target is weakened (save ends both) if used against a single enemy</p> <p><i>Natural 18+:</i> If the breath targeted multiple enemies, the target takes 25 ongoing fire damage instead of 15. If the breath targeted a single enemy, the target takes 60 ongoing fire damage instead of 30.</p> <p>C: Whirling inferno +17 vs. PD (each nearby enemy taking ongoing fire damage)—The target’s ongoing fire damage increases by 5 and becomes hard save ends (16+) as the dragon fans the flames</p> <p><i>Limited use:</i> 2/battle, as a quick action (once per round).</p> <p><i>Intermittent breath:</i> A flamewreathed dragon can use <i>primal fire breath</i> 1d4 + 2 times per battle, but never two turns in a row.</p> <p><i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> | | |

Wyrm of fear and flame: While engaged with this creature, enemies with 120 hp or fewer are dazed (-4 attacks), do not add the escalation die to their attacks, and take 4d20 fire damage at the start of their turn.

Nastier Specials

Draconic fire: The dragon's will and magic are so powerful that it ignores the fire resistance of creatures battling it.

Smoke minions: The dragon's lair is wreathed in smoke and fumes, and through its magic the dragon has some control over those hot gases. Once per round as a quick action, the flamewreathed dragon can summon 1d4 smoke minions that take humanoid or bestial form and defend the dragon's lair. Roll initiative for the minions once and use that count for all additional minions.

Smoke Minions

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| Normal 12th level Mook Construct | Initiative: +13 | AC | 26 |
| | Invasive gases +17 vs. AC—55 damage <i>Natural 16+:</i> The target is hampered from burning eyes and gases in its lungs until the end of its next turn. | PD | 20 |
| | | MD | 24 |
| | | HP | 80 |

Huge Blue Dragon

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| Huge 12 th level Caster Dragon | Initiative: +17 | AC | 29 |
| | Double claws +16 vs. AC (2 attacks)—50 damage <i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action. [Special trigger] Bite +16 vs. AC—60 damage, and 4d10 lightning damage to the target and to one other nearby enemy of the dragon's choice C: Far slashing lightning breath +16 vs. PD (1d4 nearby or far away enemies)—80 lightning damage <i>Natural even hit:</i> The target is also dazed (save ends). After the target saves, it takes a -1 attack penalty (non-cumulative) until its next full heal-up (because it's vibrating slightly out of synch with the rest of the world). <i>Intermittent breath:</i> A huge blue dragon can use <i>far slashing lightning breath</i> 2d4 times per battle, but never two turns in a row. <i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is | PD | 26 |
| | | MD | 26 |
| | | HP | 980 |
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| | <p>staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).</p> <p><i>Resist lightning 18+</i>: When a lightning attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> | |
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Huge Red Dragon

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| Huge 13th level Wrecker Dragon | <p>Initiative: +19</p> <p>Fangs, claws, and tail +19 vs. AC (3 attacks)—70 damage <i>First natural even hit or miss each turn:</i> Roll a fourth <i>fangs, claws, and tail</i> attack. <i>Second natural even hit or miss each turn:</i> Roll a fifth <i>fangs, claws, and tail</i> attack.</p> <p>C: Fiery breath+19 vs. PD (2d3 nearby or far away enemies)—80 fire damage <i>Miss:</i> Half damage.</p> <p><i>Intermittent breath:</i> A huge red dragon can use <i>fiery breath</i> 1d6 times per battle, but never two turns in a row.</p> <p><i>Fear:</i> While engaged with this creature, enemies with 144 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.</p> <p><i>Resist fire 18+</i>: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> | <p>AC 28 PD 27 MD 23 HP 1200</p> |
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Huge Silver Dragon (Metallic)

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| Huge 13th level Spoiler Dragon | <p>Initiative: +16</p> <p>Swift, keen claws +17 vs. AC—230 damage <i>Natural 6+</i>: The dragon can make a <i>paralyzing smoke</i> attack as a free action.</p> <p><i>[Special trigger]</i> Paralyzing smoke +18 vs. MD (1d3 enemies engaged with the dragon)—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.</p> <p>C: Ice breath +18 vs. PD (1d4 enemies in a group)—160 cold damage, and the closest target hit is dazed until the start of the dragon's next turn <i>Miss:</i> Half damage.</p> | <p>AC 28 PD 24 MD 28 HP 1300</p> |
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Evasive riposte: Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has *resist damage 18+* against that attack. If the attack misses, the dragon can make a *paralyzing smoke* attack as free action.

Inspire awe: While an enemy has 192 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.

Resist cold 18+: When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Huge Gold Dragon (Metallic)

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|--|--|----|------|
| Large 14th level Caster Dragon | Initiative: +15 | AC | 29 |
| | | PD | 25 |
| | Ferocious bite +19 vs. AC—240 damage | MD | 29 |
| | <i>Natural 11+:</i> The dragon can make a <i>stultifying smoke</i> attack as a free action. | HP | 1400 |
| | <i>Miss:</i> 120 damage. | | |
| | <i>[Special trigger]</i> Stultifying smoke +19 vs. MD (one enemy engaged with the dragon)— The target is stunned until the start of the dragon's next turn | | |
| | C: Fiery breath +19 vs. PD (up to 5 enemies in a group)—200 fire damage | | |
| | <i>Natural even hit:</i> The target takes 40 ongoing fire damage and is dazed (save ends both). | | |
| | <i>Miss:</i> Half damage. | | |
| | <i>Inspire awe:</i> While an enemy has 240 hp or fewer, it takes a -4 penalty to limited attacks against the dragon. | | |
| | <i>Spiral of golden flame:</i> Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a <i>fiery breath</i> attack against each enemy that was engaged with it. | | |
| | <i>Indomitability:</i> Once per battle as a free action at the start of its turn, the dragon can heal 300 hp and cancel all effects and conditions on it, including ongoing damage. It can heal and cancel these effects even if it's prevented from taking actions, such as by being stunned. | | |
| | <i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. | | |

Drider

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|---|--|----|-----|
| Large 6th level Caster Aberration | Initiative: +10 | AC | 21 |
| | Sword or mace +9 vs. AC—20 damage <i>Natural even hit:</i> The drider can make a <i>poison bite</i> attack as a free action. <i>[Special trigger]</i> Poison bite +9 vs. PD—10 poison damage, and 10 ongoing poison damage R: Lightning bolt spell +11 vs. PD—30 lightning damage <i>Natural even hit:</i> The drider can make a <i>lightning bolt spell</i> attack against a second nearby enemy, followed by a third and final different nearby enemy if the second attack is also a natural even hit. C: Web attack +11 vs. PD (up to 2 nearby enemies in a group)—the target is hampered (save ends) <i>Limited use:</i> 1/round as a quick action, if the escalation die is even. | PD | 15 |
| | | MD | 20 |
| | | HP | 170 |

Drow

Drow may optionally include one of these abilities as nastier specials: *Drow Cruelty* or *Poisons and Potions*.

Drow Cruelty

Choose one of the following abilities for all non-mook drow in a battle to have:

Poisoner: When the drow scores a critical hit, it can forego damage to force the target to start making last gasp saves. On the fourth failure, the target falls unconscious (and can't be woken normally) for 2d4 minutes.

Take advantage of weakness: Whenever an enemy nearby a drow rolls a save, it takes its level in damage.

Umbral caul: As long as at least one drow uses a standard action each round to maintain the supernatural darkness, each non-drow creature in the battle becomes dazed (save ends) whenever it rolls a natural 1-5 with an attack roll.

Venomous: The first time each battle a drow hits with a weapon attack, the target also takes 5 ongoing poison damage.

Poisons and Potions

Drinking a potion, applying a poison, or using a substance requires only a quick action for a drow with one of these options. Characters who acquire any of these drow items must use a standard action to drink/apply them.

Draft of Eschaton (potion): When drunk it immediately purges the body of all poisons and toxins and ends any ongoing conditions. All the drinker's saves (including last gasp saves and

death saves) automatically succeed for the rest of the battle or for five minutes. Immediately after the battle, the drinker must make a DC 30 Constitution check or be completely debilitated and unable to travel far or to fight for a day.

Dragon Apples: Small ceramic spheres that explode. Make a basic ranged attack against a nearby enemy (or level + 5 for drow); on a hit, the target takes 10 ongoing fire damage.

Midnight Tincture: When this glass vial is broken, the nearby area is shrouded in clinging darkness. The darkness lasts 3 rounds. Each creature in the darkness except drow takes a -4 attack penalty. The tincture can be attached to an arrow or bolt.

Potion of Spider Climbing: For one battle or five minutes the drinker can climb on ceilings and walls as easily as it moves on the ground.

Spider Venom: A creature hit by a melee weapon coated in the venom takes 5 ongoing poison damage when the attack roll is a natural 16+.

Web Dust: Made from desiccated spiders, this dust can hold a door shut or stick an object to a wall for five minutes. Champion-tier creatures can make a DC 20 skill check to rip through something held by *web dust* before it fully dissolves, and epic-tier creatures can rip through such objects in a round. Further applications increase the effectiveness: three applications lasts for fifteen minutes, requires 3 successful checks, and takes 3 rounds for epic-tier characters to get through.

Drow Spider-Mage

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| Normal 3rd level Caster Humanoid | Initiative: +8 | AC | 19 |
| | | PD | 13 |
| | Sharpened wand +8 vs. AC—10 damage | MD | 17 |
| | | HP | 40 |
| | R: Shadowfire +8 vs. PD (one nearby or far away enemy)—8 damage, and the target is weakened (save ends) <i>Limited use:</i> Once the spider-mage hits with <i>shadowfire</i> , she can't use it again until the target saves against it. C: Malediction of webs +8 vs. PD (up to 2 nearby enemies in a group)— The target is stuck (save ends), and takes 5 damage each time it fails the save <i>Dark orison:</i> Each time the spider-mage misses with an attack, the crit range of attacks by drow and spiders in the battle expands by 1. <i>Spider speaker:</i> The first time each battle an enemy hits the spider-mage with a melee attack, that attacker takes 8 ongoing poison damage from her familiar. | | |

Drow Soldier

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| Normal 4th level Mook Humanoid | Initiative: +9 | AC | 20 |
| | | PD | 19 |
| | Paired swords +9 vs. AC—6 damage | MD | 14 |
| | | HP | 18 |

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| | <p>R: Crossbow +9 vs. AC (one nearby enemy, or a far away enemy at -2 atk)—7 damage</p> <p><i>With my dying breath I curse at thee:</i> When the drow soldier drops to 0 hp, one enemy engaged with it takes 2 poison damage before the drow soldier dies.</p> | |
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Weaver Swarm

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| Normal | Initiative: +9 | AC | 19 |
| 3rd level | | PD | 17 |
| Mook | A thousand needle wounds +8 vs. AC—5 damage | MD | 13 |
| Beast | <p><i>Natural 16+:</i> The target is hampered until the end of its next turn.</p> <p><i>Natural 18+:</i> As above, and the target is also stuck until the end of its next turn.</p> <p><i>Clinging:</i> Enemies take a -5 penalty to disengage checks against the swarm.</p> <p><i>Wall-crawler:</i> The swarm can climb on ceilings and walls as easily as it moves on the ground.</p> | HP | 10 |

Drow Sword Maiden

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| Normal | Initiative: +13 | AC | 21 |
| 5th level | | PD | 19 |
| Troop | Cruel cutlass +10 vs. AC—18 damage | MD | 15 |
| Humanoid | <p>C: Dagger dance +10 vs. AC (one nearby enemy, or a far away enemy at -2 atk)—14 damage</p> <p><i>Natural even hit:</i> Each other enemy engaged with the sword maiden takes 10 damage.</p> <p><u>Nastier Specials</u></p> <p><i>Effortless grace:</i> Once per round when an attack misses the sword maiden, she can move or make a <i>cruel cutlass</i> attack as a free action.</p> <p><i>Arcane warrior:</i> The sword maiden has a true magic item (probably a weapon) and uses it to her benefit (adjust stats accordingly).</p> | HP | 75 |

Drow Spider-Sorceress

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| Normal | Initiative: +11 | AC | 22 |
| 6th level | | PD | 16 |
| Caster | Sharpened wand +11 vs. AC—20 damage | MD | 20 |
| Humanoid | <p>R: Darkfire +11 vs. PD (one nearby or far away enemy)—20 damage, and the target is weakened (save ends)</p> <p><i>Limited use:</i> Once the sorceress hits with <i>darkfire</i>, she can't use it again until the target saves.</p> <p>C: Greater malediction of webs +11 vs. PD (up to 2 nearby</p> | HP | 84 |

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| | <p>enemies in a group)—10 damage, and the target is stuck (save ends) and takes 10 damage each time it fails the save</p> <p><i>Dark orison:</i> Each time the spider-sorceress misses with an attack, the crit range of attacks by drow and spiders in the battle expands by 1.</p> <p><i>Spider speaker:</i> The first time each battle an enemy hits the spider-sorceress with a melee attack, that attacker takes 16 ongoing poison damage from her familiar.</p> <p><u>Nastier Specials</u></p> <p><i>Arcane arachnids:</i> The spider-sorceress has a true magic item (probably an implement) and uses it to her benefit (adjust stats accordingly).</p> | |
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Lokkris

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| Normal 6th level Mook Beast | <p>Initiative: +16</p> <p>Stingers on each leg +11 vs. AC—8 damage, and 5 ongoing poison damage</p> <p><i>Lays eggs in your eyes!:</i> Each time the lokkris hits with the attack, the crit range for all lokkris against that target expands by 1 until the end of the battle.</p> <p><i>Flight:</i> Lokkris are quick darting fliers that move with an angry buzzing sound.</p> <p><i>Wall-crawler:</i> A lokkris can climb on ceilings and walls as easily as it moves on the ground.</p> | <p>AC 22</p> <p>PD 21</p> <p>MD 14</p> <p>HP 23</p> |
|---|---|---|

Spider Mount

| | | |
|--|--|---|
| Normal 6th level Troop Beast | <p>Initiative: +15 (or same as rider if it has one)</p> <p>Bite +11 vs. AC—15 damage, and 10 ongoing poison damage</p> <p>C: Web +11 vs. PD (up to 2 nearby enemies in a group)—The target is stuck (save ends)</p> <p><i>Wall-crawler:</i> A spider mount can climb on ceilings and walls as easily as it moves on the ground, and so can its rider.</p> <p><i>Uncontrolled:</i> A riderless spider mount will eventually run away. At the start of the spider's turn roll a d4; if you roll less than the escalation die, the mount flees.</p> | <p>AC 22</p> <p>PD 16</p> <p>MD 20</p> <p>HP 90</p> |
|--|--|---|

Drow Darkbolt

| | | |
|--|-----------------|-----------------------------------|
| Normal 7th level | Initiative: +12 | <p>AC</p> <p>PD</p> |
|--|-----------------|-----------------------------------|

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|--------------------|--|----------|
| Archer Humanoid | <p>Dagger and spidersilk line +12 vs. AC (one nearby enemy)—22 damage <i>Miss: 8 damage.</i></p> <p>R: Exsanguinating barbed arrows +12 vs. AC (one nearby or far away enemy)—20 damage, and 6 ongoing damage <i>Natural even hit:</i> As a free action, the darkbolt can make a second <i>barbed arrows</i> attack against a different enemy with a -2 attack penalty. If it gets another natural even hit, it can make a third (and final) <i>barbed arrows</i> attack against a different enemy with a -4 attack penalty as a free action.</p> <p><i>Darkbolt vanish!:</i> If unengaged, when the darkbolt attacks and rolls a natural even miss, it can step into a shadow-dimension that turn as a move action. While in the shadows, it can't be seen or targeted with attacks, and it reappears anywhere nearby at the start of its next turn.</p> <p><i>Wall-crawler:</i> A darkbolt can climb on ceilings and walls as easily as it moves on the ground thanks to its rope-dagger and spiked bracers.</p> <p><u>Nastier Specials</u> <i>Well equipped:</i> The drow has a potion or poison that it can use as a quick action twice this battle (see Drow Abilities).</p> | MD HP |
|--------------------|--|----------|

Drow Cavalry

| | | |
|--|---|-----------------------------------|
| 2x 9 th level Wrecker Humanoid | <p>Initiative: +14</p> <p>Glass-tipped lance +14 vs. AC—75 (90/25) damage, and the target pops free from the cavalry and is weakened (save ends) <i>Limited use:</i> 1/battle, during a surprise round or the first round of battle.</p> <p>Spider saber +14 vs. AC—75 (90/25) damage</p> <p><i>Expert spider-rider:</i> While mounted, the drow cavalry deals +15 damage with its attacks, hit or miss, against unmounted enemies.</p> <p><i>Mounted combatant:</i> Reduce the drow cavalry's attack damage by 50 when it's not riding a spider.</p> <p><i>Spider mount:</i> Whenever the drow cavalry rolls a natural 1-10 on an attack roll, its spider mount acts independently, choosing one of the following options: Bite—The spider makes a <i>bite</i> attack. Jump & Scuttle—The spider and its rider pop free from all enemies and can move somewhere nearby. Web—The spider makes a <i>web</i> attack.</p> | AC 25 PD 23 MD 18 HP 270 |
|--|---|-----------------------------------|

Elder Beast

Warped Beast

| | | | |
|---|---|----|----|
| Normal 5th level Wrecker Aberration | Initiative: +9 | AC | 20 |
| | Tentacle maw +10 vs. AC—16 damage <i>Natural 18+:</i> The target is hampered until the end of its next turn. <i>Miss:</i> The warped beast can make a <i>psychic blast</i> attack as a free action. <i>[Special trigger] C: Psychic blast +10 vs. MD (1d3 nearby enemies)—8 psychic damage</i> <i>Natural 18+:</i> The target is confused until the end of its next turn. <i>One madness feature:</i> At the start of each of the warped beast's turns, roll a d6. The warped beast gains the corresponding ability until the start of its next turn. 1. <i>Amorphous oozing form:</i> The beast has <i>resist damage 11+</i> to all damage. 2. <i>Dimensional slide:</i> Once during its turn, the warped beast can teleport anywhere nearby it can see as a move action. Each enemy engaged with it when it teleports is confused until the end of its next turn. 3. <i>Fear aura:</i> While engaged with the warped beast, enemies that have 24 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks. 4. <i>Gibbering mouths:</i> When an enemy ends its turn engaged with the warped beast, it's confused until the end of its next turn. 5. <i>Many spontaneous limbs:</i> When the warped beast makes a <i>tentacle maw</i> attack during its turn, roll a d4. That many additional limbs or tentacles spontaneously erupt from the creature and make an additional basic attack that turn (special abilities/effects don't trigger on those extra attacks). Each of those attacks only deals half damage. 6. <i>Warping touch:</i> When the warped beast hits a creature with a <i>tentacle maw</i> attack, the target also takes 5 ongoing psychic damage and a -2 penalty to saves (save ends both). <u>Nastier Specials</u> <i>Warped mutant:</i> Roll two madness features instead of one each round (reroll similar results). | PD | 17 |
| | | MD | 15 |
| | | HP | 75 |

Umluppuk

| | | | |
|---|--|----|-----|
| Huge 7th level Spoiler Aberration | Initiative: +15 | AC | 23 |
| | Pods of mouths and eyes +12 vs. AC (4 attacks)—20 damage <i>Natural even hit:</i> The target is stuck (easy save ends, 6+). <i>Miss:</i> 10 damage. C: Chorus of madness +12 vs. MD (up to 3 random nearby creatures)—10 ongoing psychic damage, and the target is confused | PD | 21 |
| | | MD | 20 |
| | | HP | 310 |

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| | <p>(save ends both)</p> <p>Quick use: This ability only requires a quick action (once per round) instead of a standard action when the umluppuk starts its turn unengaged (or without an enemy consumed if you are using the nastier special!).</p> <p>Resist psychic 18+: When a psychic attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u></p> <p>Consume: Once per round during its turn, the umluppuk can make a <i>consume</i> attack against a stuck enemy as a quick action. The umluppuk can only one target consumed at a time.</p> <p>Consume +18 vs. PD (one stuck enemy)—50 damage, and the target takes 10 ongoing acid damage and is absorbed into the umluppuk (hard save ends both, 16+); while inside the umluppuk, the target is vulnerable to the umluppuk's <i>pods of mouths and eyes</i> attacks (<i>attacks vs. it have crit range expanded by 2</i>), and it's stuck.</p> | |
|--|---|--|

Hagunemnon

| | | |
|--|---|--|
| <p>Large</p> <p>13th level</p> <p>Wrecker</p> <p>Aberration</p> | <p>Initiative: +16</p> <p>Spontaneous metamorphosing limbs +18 vs. AC—110 damage, and the hagunemnon can make a <i>spontaneous metamorphosing limbs</i> attack against a different target as a free action</p> <p>Natural 19+: The target starts making last gasp saves. On the fourth failure, it becomes a shapeless ooze.</p> <p>Diminishing limbs: With each subsequent hit after the first, <i>spontaneous metamorphosing limbs</i> deals 20 less damage. The hagunemnon also doesn't gain any extra attacks when it makes a basic attack.</p> <p>Dimension hop: As a move action when the escalation die is odd, the hagunemnon can teleport nearby or far away to a location it can see.</p> <p>Resist psychic 18+: When a psychic attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> <p>Shapechange: As a standard action, the hagunemnon can change its form to that of any large or medium creature, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check.</p> <p><u>Nastier Specials</u></p> <p>Madness aura: When a creature is engaged with the hagunemnon at the start of its turn, it takes 4d10 psychic damage. If it takes 31</p> | <p>AC 29</p> <p>PD 23</p> <p>MD 27</p> <p>HP 864</p> |
|--|---|--|

or more damage this way during a single turn, it's also confused until the start of its next turn.

Elemental

Small Air Elemental

| | | | |
|---|--|----|----|
| Normal 3 rd level Wrecker Elemental | Initiative: +9 | AC | 18 |
| | | PD | 17 |
| | Slam +8 vs. AC—5 damage | MD | 13 |
| | | HP | 34 |
| | <p>C: Swirling winds +8 vs. PD (1d3 random conscious nearby enemies)—5 damage <i>Natural even hit:</i> The target pops free from the elemental.</p> <p><i>Flight:</i> It's quick and lively.</p> <p><i>Resist non-spell damage 16+:</i> When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | | |

Small Earth Elemental

| | | | |
|---|--|----|----|
| Normal 3 rd level Troop Elemental | Initiative: +5 | AC | 19 |
| | | PD | 18 |
| | Rocky fists +7 vs. AC (2 attacks)—7 damage | MD | 13 |
| | <i>Miss:</i> 2 damage. | HP | 40 |
| | <p><i>Repair damage 10 and below:</i> When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d6 damage before taking any damage from the attack.</p> <p><u>Nastier Specials for all earth elementals</u> <i>Burrow:</i> Not all earth elementals burrow, though if yours is particularly nasty or associated with a particular icon, it can.</p> | | |

Small Fire Elemental

| | | | |
|---|---|----|----|
| Normal 3 rd level Troop Elemental | Initiative: +8 | AC | 19 |
| | | PD | 18 |
| | Whipping flames +8 vs. PD—8 fire damage, and 4 ongoing fire damage to a random nearby enemy (including an unconscious one) | MD | 15 |
| | | HP | 38 |
| | <p><i>Melee burn:</i> When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 1d8 fire damage.</p> <p><i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> | | |

Small Water Elemental

| | | | |
|---------------------------------|----------------|----|----|
| Normal 3 rd level | Initiative: +7 | AC | 18 |
| | | PD | 16 |

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|------------------------------|---|--------------|
| Blocker Elemental | Surge +7 vs. AC (up to 2 enemies)—8 damage | MD 12 |
| | <i>Miss:</i> The elemental heals 3 hp. | HP 40 |
| | <p><i>Liquid empowerment:</i> The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.</p> <p><i>Resist weapon damage 16+:</i> When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | |

Air Elemental

| | | |
|--|--|--------------|
| Normal 5th level Wrecker Elemental | Initiative: +11 | AC 20 |
| | Slam +10 vs. AC—12 damage | PD 19 |
| | C: Swirling winds +10 vs. PD (1d3 random nearby conscious enemies)—14 damage | MD 15 |
| | <i>Natural even hit:</i> The target pops free from the elemental. | HP 52 |
| | <p><i>Flight:</i> It's quick and lively.</p> <p><i>Resist non-spell damage 16+:</i> When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Whirlwind transformation:</i> Roll a d10 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling <i>whirlwind transformation</i> checks): Elemental whirlwind +10 vs. PD (each enemy engaged with it and one nearby enemy)—14 damage <i>Miss:</i> Half damage.</p> | |

Earth Elemental

| | | |
|--|--|--------------|
| Normal 5th level Blocker Elemental | Initiative: +7 | AC 21 |
| | Rocky fists +9 vs. AC (2 attacks)—11 damage | PD 20 |
| | <i>Miss:</i> 4 damage. | MD 15 |
| | <p><i>Boulder up:</i> Roll a d10 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the <i>relentless pursuit</i> ability (and you stop rolling <i>boulder up</i> checks).</p> | |
| | | HP 66 |

| | | |
|--|---|--|
| | <p><i>Relentless pursuit:</i> The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from the earth elemental. (They can pop free, but they can't roll disengage checks.)</p> <p><i>Repair damage 10 and below:</i> When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d12 damage before taking any damage from the attack.</p> | |
|--|---|--|

Fire Elemental

| | | | |
|--|--|-----------|-----------|
| Normal 5th level Wrecker Elemental | Initiative: +10 | AC | 21 |
| | | PD | 20 |
| | Whipping flames +10 vs. PD—14 fire damage, and 7 ongoing fire damage to a random nearby enemy (including an unconscious one) | MD | 17 |
| | | HP | 64 |
| | <p><i>Melee burn:</i> When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 1d12 fire damage.</p> <p><i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> <p><i>Wildfire transformation:</i> Roll a d10 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling <i>wildfire transformation</i> checks): C: Elemental wildfire +10 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage)—20 fire damage, and 7 ongoing fire damage Miss: 7 ongoing fire damage.</p> | | |

Water Elemental

| | | | |
|--|---|-----------|-----------|
| Normal 5th level Blocker Elemental | Initiative: +9 | AC | 20 |
| | | PD | 18 |
| | Surge +9 vs. AC (up to 2 enemies)—14 damage | MD | 14 |
| | Miss: The elemental heals 6 hp. | HP | 66 |
| | <p><i>Great wave transformation:</i> Roll a d10 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling <i>great wave transformation</i> checks).</p> <p><i>Liquid empowerment:</i> The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away</p> | | |

| | | |
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| | from the body of water the empowerment ends. | |
| | <i>Resist weapon damage 16+:</i> When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. | |

Big Air Elemental

| | | | |
|---|---|----|----|
| Normal 7 th level Wrecker Elemental | Initiative: +14 | AC | 22 |
| | | PD | 21 |
| | Slam +13 vs. AC—20 damage | MD | 17 |
| | | HP | 88 |
| | C: Swirling winds +13 vs. PD (1d3 random conscious nearby enemies)—22 damage | | |
| | <i>Natural even hit:</i> The target pops free from the elemental. | | |
| | <i>Flight:</i> It's quick and direct. | | |
| | <i>Resist non-spell damage 16+:</i> When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. | | |
| | <i>Whirlwind transformation:</i> Roll a d8 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling <i>whirlwind transformation</i> checks): | | |
| | Elemental whirlwind +13 vs. PD (each enemy engaged with it and one nearby enemy)—22 damage | | |
| | <i>Miss:</i> Half damage. | | |

Big Earth Elemental

| | | | |
|---|--|----|----|
| Normal 7 th level Blocker Elemental | Initiative: +9 | AC | 23 |
| | | PD | 22 |
| | Rocky fists +11 vs. AC (2 attacks)—16 damage | MD | 17 |
| | <i>Miss:</i> 7 damage. | HP | 94 |
| | <i>Boulder up:</i> Roll a d8 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the <i>relentless pursuit</i> ability (and you stop rolling <i>boulder up</i> checks). | | |
| | <i>Relentless pursuit:</i> The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from the earth elemental. (They can pop free, but they can't roll disengage checks.) | | |
| | <i>Repair damage 10 and below:</i> When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 3d6 damage before taking any damage from the attack. | | |

Big Fire Elemental

| | | | |
|---|---|----|----|
| Normal 7 th level Wrecker Elemental | Initiative: +13 | AC | 23 |
| | | PD | 22 |
| | | MD | 19 |
| | | HP | 92 |
| | <p>Whipping flames +12 vs. PD—22 fire damage, and 11 ongoing fire damage to a random nearby enemy (including an unconscious one)</p> <p><i>Melee burn:</i> When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 2d12 fire damage.</p> <p><i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p> <p><i>Wildfire transformation:</i> Roll a d8 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling <i>wildfire transformation</i> checks): C: Elemental wildfire +12 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage)—30 fire damage, and 11 ongoing fire damage Miss: 11 ongoing fire damage.</p> | | |

Big Water Elemental

| | | | |
|---|--|----|-----|
| Normal 7 th level Blocker Elemental | Initiative: +11 | AC | 22 |
| | | PD | 20 |
| | | MD | 16 |
| | | HP | 100 |
| | <p>Surge +11 vs. AC (up to 2 enemies)—22 damage Miss: The elemental heals 9 hp.</p> <p><i>Great wave transformation:</i> Roll a d8 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling <i>great wave transformation</i> checks).</p> <p><i>Liquid empowerment:</i> The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.</p> <p><i>Resist weapon damage 16+:</i> When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | | |

Epic Air Elemental

| | | | |
|---|---------------------------|----|-----|
| Normal 9 th level Wrecker Elemental | Initiative: +16 | AC | 24 |
| | | PD | 23 |
| | Slam +15 vs. AC—40 damage | MD | 19 |
| | | HP | 140 |
| <p>C: Swirling winds +15 vs. PD (1d3 random conscious nearby enemies)—40 damage <i>Natural even hit:</i> The target pops free from the elemental.</p> <p><i>Flight:</i> It's quick and forceful.</p> <p><i>Resist non-spell damage 16+:</i> When a non-spell attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Whirlwind transformation:</i> Roll a d6 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling <i>whirlwind transformation</i> checks): Elemental whirlwind +15 vs. PD (each enemy engaged with it and one nearby enemy)—40 damage <i>Miss:</i> Half damage.</p> <p><u>Nastier Specials</u> R: Gale force jets +15 vs. PD (one nearby or far away enemy)—40 damage <i>Natural even hit:</i> The target is dazed until the end of its next turn. <i>Natural even miss:</i> Half damage.</p> | | | |

Epic Earth Elemental

| | | | |
|--|--|----|-----|
| Normal 9 th level Blocker Elemental | Initiative: +12 | AC | 25 |
| | | PD | 24 |
| | Rocky fists +13 vs. AC (2 attacks)—28 damage | MD | 19 |
| | <i>Miss:</i> 14 damage. | HP | 170 |
| <p><i>Boulder up:</i> Roll a d6 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the <i>relentless pursuit</i> ability (and you stop rolling <i>boulder up</i> checks).</p> <p><i>Relentless pursuit:</i> The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from the earth elemental. (They can pop free, but they can't roll disengage checks.)</p> <p><i>Repair damage 10 and below:</i> When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 5d6 damage before taking any damage from the attack.</p> | | | |

Nastier Specials

Endless vitality: When an enemy engaged with the epic earth elemental heals using one or more recoveries, the elemental heals 5d6 hit points.

Epic Fire Elemental

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|--|--|-----------|------------|
| Normal 9th level Wrecker Elemental | Initiative: +15 | AC | 24 |
| | | PD | 24 |
| | | MD | 21 |
| | | HP | 166 |
| | Whipping flames +14 vs. PD —40 fire damage, and 20 ongoing fire damage to a random nearby enemy (including an unconscious one) | | |
| | <i>Melee burn:</i> When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 3d12 fire damage. | | |
| | <i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. | | |
| | <i>Wildfire transformation:</i> Roll a d6 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling <i>wildfire transformation</i> checks): | | |
| | C: Elemental wildfire +14 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage) —55 fire damage, and 20 ongoing fire damage | | |
| | <i>Miss:</i> 20 ongoing fire damage. | | |
| | <u>Nastier Specials</u> | | |
| | <i>Fligh:</i> Fire elementals that can fly are rare. This one can, and it only touches the ground to set something ablaze. | | |

Epic Water Elemental

| | | | |
|--|--|-----------|------------|
| Normal 9th level Blocker Elemental | Initiative: +14 | AC | 24 |
| | | PD | 22 |
| | | MD | 18 |
| | | HP | 170 |
| | Surge +13 vs. AC (up to 2 enemies) —22 damage | | |
| | <i>Miss:</i> The elemental heals 9 hp. | | |
| | <i>Great wave transformation:</i> Roll a d6 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling <i>great wave transformation</i> checks). | | |
| | <i>Liquid empowerment:</i> The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, | | |

| | | |
|--|--|--|
| | <p>or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.</p> <p><i>Resist weapon damage 16+:</i> When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | |
|--|--|--|

Ettercap

Ettercap Acolyte

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +2 | AC | 16 |
| 1st level | | PD | 13 |
| Mook | Sacrificial dagger +6 vs. AC—3 damage | MD | 15 |
| Humanoid | <p><i>Fanatical devotion:</i> As a standard action, an ettercap acolyte can deal 2d6 poison damage to one dazed, hampered, or stuck enemy engaged with it. The ettercap acolyte also takes 7 damage from this kamikaze action, killing it.</p> <p><i>Goopy webs:</i> When an enemy of level 3 or lower rolls a natural 1-5 with a melee attack against an ettercap acolyte, that enemy is dazed (save ends).</p> | HP | 7 |

Ettercap Hunter

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +6 | AC | 18 |
| 2nd level | | PD | 14 |
| Blocker | Poison bite +7 vs. AC—6 damage, and 4 ongoing poison damage | MD | 14 |
| Humanoid | <p><i>Miss:</i> If the target is dazed, hampered, or stuck, it takes 4 extra damage.</p> <p>C: Web spray +8 vs. PD (1d4 nearby enemies in a group)—3 damage</p> <p><i>Natural even hit:</i> The target is hampered (save ends).</p> <p><i>Natural odd hit:</i> The target is stuck (save ends).</p> <p><i>Limited use:</i> 1/battle.</p> <p><i>Goopy webs:</i> When an enemy of level 4 or lower rolls a natural 1-5 with a melee attack against an ettercap hunter, that enemy is dazed (save ends).</p> | HP | 32 |

Ettercap Supplicant

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +6 | AC | 18 |
| 3rd level | | PD | 14 |
| Caster | Sacrificial dagger +7 vs. AC—8 damage, and the ettercap supplicant can use <i>the web that burns</i> an additional time this battle. | MD | 17 |
| Humanoid | <p>R: The skein of pain +8 vs. MD—10 psychic damage, and until the end of the battle, the target takes 1d6 psychic damage each time it fails a save.</p> | HP | 44 |

C: The web that burns +8 vs. PD (1d3 nearby enemies in a group)—6 ongoing acid damage

Natural even hit: The target is hampered (save ends).

Limited use: 1/battle.

Goopy webs: When an enemy of level 5 or lower rolls a natural 1-5 with a melee attack against an ettercap supplicant, that enemy is dazed (save ends).

Ettercap Warrior

| | | | |
|---|---|-----------|-----------|
| Normal 3rd level Blocker Humanoid | Initiative: +9 | AC | 20 |
| | | PD | 15 |
| | Thrusting spear +9 vs. AC—8 damage | MD | 15 |
| | <i>Natural 16+:</i> The ettercap warrior can make a <i>poison bite</i> attack as a free action. <i>Natural even miss:</i> 4 damage. | HP | 48 |
| | Poison bite +9 vs. AC—6 damage, and 4 ongoing poison damage <i>Miss:</i> If the target is dazed, hampered, or stuck, it takes 4 damage. | | |
| | C: Web spray +9 vs. PD (1d4 nearby enemies in a group)—4 damage <i>Natural even hit:</i> The target is hampered (save ends). <i>Natural odd hit:</i> The target is stuck (save ends). <i>Limited use:</i> 1/battle. | | |
| | <i>Goopy webs:</i> When an enemy of level 5 or lower rolls a natural 1-5 with a melee attack against an ettercap warrior, that enemy is dazed (save ends). | | |

Ettercap Keeper

| | | | |
|--|---|-----------|-----------|
| Normal 4th level Leader Humanoid | Initiative: +7 | AC | 20 |
| | | PD | 15 |
| | Staff and fangs +9 vs. AC—10 damage | MD | 18 |
| | <i>Natural even hit or miss:</i> 5 ongoing poison damage. | HP | 50 |
| | R: Staff of tongues +9 vs. MD (one nearby or far away enemy)—15 psychic damage, and the target can't cast spells or speak (save ends) | | |
| | C: Her first whisper +9 vs. MD (each nearby enemy engaged with one or more ettercaps)—10 ongoing psychic damage <i>Limited use:</i> 1/battle. | | |
| | R: Her other thought +9 vs. MD (one nearby enemy per point on esc. die)—13 psychic damage <i>Miss:</i> 7 psychic damage. <i>Limited use:</i> 1/battle. | | |

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| | <p><i>The web of faith:</i> While one or more lower-level non-mook ettercap allies are nearby it, the ettercap keeper gains <i>resist damage 16+</i>.</p> <p><i>Goopy webs:</i> When an enemy of level 6 or lower rolls a natural 1-5 with a melee attack against an ettercap keeper, that enemy is dazed (save ends).</p> | |
|--|--|--|

Ettin

| | | |
|---|---|---|
| Large 5th level Troop Giant | <p>Initiative: +9</p> <p>First big swing +10 vs. AC—25 damage, and the target pops free from the ettin; then as a free action, the ettin can move (or choose not to move) and make a <i>second swing</i> attack.</p> <p><i>[Special trigger]</i> Second swing +10 vs. AC (different target from <i>first big swing</i>)—15 damage</p> <p><i>Two-headed save:</i> If an ettin's first save against an effect fails, it can roll a second save.</p> <p><u>Nastier Specials</u> <i>Big bully:</i> The ettin deals double damage with its attacks against staggered enemies. <i>Escalating agreement:</i> If the escalation die is 3+, the ettin can target two engaged enemies with its <i>first big swing</i> attack.</p> | <p>AC 21 PD 18 MD 14 HP 160</p> |
|---|---|---|

Flower of Unlife

All flowers of unlife have a nastier special available called *Iconic energy drain*. When a PC is associated with an icon that is also associated with the flower of unlife (e.g. undead or nature icons), and he rolls a natural 1-5 with an attack against the flower, the attacker takes 2d6 damage and the flower heals that many hit points.

Death Blossom

| | | |
|--|---|---|
| 2x 6th level Caster Undead | <p>Initiative: +10 Vulnerability: holy</p> <p>Sapping touch +11 vs. AC—16 negative energy damage <i>Natural 4, 8, 12, 16, or 20:</i> The target is weakened (save ends).</p> <p>R: Unlife ray +11 vs. PD—24 negative energy damage <i>Natural odd hit:</i> The target takes 1d6 extra negative energy damage for each unexpended recovery it has. <i>Natural odd miss:</i> If the target currently has less than its maximum recoveries, it gains a recovery! Gaining a recovery is not healing, but it can use that recovery later to heal as normal.</p> <p><i>Red-yellow resurrection:</i> When the death blossom drops to 0 hit points, it's destroyed until the start of its next turn. At the start of</p> | <p>AC 21 PD 19 MD 17 HP 100</p> |
|--|---|---|

| | | |
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| | its next turn, it returns to life as a blood rose or poison dandelion that lacks the <i>black-gray resurgence</i> ability but is otherwise undamaged and whole. | |
|--|---|--|

Lich Flower

| | | | |
|-----------------------------|--|-----------|------------|
| 2x | Initiative: +10 | AC | 21 |
| 6th level | Vulnerability: holy | PD | 17 |
| Blocker | | MD | 19 |
| Undead | Contact dust +11 vs. PD—14 poison damage <i>Natural 4, 8, 12, 16, or 20:</i> The target is stuck (save ends). <i>Strange vapors:</i> While engaged with the lich flower, non-undead and non-plant creatures are dazed (-4 attacks). <i>Red-yellow resurrection:</i> When the lich flower drops to 0 hit points, it's destroyed until the start of its next turn. At the start of its next turn, it returns to life as a blood rose or poison dandelion that lacks the <i>black-gray resurgence</i> ability but is otherwise undamaged and whole. | HP | 100 |

Blood Rose

| | | | |
|-----------------------------|--|-----------|------------|
| 2x | Initiative: +10 | AC | 22 |
| 6th level | Vulnerability: fire | PD | 20 |
| Wrecker | | MD | 20 |
| Undead | Fangs in the blossoms +11 vs. AC—20 damage <i>Natural odd hit:</i> The target takes 10 ongoing damage. <i>Natural odd miss:</i> 5 ongoing damage. <i>Bristling thorns:</i> When a creature makes a melee attack against the blood rose, that creature takes damage equal to its natural attack roll. <i>Black-gray resurgence:</i> When the blood rose drops to 0 hit points, it is destroyed until the start of its next turn. At the start of its next turn, it returns to life as a death blossom or lich flower that lacks the <i>red-yellow resurrection</i> ability but is otherwise undamaged and whole. | HP | 110 |

Poison Dandelion

| | | | |
|-----------------------------|---|-----------|------------|
| 2x | Initiative: +10 | AC | 24 |
| 6th level | Vulnerability: fire | PD | 19 |
| Spoiler | | MD | 19 |
| Undead | Green spikes +11 vs. AC (2 attacks)—15 damage <i>Natural odd hit:</i> The target takes 10 ongoing poison damage. C: Whirling seeds +11 vs. AC (each nearby non-plant or non-undead creature)—15 ongoing poison damage, and undead creatures and plant creatures in the battle add the escalation die to their attacks against the target (save ends both) | HP | 110 |

Limited use: The poison dandelion can only use this attack when the escalation die is odd.

Black-gray resurgence: When the poison dandelion drops to 0 hit points, it's destroyed until the start of its next turn. At the start of its next turn, it returns to life as a death blossom or lich flower that lacks the *red-yellow resurrection* ability but is otherwise undamaged and whole.

Fungaloid

Some fungaloids can make special attacks. For those, add the fungaloid creature's level to attacks and damage, as indicated.

C: Poison tentacles 5 + level vs. PD (1d3 nearby enemies)—3 + level poison damage, and the target is vulnerable to *fungal attacks* (save ends)

C: Brown noise 5 + level vs. PD (1d3 nearby enemies)—3 + level ongoing thunder damage

C: Hallucinogenia 3 + level vs. MD (one nearby enemy)—The target is confused (easy save ends, 6+)

C: Infectious spores 5 + level vs. PD (1d3 nearby enemies)—3 + level ongoing poison damage

C: Piercing shriek 5 + level vs. PD (1d3 nearby enemies)—4 + level psychic damage

Fungaloid Creeper

| | | |
|--|--|--|
| Normal 1st level Troop Plant | Initiative: +3 | AC 16 PD 15 MD 10 HP 30 |
| | Probing tendrils +6 vs. AC (1d3 attacks)—2 damage | |
| | <i>Natural 18+:</i> The target is stuck until the end of its next turn. | |
| | <i>Natural 1-5:</i> Both the fungaloid and its target take 1d4 damage. | |
| | <i>Food is here:</i> When a fungaloid creeper scores a critical hit with an attack, all nearby fungaloids move to engage the fungaloid's target, even if that target has dropped to 0 hp. The move is a free action, and engaged creepers can roll disengage attempts instead of taking opportunity attacks. | |
| | <i>Slow, rolling wave:</i> Whenever the escalation die is even, each creeper must succeed on a normal save at the start of its turn or lose its move action that turn. | |
| | <u>Nastier Specials</u> | |
| | Fungal attack—Make ONE fungal attack | |

Aerial Spore

| | | |
|---|---|--|
| Normal 2nd level Mook Plant | Initiative: +1 | AC 15 PD 9 MD 13 HP 7 |
| | C: Stinging tendrils +6 vs. PD (one nearby enemy)—4 poison damage, and the target is weakened until the end of its next turn | |

Puffball exploder: The first time each round an aerial spore in the battle drops to 0 hp, it explodes and 1d3 nearby non-fungus non-construct creatures are covered in spores and begin to choke. Until the end of the battle, when a choking creature rolls a natural 1-5 on an attack roll, it takes damage equal to the natural roll. If a creature is affected twice by this attack, the damage it takes on a natural 1-5 doubles; if affected three times, it triples, etc.

Spores: A creature choking from *puffball exploder* can use a standard action to wash the spores off itself and/or cough them up, preventing further choking effects until it's affected by *puffball exploder* again.

Weightless: The aerial spore floats upon air currents, but it prefers to stay within 5 to 7 feet of the ground so it can use its tendrils to keep it in place or propel it. A free-floating spore too far away from the ground to use its tendrils can easily be blown about from strong winds or similar magical effects.

Sporrior

| | | | |
|---|---|----|----|
| Normal 2 nd level Wrecker Plant | Initiative: +10 | AC | 18 |
| | | PD | 16 |
| | Chitinous bite +7 vs. AC—5 damage | MD | 12 |
| | <i>Natural even hit or miss:</i> The sporrior can make a <i>spore cloud</i> attack this turn as a quick action. | HP | 36 |
| | R: Parasitic darts +6 vs. AC (1d3 nearby or far away enemies in a group)—5 poison damage | | |
| | <i>Natural even hit or miss:</i> The sporrior can make a <i>spore cloud</i> attack this turn as a quick action. | | |
| | C: Spore cloud +6 vs. PD (1d3 nearby enemies)—4 poison damage | | |
| | <i>Sprinter:</i> A sporrior gains an extra move action when the escalation die is odd. | | |
| | <i>Wall-crawler:</i> A sporrior can climb on ceilings and walls as easily as it moves on the ground. | | |

Fungaloid Drudge

| | | | |
|---|---|----|----|
| Normal 3 rd level Troop Plant | Initiative: +5 | AC | 19 |
| | | PD | 17 |
| | Pitchfork +8 vs. AC—10 damage | MD | 13 |
| | <i>Natural 16+:</i> The drudge can make a <i>fungal attack</i> this turn as a quick action. | HP | 32 |
| | Fungal attack—Make ONE fungal attack | | |

Braincap

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|-----------------------------|----------------|----|----|
| 2x 3 rd level | Initiative: +5 | AC | 19 |
| | | PD | 13 |

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| Wrecker Plant | Programmed brain: During its turn when one or more nearby enemies are staggered, the braincap uses <i>focused brain blast</i> . When no enemies are staggered, the braincap uses <i>hallucinogenia</i> if its hit points are even, and <i>psionic filaments</i> if its hit points are odd. | MD 17 |
| | | HP 90 |
| | R: Focused brain blast +8 vs. PD (1 nearby or far away staggered enemy) —21 force damage <i>Miss:</i> 5 psychic damage. | |
| | C: Hallucinogenia +8 vs. MD (1d3 nearby enemies) —The target is confused (easy save ends, 6+) and vulnerable to psychic damage until the end of the battle <i>Miss:</i> The target sees odd colors at the corners of its vision until it has taken a full heal-up (-2 penalty to skill checks to see things). | |
| | C: Psionic filaments +8 vs. MD (1d3 nearby enemies) —15 psychic damage <i>Lost opportunity:</i> This creature can't make opportunity attacks. | |

Fungaloid Monarch

| | | |
|---|---|--------------|
| 2x 4th level Leader Plant | Initiative: +8 | AC 20 |
| | | PD 14 |
| | Mycotic scepter +9 vs. AC —24 damage | MD 18 |
| | <i>Natural 12+:</i> One nearby fungaloid can make a <i>fungal attack</i> as a free action. | HP 98 |
| | <i>Natural 16+:</i> Up to three nearby fungaloids can each make a <i>fungal attack</i> as a free action. <i>Natural 20:</i> Up to five nearby fungaloids can each make a <i>fungal attack</i> as a free action. <i>Group mind:</i> The monarch's attacks deal +1 damage for each other allied creature with the plant type in the battle (max +10). <i>Drudge-summons:</i> If there are not enough nearby fungaloids to use up all the <i>fungal attacks</i> granted by the <i>mycotic scepter</i> , skip the extra fungal attacks but add a full-strength fungaloid drudge to the battle next to the fungaloid monarch. | |

Fungaloid Empress

| | | |
|--|--|---------------|
| Huge 4th level Wrecker Plant | Initiative: +15 | AC 20 |
| | | PD 18 |
| | Crushing limbs +9 vs. AC (1d3 enemies engaged with the empress) —18 damage | MD 18 |
| | | HP 170 |
| | <i>Combat womb:</i> At the end of each of the empress' turns, if there are fewer than two elder spores (see below) per enemy, add a number of elder spores to the battle so that there are two spores per enemy. A spore can "sprout" already engaged with a nearby or | |

| | | |
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| | far away enemy or on its own, it's up to you. | |
| | <i>Sporulating spiracles:</i> Fungus grows on everything in the area! Whenever a non-fungus creature attempts to move, it must make a DC 18 Dexterity or Strength check to do so or it loses its move action. If the creature uses a standard action to clear away fungus, it can move normally that turn. | |

Elder Spore

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: Directly after the fungaloid empress in the initiative order | AC | 18 |
| 4th level | | PD | 12 |
| Mook | | MD | 16 |
| Plant | Slime spikes +9 vs. AC—6 poison damage | HP | 7 |

Gargoyle

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +4 | AC | 24 |
| 5th level | | PD | 21 |
| Troop | Furious claws and fangs +9 vs. AC—9 damage | MD | 14 |
| Construct | <i>Natural 11+:</i> The gargoyle can make two more melee attacks as a free action (but never more than three total attacks per standard action, even if you roll another 11+). | HP | 60 |
| | <i>Flight</i> | | |
| | <u>Nastier Specials</u> | | |
| | <i>Rocky hide:</i> The gargoyle has <i>resist damage 12+</i> against attacks targeting AC. | | |
| | <i>Statues, statues, everywhere:</i> Because they often look like statues, gargoyles are capable of springing a surprise on inattentive PCs. When there's a chance of such an ambush, give the PCs a champion-tier skill check (DC 20) to notice the gargoyles and avoid being surprised. | | |

Gelahedron

For special abilities, see Ooze Abilities.

Gelatinous Tetrahedron

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|-----------------------------|---|-----------|------------|
| Huge | Initiative: +3 | AC | 19 |
| 4th level | | PD | 17 |
| Blocker | Shlup'n'schlorp +9 vs. PD—22 acid damage, and the tetrahedron engulfs the target (functions like a grab; see below) if it's smaller than the tetrahedron | MD | 14 |
| Ooze | <i>Miss:</i> The tetrahedron can make a <i>spasms</i> attack as a free action. | HP | 160 |
| | <i>[Special trigger] C: Spasms +9 vs. AC (up to 2 attacks, each against a different nearby enemy)—11 damage</i> | | |
| | <i>Engulf and dissolve:</i> Targets engulfed/grabbed by the tetrahedron take 22 acid damage at the start of the cube's turn but are not | | |

viable targets for additional attacks by the tetrahedron. Multiple targets can be held within the tetrahedron simultaneously. Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the tetrahedron's toxins overwhelm it.

Instinctive actions: Gelatinous creatures have no brains, sometimes they just *do things*. When the escalation die is odd, instead of making an attack or moving, roll a d4 to see what the tetrahedron does. If an option is not viable (you roll a 1 but there is no engaged enemy), reroll until you get a valid option.

1. C: Fling +9 vs. PD (one engaged enemy)—14 damage, and the target pops free from the ooze and must roll an easy save (6+); on a failure, it loses its next move action

2. C: Fling +9 vs. PD (one nearby enemy not engaged with the ooze)—28 damage, and the target is flung somewhere nearby and must roll an easy save (6+); on a failure, it loses its next move action

3. C: Fling +9 vs. PD (one far away enemy)—42 damage, and the target is flung somewhere far away and must roll an easy save (6+); on a failure, it loses its next move action

4. As a standard action the ooze quickly moves around the battlefield, oozing over 1d3 nearby enemies. Those enemies become engaged with the ooze and stuck (save ends).

First failed save: The target is engulfed instead of stuck.

Gelatinous Cubahedron (aka Cube)

| | | | |
|-----------------------------|--|-----------|------------|
| Huge | Initiative: +4 | AC | 20 |
| 5th level | | PD | 18 |
| Blocker | Shlup'n'schlorp +10 vs. PD —30 acid damage, and the cube engulfs the target (functions like a grab; see below) if it's smaller than the cube | MD | 15 |
| Ooze | <i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action. | HP | 200 |
| | [Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy) —15 damage | | |
| | <i>Engulf and dissolve:</i> Targets engulfed/grabbed by the cube take 30 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously. | | |
| | Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it. | | |
| | <i>Instinctive actions:</i> Gelatinous creatures have no brains, sometimes they just <i>do things</i> . When the escalation die is odd, instead of making an attack or moving, roll a d6 to see what the cubahedron does. If an option is not viable (you roll a 5 but there is no engulfed enemy), reroll until you get a valid option. | | |

| | | |
|--|---|--|
| | <p>1. The cubahedron jiggles in place. Each nearby enemy takes 5 acid damage. Each creature engulfed by the cube takes a -4 penalty to its saves until the end of its next turn.</p> <p>2. The cubahedron moves as a quick action. If the cube ends its move engaged with enemies, each of those enemies must roll a save; on a failure, the cubahedron grabs them (but they're not engulfed).</p> <p>3. The cubahedron spits an engulfed creature into the air above it and makes a <i>shlup'n'schlorp</i> attack against that creature with a +5 attack bonus. Then the creature is engulfed again.</p> <p>4. The cubahedron flattens itself slightly and crawls up a wall and possibly across the ceiling. The cube falls at the end of its turn. Each creature engulfed by the cube takes 30 damage, and it makes a <i>gel drop attack</i> against enemies below it. Gel drop +10 vs. PD (1d3 nearby enemies)—15 damage, and the cube engulfs the target if it's smaller than the cube</p> <p>5. The cubahedron moves one creature engulfed by it to the surface. The target gains a +4 bonus to attempts to escape the cube, but each time the cube is targeted by an attack, the engulfed creature must roll a save; on a failure, it becomes the target of the attack instead.</p> <p>6. The cubahedron spits out each enemy engulfed by it with great force in different directions; each of those creatures takes 50 damage.</p> | |
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Gelatinous Octahedron

| | | | |
|--|---|----|-----|
| <p>Huge 6th level Blocker Ooze</p> | Initiative: +5 | AC | 21 |
| | | PD | 19 |
| | <p>Shlup'n'schlorp +11 vs. PD—38 acid damage, and the cube engulfs the target (functions like a grab; see below) if it's smaller than the cube</p> <p><i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action.</p> <p><i>[Special trigger] C: Spasms +11 vs. AC (up to 2 attacks, each against a different nearby enemy)</i>—19 damage</p> <p><i>Engulf and dissolve:</i> Targets engulfed/grabbed by the cube take 38 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously.</p> <p>Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it.</p> <p><i>Instinctive actions:</i> Gelatinous creatures have no brains, sometimes they just <i>do things</i>. When the escalation die is odd, instead of making an attack or moving, roll a d8 to see what the octahedron does. If an option is not viable (you roll a 3 but there are no nearby targets), reroll until you get a valid option.</p> <p>1. C: Acid splash +11 vs. PD (1d3 nearby or far away enemies in</p> | MD | 16 |
| | | HP | 280 |

a group)—8 ongoing acid damage
Each failed save: Acid destroys one of the target's non-magical items. The target takes a cumulative -1 attack penalty until the end of the battle (boots fall apart, shield straps snap, etc.).
Miss: 5 ongoing acid damage.

2. The octahedron grows an orifice that gushes out a liquid glue that floods the area. Each enemy engaged with the octahedron is stuck (hard save ends, 16+). Each nearby enemy not engaged with the octahedron is stuck (save ends). Each far away enemy is stuck (easy save ends, 6+). The glue has no effect on creatures who are flying or that have some way of avoiding it.

3. The octahedron squirts a slick slime that targets 1d3 nearby enemies. Until the end of the battle, each target must roll an easy save each time it moves; on a failure, it's hampered until the end of its next turn.

4. The octahedron makes a *fire gout* attack as it splashes out a gel that ignites in the air and sticks to skin and clothing.
C: Fire gout +11 vs. PD (1d3 nearby or far away enemies in a group)—8 ongoing fire damage
Each failed save: The ongoing damage for all enemies hit by the attack increases by 1.

5. The octahedron sweats acid. Each enemy engaged with the octahedron must roll a normal save; on a failure, it takes 40 acid damage. On a success it takes 20 acid damage.

6. **C: Acid jet +11 vs. PD (one nearby or far away enemy)**—45 acid damage
Miss: 8 ongoing acid damage.

7. **C: Acid geyser +11 vs. PD (1d3 nearby or far away enemies)**—30 acid damage, and the octahedron is propelled uncontrollably about the area, passing next to each of its enemies. Unlike normal, each enemy can make an opportunity attack against the ooze as it moves this way, but the ooze can make a *glomp* attack against those who do as a free action as it passes. (Tell the PCs that the ooze will get a counter-attack.)
Glomp +9 vs. PD—10 acid damage, and the cube engulfs the target if it's smaller than the cube

8. The octahedron splits into two tetrahedrons, and each one can act this turn (roll a d4 for the *instinctive actions* of each one). Divide the octahedron's current hit points equally between the two new creatures.

Gelatinous Dodecahedron

| | | | |
|--|--|----|-----|
| Huge 7 th level Blocker Ooze | Initiative: +5 | AC | 21 |
| | | PD | 19 |
| | | MD | 16 |
| | | HP | 550 |
| | Shlup'n'schlorp +10 vs. PD —30 acid damage, and the dodecahedron engulfs the target (functions like a grab; see below) if it's smaller than the dodecahedron <i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action. [Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each | | |

against a different nearby enemy)—15 damage

Engulf and dissolve: Targets engulfed/grabbed by the cube take 30 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it.

Instinctive actions: Gelatinous creatures have no brains, sometimes they just *do things*. When the escalation die is odd, instead of making an attack or moving, roll a d12 to see what the dodecahedron does. If an option is not available (you roll a 1 but there are no nearby enemies), reroll until you get a valid option.

1. The dodecahedron makes a *squash* attack against 1d4 nearby enemies as it rolls and shlorps around the area. Any enemies already engulfed by the dodecahedron take 10 thunder damage.

C: Squash +10 vs. PD (1d4 nearby enemies)—20 damage, and the target is stunned (easy save ends, 6+)

2. The dodecahedron throws out whip-like tendrils and makes a *sudden orifice* attack against each enemy engaged with it. Then it pulls each nearby enemy next to it and engages that creature.

Sudden orifice +12 vs. PD (each enemy engaged with it)—The dodecahedron engulfs the target if it's smaller than the dodecahedron

3. Hundreds of finger-size slimes slither out from the interior of the dodecahedron and begin worming their way across the bodies of each of its enemies in the battle. Until the end of the battle, when a non-ooze creature takes any damage besides ongoing acid damage, it also takes 10 acid damage.

4. The dodecahedron bounces and thrums. Each enemy engaged with it or engulfed by it must roll a save; on a failure, that enemy takes 30 thunder damage. On a success, it takes 15 thunder damage and pops free from the dodecahedron.

5. The dodecahedron hunkers down and produces acidic spikes. It gains a +4 bonus to all defenses until the end of the battle, and each enemy who makes a melee attack against it with a non-magical weapon must roll a save; on a failure the weapon dissolves. When a creature's weapon dissolves, that creature is hampered and weakened (save ends both). Magical weapons lose their bonuses to hit and damage until the end of the battle instead of being dissolved (but the owner is still hampered and weakened). They can be "restored" after the battle by taking a few minutes during a rest to re-attune them.

6. The dodecahedron moves, rolling around the battlefield, then makes a *shlup'n'schlorp* attack at the end of its

movement with a +5 bonus. If the attack misses, instead of making a *spasms* attack the dodecahedron rolls about the area again and makes a second *shlup'n'schlorp* attack with a +10 bonus. If the second attack misses, it doesn't get a *spasms* attack and the dodecahedron's turn ends.

7. The dodecahedron makes a *spasms* attack. If it misses with either attack roll, after the attacks, it can make a *stretch and engulf* attack as a free action.

C: Stretch and engulf +12 vs. PD (one nearby or far away enemy)—30 acid damage, and the dodecahedron engulfs the target if it's smaller than the dodecahedron

8. C: Pseudopod slaps +10 vs. AC (one nearby enemy)—25 thunder damage

Natural odd hit: The target pops free from the dodecahedron and is knocked far away, and the ooze makes the attack again against a different nearby enemy as a free action.

Natural even hit: The dodecahedron engulfs the target if it's smaller than the dodecahedron.

9. Each enemy engulfed by the dodecahedron takes 40 acid damage, and the dodecahedron heals 40 hp for each enemy it has engulfed.

10. The dodecahedron splits into an octahedron and a tetrahedron, and each one can act this turn (roll a d8 and d4 for the *instinctive actions* of each one). Divide the dodecahedron's current hit points into thirds, and give one third to the tetrahedron and two thirds to the octahedron.

11. The dodecahedron splits into three tetrahedrons, and each one can act this turn (roll a d4 for the *instinctive actions* of each one). Divide the dodecahedron's current hit points equally between the three new creatures.

12. The dodecahedron splits into two cubahedrons, and each one can act this turn (roll a d6 for the *instinctive actions* of each one). Divide the dodecahedron's current hit points equally between the two new creatures.

Genie

Djinn

| | | | |
|--|--|----|-----|
| Large 9 th level Spoiler Giant | Initiative: +15 | AC | 25 |
| | | PD | 22 |
| | Greatsword +13 vs. AC (2 attacks) —40 damage | MD | 21 |
| | <i>Natural 5, 10, 15, 20:</i> Increase the escalation die by 1 (cumulative), and until the end of the battle, the djinn adds the escalation die to its attacks. | HP | 350 |
| | C: Assault of the whirlwind +13 vs. PD (1d4 + 1 nearby creatures, including invisible creatures) —35 damage, and after the attack the djinn teleports to one of the targets and engages it <i>Natural 5, 10, 15, 20:</i> The target is hampered until the end of its next turn. <i>Miss:</i> 10 damage. | | |

Limited use: The djinn can only use this attack while it's not staggered.

Flight: Genies fly extremely well, but lumber, at best, when walking on the ground.

Grant-a-wish: A PC whose attack drops a djinn to 0 hp gains the equivalent of an extremely favorable roll of 6 with an icon relationship die with an icon of the PC's choice that the PC already has a positive or conflicted relationship with. Treat this advantage as if it came from a positive relationship. The GM is encouraged to treat this result with the utmost benevolence and compassion.

Nastier Specials

If you want a djinn to be even tougher, add a nastier special depending on which icon or icons the djinn is presently working for. The abilities represent the innate magic of the genie being channeled through the influence of the icon.

Protection boon: While not staggered, the djinn gains *resist spell damage 16+* against all spells except those cast by a PC that has at least a one point icon relationship with the icon that is channeling the djinn.

Spiky bits: When an enemy makes a melee attack against the djinn and misses, it takes 2d20 damage.

Demonic taint: The djinn gains a random demonic feature (see Demon).

Unwelcome resonance: Whenever a nearby enemy attempts to trigger a magic item power, there's a 50% chance that the power fails. If it does, the item refuses to let its owner use that power until the end of the battle.

Sorcerous reach: The djinn's *assault of the whirlwind* attack can also target far away enemies.

Aura of command: Twice per battle as a free action, the djinn can turn an ally's normal save into an easy save (6+), or an enemy's normal save into a hard save (16+).

Wind/Shadow form: While not staggered, the djinn has *resist melee damage 16+*.

Frenzied: The djinn takes a -1 penalty to all defenses. While not staggered, its crit range expands by 3.

Efreet

| | | | |
|--|---|-----------|------------|
| Large 10th level Wrecker Giant | Initiative: +15 | AC | 25 |
| | Vulnerability: cold (only while staggered) | PD | 24 |
| | | MD | 23 |
| | Blade of the perfect warrior +15 vs. AC (3 attacks)—35 damage | HP | 420 |
| | <i>Natural 5, 10, 15, 20:</i> Each nearby enemy takes 20 fire damage. | | |
| | R: Jet of absolute conflagration +15 vs. PD (one random nearby | | |

conscious enemy)—110 fire damage

Natural 5, 10, 15, 20: The target loses all fire resistance until the end of the battle and is hampered (save ends).

Flight: Efreet don't fly as well or as quickly as djinn, but they are able to get around okay.

Grant-a-wish: A PC whose attack drops an efreet to 0 hp gains the equivalent of an extremely favorable roll of 6 with an icon relationship die with an icon of the PC's choice that the PC already has a positive or conflicted relationship with. Treat this advantage as if it came from a positive relationship. The GM is encouraged to treat this result with the utmost benevolence and compassion.

Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Nastier Specials

If you want an efreet to be even tougher, add a nastier special depending on which icon or icons the efreet is presently working for. The abilities represent the innate magic of the genie being channeled through the influence of the icon.

Ghoul

For nastier specials, instead of a slow, poisonous bite, a more deadly bite can also make things challenging for adventurers. Each time a ghoul bites a character, that PC immediately loses a recovery. If they run out of recoveries before their next full heal-up, that character must start making last gasp saves at the start of each battle. If the character fails their fourth last gasp save this way, they turn into a ghoul.

Gravemeat

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +2 | AC | 17 |
| 1st level | Vulnerability: holy | PD | 12 |
| Mook | | MD | 10 |
| Undead | Dirtcaked claw +5 vs. AC—3 damage, or 6 damage if the target is vulnerable <i>Natural 18+:</i> The gravemeat can make another <i>dirtcaked claw</i> attack as a free action, then it takes 1d6 damage from the exertion. | HP | 5 |

Newly-Risen Ghoul

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +5 | AC | 17 |
| 2nd level | Vulnerability: holy | PD | 15 |
| Mook | | MD | 11 |
| Undead | Scrabbling claws +7 vs. AC—3 damage <i>Natural 16+:</i> The target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) to attacks by undead until the end of the ghoul's next turn. | HP | 9 |

| | | |
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| | <i>Pound of flesh:</i> The newly-risen ghoul's <i>scrabbling claws</i> attack deals +2 damage against vulnerable targets. | |
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Ghoul

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +8 | AC | 18 |
| 3rd level | Vulnerability: holy | PD | 15 |
| Spoiler | | MD | 12 |
| Undead | <p>Claws and bite +8 vs. AC—8 damage</p> <p><i>Natural even hit:</i> The target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) to attacks by undead until the end of the ghoul's next turn.</p> <p><i>Pound of flesh:</i> The ghoul's <i>claws and bite</i> attack deals +4 damage against vulnerable targets.</p> <p><i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.</p> <p><u>Nastier Specials</u></p> <p><i>Paralyzing bite:</i> When the ghoul hits a vulnerable target with a natural even attack roll, the target is also stunned (save ends).</p> | HP | 36 |

Ghoul Fleshripper

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +9 | AC | 19 |
| 4th level | Vulnerability: holy | PD | 18 |
| Wrecker | | MD | 13 |
| Undead | <p>Bony claws +7 vs. AC (2 attacks)—6 damage, and the target is vulnerable (save ends)</p> <p><i>Critical hit:</i> Until the target saves against the vulnerable effect, it also takes 2d6 ongoing damage each turn.</p> <p><i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.</p> | HP | 54 |

Ghoul Licklash

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +8 | AC | 21 |
| 4th level | Vulnerable: holy | PD | 17 |
| Blocker | | MD | 13 |
| Undead | <p>Bloody claws +8 vs. AC—12 damage, and target is vulnerable (save ends)</p> <p>C: Flesh-seeking tongue +8 vs. PD (one nearby enemy)—8 damage</p> <p><i>Natural even hit:</i> The target pops free from each enemy it's engaged with and is pulled to the ghoul licklash, who engages it.</p> <p><i>Natural odd hit:</i> The target is vulnerable (save ends).</p> <p><i>Critical hit:</i> The licklash can make a <i>flesh-seeking tongue</i> attack against a different target as a free action.</p> | HP | 48 |

| | | |
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| | <p><i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.</p> <p><i>Tongue lash:</i> Once per round when a nearby enemy makes a ranged attack, the ghoul licklash can make a <i>flesh-seeking tongue</i> attack against that enemy before the attack as a free action.</p> | |
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Ghoul Pusbuster

| | | |
|--|---|--|
| Normal 4 th level Spoiler Undead | <p>Initiative: +7 Vulnerable: holy</p> <p>Feeble claws +8 vs. AC—9 damage</p> <p>C: Vomit comet +8 vs. PD (1d3 nearby enemies)—10 ongoing damage, and the target is vulnerable (save ends both) <i>Natural even hit:</i> The target is hampered (save ends). <i>Natural odd hit:</i> The target is dazed (save ends). <i>Self-diminishing:</i> The ghoul pusbuster takes 2d6 damage for each creature it targets with this attack.</p> | <p>AC 19 PD 16 MD 13 HP 60</p> |
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Ghast

| | | |
|--|---|--|
| Normal 5 th level Wrecker Undead | <p>Initiative: +12</p> <p>Finely honed claws +11 vs. AC (2 attacks)—8 damage, and the target is vulnerable (save ends)</p> <p>Paralyzing bite +11 vs. AC (one vulnerable enemy)—12 damage, and the target is stunned (save ends)</p> <p>C: Hungry howl +11 vs. MD (each nearby enemy)—The target must choose one: 15 psychic damage; OR 5 psychic damage and the target is vulnerable (save ends) <i>Limited use:</i> 1/battle.</p> | <p>AC 22 PD 18 MD 14 HP 74</p> |
|--|---|--|

Giant

Hill Giant

| | | |
|--|--|---|
| Large 6 th level Troop Giant | <p>Initiative: +8</p> <p>Massive gnarly club +10 vs. AC—45 damage <i>Miss that's a natural 6+:</i> Half damage (sometimes close is good enough).</p> <p>R: Two-handed boulder throw +8 vs. PD—35 damage</p> <p><u>Nastier Specials</u> <i>Big bully:</i> The giant deals double damage with its attacks against staggered targets.</p> | <p>AC 20 PD 20 MD 14 HP 200</p> |
|--|--|---|

Ice Zombie

| | | | |
|--|---------------------------|----|----|
| Normal 6th level Mook Undead | Initiative: +5 | AC | 22 |
| | Vulnerability: fire, holy | PD | 22 |
| | | MD | 13 |
| | | HP | 20 |
| Chill claws +11 vs. AC—12 cold damage | | | |
| Icy breath of the grave +11 vs. PD—9 cold damage , and the target is vulnerable to cold attacks (save ends) | | | |
| <i>Resist cold 18+</i> : When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. | | | |
| <i>Fiery decapitation</i> : Ice zombies have frozen, iron-hard flesh that makes them tougher than normal zombies—critical hits that deal fire damage deal triple damage to ice zombies; other critical hits just deal double damage. | | | |

Jotun Auroch

| | | | |
|---|----------------|----|----|
| Huge 6th level Mook Beast | Initiative: +7 | AC | 20 |
| | | PD | 18 |
| | | MD | 13 |
| | | HP | 70 |
| Trampling hooves +8 vs. PD—6 damage | | | |
| <i>Natural 1-5</i> : The jotun auroch can make a <i>fiery or frosty breath</i> attack as a free action. | | | |
| <i>[Special trigger] C: Fiery or Frosty breath +10 vs. PD (1d4 nearby enemies)—5 fire or cold damage</i> , depending on what the jotun auroch has been eating lately | | | |
| <i>Resist cold and fire 18+</i> : When a cold or fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. | | | |

Winter Beast

| | | | |
|---|----------------|----|-----|
| Large 6th level Troop Beast | Initiative: +7 | AC | 22 |
| | | PD | 20 |
| | | MD | 14 |
| | | HP | 170 |
| Fang, claw, or tusk +11 vs. AC—21 damage , and the beast's special ability triggers | | | |
| Winter Beast Special Ability: Choose ONE | | | |
| <i>Armored polar bear</i> : The target takes 10 extra damage, and if the target makes an opportunity attack against the polar bear before the start of the bear's next turn, the bear can make a <i>fang, claw, or tusk</i> attack against the target as a free action. | | | |
| <i>Giant walrus</i> : The target takes 14 extra damage and is stuck (save ends; also ends if the walrus moves) | | | |
| <i>Winter wolf</i> : The target takes 14 extra damage, or 28 extra damage if another winter wolf is engaged with it. | | | |
| <i>Resist cold 12+</i> : When a cold attack targets this creature, the | | | |

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| | attacker must roll a natural 12+ on the attack roll or it only deals half damage. | |
|--|---|--|

Bergship Raider (Frost)

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|-----------------------------|---|-----------|------------|
| Large | Initiative: +10 | AC | 21 |
| 7th level | Vulnerability: fire | PD | 21 |
| Spoiler | | MD | 18 |
| Giant | <p>Whirling ice hook +13 vs. AC—50 damage, and the target takes a -5 penalty to disengage checks until the end of its next turn</p> <p>Miss: 15 damage to each enemy engaged with the giant.</p> <p>R: Frost chain +13 vs. AC (one nearby enemy or far away enemy at -2 atk)—40 damage, and the target is pulled next to the giant, who engages it</p> <p><i>Ancient cold:</i> While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.</p> <p><i>Resist cold 16+:</i> When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Winter's bite:</i> When the escalation die is odd, each enemy engaged with the raider takes 35 cold damage at the start of its turn.</p> <p><u>Nastier Specials</u></p> <p><i>Overbearing:</i> Twice per battle, the raider can make a <i>knockdown</i> attack as a quick action (once per round).</p> <p>Knockdown +10 vs. PD (one enemy smaller than it)—20 damage, and the target can't disengage until the end of its next turn.</p> | HP | 270 |

Cloud Giant Thane

| | | | |
|-----------------------------|--|-----------|------------|
| Huge | Initiative: +11 | AC | 22 |
| 7th level | | PD | 21 |
| Wrecker | Cloud-forged morningstar +12 vs. AC—60 damage | MD | 21 |
| Giant | <p><i>Natural even hit:</i> The target loses any <i>flight</i> abilities and can't gain <i>flight</i> in any way (save ends).</p> <p><i>Natural odd hit or miss:</i> The thane can make a <i>chains and shrapnel</i> attack as a free action.</p> <p>C: Chains and shrapnel +12 vs. AC (1d4 random nearby creatures)—20 damage</p> <p><i>Strike with advantage:</i> A cloud giant gains a +4 attack bonus against any enemy taking ongoing damage or that has an ongoing condition (dazed, for instance).</p> | HP | 290 |

Cloud Giant Warrior

| | | | |
|--|--|----|-----|
| Huge 7 th level Caster Giant | Initiative: +12 | AC | 21 |
| | | PD | 19 |
| | Staff +10 vs. AC (2 attacks)—40 damage | MD | 22 |
| | | HP | 280 |
| | <p>R: Sleep, little ones +12 vs. MD (one nearby enemy, or 1d3 nearby enemies in a group if the escalation die is 3+)—20 psychic damage, and if the target has 50 hp or fewer after the attack, it falls unconscious (hard save ends, 16+; it also ends if the target takes 10 or more damage)</p> <p>R: ZzzzzotTTTTTTTTT! +12 vs. PD—35 force damage, and 35 ongoing lightning damage</p> <p>Miss: 20 force damage, and 20 ongoing lightning damage.</p> <p>Strike with advantage: A cloud giant gains a +4 attack bonus against any enemy taking ongoing damage or that has an ongoing condition (unconscious sleep, for instance).</p> | | |

Frost Giant

| | | | |
|--|--|----|-----|
| Large 7 th level Spoiler Giant | Initiative: +10 | AC | 23 |
| | Vulnerability: fire | PD | 22 |
| | | MD | 17 |
| | | HP | 210 |
| | <p>Ice-covered war axe +12 vs. AC—45 damage</p> <p>Natural even hit or miss: The giant can make a <i>frost touch</i> attack against the target as a free action.</p> <p>[Special trigger] Frost touch +11 vs. PD—10 cold damage, and the target is hampered (<i>makes only basic attacks</i>) until the end of its next turn</p> <p>R: Large rock or iceball +11 vs. PD (one nearby enemy or far away enemy at -2 atk)—35 damage</p> <p>Ancient cold: While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.</p> <p>Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p>Nastier Specials</p> <p>Strength of giants: Twice per battle, the giant can make a <i>slam</i> attack as a quick action (once per round).</p> <p>Slam +10 vs. PD (one enemy smaller than it)—20 damage, the target pops free from the giant, and the target loses its next move action.</p> | | |

Ice Sorceress (Frost)

| | | | |
|-----------------------------|--|-----------|------------|
| Large | Initiative: +10 | AC | 23 |
| 7th level | Vulnerability: fire | PD | 22 |
| Caster | | MD | 17 |
| Giant | <p>Ice staff +14 vs. AC—20 damage, 20 cold damage, and the sorceress can make an <i>icy delusions</i> attack against the target as a free action</p> <p>R: Winter wind +14 vs. PD—55 cold damage <i>Natural even hit or miss:</i> The sorceress can make an <i>icy delusions</i> attack against the target as a free action.</p> <p>[Special trigger] C: Icy delusions +14 vs. MD (one enemy)—At the start of each round, the target loses 2d6 points from their initiative count as they slowly freeze from the inside out (save ends) <i>Frozen flesh:</i> When a creature is reduced to 0 initiative or lower from <i>icy delusions</i>, it becomes delusional and frozen and must choose one condition that will affect it: confused (hard save ends, 16+); OR stunned (save ends). After saving, the creature rerolls its initiative.</p> <p><i>Ice summoner:</i> Once per round as a free action, the giant can make an <i>ice wall</i> attack to conjure forth a wall of ice that stops one enemy's movement or ranged attack. The giant can't use this ability to target creatures making fire attacks or wielding weapons that deal fire damage.</p> <p>C: Ice wall +14 vs. PD (one moving enemy or ranged attacker)—The target stops its movement or loses its ranged attack that turn, and the wall of ice remains until the end of the battle (GM's choice on its size, but it shouldn't be too large or thick; normal DC to break through it)</p> <p><i>Ancient cold:</i> While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.</p> <p><i>Resist cold 16+:</i> When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u> <i>Ice armor:</i> The ice sorceress has <i>resist damage 16+</i> unless the attack deals fire damage.</p> | HP | 190 |

Fire Giant

| | | | |
|-----------------------------|--|-----------|------------|
| Large | Initiative: +12 | AC | 25 |
| 8th level | Vulnerability: cold | PD | 21 |
| Wrecker | | MD | 17 |
| Giant | Flaming greatsword +13 vs. AC (2 attacks)—35 damage | HP | 285 |

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| | <p><i>Natural even hit or miss:</i> The target also takes 10 ongoing fire damage.</p> <p>R: Flaming black-iron javelin +11 vs. AC—40 damage <i>Natural even hit or miss:</i> The target also takes 10 ongoing fire damage.</p> <p><i>Fiery escalator:</i> The fire giant adds the escalation die to its attacks against targets taking ongoing fire damage.</p> <p><i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u> <i>Burning blood:</i> When a fire giant becomes staggered, it deals 10 ongoing fire damage to each enemy engaged with it. <i>Strength of giants:</i> Twice per battle, the giant can make a <i>slam</i> attack as a quick action (once per round). Slam +12 vs. PD (one enemy smaller than it)—10 damage, the target pops free from the giant, and the target loses its next move action.</p> | |
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Frost Giant Adventurer

| | | |
|---|--|---|
| Large 8th level Spoiler Giant | Initiative: +13 Vulnerability: fire | AC 24 PD 23 MD 18 HP 280 |
| | <p>Overlarge club +13 vs. AC (one nearby enemy or one enemy engaged with giant)—75 damage <i>Natural even hit:</i> The target loses its next move action, and if it's engaged with the giant, it pops free.</p> <p><i>Ancient cold:</i> While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.</p> <p><i>Blood of the niefelheim:</i> When an enemy the frost giant adventurer is engaged with scores a critical hit against the giant, that enemy is hampered (hard save ends, 16+).</p> <p><i>Resist cold 16+:</i> When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | |

Stone Giant

| | | |
|---|---|---|
| Large 8th level Troop Giant | Initiative: +11 | AC 24 PD 22 MD 18 HP 270 |
| | <p>Stone club +13 vs. AC—50 damage <i>Natural even hit or miss:</i> The stone giant can also make a <i>stomp</i> attack against a single target as a free action.</p> | |

| | | |
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| | <p>Stomp +13 vs. PD (each smaller enemy engaged with the giant)—30 damage, and the target is dazed (save ends)</p> <p>R: Thrown boulder +11 vs. PD (one nearby or far away enemy)—40 damage <i>Natural even miss: 20 damage.</i></p> <p><i>Built of stone:</i> The stone giant has <i>resist weapons 16+</i>.</p> | |
|--|--|--|

Fire Giant Warlord

| | | |
|--|--|--|
| Large 9th level Leader Giant | <p>Initiative: +14 Vulnerability: cold</p> | <p>AC 26 PD 22 MD 18 HP 355</p> |
| | <p>Flaming greatsword +15 vs. AC (2 attacks)—40 damage <i>Natural even hit or miss:</i> The target also takes 10 ongoing fire damage.</p> <p>Massive strike +15 vs. AC—90 damage, and 10 ongoing fire damage</p> <p><i>Fiery escalator:</i> The fire giant warlord adds the escalation die to its attacks against targets taking ongoing fire damage.</p> <p><i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Warlord of fire:</i> As a standard action, the warlord can command one nearby ally that has resistance to fire to make a melee attack as a free action.</p> <p><u>Nastier Specials</u> <i>Unquenchable fires:</i> Enemies engaged with the fire giant warlord take a -5 penalty to saves against ongoing fire damage.</p> | |

Storm Giant

| | | |
|--|---|--|
| Huge 10th level Archer Giant | <p>Initiative: +16</p> | <p>AC 26 PD 24 MD 22 HP 650</p> |
| | <p>Truly enormous greatsword +15 vs. AC—120 damage <i>Natural even hit or miss:</i> The giant can make a <i>lightning bolt</i> attack against a random nearby enemy as a free action. <i>Miss:</i> 40 damage OR the giant can make a <i>release the thunder</i> attack as a free action.</p> <p>R: Giant longbow +14 vs. AC (2 attacks vs. nearby or far away enemies)—60 damage <i>Natural even hit:</i> The giant can make a <i>lightning bolt</i> attack against a random enemy that is nearby the target of the <i>longbow</i> attack.</p> | |

[Special trigger] C: Lightning bolt +15 vs. PD (one random nearby enemy)—2d6 x 10 lightning damage
Miss: Half damage.

[Special trigger] C: Release the thunder +15 vs. PD (all nearby creatures)—1d10 thunder damage per *building thunder* point (see below).
Miss: Half damage.

Building thunder: Keep count of the number of times the storm giant uses its *lightning bolt* attack during the battle. Add that number to the escalation die to get the current building thunder value.

Skystep: A storm giant can use its standard action to walk or run through the air, using move actions to continue. If the storm giant makes a standard action attack, it settles back to the ground below it without falling.

Storm born: The storm giant has *resist thunder 16+* and *resist lightning 16+*.

Gnoll

Nastier Special for all gnolls:

Blood fury: +1d10 melee damage if the gnoll or its target is staggered.

Gnoll Ranger

| | | | |
|--|--|-----------|-----------|
| Normal 3rd level Archer Humanoid | Initiative: +9 | AC | 18 |
| | | PD | 17 |
| | Hand axes +6 vs. AC (2 attacks)—6 damage | MD | 14 |
| | <i>Pack ferocity:</i> If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage. | HP | 46 |
| | R: Longbow +8 vs. AC—8 damage <i>Natural even hit or miss:</i> The gnoll can make a second <i>longbow</i> attack (no more) as a free action. <i>Quick shot:</i> When the gnoll ranger is unengaged and an enemy moves to engage it, roll a d20. On a 11+, the gnoll ranger can make a <i>longbow</i> attack against that enemy as a free action just before being engaged. <u>Nastier Specials</u> <i>Hates everyone:</i> The crit range of attacks by gnoll rangers expands by 2 against humanoids. | | |

Gnoll Savage

| | | | |
|---------------|----------------|-----------|-----------|
| Normal | Initiative: +7 | AC | 19 |
|---------------|----------------|-----------|-----------|

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|--|---|--------------|
| 3rd level Troop Humanoid | Spear +7 vs. AC—10 damage | PD 16 |
| | <i>Pack ferocity:</i> If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage. | MD 13 |
| | | HP 42 |
| | R: Thrown spear +6 vs. AC—8 damage | |

Gnoll War Leader

| | | |
|--|--|--------------|
| Normal 4th level Leader Humanoid | Initiative: +8 | AC 20 |
| | Heavy flail +9 vs. AC—14 damage | PD 17 |
| | <i>Natural even hit or miss:</i> The target is marked for death; until the end of the battle, all gnoll attacks against the target gain an attack bonus equal to the escalation die. | MD 14 |
| | <i>Pack ferocity:</i> If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage. | HP 56 |

Gnoll Shredder

| | | |
|---|--|--------------|
| Normal 7th level Blocker Humanoid | Initiative: +9 | AC 27 |
| | Diabolical axe +12 vs. AC—25 damage, and one of the shredder's allies engaged with the target can pop free | PD 19 |
| | <i>Battle lock:</i> Gnoll shredders gain a +2 bonus to opportunity attacks, and enemies take a -8 penalty to disengage checks against them. | MD 15 |
| | <i>Legion fighting:</i> When the escalation die increases, if there are more gnolls in the battle than their enemies, one gnoll shredder in the battle can make a melee attack as a free action. | HP 95 |

Nastier Specials

Spoiling strike: When the shredder hits with an opportunity attack, it can make a *spoiling strike* attack against that enemy as a free action.

Spoiling strike +17 vs. PD (one enemy it hits with an opportunity attack)—The target loses the rest of its actions that turn (and stops moving if it was moving).

Vicious in-fighting: When an enemy would pop free from the shredder, it must roll a disengage check as a free action instead. If it fails, the shredder can make a *diabolical axe* attack against that enemy as a free action.

Gnoll Fiendfletcher

| | | |
|--|---|--------------|
| Normal 7th level Archer Humanoid | Initiative: +11 | AC 23 |
| | Infernal mace +12 vs. AC—18 damage | PD 19 |
| | <i>Natural 16+:</i> The fiendfletcher can make a disengage check as a free action this turn after the attack. | MD 15 |
| | | HP 75 |

R: Hellbent bow +13 vs. AC—30 damage

Natural 16+: The target is dazed until the end of its next turn as it suffers debilitating pain from a hellish arrow.

Close-quarters archery: While making a ranged attack, the fiendfletcher gains a +4 bonus to AC against opportunity attacks.

Nastier Specials

Duck and cover: While the fiendfletcher has at least one blocker, troop, or wrecker ally (like a shredder) between it and an enemy, it gains a +4 bonus to all defenses against ranged and close-quarters attacks from that enemy.

Living arrows: When the fiendfletcher rolls a natural 16+ with a *hellbent bow* attack and hits, the target is weakened (save ends) instead of dazed.

Goblin

Goblin Grunt

| | | | |
|---|---|-----------|-----------|
| Normal 1st level Troop Humanoid | Initiative: +3 | AC | 16 |
| | | PD | 13 |
| | Club +6 vs. AC—6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't. | MD | 12 |
| | | HP | 22 |
| | R: Shortbow +6 vs. AC—4 damage | | |

Shifty bugger: Goblins gain a +5 bonus to disengage checks.

Goblin Scum

| | | | |
|--|---------------------------------------|-----------|-----------|
| Normal 1st level Mook Humanoid | Initiative: +3 | AC | 16 |
| | | PD | 14 |
| | Club +6 vs. AC—4 damage | MD | 11 |
| | | HP | 5 |
| | R: Shortbow +6 vs. AC—3 damage | | |

Shifty bugger: Goblins gain a +5 bonus to disengage checks.

Bugbear Scout

| | | | |
|---|---|-----------|-----------|
| 2x 2nd level Troop Humanoid | Initiative: +8 | AC | 18 |
| | | PD | 16 |
| | Flanged mace +7 vs. AC—10 damage | MD | 15 |
| | | HP | 88 |
| | R: Throwing axe +7 vs. AC—8 damage | | |

Limited use: 1/battle.

C: Stealthy maneuver +7 vs. MD (the nearby enemy with the highest MD)—The next attack the bugbear scout makes against the target this turn deals +1d12 extra damage.

Limited use: 1/round, as a quick action when the bugbear scout

| | | |
|--|--|--|
| | starts its turn unengaged. | |
| | <u>Nastier Specials</u> <i>Unpredictable:</i> The bugbear scout gains a +5 bonus to disengage checks, and when it successfully disengages, one of the enemies engaged with it takes 1d6 damage. | |

Goblin Shaman

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +6 | AC | 17 |
| 2nd level | | PD | 12 |
| Caster | Pointy spear +6 vs. AC—5 damage | MD | 16 |
| Humanoid | R: Shaking curse +6 vs. PD—8 damage , and until the end of the shaman's next turn, the target takes 2 damage whenever an enemy engages it or disengages from it <i>Natural even hit or miss:</i> Choose another nearby enemy; it also suffers from the engage/disengage effect until the end of the shaman's next turn. <i>Shifty bugger:</i> Goblins only need to roll a 6+ to disengage. | HP | 34 |

Hobgoblin Warrior

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +3 | AC | 19 |
| 2nd level | | PD | 14 |
| Troop | Longsword +7 vs. AC—8 damage | MD | 14 |
| Humanoid | <i>Natural even miss:</i> 2 damage. <i>Group ability:</i> For every two hobgoblins in the battle (round up, ignore mooks), one of them can use <i>well-armored</i> as a free action once during the battle. <i>Well-armored (group):</i> Ignore all damage from a hit (but not a crit) against AC. | HP | 32 |

Bugbear

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +6 | AC | 19 |
| 3rd level | | PD | 17 |
| Troop | Oversized weapon +8 vs. AC—10 damage | MD | 12 |
| Humanoid | <i>Natural even hit:</i> The attack deals +5 damage. <i>Miss:</i> If the target is engaged with two or more foes, it takes 1d8 damage. | HP | 55 |

Bugbear Schemer

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +7 | AC | 19 |
| 3rd level | | PD | 14 |
| Leader | Big-ass warclub +9 vs. AC—8 damage | MD | 17 |
| Humanoid | <i>Natural even hit or miss:</i> Each of the bugbear schemer's nearby humanoid allies gains a +2 bonus to melee attacks until the start of the schemer's next turn. | HP | 42 |

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|--|---|--|
| | <p><i>Natural odd miss</i>: 4 damage.</p> <p>R: Ridiculously heavy crossbow +7 vs. AC (one nearby or far away enemy)—14 damage <i>Natural even hit</i>: The target takes 1d6 extra damage. <i>Limited use</i>: 1/battle.</p> <p><i>[Special trigger]</i> C: Rebuke to fools +9 vs. MD (one nearby enemy)—2d6 psychic damage <i>Limited use</i>: 1/round as an interrupt action, when a nearby enemy rolls a natural 1-5 with an attack against it.</p> <p><i>Combat reload</i>: During the bugbear schemer's turn, if it doesn't engage an enemy or move, it regains a use of <i>ridiculously heavy crossbow</i> if it's expended as it reloads the crossbow.</p> <p><i>Fighting withdrawal</i>: When the bugbear schemer successfully disengages, one of the enemies engaged with it takes 1d6 damage.</p> <p><u>Nastier Specials</u> <i>Flee is a four-letter word</i>: When the bugbear schemer thinks the battle is out of reach and it isn't engaged, it can try to flee once per battle. As a move action, roll a hard save. On a success, the bugbear schemer had a bolt-hole or escape plan ready and it gets away (though it's probably just getting more troops).</p> | |
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Barbarous Bugbear

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +12 (see <i>ferocious start</i> , below) | AC | 18 |
| 4th level | | PD | 17 |
| Wrecker | Warclub +9 vs. AC —11 damage | MD | 16 |
| Humanoid | <i>Natural even hit or miss</i> : Each enemy engaged with the barbarous bugbear takes 1d8 damage. | HP | 51 |
| | <p>R: Throwing axe +8 vs. AC—10 damage <i>Limited use</i>: 2/battle.</p> <p><i>Ferocious start</i>: Until the barbarous bugbear is staggered or the escalation die is 2+, it acts twice per round. Roll initiative once at +12. It takes its second turn when the initiative count is seven less (minimum 1).</p> | | |

Hobgoblin Captain

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +5 | AC | 20 |
| 4th level | | PD | 17 |
| Leader | Longsword +10 vs. AC —14 damage, and <i>willing-underling</i> triggers | MD | 14 |
| Humanoid | <i>Willing-underling</i> : Until the start of its next turn, the first time an attack would hit the hobgoblin captain, it can partially avoid that attack if it has a nearby goblin ally. It only takes half damage from the attack, and that ally takes the rest. | HP | 50 |

| | | |
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| | <p>R: Throwing axe +8 vs. AC—10 damage</p> <p><i>Group ability:</i> For every two hobgoblins in the battle (round up, ignore mooks), one of them can use <i>well-armored</i> as a free action once during the battle.</p> <p><i>Well-armored (group):</i> Ignore all damage from a hit (but not a crit) against AC.</p> | |
|--|--|--|

Hobgoblin Warmage

| | | |
|--|---|--|
| Normal 5th level Caster Humanoid | <p>Initiative: +6</p> <p>Warstaff +8 vs. AC—15 damage</p> <p>R: Fireblast +10 vs. PD (up to 2 nearby enemies in a group)—10 fire damage (or 20 if used against a single target), and the target loses its next move action</p> <p>C: Concussive blast +10 vs. PD (all enemies engaged with the warmage)—10 force damage, and the warmage pops the target off of it</p> <p><i>Natural 20:</i> The target is also dazed (save ends).</p> | AC 20 PD 14 MD 19 HP 70 |
|--|---|--|

Golem

Flesh Golem

| | | |
|---|---|---|
| Large 4th level Blocker Construct | <p>Initiative: +5</p> <p>Sweeping fists +9 vs. AC (2 attacks)—15 damage</p> <p>Maddened battlefield repairs +11 vs. AC (one staggered living enemy)—20 damage, and the flesh golem heals 2d10 hit points <i>Miss:</i> 10 damage, and the flesh golem heals 1d10 hit points. <i>Limited use:</i> The flesh golem can only use this attack while it's staggered.</p> <p><i>Energy magnet:</i> Whenever a spell that causes cold, fire, force, lightning, or negative energy damage targets one of the flesh golem's nearby allies, the flesh golem has a 50% chance of becoming the main target instead. Therefore, spells that affect groups would spread out from the flesh golem.</p> <p><i>Weakness of the flesh:</i> Flesh golems are not immune to effects.</p> | AC 18 PD 16 MD 14 HP 100 |
|---|---|---|

Clay Golem

| | | |
|---|--|---|
| Large 6th level Spoiler Construct | <p>Initiative: +6</p> <p>Bare brutal hands +10 vs. AC—36 damage</p> <p><i>Cursed wound:</i> A non-dwarf creature damaged by a clay golem can't be healed to above half its maximum hit points until after</p> | AC 20 PD 18 MD 14 HP 120 |
|---|--|---|

the battle.

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Ignore attacks 11+: When an attack hits this creature, the attacker must roll a natural 11+ on the attack roll or it misses instead. That's *all* attacks.

Bronze Golem

| | | |
|--|---|--------|
| Large 7 th level Blocker Construct | Initiative: +11 | AC 22 |
| | | PD 21 |
| | Gong-like fists of bronze +12 vs. AC (2 attacks)—20 damage | MD 17 |
| | <i>Natural even hit against a target in heavy armor:</i> The target is dazed (save ends). | HP 190 |
| | <i>Natural odd hit against a target in light armor or no armor:</i> The target takes 10 extra damage. <i>Miss:</i> 4d6 damage. | |
| | <i>Golem immunity:</i> Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it. | |
| | <i>Hidden flaw:</i> An enemy who hits the bronze golem with a natural 18+ attack roll can roll a DC 25 skill check using Intelligence or Wisdom to notice the bronze golem's hidden flaw! On a success, until the end of the battle, the golem loses its damage resistance and becomes vulnerable to all attacks (against each enemy informed of the flaw). | |
| | <i>Resist damage 18+:</i> When an attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage. | |
| | <u>Nastier Specials</u> | |
| | <i>Percussion resonance:</i> When the escalation die reaches 3+, the bronze golem gains a bonus to its first <i>gong-like fists of bronze</i> attack roll each turn equal to the number of attacks made against it so far that turn. (Each turn is separate, not cumulative.) | |
| | <i>Spiky:</i> When an enemy engaged with the bronze golem misses it with a melee attack, that enemy takes 2d12 damage. | |

Stone Golem

| | | |
|--|---|--------|
| Large 8 th level Blocker Construct | Initiative: +11 | AC 25 |
| | | PD 23 |
| | Massive stone fists +12 vs. AC (2 attacks)—35 damage | MD 18 |
| | <i>Miss:</i> 15 damage. | HP 280 |
| | | |

Finishing smash +14 vs. AC (one staggered enemy)—80 damage, and the golem pops the target off it and moves it a short distance away from the golem

Natural even hit or miss: 20 damage, and the target is hampered (save ends).

Natural odd hit or miss: 20 damage, and the target is dazed (save ends).

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Nastier Specials

Former idol: Evoke the powers of an ancient culture's strange rites by giving the stone golem any weird power you wish. If you're stuck for inspiration, consider starting with random abilities from the demons that aren't related to energy or the *cone of cold* from the ogre mage.

Marble Golem

Large
9th level

Troop
Construct

Initiative: +10

Enormous maul +15 vs. AC—60 damage

Natural even hit or miss: The golem can make a *backswing* attack as a free action.

[Special trigger] Backswing +14 vs. PD—40 damage

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Special Virtues

Each marble golem is infused with *two* virtues—magical properties that relate to the emotion or feeling incorporated into the sculpture as its dominant theme. Choose two virtues from the list below, or for a unique marble golem, invent your own.

Awe (fear effect): While nearby the golem, enemies with 40 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Beauty: The first time each enemy attacks the marble golem this battle, it must roll a normal save; on a failure, the attack takes a -6 penalty.

Courage: While staggered, the marble golem adds the escalation die to its attack rolls.

Endurance: When the marble golem rolls a natural 1-5 with an attack roll, it heals 1d10 hit points per point on the escalation die. (It was checking for damage and got distracted.)

Hatred: When an enemy is staggered by the marble golem's

AC 25
PD 20
MD 22
HP 340

| | | |
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| | <p>attack, that enemy takes 4d10 extra damage.</p> <p><i>Patience:</i> Each turn, the marble golem can use one standard action to gain a +2 bonus to all defenses until the start of its next turn. If it does, it gains an extra standard action during its next turn.</p> <p><i>Protection:</i> When the marble golem rolls a natural 16+ with an attack, decrease the escalation die by 1.</p> <p><i>Strength:</i> The marble golem's melee attacks now deal half damage on a miss.</p> <p><u>Nastier Specials</u></p> <p><i>More virtues:</i> Statues that capture even more themes make stronger marble golems. Add one or two more virtues to the golem.</p> | |
|--|--|--|

Iron Golem

| | | |
|---|--|--|
| <p>Large</p> <p>10th level</p> <p>Wrecker</p> <p>Construct</p> | <p>Initiative: +13</p> <p>Fists of iron +17 vs. AC (2 attacks)—50 damage</p> <p><i>Miss:</i> 5d10 damage.</p> <p><i>Golem immunity:</i> Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.</p> <p><i>Rampage:</i> At the start of each of the iron golem's turns, roll a d6. If the roll is equal to or less than the escalation die, the iron golem goes on a rampage that turn. Instead of its two normal <i>fists of iron</i> attacks, it can make three attacks with <i>fists of iron</i>, each against a different random nearby creature, enemy or ally. It can move after each such attack as a free action, if necessary, taking only half damage from opportunity attacks during the rampage.</p> <p><u>Nastier Specials</u></p> <p><i>Poison gas:</i> The first time the iron golem is staggered, poison gas leaks from it into the area. It can make a <i>poison gas cloud</i> attack as a free action.</p> <p><i>[Special trigger] C: Poison gas cloud +15 vs. PD (all nearby creatures)—25 ongoing poison damage</i></p> | <p>AC 28</p> <p>PD 24</p> <p>MD 20</p> <p>HP 360</p> |
|---|--|--|

Hag

Hags get two of the following abilities, and a single death curse.

Abilities

***Adept Illusionist:** The hag gains a +5 bonus to initiative checks due to being not quite where she seems.*

***Hag ability:** As a distraction, the hag creates an illusion of her doing one thing, when she is in fact setting a trap. The hag throws out a bear-trap or other impediment and one nearby*

enemy becomes stuck (save ends). While stuck this way, the target takes 6 damage at the start of each of its turns.

Another skin: *On the hag's first round of combat each battle, she gains a +2 attack bonus due to her victims being shocked as she bursts out of her false outer skin.*

Hag ability: The hag coughs up a glob of liquid pseudo-flesh that globs onto a nearby enemy (no attack roll). The glob solidifies causing an effect of the hag's choice: the target is stuck (save ends); OR the target is unable to cast spells during its next turn (the pseudo-flesh covers their mouth and face).

Blood pact: *Each creature allied to the hag through a pact gains a +2 bonus with their first attack each battle if the hag is present.*

Hag ability: The hag spits blood in the face of the target and makes a command. The target must roll an immediate save; on a failure, as a free action it makes basic attack against an ally or against itself (target's choice).

Breath stealing: *The hag starts combat with 10 temporary hit points.*

Hag ability: The hag steals a recovery from the target and heals 20 hp.

Death shriek: *When a melee attack hits the hag, she lets out a shriek as a free action and the attacker takes 2d4 thunder damage.*

Hag ability: The hag begins to shriek, and each enemy in the battle takes a -4 attack penalty with spells until the start of her next turn.

Dusk walk: *Once per day the hag can implant a suggestion in the mind of a target sleeping within a day's travel of her. The hag rolls an attack: +10 vs. MD; on a hit, she implants a suggestion in the target that they must obey when a condition she chooses is met. Suggested actions can't cause direct harm (the target can't be forced to fight another or harm themselves), can be no longer than 12 words, and affects the target for a week or until triggered. GM keeps the roll hidden.*

Hag ability: The hag becomes immaterial, pops free from all enemies engaged with her, and enters the land of dreams, re-appearing next to any nearby conscious creature (or a nearby or far away creature that is unconscious). The hag then makes the following attack: **C: +10 vs. MD (each nearby unconscious enemy)**—The hag implants a suggestion in the target that they must obey when they become conscious (usually “When you awake, flee this fight and discard your equipment.”) Suggested actions can't cause direct harm. The round after the target acts on the implanted suggestion it can start rolling normal saves to throw off the effect.

Fateful visions: *The hag uses a +2 magical weapon traded to her for her services (she gains a +2 bonus to attack and damage with melee attacks).*

Hag ability: The hag has seen this fight in a vision. Her crit range expands by 2 until the end of the battle. Each increase is cumulative.

Foul-touched: *When an enemy is battling the hag, at the start of each of its turns, it takes 2d6 psychic damage from the horror of the hag's visage unless it takes precautions to avoid*

directly glancing at her terrible face (mirror, blindfold, etc., which might cause attack penalties).

Hag ability: The hag chooses a nearby enemy and glares at it. That target must roll an immediate save; on a failure, the target is stricken blind by her ugliness. While blinded this way, the target is hampered, weakened, and can't make ranged attacks. The target can end the effect by splashing liquid into their eyes or using a similar act to clear the ugly out as a standard action.

Song of dreams: *Enemies take a -4 penalty to their initiative rolls in battles with the hag.*

Hag ability: The hag begins to sing and the two enemies closest to her (even if far away) must roll an immediate save; on a failure, the target is dazed (save ends). If the dazed target fails its first save, instead it's weakened (save ends). If the weakened target fails its second save, instead it's helpless (save ends).

Thief of mist: *The hag ignores opportunity attacks and can't be intercepted while moving.*

Hag ability: The hag becomes a mist until the start of her next turn. While a mist, only spells cast with a +3 implement and attacks using a +3 magical weapon can harm her. (Some special story item might also allow attacks to hit if no PC has a +3 item.)

Twist the path: *Once per day the hag can enspell an area to attract visitors, causing those traveling nearby to get lost and wander to that location. Alternately, the hag can cause the location to repel visitors. Finding the correct path to that location requires a DC 20 check if it is a familiar place, a DC 25 check if the travelers only have a map or guide, or a DC 30 check if the travelers are unfamiliar with the area.*

Hag ability: The target is also confused (easy save ends, 6+).

Weakening touch: *Each enemy fighting the hag must roll a normal save at the start of the battle; on a failure, that creature starts the battle weakened (easy save ends, 6+).*

Hag ability: The target is dazed (save ends). If the dazed target fails its first save, instead it's weakened (save ends). When the target saves against this effect, it takes a -2 attack penalty until the end of its next turn.

Winter breath: *The hag's attacks deal cold damage.*

Hag ability: The target takes 6 ongoing cold damage.

Death Curses

When a hag dies she curses the one who killed her. The only known way to remove the curse is to seek the aid of another hag, though there may be some ways to end such a curse that are not readily known.

Create one curse per hag. A good curse makes life horribly weird for a character, but isn't something that debilitates them. Avoid ones that blind, deafen, cripple, or mute characters. Odd habits, ugly features, unusual smells, strange and disgusting diets—all these are good. They should make the character and the story more interesting.

Hag

| | | | |
|---|---|-----------|------------|
| Normal 6th level Spoiler Humanoid | Initiative: +10 | AC | 21 |
| | | PD | 19 |
| | Iron claws +10 vs. AC (2 attacks)—9 damage <i>Natural 14+:</i> The hag triggers one <i>hag ability</i> as a free action. <i>Natural 18+:</i> The hag triggers two <i>hag abilities</i> as a free action (can't be the same ability twice). R: Evil eye +10 vs. MD—Ongoing 12 damage (hard save ends, 16+) <i>Natural 16+:</i> The attack roll also targets a second different enemy of the hag's choice (but not a third with another 16+). <i>Natural 18+:</i> As above, and the attack roll also targets a third different enemy of the hag's choice (but not a fourth with another 18+). <i>Death curse:</i> Each hag can lay a curse upon the one who ends its horrible life. After dropping to 0 hit points, a hag always lingers long enough to pronounce the words of the curse. (See Death Curses.) <i>Delusionist:</i> All hags have the ability to twist the perceptions of others. If the hag has a short time to prepare, it can hide a small hut, disguise a volunteer or captive as a monster, disguise itself as a harmless peasant woman, etc. A DC 30 skill check is required to overcome the delusion and see the truth of it (if a player gives a reason for not trusting what their character sees; perhaps add subtle clues toward that end). The magic fades as soon as the hag enters combat. <i>Fear:</i> While engaged with this creature, enemies with 30 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks. | MD | 15 |
| | | HP | 108 |

Half-Orc

Nastier Special for all half-orcs

Lethal swing: Once per battle, a half-orc can reroll a melee attack and use the result it prefers.

Half-Orc Legionnaire

| | | | |
|---|--|-----------|-----------|
| Normal 4th level Troop Humanoid | Initiative: +8 | AC | 20 |
| | | PD | 18 |
| | Longsword +10 vs. AC—12 damage <i>Natural even hit:</i> The half-orc legionnaire gains a +2 bonus to all defenses until the start of its next turn. <i>Natural odd hit:</i> The target takes +1d6 damage. <i>Natural even miss:</i> 4 damage. <i>Natural odd miss:</i> If the legionnaire's next melee attack is a natural even hit, it becomes a critical hit instead! | MD | 14 |
| | | HP | 56 |

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|--|--|--|
| | R: Javelin +10 vs. AC—10 damage | |
|--|--|--|

Half-Orc Tribal Champion

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +9 | AC | 19 |
| 5th level | | PD | 18 |
| Wrecker | Great axe +9 vs. AC—18 damage | MD | 17 |
| Humanoid | <i>Natural odd miss:</i> The tribal champion heals 5 hp. <i>Natural even miss:</i> 10 damage. | HP | 80 |
| | R: Longbow +8 vs. AC—12 damage | | |
| | <i>Tribal rage:</i> When the escalation die is even, a tribal champion can roll two d20 for each melee attack roll it makes and use the result it prefers. If both dice are 11+, the melee attack is a critical hit. | | |

Half-Orc Commander

| | | | |
|-----------------------------|---|-----------|------------|
| Normal | Initiative: +13 | AC | 23 |
| 8th level | | PD | 22 |
| Leader | Jagged longsword +15 vs. AC (2 attacks)—15 damage | MD | 18 |
| Humanoid | <i>Natural even hit:</i> One nearby lower-level mook makes an attack as a free action. | HP | 150 |
| | R: Thrown javelin +13 vs. AC—20 damage | | |
| | <i>Natural even hit:</i> The half-orc commander gains 20 temporary hit points. | | |
| | <i>Orcish command:</i> When a nearby ally of the half-orc commander scores a critical hit, that ally can roll a save against a save ends effect as a free action. | | |

Harpy

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +7 | AC | 18 |
| 4th level | | PD | 14 |
| Spoiler | Talons +6 vs. AC—10 damage | MD | 17 |
| Humanoid | <i>Cull:</i> The harpy gains a +5 bonus to attack and damage with this attack against any enemy suffering from any fiendish song effect. | HP | 44 |
| | C: Fiendish song +10 vs. MD (1d3 nearby enemies)—5 psychic damage | | |
| | <i>Natural 16-17:</i> The target is hampered (easy save ends, 6+). | | |
| | <i>Natural 18-19:</i> The target is weakened instead of hampered (easy save ends, 6+). | | |
| | <i>Natural 20:</i> The target is confused instead of weakened (easy save ends, 6+). | | |
| | <i>Flight</i> | | |

Haunted Skull

Watch Skull

| | | | |
|--|--|-----------|-----------|
| Normal 1st level Troop Undead | Initiative: +9 | AC | 16 |
| | | PD | 11 |
| | C: Screech +8 vs. MD (1d3 random nearby creatures)—4 psychic damage | MD | 16 |
| | | HP | 20 |
| <p><i>Natural 16+:</i> The target is stuck (save ends). <i>Natural roll is equal to or lower than the escalation die:</i> 1d3 nearby enemies hear the alarm and join the battle. The creatures attracted by the constant screeching are (usually) level 1 mooks of a type that would be appropriate for the skull's location.</p> <p><i>Immobile:</i> The skull can't hop, jump, roll, or fly. It can't even move its jaw.</p> <p><i>Lost opportunity:</i> This creature can't make opportunity attacks.</p> <p><u>Nastier Specials</u> <i>Allies:</i> Creatures that have been mystically "keyed" to the skull aren't affected by its <i>screech</i> attack. <i>Gem eyes:</i> The skull can sense the unseen and things from beyond the world. A wizard using a <i>blur</i> spell, a rogue shadow walking, and other similar abilities offer no protection from the skull and its <i>screech</i> attack. (If the PCs come up with a plausible tactic to bypass the skull, give the skull a normal save to detect them.) <i>Move-triggered:</i> When an enemy near the skull uses a move action to move, the skull can make a <i>screech</i> attack against that creature as a free action that interrupts the move. The skull can use this ability twice per round. Shadow walking, teleporting, and other non-standard modes of movement will trigger the <i>screech</i> attack.</p> | | | |

Slime-Skull

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| Normal 3rd level Spoiler Undead | Initiative: +5 | AC | 18 |
| | | PD | 10 |
| | Slam +10 vs. AC—7 damage | MD | 18 |
| | | HP | 36 |
| <p>C: Grasping slime tendrils +10 vs. PD (one nearby enemy)—7 acid damage</p> <p><i>Natural 16+:</i> The target takes 3 extra acid damage and is stuck (hard save ends, 16+).</p> <p><i>Acidic:</i> When a creature is engaged with the slime-skull or stuck from its <i>grasping slime tendrils</i> attack at the start of its turn, it takes 3 acid damage.</p> <p><i>Slimy blastback:</i> When an enemy engaged with the slime-skull hits it with a melee attack, the slime-skull fires a blast of acidic slime back at that creature, which takes 1d4 acid damage.</p> <p><i>Slow:</i> This creature is slow. It only moves when the escalation die</p> | | | |

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| | is odd or 6+. | |
| | <i>Wall-crawler:</i> A slime-skull can climb on ceilings and walls as easily as it moves on the ground. | |
| | <u>Nastier Specials</u> | |
| | <i>Breeder:</i> If the slime-skull kills a creature, it takes that creature's head as a standard action and attempts to escape (it can squeeze through gaps as small as the skull). The slain creature can't be resurrected until its skull is recovered because its spirit is now trapped within the skull. If the PCs don't track down the slime-skull before their next full heal-up (or within a day), the stolen skull will transform into another slime-skull. Attempts to resurrect the creature become much more difficult, perhaps even impossible, at that point. | |

Jest Bones

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| Normal | Initiative: +8 | AC | 19 |
| 4th level | | PD | 11 |
| Spoiler | C: Puns +11 vs. PD (1d4 nearby enemies) —5 psychic damage, plus | MD | 19 |
| Undead | 1d6 ongoing psychic damage if the GM makes a horrible pun while rolling the attacks | HP | 41 |
| | <i>Bad puns:</i> Creatures that can't hear or that have attempted to reduce their hearing are only affected by a jest bones' <i>puns</i> attack if the natural roll is odd. | | |
| | <i>Limited flight:</i> The haunted skull can glide and hover, always within seven or eight feet of the ground. It also performs barrel rolls. | | |
| | <i>Lost opportunity:</i> This creature can't make opportunity attacks. | | |

Screaming Skull

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| Normal | Initiative: +7 | AC | 19 |
| 4th level | | PD | 11 |
| Troop | C: Treacherous scream +11 vs. MD (up to 2 nearby or far away enemies) —6 psychic damage, and the target takes 2d6 psychic damage the first time it succeeds at a save before the end of its next turn. | MD | 19 |
| Undead | | HP | 45 |
| | <i>Limited flight:</i> The haunted skull can glide and hover, always within seven or eight feet of the ground. | | |
| | <i>Lost opportunity:</i> This creature can't make opportunity attacks. | | |

Flaming Skull

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| Normal | Initiative: +10 | AC | 20 |
| 5th level | Vulnerability: holy OR negative energy, depending on the skull | PD | 12 |
| Caster | | MD | 20 |

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| Undead | <p>R: Burning gaze +12 vs. PD (1d3 nearby enemies or one far away enemy)—10 fire damage <i>First natural even hit each battle:</i> The target is confused (easy save ends, 6+).</p> <p>C: Smoldering flames +11 vs. PD (one nearby enemy)—14 fire damage, and each time the target fails a save this battle, it bursts into flames and takes 5 ongoing fire damage</p> <p><i>Limited flight:</i> The haunted skull can glide and hover, always within seven or eight feet of the ground.</p> <p><i>Lost opportunity:</i> This creature can't make opportunity attacks.</p> <p><i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | HP 54 |
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Black Skull

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| Normal 8th level Caster Undead | <p>Initiative: +13</p> <p>R: Telekinetic grasp +15 vs. PD (1d3 nearby enemies)—28 force damage <i>Natural even hit:</i> The target is stuck (save ends). <i>Telekinetic crush:</i> When the escalation die is even, one enemy of the skull's choice that is stuck from its <i>telekinetic grasp</i> takes 18 force damage at the start of the skull's turn. When the escalation die is odd, one such stuck enemy of its choice is hampered (save ends).</p> <p><i>Limited flight:</i> The haunted skull glides and hovers, always within seven or eight feet of the ground. If the skull is incognito, its empty clothing moves around beneath it, held in the shape of a person by telekinesis and it stays closer to the ground to appear normal.</p> <p><i>Lost opportunity:</i> This creature can't make opportunity attacks.</p> | AC 23 PD 15 MD 23 HP 110 |
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Skull of the Beast

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| Large 9th level Wrecker Undead | <p>Initiative: +10</p> <p>Huge club +17 vs. AC—50 damage <i>Miss:</i> 18 thunder damage to 1d3 nearby enemies (the beast screams and bellows in disappointment).</p> <p>C: Baleful gaze +15 vs. PD (1d3 nearby enemies)—25 negative energy damage <i>Natural odd hit:</i> The target is stuck (save ends) from looking into the void within it. <i>Limited use:</i> 1/battle.</p> | AC 21 PD 13 MD 21 HP 400 |
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Fear: While engaged with this creature, enemies that have 60 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Hellbugs

Boombug

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| Normal 2nd level Troop Beast | Initiative: +5 | AC | 16 |
| | | PD | 15 |
| | Gnawing teeth +6 vs. AC—5 damage | MD | 11 |
| | <i>Miss:</i> 2 damage. | HP | 36 |
| | <p><i>Puff go boom:</i> When an enemy's attack hits the boombug and leaves it staggered with an odd number of hit points, it explodes and dies. (Even hit points does nothing.) When it explodes, each nearby creature not engaged with it takes 1d4 thunder damage, and it makes the following attack against each creature engaged with it.</p> <p>C: Thunderous explosion +9 vs. PD—12 thunder damage</p> <p><i>Miss:</i> 5 thunder damage.</p> <p><u>Nastier Specials</u></p> <p><i>Latches on:</i> When the boombug hits with <i>gnawing teeth</i>, the target takes a -5 penalty to disengage checks until it's no longer engaged with the boombug.</p> | | |

Hellwasp

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| Normal 2nd level Spoiler Beast | Initiative: +8 | AC | 18 |
| | | PD | 16 |
| | Necrotizing stinger +6 vs. PD—5 damage | MD | 12 |
| | <i>Natural even hit:</i> 5 ongoing acid damage (easy save ends, 6+), and the hellwasp can pop free from the target. | HP | 28 |
| | <p><i>Virulent injection:</i> When a creature fails a save against the hellwasp's ongoing acid damage, it gains a random condition until it saves against that damage. Have the player roll a d4 to determine the condition: 1. confused; 2. weakened; 3. dazed; 4. vulnerable.</p> <p><i>Flight:</i> Hellwasps are adroit fliers that can hover and even fly backward.</p> <p><u>Nastier Specials</u></p> <p><i>Lethal injection:</i> The save versus the stinger's ongoing acid damage is a normal save (11+) instead of an easy save.</p> | | |

Hook Scuttler

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| Normal 2nd level | Initiative: +5 | AC | 20 |
| | | PD | 15 |

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| Blocker Beast | Claws and mandibles +7 vs. AC—8 damage <i>Spiky bits:</i> When a hook scuttler moves to engage an enemy it wasn't engaged with at the start of its turn, that enemy takes 1d6 damage. When an enemy tries to disengage from the hook scuttler and fails, it takes 1d6 damage. <u>Nastier Specials</u> <i>Corpse eater:</i> When a nearby enemy drops to 0 hit points or below in the battle, the hook scuttler will ignore other enemies and move to attack that unconscious enemy until that enemy is dead. | MD 14 |
| | | HP 30 |

Swarming Maw

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| Normal 2nd level Wrecker Beast | Initiative: +6 Serrated maw +8 vs. AC—6 damage <i>Natural even hit:</i> The swarming maw can teleport to engage a nearby enemy it can see that is already engaged by at least one other hellbug. <i>Miss:</i> The first time each battle the serrated maw misses, the target takes 1d4 damage for each hellbug engaged with it. <u>Nastier Specials</u> <i>Ongoing swarm:</i> The serrated maw also deals miss damage the second time it misses with a <i>serrated maw</i> attack each battle. | AC 17 |
| | | PD 15 MD 14 HP 38 |

Hellhound

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| Normal 3rd level Wrecker Beast | Initiative: +5 Savage bite +9 vs. AC—7 damage <i>Natural even hit or miss:</i> The hellhound can make a <i>fiery breath</i> attack as a free action. <i>[Special trigger] C: Fiery breath +9 vs. PD (1d3 nearby enemies in a group)—10 fire damage</i> <i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage. <u>Nastier Specials</u> <i>Fiery aura:</i> Each creature engaged with a hell hound at the start of its turn takes 2d6 fire damage. | AC 18 |
| | | PD 16 MD 11 HP 58 |

Human

Human Thug

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| Normal 1st level Troop | Initiative: +3 Heavy mace +5 vs. AC—4 damage | AC 17 |
| | | PD 14 MD 12 |

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| Humanoid | <i>Natural even hit or miss:</i> The thug deals +6 damage with its <i>next</i> attack this battle. | HP 27 |
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Blue Sorcerer

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| Normal 3 rd level Caster Humanoid | <p>Initiative: +9</p> <p>Nasty dagger or short spear +8 vs. AC—6 damage</p> <p><u>Minor Spell</u> R: Lightning fork +8 vs. PD—6 lightning damage <i>Natural even hit or miss:</i> The sorcerer can target a different nearby enemy with the attack.</p> <p><u>Major Spells</u> C: Breath of the Blue +8 vs. PD (one nearby enemy)—10 lightning damage, and at the start of the target's next turn, 1d6 nearby allies of the target take 4 lightning damage</p> <p>C: Chaos orb +8 vs. MD (1d3 nearby enemies)—8 lightning damage <i>Natural even hit:</i> The sorcerer gains one use of the target's racial power, if any. It must use that power by the end of the battle or lose it, and it can't use the power this turn.</p> <p><i>Power-monger:</i> When the blue sorcerer starts its turn and it didn't <i>gather power</i> the previous turn, choose whether it will gather power or cast a spell this turn. When it chooses to cast a spell, roll a d20 to see if it uses a minor spell or a major spell: 1-10: minor spell; 11-20: major spell.</p> <p><i>Gather power:</i> Like a PC sorcerer, a blue sorcerer can use its standard action to gather power in order to cast a double-strength and double-damage spell with its next standard action. When it gathers power, the sorcerer rolls a d6 and gains one of the following chaotic benefits. 1-2: The sorcerer gains a +1 bonus to AC until the start of its next turn. 3-4: One nearby enemy of the sorcerer's choice takes damage equal to sorcerer's level (3). 5-6: Each nearby enemy engaged with the sorcerer's allies takes damage equal to sorcerer's level (3); OR grant one nearby dragon with <i>intermittent breath</i> an additional use of its breath weapon this battle.</p> <p><u>Nastier Specials</u> <i>Escalating caster:</i> Add the escalation die to the sorcerer's <i>power-monger</i> rolls and attack rolls. <i>Sorcerous evasion (kobold sorcerers only):</i> Once per battle when an attack misses the sorcerer, the attacker takes the miss damage from that attack, if any, and the sorcerer takes no damage.</p> | <p>AC 18 PD 14 MD 17 HP 48</p> |
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Demon-Touched Human Ranger

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| Normal 5th level Archer Humanoid | Initiative: +10 | AC | 21 |
| | | PD | 14 |
| | | MD | 19 |
| | | HP | 80 |

M or R: Demon bow +10 vs. AC—15 damage, and the target is dazed (-4 attack) until it pulls the arrow out using a quick action, which deals 10 ongoing damage

Natural odd hit or miss: The demon bow eats at the ranger's arm and the ranger takes 1d6 damage.

Bow teeth: Whenever an attacker hits the ranger with a melee attack, that creature takes 1d6 damage as the bow chews on it.

Hungry Star

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| Normal 3rd level Wrecker Aberration | Initiative: +8 | AC | 16 |
| | | PD | 12 |
| | | MD | 15 |
| | | HP | 54 |

Ripping tentacles +8 vs. AC—10 damage

Natural even hit: If the target is taking ongoing psychic damage, the attack deals +2d6 damage.

[Group ability] R: Warp-pulse +8 vs. PD (1d3 enemies in a group)—5 ongoing psychic damage

Natural 16-18: While the target is taking the ongoing psychic damage, it is dazed (-4 attacks).

Natural 19-20: While the target is taking the ongoing psychic damage, it is confused instead of dazed.

Group ability: For every two hungry stars in the battle (round up), one of them can use *warp-pulse* once during the battle.

Limited flight: Hungry stars flap and glide and hover, always within seven or eight feet of the ground.

Hydra

Five-Headed Hydra

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| Huge 5th level Wrecker Beast | Initiative: +9 | AC | 20 |
| | | PD | 19 |
| | | MD | 15 |
| | | HP | 150 |

Gnashing teeth +10 vs. AC (5 attacks)—10 damage

Natural even hit or miss: The hydra's next *gnashing teeth* attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it.

Miss: 5 damage.

Too tough to trick: Whenever the hydra would suffer any of the following conditions, it ignores the condition and takes 5 damage instead: confused, dazed, hampered, stunned, or weakened.

Roiling swirl: If the hydra has at least two *gnashing teeth* attacks left during a turn, it can expend one of those attacks to move to engage a nearby enemy as a free action (but it will take

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| | <p>opportunity attacks for doing so).</p> <p><i>Sprout sixth head:</i> The first time the hydra is staggered, as a free action it gains 40 hit points and a sixth <i>gnashing teeth</i> attack, and is considered undamaged at its new hit point total. Using the hydra's current hit points as a new baseline, the hydra will be staggered again when it drops below 50% of that total.</p> <p><i>Sprout seventh head:</i> The second time the hydra is staggered, as a free action it gains 40 hit points and a seventh <i>gnashing teeth</i> attack, etc. Use a new hit point baseline as before, but there is no eighth head waiting to sprout.</p> <p><u>Nastier Specials</u> <i>Sprout eighth head:</i> You know the drill.</p> | |
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Seven-Headed Hydra

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| Huge 7th level Wrecker Beast | <p>Initiative: +11</p> <p>Gnashing teeth +12 vs. AC (7 attacks)—12 damage <i>Natural even hit or miss:</i> The hydra's next <i>gnashing teeth</i> attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it. <i>Miss:</i> 7 damage.</p> <p><i>Let's not waste space:</i> The seven-headed hydra has all the same abilities as the five-headed hydra, except that the heads that get sprouted are the 8th and 9th and those heads/attacks come with 50 new hit points apiece.</p> <p>And it has one additional ability... <i>Resist opportunity attacks 16+:</i> When an opportunity attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u> <i>Pyrohydra:</i> When the hydra gets a natural even attack roll with a <i>gnashing teeth</i> attack, its next attack that turn (if it has one) is a <i>flame breath</i> attack instead. Note that <i>flame breath</i> attacks don't lead to other flaming breaths; the hydra has to return to making a <i>gnashing teeth</i> attack first. C: Flame breath +12 vs. PD (1d2 nearby enemies)—2d12 fire damage <i>Miss:</i> Half damage.</p> | <p>AC 24 PD 21 MD 17 HP 200</p> |
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Intellect Devourer

Intellect Devourer

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| Normal 3rd level | Initiative +5 | <p>AC 19 PD 15</p> |
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| Spoiler Aberration | C: Recall trauma +8 vs. MD (one nearby enemy)—16 psychic damage <i>Natural even hit:</i> The target can't add the escalation die to its attacks (save ends). | MD 19 HP 56 |
| | C: Ego scourge +8 vs. MD (one nearby or far away enemy)—10 psychic damage, and the target must choose one: take 10 extra damage; OR lose two points (cumulative) from its highest current background (min 0) until the next full heal-up | |
| | C: Mind wipe +10 vs. MD (one nearby enemy per point on esc. die)— The target can neither detect the intellect devourer's presence nor remember it was ever there to begin with. If no enemy in the battle remembers the devourer is there, remove it from play. Each nearby enemy immediately detects the devourer's presence if it makes an attack or if it doesn't leave the battle by the end of its next turn. <i>Limited use:</i> 1/battle. | |
| | <i>Exploit trauma:</i> The intellect devourer's crit range with attacks against MD expands by 2. | |
| | <i>Lost opportunity:</i> This creature can't make opportunity attacks. | |
| | <i>Psychovore:</i> An intellect devourer remembers the current escalation die value the first time its host body drops to 0 hit points in a battle and gains a bonus equal to that value to all attacks and defenses until the end of the battle. | |
| | <u>Nastier Specials</u> | |
| | <i>Increased trauma:</i> Add the following extra effect trigger to the intellect devourer's <i>recall trauma</i> attack. | |
| | <i>Natural 5, 10, 15, 20:</i> The target can't cast spells until the end of its next turn. | |

Intellect Assassin

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| Normal 6th level Blocker Aberration | Initiative +9 | AC 22 |
| | Formless fist +9 vs. PD (one enemy)—25 damage; OR if the target is fighting a <i>psychic duel</i> (see below), it can choose to take a -4 to penalty to its next check instead | PD 16 |
| | <i>Quick use:</i> The assassin can take 15 damage to make this attack as a quick action (once per round). | MD 20 |
| | C: Insidious domination +11 vs. MD (one enemy)—14 damage, and the opponent is locked in a psychic duel with the assassin (see below) | HP 90 |
| | C: Mind thrust +10 vs. MD (one confused enemy)—35 damage (but only 50 damage on a crit) | |

Exploit trauma: An intellect assassin's crit range with attacks against MD expands by 2.

Lost opportunity: This creature can't make opportunity attacks.

Psychovore: An intellect devourer remembers the current escalation die value the first time it becomes unhosted in a battle and gains a bonus equal to that value to all attacks and defenses until the end of the battle.

Psychic duel: A psychic duel occurs when the intellect assassin hits with an *insidious domination* attack against a creature. At the start of the creature's next turn, it must make an Intelligence skill check and can use a background that applies to psychic ability (if any). The result of this check determines that creature's status until the start of its next turn. To maintain the psychic duel, the assassin must spend a move action each turn.

Psychic Duel Result: Status

15 or less: The creature is confused until the end of its turn. It also can't make opportunity attacks until the start of its next turn and takes a -2 penalty to its next *psychic duel* check.

16-22: The creature is pressured—it takes a -2 penalty to attacks against any enemy except the assassin (dueling opponent).

23-27: The creature steadies itself and can use a move action this turn to escape the *psychic duel*. If the creature chooses not to (or can't) escape the duel, it gains a +2 bonus to its next *psychic duel* check.

28+: As 23-27, but the creature takes advantage and gains a +4 bonus to its next *psychic duel* check instead of +2. In addition, the assassin takes a -2 penalty to attack rolls that target other creatures.

Jorogumo

Spinneret Doxy

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| Normal 3rd level Spoiler Humanoid | Initiative: +5 | AC | 19 |
| | | PD | 17 |
| | | MD | 13 |
| | | HP | 45 |
| | Bite of the love bug +8 vs. AC (or automatic critical hit vs. an <i>infatuated</i> enemy)—10 damage, and target is <i>infatuated</i> (save ends) <i>Infatuated:</i> Infatuated enemies can't attack the spinneret doxy or her Woven, but can convince themselves that other allies of the doxy don't love her properly and should be slain. They also prattle on about how their friends shouldn't attack her, but are too love-smitten to properly prevent it—they won't attack their real allies. R: Bring me flowers +8 vs. MD (one <i>infatuated</i> enemy)—The target chooses one: it takes 6d6 psychic damage; OR as a free action, it moves next to the spinneret doxy (possibly provoking | | |

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| | <p>opportunity attacks), who engages it</p> <p>C: Stop in the name of love +8 vs. MD (each nearby <i>infatuated enemy</i>)—The target chooses one: it takes 6d6 psychic damage; OR it's stuck (save ends)</p> <p><i>Give me your heart:</i> When the doxy drops an enemy to 0 hit points or lower, she will move next to that creature and attempt to remove the target's heart. The creature must begin making last gasp saves as she cuts their chest open. On the fourth failure, the doxy takes the heart and the target dies and becomes undead under her control. If the bride is stunned or moved away from the creature and can't return to it on her turn, the creature doesn't have to make a last gasp save that turn.</p> | |
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Lethal Lothario

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| Normal 4th level Leader Humanoid | <p>Initiative: +7</p> <p>Brutal kiss +9 vs. AC—10 damage <i>Natural even hit:</i> Any woven engaged with the target can attack it as a free action.</p> <p>C: Unhealthy attraction +9 vs. MD (nearby enemy with the fewest hit points)—10 psychic damage and the target is hampered until the end of the battle or until it takes one turn as if it were confused. <i>Miss:</i> 5 ongoing psychic damage.</p> <p><i>Give me your heart:</i> When the lothario drops an enemy to 0 hit points or lower, he will move next to that creature and attempt to remove the target's heart. The creature must begin making last gasp saves as he cuts their chest open. On the fourth failure, the lothario takes the heart and the target dies and becomes undead under her control. If the lothario is stunned or moved away from the creature and can't return to it on his turn, the creature doesn't have to make a last gasp save that turn.</p> | <p>AC 20 PD 18 MD 17 HP 50</p> |
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Binding Bride

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| Normal 5th level Spoiler Humanoid | <p>Initiative: +8</p> <p>Biting kiss +10 vs. AC—18 damage <i>Natural 16+:</i> The target takes 10 ongoing poison damage.</p> <p>Unwrapping my gift +10 vs. AC—18 damage <i>Natural even hit or miss:</i> The binding bride can make a <i>biting kiss</i> attack as a free action.</p> <p>R: A bouquet of webs +10 vs. PD (up to 2 enemies in a group)—The target is hampered (save ends)</p> | <p>AC 21 PD 15 MD 19 HP 72</p> |
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| | <p>R: You ruined my special day +10 vs. MD—The target takes 18 psychic damage each time it attacks the binding bride (save ends) <i>Limited use:</i> 1/battle, as a quick action.</p> <p><i>Give me your heart:</i> When the binding bride drops an enemy to 0 hit points or lower, she will move next to that creature as a free action and attempt to remove the target's heart. The creature must begin making last gasp saves as she cuts its chest open. On the fourth failed save, the bride takes the heart and the target dies and becomes undead under her control. If the bride is stunned or moved away from the creature and can't return to it on her turn, the creature doesn't have to make a last gasp save that turn.</p> | |
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Swarm Prince

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| Normal 5 th level Spoiler Humanoid | <p>Initiative: +9</p> <p>Palm strike +10 vs. PD—10 damage, and 10 ongoing poison damage <i>Miss:</i> 5 damage.</p> <p>R: Royal blessing +10 vs. MD—15 negative energy damage, and if one or more Woven have been slain this battle, return one Woven to life in the location where it died <i>Limited use:</i> The swarm prince can use this ability only when the escalation die is even.</p> <p>C: Hush my darling +10 vs. MD (the nearby conscious enemy with the fewest hit points)—5 psychic damage, and the target is unconscious (hard save ends, 16+; it also ends if the target takes 15 damage) <i>Limited use:</i> 1/battle, and the ability recharges when the swarm prince hits with <i>palm strike</i>.</p> <p><i>Surrounded by friends:</i> The swarm prince gains a +1 bonus to all defenses for each nearby Woven.</p> <p><i>Give me your heart:</i> When the prince drops an enemy to 0 hit points or lower, he will move next to that creature and attempt to remove the target's heart. The creature must begin making last gasp saves as he cuts their chest open. On the fourth failure, the prince takes the heart and the target dies and becomes undead under his control. If the prince is stunned or moved away from the creature and can't return to it on his turn, the creature doesn't have to make a last gasp save that turn.</p> | <p>AC 19</p> <p>PD 18</p> <p>MD 16</p> <p>HP 80</p> |
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The Woven

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|---|--|---|
| Normal 4 th level Mook Humanoid | <p>Initiative: +6</p> <p>Clumsy strike +9 vs. AC—7 damage</p> <p>R: Why aren't you happy for ussss +8 vs. MD (1d3 nearby</p> | <p>AC 18</p> <p>PD 16</p> <p>MD 12</p> <p>HP 13</p> |
|---|--|---|

enemies)—5 psychic damage as the target’s mind reels against the horror of the truth

Kobold

All kobolds have the *trapster* ability. When a kobold makes a *trapster* attack and rolls a natural attack roll that is higher than the target’s Wisdom, the creature has maneuvered the target into a trap with the attack. A creature can only be subjected to one trap per round.

When a kobold triggers its *trapster* ability, determine the damage the trap deals by rolling a 1d4, then adding the escalation die. If there’s a dungeon-shaman in the battle, use a d8 instead of a d4.

Kobold traps can deal ongoing damage to the target instead of regular damage, if that makes sense for the trap. For ongoing damage, roll 1d4 (or 1d8) plus the escalation die, and then subtract one (minimum 1).

Kobold traps can impose conditions upon the target, if you choose. Roll normal trap damage, but the trap only deals half damage (minimum 1). Then roll a d4 for the condition the trap imposes upon the target until the end of its next turn.

1. The target is stuck.
2. The target is hampered.
3. The target is dazed.
4. The target is vulnerable.

Trap types vary according to the location/terrain and the whim of the GM.

Kobold Grand Wizard

| | | | |
|---|---|-----------|-----------|
| Normal 0 level Mook Humanoid | Initiative: +8 | AC | 15 |
| | | PD | 13 |
| | Static jolt +5 vs. AC—2 lightning damage | MD | 9 |
| | | HP | 5 |
| | R: Painful liver inversion hex +4 vs. PD—4 poison damage, or 6 poison damage against dwarves | | |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | | |

Kobold Archer

| | | | |
|--|---|-----------|-----------|
| Normal 1st level Mook Humanoid | Initiative: +4 | AC | 16 |
| | | PD | 14 |
| | Simple knife +6 vs. AC—3 damage | MD | 10 |
| | | HP | 6 |
| | R: Tiny crossbow or javelin +7 vs. AC—3 damage | | |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | | |
| | <i>Split off:</i> When one of the kobold’s allies engages a creature engaged with the kobold, the kobold can pop free as a free action. | | |

Kobold Warrior

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +4 | AC | 18 |
| 1st level | | PD | 15 |
| Troop | Spear +8 vs. AC—4 damage | MD | 12 |
| Humanoid | <i>Natural even hit or miss:</i> The kobold warrior can pop free from the target. | HP | 22 |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | | |
| | <i>Not brave:</i> Kobold warriors with single digit hit points will run away the first chance they get. | | |

Kobold Hero

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +3 | AC | 18 |
| 2nd level | | PD | 16 |
| Leader | Shortsword +7 vs. AC—6 damage , and each nearby non-leader kobold deals +3 damage with its next attack this battle that hits | MD | 12 |
| Humanoid | <i>Natural even miss:</i> 3 damage. | HP | 34 |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | | |

Kobold Skyclaw

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +9 | AC | 18 |
| 2nd level | | PD | 16 |
| Mook | Spike-toed boots +5 vs. AC—4 damage | MD | 13 |
| Humanoid | C: Alchemical flask +6 vs. PD (one nearby enemy or a far away enemy at -2 atk)—3 damage , and roll a d4 for the effect of the flask's contents | HP | 7 |
| | 1. <i>Distilled ankheg spit:</i> The target takes 3 ongoing acid damage. | | |
| | 2. <i>Reconstituted remorhaz lymph:</i> The target takes 3 ongoing fire damage. | | |
| | 3. <i>Essence of giant spider web:</i> The target is stuck (save ends). | | |
| | 4. <i>Kobold blasting powder:</i> There's a loud bang and the battlefield is obscured with thick smoke. Each non-kobold creature takes a -2 attack penalty during its next turn. | | |
| | <i>Natural 1:</i> The kobold explodes (see <i>mook</i>). | | |
| | <i>Erratic flight:</i> The kobold flings itself from a trebuchet or ignites an unstable alchemical propellant and lands among its enemies. Each time the kobold uses a move action to fly, roll a d20. | | |
| | 1: It crashes and explodes (see <i>mook</i>). | | |
| | 2-15: It lands safely. | | |
| | 16+: It stays aloft and can keep flying. | | |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | | |

Kobold Engineer

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|---------------|----------------|-----------|-----------|
| Normal | Initiative: +8 | AC | 19 |
|---------------|----------------|-----------|-----------|

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|---|---|--------------|
| 3rd level Leader Humanoid | Wrench, pick, or shovel +8 vs. AC—8 damage | PD 17 |
| | <i>Natural 16+:</i> The engineer's kobold allies gain a +2 attack bonus against the target until the start of the engineer's next turn. | MD 13 |
| | R: Explosive flask +5 vs. PD— The target is vulnerable to non-magical attacks (easy save ends, 6+) | HP 45 |
| | <i>Natural roll is above target's Wisdom (trapster):</i> The blast knocks the target into a trap. See Trapster Kobold ability. | |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | |

Kobold Dog-Rider

| | | |
|---|---|--------------|
| Normal 3rd level Troop Humanoid | Initiative: +8 | AC 19 |
| | Flaming lance +8 vs. AC—6 damage, and 3 ongoing fire damage | PD 16 |
| | <i>Natural 16+:</i> The kobold and its steed pop free from all enemies and can move as a free action. | MD 12 |
| | R: Tiny crossbow +8 vs. AC—9 damage, and the kobold and its steed can move as a free action. | HP 41 |
| | <i>Natural roll is above target's Wisdom (trapster):</i> There is line tied to the barbed dart, pulling/tripping the target into a trap. See Trapster Kobold ability. | |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | |
| | <i>Canine steed:</i> The steed can't be targeted separately from the kobold. If the kobold dies the dog runs away. | |

Kobold Bravescale

| | | |
|---|---|--------------|
| Normal 4th level Blocker Humanoid | Initiative: +9 | AC 20 |
| | Spear +9 vs. AC—13 damage | PD 18 |
| | <i>Natural roll is above target's Wisdom (trapster):</i> The kobold pushes or trips the target into a trap. See Trapster Kobold ability. | MD 14 |
| | Disciplined maneuver: If the escalation die is 3+ and this creature has at least two bravescale allies in the battle, whenever an enemy moves to engage the bravescale, it can make a <i>spear porcupine</i> attack against that enemy as a free action. | HP 55 |
| | Spear porcupine +11 vs. AC—10 damage | |
| | <i>Lock shields:</i> For each other kobold bravescale next to the bravescale or engaged with a creature that this bravescale is engaged with, the bravescale gains a +2 bonus to AC (maximum of +4), and each enemy engaged with the bravescale takes a -2 penalty (maximum of -4) to disengage checks. | |

Kobold Dungeon-Shaman

| | | |
|---|---|--------|
| 2x 4 th level Caster Humanoid | Initiative: +9 | AC 19 |
| | Bear traps on chains +9 vs. AC (2 attacks)—13 damage <i>Natural roll is above target's Wisdom (trapster):</i> The kobold drags the target into a trap. See Trapster Kobold ability. | PD 17 |
| | R: Hex of entrapment +9 vs. MD—26 damage <i>Natural roll is above target's Wisdom (trapster):</i> The kobold summons a trap that was not previously there, which the target triggers. See Trapster Kobold ability. <i>Miss:</i> The target is stuck and hampered (save ends both). | MD 15 |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | HP 110 |

Kobold Shadow-Warrior

| | | |
|---|---|-------|
| Normal 4 th level Mook Humanoid | Initiative: +9 | AC 20 |
| | C: Throwing star +9 vs. AC (one nearby enemy)—7 damage | PD 13 |
| | C: Stinging dust +6 vs. PD (up to 2 nearby enemies in a group)—5 damage, and the target takes a -1 penalty to attacks until the end of its next turn | MD 17 |
| | <i>Elusive:</i> If a shadow-warrior hasn't been attacked since the end of its last turn, it can spend all of its actions on its turn to disappear from sight (remove it from play as it gets into position). At the start of its next turn, it reappears (dropping down from the ceiling or springing out of cover and re-entering play) and can make an <i>elusive strike</i> attack as a standard action. | HP 14 |
| | C: Elusive strike +13 vs. AC (one nearby creature)—18 damage | |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | |
| | <i>Wall-crawler:</i> A kobold shadow-warrior can climb on ceilings and walls as easily as it moves on the ground. | |

Kobold Dragon-Soul

| | | |
|--|---|-------|
| Normal 5 th level Troop Humanoid | Initiative: +10 | AC 22 |
| | Claws +10 vs. AC—17 damage | PD 19 |
| | <i>Natural even hit:</i> The target also takes 8 ongoing acid damage. | MD 14 |
| | R: Fire spit +10 vs. PD—18 fire damage <i>Natural even hit:</i> If flying, the kobold can remain in the air until the end of its next turn if it would normally have to land at the end of this turn. | HP 70 |
| | <i>Evasive:</i> Kobolds take no damage from missed attacks. | |

Flight: A dragon-soul's wings aren't strong enough for sustained flapping flight, but with a headwind and a tall place to launch from it can glide for hours. During battle, however, it must land at the end of its turn if the escalation die is even (but see *fire spit*).

Lammasu

Lammasu Warrior

| | | | |
|---|--|-----------|------------|
| Large 7th level Troop Beast | Initiative: +10 | AC | 23 |
| | | PD | 20 |
| | Hooves +12 vs. AC (2 attacks)—28 damage, and lammasu can pop free from the target | MD | 17 |
| | <i>Natural even hit or miss while the warrior is staggered:</i> The target is hampered (save ends). | HP | 220 |
| | <p>Roaring impact +12 vs. PD—35 damage, and 1d4 nearby enemies each take 2d10 thunder damage</p> <p><i>Miss:</i> 1d4 nearby enemies each take 2d6 thunder damage.</p> <p><i>Limited use:</i> The lammasu warrior can make this attack only when it starts its turn flying and unengaged. It engages the target as it lands and ends its turn on the ground.</p> <p><i>Refuge of stone:</i> When the lammasu fails a save, it becomes a creature of living stone until the end of its next turn. While made of living stone, the lammasu warrior gains <i>resist damage 16+</i> to all attacks against AC and PD. If it's flying when it becomes living stone, its magic allows it to remain in the air if it wishes.</p> <p><u>Nastier Specials</u></p> <p><i>On the crusade:</i> When an enemy misses the lammasu warrior with a melee attack, that enemy takes 2d10 damage.</p> | | |

Fallen Lammasu

| | | | |
|---|--|-----------|------------|
| Large 7th level Wrecker Beast | Initiative: +11 | AC | 22 |
| | | PD | 16 |
| | Fiery hoof +12 vs. AC—30 damage | MD | 21 |
| | <i>Natural even hit:</i> The target takes 20 ongoing fire damage. | HP | 205 |
| | <i>Natural odd hit:</i> The fallen lammasu can make a second <i>fiery hoof</i> attack (but not a third) as a free action. | | |
| | <p>R: Rain of hellfire +11 vs. PD (1d4 random nearby creatures)—20 fire damage</p> <p><i>Natural even hit against an ally:</i> The target takes 10 ongoing fire damage instead of 20 fire damage, and until that ally saves against that damage, it adds the escalation die to its attacks.</p> <p><i>Natural even hit against an enemy:</i> The target also takes 15 ongoing fire damage.</p> <p><i>Blessing of hellfire:</i> When the fallen lammasu fails a save against</p> | | |

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| | <p>an effect created by an enemy, each enemy engaged with it takes 3d10 fire damage.</p> <p><u>Nastier Specials</u> <i>Curse of the fallen:</i> The lammasu gains an <i>Abyssal curse</i> attack. C: Abyssal curse +12 vs. MD (one nearby enemy)—The target takes 10 ongoing negative energy damage each time the fallen lammasu hits it with an attack (hard save ends, 16+) <i>Limited use:</i> When the escalation die is odd, as a quick action (once per round).</p> <p><i>The fire that burns:</i> When the fallen lammasu makes an attack that deals fire damage and the attack roll beats the target's fire resistance, the target loses its fire resistance until the end of the battle.</p> | |
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Lammasu Wizard

| | | |
|---|--|---------------|
| Large 8th level Spoiler Beast | Initiative: +14 | AC 22 |
| | Disdainful hoof +12 vs. AC—60 damage | PD 18 |
| | R: Perfect energy sphere +13 vs. PD (1d3 nearby or far away enemies in a group) —40 damage of an energy type of the lammasu's choice: cold, fire, lightning, or thunder | MD 23 |
| | <i>Natural 18+:</i> The target can't cast spells (easy save ends, 6+). | HP 275 |
| | C: Superior words of power +13 vs. MD (one nearby or far away enemy) —65 psychic damage | |
| | <i>Natural even hit:</i> One spell or effect created by the target this battle is canceled (lammasu's choice). | |
| | <i>[Special trigger] C: Master wizard's rejoinder +12 vs. MD (one enemy spellcaster)</i> —30 damage, the triggering attack misses and has no effect against the lammasu wizard, and the target is hampered (save ends) | |
| | <i>Limited use:</i> 1/round, as an interrupt action when an enemy attacks the lammasu wizard with a spell and rolls a natural odd attack roll. | |
| | <i>Refuge of stone:</i> When the lammasu fails a save, it becomes a creature of living stone until the end of its next turn. While made of living stone, the lammasu wizard gains <i>resist damage 16+</i> to all attacks against AC and PD. If it's flying when it becomes living stone, its magic allows it to remain in the air if it wishes. | |

Lammasu Priest

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|--|--|---------------|
| Large 9th level Caster Beast | Initiative: +13 | AC 25 |
| | Hooves of command +14 vs. AC (2 attacks)—40 damage, and the target can't attack the lammasu priest until the end of its next | PD 17 |
| | | MD 23 |
| | | HP 330 |

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| | <p>turn</p> <p>R: Righteous ray of faith +13 vs. PD (one nearby or far away enemy)—80 holy damage <i>Natural 16+:</i> The lammasu priest can make a <i>righteous ray of faith</i> attack against a different target.</p> <p>C: Judgment of the lammasu +14 vs. MD (each nearby conscious enemy that's staggered)—50 holy damage <i>Natural even miss:</i> Half damage. <i>Limited use:</i> 2/battle.</p> <p><i>Invocation of the world unseen:</i> Once per battle, the lammasu priest can make this invocation as a quick action. At the start of each of the lammasu priest's turns until the roll succeeds, roll a d4. If the roll is less than or equal to the escalation die, each nearby enemy is hampered (easy save ends, 6+).</p> <p><i>Invocation of the highest court:</i> Once per battle, the lammasu priest can make this invocation as a quick action if it has used <i>invocation of the world unseen</i>. At the start of each of the lammasu priest's turns, roll a d8. If the roll is less than or equal to the escalation die, the lammasu can make an <i>overworld's rebuke</i> attack as a free action that turn.</p> <p>[Special trigger] C: Overworld's rebuke +13 vs. PD (one nearby enemy)—25 holy or lightning damage, and the target can't move to engage an enemy until the end of its next turn (it can move if it doesn't engage) <i>Natural even miss:</i> Half damage.</p> <p><i>Refuge of stone:</i> When the lammasu fails a save, it becomes a creature of living stone until the end of its next turn. While made of living stone, the lammasu wizard gains <i>resist damage 16+</i> to all attacks against AC and PD. If it's flying when it becomes living stone, its magic allows it to remain in the air if it wishes.</p> | |
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Lich
Lich Baroness

| | | |
|---|---|---|
| Normal 4th level Spoiler Undead | <p>Initiative: +6</p> <p>Crystal scepter +9 vs. AC—12 damage <i>Natural even hit:</i> The target is dazed (save ends).</p> <p>R: Soul blast +9 vs. PD—10 negative energy damage, and 5 ongoing psychic damage (hard save ends, 16+)</p> <p>C: Shroud of souls +9 vs. MD (each enemy engaged with it)—5 psychic damage, and the target takes 10 psychic damage each time it attacks the baroness (save ends)</p> | <p>AC 20 PD 14 MD 18 HP 54</p> |
|---|---|---|

I drink your death save: When the lich baroness scores a critical hit, the target loses a death save until the end of the battle (effectively, it now dies after failing three death saves, and the effect is cumulative). In addition, the crit range of attacks by the lich against the target expands by the escalation die.

Immortality: When the lich drops to 0 hit points, it crumbles to dust but does not die. It begins to reform near its phylactery, taking a number of days to regain its full strength equal to its level. If the phylactery has been destroyed, the lich dies when it drops to 0 hit points.

Lich Count

| | | | |
|---|--|-----------|------------|
| 2x 8th level Spoiler Undead | Initiative: +11 | AC | 24 |
| | | PD | 18 |
| | Touch of the grave +13 vs. AC —50 cold damage, and the target is dazed (hard save ends, 16+) | MD | 22 |
| | <i>Natural even hit:</i> The target is weakened instead of dazed (hard save ends, 16+) | HP | 240 |
| | <i>Miss:</i> 25 cold damage. | | |
| | R: Shadow rays +12 vs. PD (2 attacks) —35 negative energy damage | | |
| | <i>Natural 16+:</i> The target is encased in shadows (save ends). While under the effect, it's weakened and takes 10 ongoing cold damage. | | |
| | R: Empowered fireball +12 vs. PD (1d3 + 1 nearby creatures in a group) —35 fire damage, and 10 ongoing fire damage | | |
| | <i>Natural even hit:</i> The target takes 20 ongoing fire damage instead of 10. | | |
| | <i>Miss:</i> 15 fire damage, and 5 ongoing fire damage. | | |
| | <i>Limited use:</i> 2/battle. | | |
| | <i>Thank you for the best ten years of your life:</i> When the lich count scores a critical hit, the target loses a death save until the end of the battle (effectively, it now dies after failing three death saves, and the effect is cumulative). In addition, the crit range of attacks by the lich against the target expands by the escalation die and the lich heals 40 hit points. | | |
| | <i>Immortality:</i> When the lich drops to 0 hit points, it crumbles to dust but does not die. It begins to reform near its phylactery, taking a number of days to regain its full strength equal to its level. If the phylactery has been destroyed, the lich dies when it drops to 0 hit points. | | |
| | <u>Nastier Specials</u> | | |
| | C: Look upon your doom +13 vs. MD (up to 3 nearby enemies) — | | |
| | The lich gains a <i>fear</i> aura against the target until the end of the | | |

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| | <p>battle</p> <p><i>Fear aura:</i> While engaged with this creature, if the target has 48 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks.</p> | |
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Lich Prince

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| <p>2x 12th level Spoiler Undead</p> | <p>Initiative: +17</p> <p>Draining bone rod +17 vs. AC—40 damage, 60 negative energy damage, and the target is dazed (hard save ends, 16+) <i>Natural even hit:</i> The target is weakened instead of dazed (hard save ends, 16+). <i>Miss:</i> 40 damage.</p> <p>R: Arcane blast +16 vs. PD (up to 3 nearby or far away enemies in a group)—50 force damage, and the target must roll a normal save; on a failure, it loses its next move action <i>Natural even hit or miss:</i> Each enemy engaged with the lich prince pops free from it as a bubble of arcane energy pushes them away.</p> <p>C: Soul rend +17 vs. PD (each nearby enemy)—30 negative energy damage, and ghostly hands reach up from the ground and grab the target (as they try to pull the target's spirit out of its body) <i>Ghostly grasping hands:</i> When a creature is being grabbed by the ghostly hands, it takes 30 negative energy damage at the start of its turn and must make a last gasp save. On the fourth failed last gasp save, the creature's soul is torn from it and it dies. Unconscious creatures take a -4 penalty to their last gasp saves. Note, grabbed creatures take a -5 penalty to disengage checks. <i>Limited use:</i> 2/battle.</p> <p><i>Blink and you missed it:</i> Once per battle when an attack would hit the lich prince, the attack misses instead and the lich teleports to a nearby location it can see as a free action.</p> <p><i>Heartstopper:</i> When the lich prince scores a critical hit, if after taking damage the target still has hit points, it drops to 0 hp, falls unconscious, and begins making death saves. When the target saves against this effect, it regains hit points equal to the amount it had before dropping to 0 hp (after the crit damage). In addition, the crit range of attacks by the lich against the target expands by an amount equal to the escalation die and the lich heals 60 hit points.</p> <p><i>Immortality:</i> When the lich drops to 0 hit points, it crumbles to dust but does not die. It begins to reform near its phylactery, taking a number of days to regain its full strength equal to its level. If the phylactery has been destroyed, the lich dies when it drops to 0 hit points.</p> | <p>AC 28 PD 24 MD 26 HP 620</p> |
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Nastier Specials

C: Look upon your doom +17 vs. MD (each enemy engaged with the lich's allies)—The lich gains a *fear* aura against the target until the end of the battle

Fear aura: While engaged with this creature, if the target has 120 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks.

Lizardman

Lizardman Savage

| | | | |
|--|--|----|----|
| Normal 2 nd level Wrecker Humanoid | Initiative: +6 | AC | 17 |
| | | PD | 16 |
| | Stone-tip spear (or club) +7 vs. AC—7 damage | MD | 12 |
| | <i>Natural 16+</i> : The lizardman savage can make a <i>bite</i> attack against the target or another creature engaged with it as a free action. | HP | 32 |
| | <i>[Special trigger]</i> Bite +7 vs. AC—5 damage, and the lizardman savage can make a <i>ripping frenzy</i> attack against the target as a standard action during its next turn if it's engaged with that target | | |
| | <i>[Special trigger]</i> Ripping frenzy +9 vs. AC (3 attacks)—5 damage | | |
| | R: Thrown spear +6 vs. AC—5 damage | | |

Manticore

Manticore Bard

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|---|--|----|-----|
| Large 5 th level Caster Beast | Initiative: +12 | AC | 21 |
| | | PD | 19 |
| | Battering paws +10 vs. AC (2 attacks)—18 damage | MD | 15 |
| | <i>Natural 16+</i> : The manticore can make a single <i>volley of tail spikes</i> attack (one attack roll) against a different target as a free action without taking an opportunity attack. | HP | 150 |
| | Crushing leonine jaws +10 vs. AC—30 damage, or 40 damage against a creature taking ongoing poison damage | | |
| | C: Musical voice +13 vs. MD (1d3 nearby enemies) —20 psychic damage, and the target is dazed (hard save ends, 16+) | | |
| | <i>Natural 16+</i> : In addition, the target can't use the escalation die until it saves. | | |
| | <i>Intermittent song</i> : The manticore can use <i>musical voice</i> only 1d4 times during the battle, and never two turns in a row. | | |
| | R: Volley of tail spikes +11 vs. AC (1d3 nearby or far away enemies in a group) —5 ongoing poison damage (hard save ends, 16+) | | |
| | <i>Poison reservoirs</i> : Each time the manticore uses its <i>volley of tail</i> | | |

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| | <p><i>spikes</i> attack, it takes 1d6 damage, or 2d6 damage if it's staggered.</p> <p><u>Nastier Specials</u> <i>Battle music</i>: The manticore has songs for many different purposes. When the manticore makes a <i>musical voice</i> attack and rolls a natural even hit, choose one song (or roll a d4): 1: <i>Fortissimo</i>—Each of the manticore's allies gains a +2d6 damage bonus with attacks that hit until the end of the battle (non-cumulative). 2: <i>Profundo</i>—The manticore's <i>musical voice</i> attack now deals 40 psychic damage instead of 20 until the end of the battle. 3: <i>Furioso</i>—The target is confused instead of dazed. 4: <i>Largo</i>—The manticore can make a <i>musical voice</i> attack during its next turn as a free action, but with a +3 attack bonus. This free attack won't trigger another <i>battle music</i> effect.</p> | |
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Mantikumhar

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| <p>Large 5th level Spoiler Beast</p> | <p>Initiative: +14</p> <p>Pincer claws +11 vs. AC (2 attacks)—18 damage <i>Natural 16+</i>: The mantikumhar pulls its target under the soil/ground. The target is stuck, hampered, and takes 5 ongoing damage from suffocation (save ends all) <i>Miss</i>: The target must roll an immediate save; on a failure, it's dazed until the end of its next turn from dirt or sand thrown in its face</p> <p>Crushing leonine jaws +10 vs. AC—30 damage, or 40 damage against a creature taking ongoing poison damage</p> <p>C: Serpent sting +12 vs. AC—10 damage, and 5 ongoing poison damage (hard save ends, 16+)</p> <p><i>Burrowing</i>: The mantikumhar can move rapidly through sand, loose soil, or dry eroded earth. It prefers to dig out a wide pit and lie in wait for prey. (See Burrowing.)</p> <p><i>Can't be blinded</i>: Between nictitating membranes that keep its eyes from being scratched out by the sand and its weird burrowing echolocation sense, the mantikumhar can't be blinded.</p> <p><i>Poison reservoirs</i>: Each time the mantikumhar uses its <i>serpent sting</i> attack, it takes 1d6 damage, or 2d6 damage if it's staggered.</p> <p><u>Nastier Specials</u> <i>Hunker down</i>: A mantikumhar can burrow into the soil as a move action, concealing itself from attacks. A hunkered mantikumhar gains a +3 bonus to AC and PD, but it can't use <i>crushing leonine jaws</i>.</p> | <p>AC 23 PD 19 MD 15 HP 119</p> |
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| | <p><i>Sand ambush:</i> The mantikumhar’s extensible tail can strike by surprise like a cobra from anywhere in its pit.</p> <p>C: Serpent sting +15 vs. AC (one nearby enemy)—10 damage, and 5 ongoing poison damage (hard save ends, 16+)</p> | |
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Coursing Manticore

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| Large 6 th level Spoiler Beast | Initiative: +13 | AC 23 |
| | <p>Battering paws +11 vs. AC (2 attacks)—20 damage</p> <p><i>Natural 16+:</i> The manticore can make a <i>scorpion sting</i> attack against a different target as a free action.</p> <p>Crushing leonine jaws +11 vs. AC—30 damage, or 50 damage against a creature taking ongoing poison damage</p> <p>C: Scorpion sting +13 vs. AC—10 damage, and 5 ongoing poison damage (hard save ends, 16+)</p> <p><i>Fly-by attack:</i> While flying, the manticore can make a <i>scorpion sting</i> attack, pop free from the target, and keep flying to somewhere nearby.</p> <p><i>Flight:</i> Giant batlike dragon wings put the final horrid touch on the coursing manticore’s “everything awful” design aesthetic.</p> <p><i>Poison reservoirs:</i> Each time the manticore uses its <i>scorpion sting</i> attack, it takes 1d6 damage, or 2d6 damage if it’s staggered.</p> <p><u>Nastier Specials</u></p> <p><i>Aerial archer:</i> Instead of a scorpion tail, the manticore has a spiked tail full of quills and can make <i>volley of tail spikes</i> attacks instead of <i>scorpion sting</i> attacks.</p> <p>R: Volley of tail spikes +13 vs. AC (1d3 nearby or far away enemies in a group)—5 ongoing poison damage (hard save ends, 16+)</p> <p><i>Diving leap:</i> The manticore leaps toward its prey, using its wings to arrow into battle at tremendous speed. During its first turn only, add +6 to its initiative count. After that, the beast returns to its normal initiative order.</p> | PD 21 MD 15 HP 170 |

Manticore

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| Large 6 th level Archer Beast | Initiative: +13 | AC 22 |
| | <p>Battering paws +11 vs. AC (2 attacks)—20 damage</p> <p><i>Natural 16+:</i> The manticore can make a single <i>volley of tail spikes</i> attack (one attack roll) against a different target as a free action.</p> <p>Crushing leonine jaws +11 vs. AC—30 damage; OR 50 damage against a creature taking ongoing poison damage</p> <p>C: Volley of tail spikes +13 vs. AC (1d3 nearby or far away</p> | PD 20 MD 16 HP 182 |

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| | <p>enemies in a group)—5 ongoing poison damage (hard save ends, 16+)</p> <p><i>Flight</i></p> <p><i>Poison reservoirs:</i> Each time the manticore uses its <i>volley of tail spikes</i> attack, it takes 1d6 damage, or 2d6 damage if it is staggered.</p> | |
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Medusa

Medusa Outlaw

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| 2x 6th level Wrecker Humanoid | <p>Initiative: +11</p> <p>Snakes and daggers +11 vs. AC (2 attacks)—10 damage, and 10 ongoing poison damage</p> <p><i>Natural 18+:</i> The medusa can make a <i>petrifying gaze</i> attack against the target as a free action.</p> <p>R: Poison arrow +11 vs. AC (one nearby or far away enemy)—15 damage, and 10 ongoing poison damage</p> <p><i>Natural 20:</i> The medusa can make a <i>petrifying gaze</i> attack against the target as a free action.</p> <p><i>[Special trigger] C: Petrifying gaze +11 vs. MD (one enemy)—20 psychic damage, and the target must start making last gasp saves as it turns to stone</i></p> <p><i>Caught by an eye:</i> Whenever a nearby enemy attacks the medusa outlaw and rolls a natural 1 or 2, the medusa can make a <i>petrifying gaze</i> attack against that attacker as a free action.</p> <p><i>Escalating threat:</i> At the start of each of the medusa's turns, roll a d4. If you roll less than or equal to the escalation die, the medusa can also use <i>petrifying gaze</i> as a quick action once during that turn.</p> | AC 22 PD 16 MD 20 HP 150 |
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Medusa Noble

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| 2x 11th level Caster Humanoid | <p>Initiative: +17</p> <p>Snakes and swords +17 vs. AC (3 attacks)—30 damage, and 15 ongoing poison damage</p> <p><i>Natural 18+:</i> The medusa can make a <i>petrifying gaze</i> attack against the target as a free action.</p> <p>R: Lightning fork +17 vs. PD (one nearby or far away enemy)—80 lightning damage</p> <p><i>Natural odd hit or miss:</i> The medusa deals 1d6 x 10 lightning damage to all nearby enemies.</p> <p><i>Natural even hit or miss:</i> The medusa can make a <i>lightning fork</i></p> | AC 27 PD 21 MD 25 HP 500 |
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| | <p>attack against a different target as a free action; keep making <i>lightning fork</i> attacks until you run out of targets that have taken damage from <i>lightning fork</i> or roll a natural odd attack.</p> <p>[Special trigger] C: Petrifying gaze +17 vs. MD (one enemy)—70 psychic damage, and the target must start making last gasp saves as it turns to stone</p> <p>Caught by an eye: Whenever a nearby enemy attacks the medusa noble and rolls a natural 1-5, the medusa can make a <i>petrifying gaze</i> attack against that attacker as a free action.</p> <p>Serpent wardings: Thrice per battle, as a free action, the medusa noble can force an enemy to reroll a spell attack that targeted it. The attacker can't use the escalation die for the reroll.</p> <p>Skilled sorcerer: If lightning isn't working against her target, the medusa noble can take a -2 attack penalty to change the energy type of her ranged attack to fire or thunder.</p> | |
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Minotaur

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| Large | Initiative: +8 | AC | 19 |
| 4th level | | PD | 17 |
| Troop | Axe or horns +9 vs. AC —27 damage, and one of the minotaur's allies can pop free from the target as a free action | MD | 13 |
| Humanoid | <p>Furious charge: The attack instead deals 40 damage on a hit if the minotaur first moves before attacking an enemy it was not engaged with at the start of its turn.</p> <p>Blood frenzy: Minotaurs gain a +4 melee attack bonus against staggered enemies.</p> <p><u>Nastier Specials</u></p> <p>Durable: The first time each round the minotaur takes damage, prevent 2d6 of it.</p> <p>Fear: While engaged with this creature, enemies that have 24 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.</p> | HP | 94 |

Mummy

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| 2x | Initiative: +9 | AC | 21 |
| 8th level | Vulnerability: fire | PD | 17 |
| Wrecker | | MD | 22 |
| Humanoid | <p>Unholy grasp +11 vs. PD—40 ongoing negative energy damage and the target is affected by <i>mummy rot</i> (save ends both)</p> <p>Each failed save (mummy rot): The target's flesh begins to rot and the ongoing damage increases by +40 (cumulative). Saves granted by special powers don't increase this damage if they fail, only end of turn failures.</p> <p>Natural 16+: The target also takes 20 damage.</p> | HP | 350 |

C: Sepulchral glare +11 vs. MD (one nearby enemy)—The target is hampered until the start of the mummy’s next turn
Crit: If the target is already affected by *mummy rot*, increase the ongoing negative energy damage by 40. If the target isn’t affected by *mummy rot* already, it takes 40 ongoing negative energy damage and is affected by *mummy rot* (save ends both)
Limited use: 1/round, as a quick action.

Mortal terror: The presence of a mummy unnerves opponents, giving it an unusual *fear aura*. While engaged with this creature, enemies that have 200 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks. Each time an enemy with 200 hp or fewer attacks the mummy, hit or miss, it must roll a save. On a success, it’s no longer affected by the *fear aura* effects of any mummy in the battle.

Spiritual grit: When the mummy takes 20 damage or less from a non-fire attack, it takes no damage instead.

Nastier Specials

Blessing of preservation: The mummy has a +4 bonus to all defenses until it takes damage.

Bone-chilling cry: Once per battle as a quick action, the mummy can issue a bone-chilling cry that seems to echo from some unseen tomb or portal and it makes a *call of the sarcophagus* attack.

C: Call of the sarcophagus +11 vs. MD (each nearby enemy suffering *mummy rot*)—The target is hampered until the end of its next turn

Naga

Swaysong Naga

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| Large 5th level Leader Beast | Initiative: +8 | AC | 21 |
| | | PD | 16 |
| | | MD | 18 |
| | | HP | 144 |
| | Bite +10 vs. AC —24 damage <i>Natural 16+:</i> The target also takes 15 ongoing poison damage. <i>Miss:</i> 12 damage. | | |
| | R: Song of reversals +10 vs. MD (1d3 nearby or far away enemies) —25 psychic damage <i>Natural 16+:</i> The target is confused (save ends). <i>Miss:</i> 10 psychic damage. <i>Limited use:</i> 1/battle. | | |
| | C: Hypnotic movements +10 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if <i>mystic escalator</i> benefit is active) —10 psychic damage, and the target is hampered (save ends) | | |
| | Arcane mirror: When an enemy targets the swaysong naga with a | | |

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| | <p>spell, the naga regains the use of <i>song of reversals</i> if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.</p> <p><i>Mystic escalator</i>: The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy's spell since its last turn.</p> | |
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Sparkscale Naga

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| Large | Initiative: +10 | AC | 21 |
| 6th level | | PD | 20 |
| Leader | Bite +11 vs. AC—30 damage | MD | 16 |
| Beast | <p><i>Natural 16+</i>: Each nearby enemy takes 10 thunder damage. <i>Miss</i>: 20 damage.</p> <p>R: Bloom of lightning +10 vs. PD (1d3 nearby or far away enemies)—30 lightning damage <i>Natural 16+</i>: Each nearby enemy takes 10 thunder damage. <i>Miss</i>: Each nearby creature (including allies) takes 5 thunder damage. <i>Limited use</i>: 1/battle.</p> <p>C: Sparking aura +10 vs. PD (one nearby enemy, or one nearby enemy per point of esc. die if <i>mystic escalator</i> benefit is active)—20 lightning damage, and the target is vulnerable (save ends)</p> <p><i>Arcane mirror</i>: When an enemy targets the sparkscale naga with a spell, the naga regains the use of <i>sparking aura</i> if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.</p> <p><i>Mystic escalator</i>: The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy's spell since its last turn.</p> | HP | 190 |

Manafang Naga

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|-----------------------------|--|-----------|------------|
| Large | Initiative: +14 | AC | 23 |
| 7th level | | PD | 17 |
| Leader | Bite +12 vs. AC—45 damage | MD | 21 |
| Beast | <p><i>Natural 16+</i>: The naga gains <i>resist spell damage 16+</i> against the target's spells until the end of the battle. <i>Miss</i>: 25 damage.</p> <p>R: Force missiles (1d4 nearby or far away enemies)—25 force</p> | HP | 210 |

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| | <p>damage <i>Limited use:</i> 1/battle.</p> <p>C: Ritual movements +12 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if <i>mystic escalator</i> benefit is active)—40 psychic damage, and the target can’t cast spells or use the activated powers of true magic items (save ends)</p> <p><i>Arcane mirror:</i> When an enemy targets the manafang naga with a spell, the naga regains the use of <i>force missiles</i> if it’s expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn’t expend the spell.</p> <p><i>Mystic escalator:</i> The naga and each of its nearby allies can use the escalation die unless the naga has been targeted by an enemy’s spell since its last turn.</p> | |
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Elder Swaysong Naga

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|-----------------------------|---|-----------|------------|
| Normal | Initiative: +12 | AC | 24 |
| 8th level | | PD | 19 |
| Leader | Bite +13 vs. AC —24 damage | MD | 21 |
| Beast | <p><i>Natural 16+:</i> The target also takes 15 ongoing poison damage. <i>Miss:</i> 12 damage.</p> <p>R: Song of reversals +13 vs. MD (1d3 nearby or far away enemies)—25 psychic damage <i>Natural 16+:</i> The target is confused (save ends). <i>Miss:</i> 10 psychic damage. <i>Limited use:</i> 1/battle.</p> <p>C: Hypnotic movements +13 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if <i>supreme mystic escalator</i> benefit is active)—15 psychic damage, and the target is hampered (save ends); until the target saves, it takes 15 psychic damage each time it attacks the naga</p> <p><i>Arcane mirror:</i> Whenever an enemy targets the elder swaysong naga with a spell, the naga regains the use of <i>song of reversals</i> if it’s expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn’t expend the spell.</p> <p><i>Supreme mystic escalator:</i> The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn.</p> | HP | 144 |

Elder Sparkscale Naga

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| Normal 9 th level Leader Beast | Initiative: +15 | AC 24 |
| | Bite +14 vs. AC—30 damage <i>Natural 16+</i> : Each nearby enemy takes 10 thunder damage. <i>Miss</i> : 20 damage. | PD 23 |
| | R: Bloom of lightning +14 vs. PD (1d3 nearby or far away enemies)—30 lightning damage <i>Natural 16+</i> : Each nearby enemy takes 10 thunder damage. <i>Miss</i> : Each nearby creature (including allies) takes 5 thunder damage. <i>Limited use</i> : 1/battle. | MD 19 |
| | C: Sparking aura +14 vs. PD (one nearby enemy, or one nearby enemy per point of esc. die if <i>supreme mystic escalator</i> benefit is active)—40 lightning damage, and the target is vulnerable (save ends) | HP 190 |
| | <i>Arcane mirror</i> : Whenever an enemy targets the elder sparkscale naga with a spell, the naga regains the use of <i>bloom of lightning</i> if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell. | |
| | <i>Supreme mystic escalator</i> : The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn. | |

Elder Manafang Naga

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| Normal 10 th level Leader Beast | Initiative: +18 | AC 26 |
| | Bite +15 vs. AC—45 damage <i>Natural 16+</i> : The naga gains <i>resist spell damage 16+</i> against the target's spells until the end of the battle. <i>Miss</i> : 25 damage. | PD 20 |
| | R: Force missiles (1d4 nearby or far away enemies)—45 force damage <i>Limited use</i> : 1/battle. | MD 24 |
| | C: Ritual movements +15 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if <i>supreme mystic escalator</i> benefit is active)—45 psychic damage, and the target can't cast spells or use the activated powers of true magic items (save ends) <i>Miss</i> : 20 psychic damage. | HP 210 |
| | <i>Arcane mirror</i> : Whenever an enemy targets the elder manafang | |

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| | <p>naga with a spell, the naga regains the use of <i>force missiles</i> if it's expended. In addition, if that spell is a recharge spell, roll its recharge check immediately after the spell is cast. If the spell is a per-battle or daily spell, roll a hard save (16+) immediately after the spell is cast; on a success, the spellcaster doesn't expend the spell.</p> <p><i>Supreme mystic escalator:</i> The naga and each of its nearby allies can use the escalation die unless the naga has been hit by two enemy spells since its last turn.</p> | |
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Ogre

Ogre

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| Large | Initiative: +5 | AC | 19 |
| 3rd level | | PD | 16 |
| Troop | Big honkin' club +7 vs. AC—18 damage | MD | 12 |
| Giant | <i>Miss:</i> Half damage. | HP | 90 |
| | <p>Big shove +9 vs. PD (each enemy engaged with ogre)—1d6 damage, and the target pops free from the ogre</p> <p><i>Quick use:</i> This power only requires a quick action (once per round) instead of a standard action when the escalation die is even.</p> | | |
| | <p><u>Nastier Specials</u></p> <p><i>Tough skin:</i> Whenever the ogre takes weapon damage, reduce that damage by 1d8 points.</p> | | |

Ogre Penitent

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| Large | Initiative: +4 | AC | 18 |
| 3rd level | | PD | 16 |
| Blocker | Remorseful flail +6 vs. AC—20 damage | MD | 14 |
| Giant | <p><i>Natural 5, 10, 15, or 20:</i> Until the end of the battle, when an enemy engaged with the ogre attacks it, that enemy can't target other enemies with that attack.</p> <p><i>Miss:</i> Half damage to a different nearby enemy.</p> | HP | 100 |
| | <p><i>Closer my death to thee:</i> While staggered, the ogre penitent gains a +4 attack bonus.</p> | | |
| | <p><i>Crumbling ego:</i> Each time the ogre fails a save, it takes 1d8 psychic damage.</p> | | |
| | <p><u>Nastier Specials</u></p> <p><i>Frenzied disappointment:</i> If the ogre penitent rolls a natural 1 or 2 with an attack roll, it can take an extra standard action during its next turn.</p> | | |

Demonic Ogre

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| Large | Initiative: +8 | AC | 20 |
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| 4th level Spoiler Giant | <p>Demon-kissed blade +9 vs. AC—24 damage <i>Natural 5, 10, 15, or 20:</i> The ogre gains a random <i>demonic advantage</i> (see below) until the end of the battle. All demonic advantages end if the ogre experiences a demonic eruption. <i>Miss:</i> Half-damage.</p> <p>R: Flaming spear +9 vs. AC—20 damage <i>Natural 5, 10, 15, or 20:</i> The target takes 10 ongoing fire damage.</p> <p><i>Demonic advantage:</i> Roll a d6 to determine which demonic ability the ogre gains. 1: The ogre gains <i>resist energy 16+</i>. 2: Once per battle, the ogre can teleport anywhere it can see as a move action. 3: The ogre's attacks deal +1d8 damage, hit or miss. 4: At the start of the ogre's turn, each enemy engaged with it takes 2d6 negative energy damage. 5: The ogre gains a +5 bonus to saves this battle. 6: The ogre begins making <i>demonic eruption</i> rolls when the escalation die is 4+ instead of 6+.</p> <p><i>Demonic eruption:</i> When the escalation die is 6+, the demonic ogre rolls a normal save at the start of each of its turns. On a success, roll a d6 and replace the demonic ogre with a new undamaged demon. 1-2: Imp; 3-4: Despoiler; 5: Frenzy demon; 6: Cambion sickle.</p> <p><u>Nastier Specials</u> <i>Early eruption:</i> Begin making <i>demonic eruption</i> rolls when the escalation die is 5+ instead of 6+. Also use stronger demons for the options that the ogre could turn into.</p> | PD 16 MD 16 HP 100 |
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Ogre Berserker

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| Large 4th level Wrecker Giant | <p>Initiative: +9</p> <p>Giant axe or sword +8 vs. AC—28 damage <i>Natural 5, 10, 15, or 20:</i> The ogre berserker gains the <i>escalator</i> ability (it adds the escalation die to its attacks) until the end of the battle. <i>Miss:</i> Half damage, and the ogre berserker takes 1d6 damage.</p> <p><i>You shouldn't have done that:</i> When an enemy engaged with the berserker scores a critical hit against it, that enemy takes 7d6 damage.</p> <p><i>Incidental damage:</i> When an enemy makes an opportunity attack against the berserker, hit or miss, that enemy takes 2d6 damage.</p> | AC 18 PD 18 MD 15 HP 120 |
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| | <i>Rauguguggh:</i> Once per battle as a free action, when the ogre berserker fails a save, it can take 3d6 damage to succeed at the save instead. | |
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Ogre Crusader

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| Large | Initiative: +6 | AC | 21 |
| 4th level | | PD | 17 |
| Troop | Jagged greatsword or greataxe +10 vs. AC (2 attacks)—18 damage | MD | 15 |
| Giant | <i>Natural 5, 10, 15, or 20:</i> The ogre crusader can make a <i>war-curse</i> attack as a free action. <i>Miss:</i> Half damage. R: War javelin +8 vs. AC—18 damage C: War-curse +10 vs. MD (the nearby conscious enemy with the lowest hit points)—10 psychic damage <i>Special hate:</i> When the ogre crusader attacks an enemy that has a positive or conflicted relationship with an icon that is aligned opposite to the Ogre's aligned icon, it adds the escalation die to the attack roll. | HP | 106 |

Ogre Champion

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| Large | Initiative: +10 | AC | 21 |
| 5th level | | PD | 19 |
| Wrecker | Champion's battle-axe +10 vs. AC—30 damage | MD | 18 |
| Giant | <i>Natural 5, 10, 15, or 20:</i> The ogre champion gains a second standard action this turn, but not a third. <i>Miss:</i> Half damage. R: Heavy javelin +10 vs. AC (one nearby or far away enemy)—26 damage <i>Miss:</i> 10 damage. <i>Racial enemies:</i> Whenever a nearby dwarf or elf enemy attempts to use their racial power, they must roll a hard save (16+). On a failure, the power fails and has no effect that turn (but they can try again next turn). <i>Slayer of wizards:</i> Creatures engaged with the ogre champion take opportunity attacks from it when casting close spells as if they were casting ranged spells. <u>Nastier Specials</u> <i>Escalating danger:</i> The ogre champion adds the escalation die to the damage it deals with its attacks, hit or miss. | HP | 140 |

Ogre Minion

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| Large 9th level Mook Giant | Initiative: +11 | AC | 24 |
| | | PD | 23 |
| | Ogre-sized chopper +14 vs. AC—35 damage | MD | 19 |
| | <i>Miss: Half damage.</i> | HP | 80 |
| | R: Ogre-sized javelin +14 vs. AC (one nearby or far away enemy)—20 damage | | |
| | <i>Incidental damage:</i> When an enemy makes an opportunity attack against the ogre minion, hit or miss, that enemy takes 4d6 damage. | | |
| | <i>Double-strength mook:</i> The ogre minion mook counts as two 9 th level mooks when you're building battles. | | |
| | <u>Nastier Specials</u> <i>Punching above its weight:</i> Once per round, the ogre minion mob can take 5d10 damage to reroll an attack (a member of the mob takes one for the team). | | |

Ogre Mage

Ogre Mage Knight

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| Large 6th level Wrecker Giant | Initiative: +13 | AC | 22 |
| | | PD | 19 |
| | Naginata +11 vs. AC—The effect depends on the roll. | MD | 17 |
| | <i>Natural even hit:</i> 25 damage, and the ogre mage knight can use <i>lightning pulse</i> as a free action. | HP | 160 |
| | <i>Natural odd hit:</i> 20 damage, and the ogre mage knight can use <i>voice of thunder</i> as a free action. | | |
| | <i>Natural even miss:</i> 10 damage, and the ogre mage knight can teleport to any nearby location it can see before using <i>magi's lightning chain</i> as a free action. | | |
| | <i>Natural odd miss:</i> The ogre mage knight can use <i>cone of cold</i> as a free action. | | |
| | R: Magi's lightning chain +11 vs. PD—15 lightning damage, and each time this attack has a natural even attack roll, the ogre mage knight can target a different creature with the ability | | |
| | C: Cone of cold +11 vs. PD (up to 3 nearby enemies in a group, also targets the ogre's allies engaged with the targets)—20 cold damage <i>Miss:</i> 10 cold damage. | | |
| | C: Lightning pulse +11 vs. PD (one random nearby or far away enemy)—20 lightning damage <i>Natural even hit:</i> The target is weakened (save ends). | | |
| | C: Voice of thunder +11 vs. PD (1d3 nearby enemies)—15 thunder damage | | |

Resist exceptional attacks 16+: When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Trollish regeneration 15: While an ogre mage is damaged, its uncanny flesh heals 15 hit points at the start of the ogre mage's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of regeneration doesn't count against the five-use limit.

When the ogre mage is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping an ogre mage to 0 hp doesn't kill it if it has any uses of *regeneration* left.

Nastier Specials

Ki: Gain 1d4 ki at the start of each battle. Spend a point of ki as a free action, once per round, to change the ogre mage knight's natural attack result by one; a natural 1 could become a 2, a natural 19 could become a natural 20, and so on.

Ogre Mage

Large
7th level
Caster
Giant

Initiative: +14

Naginata +13 vs. AC—35 damage

Natural 18+: Make a second *naginata* attack against a nearby enemy as a free action (engaging it is not required)

C: Cone of cold + 13 vs. PD (up to 3 nearby enemies in a group)—50 cold damage

Limited use: 1/day, and the attack affects the ogre's allies engaged with or between enemy targets.

Aura of treachery: Once per round when a nearby enemy misses the ogre mage with an attack, the ogre mage can make an *aura of treachery* attack against it as a free action.

[Special trigger] C: Aura of treachery + 13 vs. MD—the target is confused until the end of the ogre mage's next turn

Flight: The ogre mage flies using the sheer power of its superior mind.

Invisibility: If the ogre mage is not engaged, it can turn invisible as an at-will standard action. It becomes visible when it attacks. The ogre mage takes 1d10 damage each time it uses *invisibility* while it's staggered.

Resist exceptional attacks 16+: When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural

AC 23
PD 19
MD 21
HP 170

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| | <p>16+ on the attack roll or it only deals half damage.</p> <p><i>Trollish regeneration 20:</i> While an ogre mage is damaged, its uncanny flesh heals 20 hit points at the start of the ogre mage's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of <i>regeneration</i> doesn't count against the five-use limit.</p> <p>When the ogre mage is hit by an attack that deals fire or acid damage, it loses one use of its <i>regeneration</i>, and it can't regenerate during its next turn.</p> <p>Dropping an ogre mage to 0 hp doesn't kill it if it has any uses of <i>regeneration</i> left.</p> | |
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Ogre Lightning Mage

| | | |
|--|---|---|
| <p>Large 8th level Caster Giant</p> | <p>Initiative: +15</p> <p>Naginata +14 vs. AC (2 attacks)—40 damage <i>Miss: 15 damage.</i></p> <p>R: Lightning from torn sky +14 vs. PD (up to 2 nearby enemies, plus one far away enemy, if any)—52 lightning damage <i>Limited use:</i> 1/battle, but the ogre lightning mage regains the use of this attack if it's expended each time it uses its <i>naginata</i> attack.</p> <p>R: Past master's judgment +14 vs. MD (1d3 nearby enemies)—25 psychic damage <i>First natural even hit each attack:</i> The ogre lightning mage can cancel one spell or magical effect created by the target.</p> <p><i>Flight:</i> The ogre lightning mage flies well using the sheer power of its superior mind.</p> <p><i>Invisibility:</i> While not engaged, the ogre lightning mage can turn invisible as an at-will standard action. It becomes visible when it attacks. The ogre mage takes 1d10 damage each time it uses <i>invisibility</i> while it's staggered.</p> <p><i>Resist exceptional attacks 16+:</i> When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Trollish regeneration 20:</i> While an ogre mage is damaged, its uncanny flesh heals 20 hit points at the start of the ogre mage's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of <i>regeneration</i> doesn't count against the five-use limit.</p> <p>When the ogre mage is hit by an attack that deals fire or acid damage, it loses one use of its <i>regeneration</i>, and it can't regenerate during its next turn.</p> | <p>AC 24 PD 20 MD 22 HP 230</p> |
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Dropping an ogre mage to 0 hp doesn't kill it if it has any uses of *regeneration* left.

Prismatic Ogre Mage

| | | | |
|--|---|-----------|------------|
| Large 9th level Caster Giant | Initiative: +16 | AC | 25 |
| | | PD | 22 |
| | Horns and claws +15 vs. AC—75 damage | MD | 18 |
| | <i>Natural 2-5:</i> The prismatic ogre mage can use <i>prismatic blast</i> as a free action without provoking an opportunity attack. | HP | 360 |
| | <p>Force shove +15 vs. PD (each enemy engaged with ogre)—10 force damage, and the target pops free from the ogre mage</p> <p><i>Quick use:</i> This power only requires a quick action (once per round) instead of a standard action when the escalation die is odd.</p> | | |
| | <p>R: Prismatic blast +15 vs. PD (1d3 nearby or far away enemies in a group)—Roll a d8 against each hit target to determine the type of ray and effect</p> <ol style="list-style-type: none"> 1. <i>Red:</i> 75 fire damage; <i>Miss:</i> 40 fire damage. 2. <i>Orange:</i> 50 damage, and the target is confused (save ends). 3. <i>Yellow:</i> 40 ongoing poison damage. 4. <i>Green:</i> The target loses a recovery, and the prismatic ogre mage heals 70 hp. 5. <i>Blue:</i> 60 lightning damage, and make a secondary attack: +15 vs. PD (one enemy near the target)—20 lightning damage. 6. <i>Cyan:</i> The target is stunned (save ends). 7. <i>Purple:</i> The target is dazed and confused (save ends both). When the target saves, it takes 40 psychic damage. 8. <i>Magenta:</i> The target is transported into the future. Remove that creature from play, returning it to the battle in (or near) its previous location at the end of its next turn. No time seems to pass for the target while it's gone. | | |
| | <p><i>Resist exceptional attacks 16+:</i> When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> | | |
| | <p><i>Warp:</i> The prismatic ogre mage warps reality with its presence. Each character hit by the <i>prismatic blast</i> attack during battle must write down one true personal trait or preference about their character such as: "Yellow hair," "Afraid of spiders," "Prefers white wine to red," or "Tattoo of a halfling on left bicep." These personal traits are shuffled and randomly distributed equally by the GM after the battle is over. Whichever trait each player receives is now true for their character as well as for the character of the player who wrote it down (unless there has somehow turned out to be a swap...). These traits don't alter game mechanics (feats, powers, backgrounds, icon relationships, attributes, bonuses, etc.). They are personal details that have been warped and scrambled by the prismatic ogre mage's magic.</p> | | |

Ooze

All oozes have the following two abilities:

Flows where it likes: The ooze is immune to opportunity attacks.

Ooze: The ooze is immune to effects. When an attack applies a condition to an ooze (dazed, hampered, weakened, ongoing damage, etc.), that condition doesn't affect it.

Black Pudding

| | | | |
|---|--|----|-----|
| Huge 9th level Wrecker Ooze | Initiative: +8 | AC | 23 |
| | | PD | 20 |
| | C: Acid-drenched pseudopod +14 vs. PD (up to 4 attacks, each against a different nearby enemy)—30 acid damage, and 10 ongoing acid damage | MD | 19 |
| | Miss: 10 acid damage. | HP | 470 |
| | Climber: A black pudding sticks to ceilings and walls when it wishes, sliding along as easily as on the floor. | | |

Slippery: The pudding has *resist weapons* 12+.

Gelatinous Cube

| | | | |
|---|---|----|-----|
| Huge 5th level Blocker Ooze | Initiative: +4 | AC | 20 |
| | | PD | 18 |
| | Shlup'n'schlorp +10 vs. PD—30 acid damage, and the cube engulfs the target (functions like a grab) if it's smaller than the cube | MD | 15 |
| | Miss: The cube can make a <i>spasms</i> attack as a free action. | HP | 200 |
| | [Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)—15 damage | | |

Engulf and dissolve: Targets engulfed/grabbed by the cube take 30 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it.

Ochre Jelly

| | | | |
|--|--|----|----|
| Large 3rd level Wrecker Ooze | Initiative: +2 | AC | 18 |
| | | PD | 17 |
| | C: Acid-drenched pseudopod +8 vs. PD (1d4 attacks, each against a different nearby enemy)—6 acid damage | MD | 16 |
| | Natural even hit or miss: 3 ongoing acid damage. | HP | 90 |
| | Splitter: The first time an ochre jelly takes 20 or more damage from a single attack, it splits into two normal-size ochre jellies, each with half the original's current hit points plus 2d6 hp. Treat | | |

| | | |
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| | the new jellies as undamaged jellies at their new hit point totals without the <i>splitter</i> ability. | |
|--|---|--|

Orc

Orc Warrior

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +3 | AC | 16 |
| 1st level | | PD | 14 |
| Troop | Jagged sword +6 vs. AC—6 damage | MD | 10 |
| Humanoid | <i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered. | HP | 30 |

Orc Berserker

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +5 | AC | 16 |
| 2nd level | | PD | 15 |
| Troop | Greataxe +7 vs. AC—8 damage | MD | 13 |
| Humanoid | <i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered. <i>Unstoppable:</i> When an orc berserker drops to 0 hp, it does not immediately die. Ignore any damage in excess of 0 hp, roll 2d6, and give the berserker that many temporary hit points. No other healing can affect the berserker or give it more temporary hit points. When the temporary hp are gone, the berserker dies. | HP | 40 |

Orc Shaman

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +5 | AC | 18 |
| 2nd level | | PD | 12 |
| Leader | Spear +6 vs. AC—6 damage | MD | 16 |
| Humanoid | <i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered. R: Battle curse +7 vs. MD (1d3 nearby enemies)—4 psychic damage, and for the rest of the battle, melee attacks by orcs deal +1d4 damage against the target (non-cumulative) | HP | 36 |

Orcish Archer

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +5 | AC | 18 |
| 2nd level | | PD | 17 |
| Archer | Scimitar +6 vs. AC—6 damage | MD | 11 |
| Humanoid | R: Short bow +6 vs. AC—7 damage <i>Natural 1-5:</i> Reroll the attack against a random nearby creature. If the rerolled attack is also a natural 1-5, the orcish archer takes 3 damage from sheer agonized frustration, but it doesn't get to make another attack. <i>Final frenzy:</i> When the escalation die is 3+, the orcish archer gains a +3 bonus to melee attacks and melee damage | HP | 32 |

Pit-Spawn Orc

| | | | |
|---|---|-----------|-----------|
| 2x 2nd level Mook Humanoid | Initiative: +2 | AC | 17 |
| | | PD | 15 |
| | Punch or bludgeon +7 vs. AC—5 damage | MD | 12 |
| | | HP | 18 |
| <p><i>Mob attack:</i> The crit range for pit-spawn orcs is 17+. Whenever a pit-spawn orc scores a critical hit, each pit-spawn orc mook in the battle gains a +1 cumulative bonus to damage until the end of the battle.</p> <p><u>Nastier Specials</u></p> <p><i>Boiling rage:</i> When an enemy engaged with the orc hits it with an attack, the enemy takes 4 damage as the orc bites and claws it back.</p> | | | |

Cave Orc

| | | | |
|---|---|-----------|-----------|
| Normal 3rd level Mook Humanoid | Initiative: +6, or +12 at night or in dark caves | AC | 19 |
| | | PD | 18 |
| | Obsidian knife +8 vs. AC—4 damage, and +1d4 damage for each other orc engaged with the target (max +4d4) | MD | 12 |
| | | HP | 10 |
| <p>R: Rock +7 vs. AC—5 damage</p> <p><i>Hears everything:</i> Increase the DC to sneak past cave orcs silently by +5.</p> <p><i>Nocturnal predator:</i> If the battle is at night (or in darkness), the orc gains a +2 attack bonus. If the battle is during the day (or in daylight) it takes a -2 penalty to all defenses.</p> | | | |

Death-Plague Orc

| | | | |
|---|---|-----------|-----------|
| Large 3rd level Spoiler Humanoid | Initiative: +2 | AC | 20 |
| | | PD | 18 |
| | Huge spiked flail +8 vs. AC—21 damage | MD | 12 |
| | <i>Natural roll is above target's Constitution:</i> The target catches a disease (see below). | HP | 90 |
| <p>When a creature contracts a death-plague orc disease, roll a d4 for the disease type and a d6 for that disease's symptoms <i>after the battle</i>. Until cured, at the start of each day (after each full heal-up) the PC makes a Constitution check (including any appropriate background) to determine the severity of the disease for that day, or if the PC is cured.</p> <p>Full bed rest under the care of a healer reduces severity roll from a d6 to a d4 (so a severity check result of 18 would be 1d4 + 2 not 1d6 + 2). A PC under the care of an experienced healer or someone who knows healing magic gains a +10 bonus to the Constitution check. At the GM's option, special ingredients or healing items, found via quest, can give additional bonuses to the check.</p> | | | |

Disease Type (d4)

- 1: Filthy Fever (d6 roll for symptoms that day)
- 2: Chatter Pox (d6 roll for symptoms that day)
- 3: Slug Scourge (d6 roll for symptoms that day)
- 4: Red Fever (d6 roll for symptoms that day)

Filthy Fever Symptoms (d6)

- 1: Slight temperature.
- 2-3: The runs. You gain 1 less recovery than normal after a full heal-up due to fluid loss.
- 4+: You have a hacking cough that sounds like insane laughter and are losing fluids. You gain 2 fewer recoveries than normal after a full heal-up and can't remain silent.

Chatter Pox Symptoms (d6)

- 1: Unsightly and painful sores, occasional shivers.
- 2-3: Running sores, shivering and chattering teeth. You take a -3 penalty to social skill checks and to attack rolls with spells.
- 4+: Infected sores, fever dreams. Your constitution is weakened. After each full heal-up, roll 1d4 + 3 to determine your starting maximum recoveries for that day. Each time you cast a spell that isn't at-will, there's a 25% chance it fails (but you don't expend the spell).

Slug Scourge Symptoms (d6)

- 1: Extreme appetite, nausea.
- 2-3: Vomiting up slugs. Whenever you make a non-combat Charisma check, roll 2d20 and take the lower result.
- 4+: The slugs are inside your lungs! After each quick rest, you lose 25% of your maximum hit points. If you drop to 0 hp this way, you enter into a coma until the next day.

Red Fever Symptoms (d6)

- 1: Scarlet stripes on the eyeballs, itching, buzzing in ears.
- 2-3: Blurred vision. You take a -3 penalty to ranged attacks.
- 4+: Fever, rage, and confusion. Whenever you roll a natural odd attack roll, you are confused until the end of your next turn. Ranged attacks have a 25% chance of accidentally targeting an ally (check before making the attack roll).

Disease Severity (Con check each day; result affects d6 symptoms roll)

- 1-14: d6 + 3
- 15-20: d6 + 2
- 20-24: d6 + 1
- 25-29: d6 + 0
- 30+: Cured

Orc Battle Screamer

| | | | |
|--|--|-----------|-----------|
| Normal 3rd level Leader Humanoid | Initiative: +8 | AC | 22 |
| | | PD | 15 |
| | Sharpened flute or club-like drumstick +9 vs. AC—10 damage | MD | 15 |
| | | HP | 33 |
| <u>Orcish Instruments: Choose ONE</u> R: Skull drum +7 vs. MD—8 damage , and as a free action, one nearby orc ally can move or make a basic attack (doesn't trigger special abilities) R: Bone flute +7 vs. MD—8 damage , and one nearby orc ally deals +1d6 damage on a hit during its next turn R: War bagpipes—1d3 nearby or far away enemies that can hear the bagpipes must immediately roll a normal save; on a failure, the target is hampered until the end of its next turn | | | |

Orc Tusker

| | | | |
|---|---|-----------|-----------|
| Normal 3rd level Troop Humanoid | Initiative: +7 | AC | 22 |
| | | PD | 17 |
| | Club'n'tusk +5 vs. AC—7 damage | MD | 13 |
| | <i>Furious charge:</i> The attack instead deals 12 damage on a hit if the orc tusker first moves before attacking an enemy it was not engaged with at the start of its turn. <i>Miss:</i> 4 damage, and the orc tusker pops free from all enemies. | HP | 45 |

Orc Rager

| | | | |
|--|---|-----------|-----------|
| Normal 7th level Mook Humanoid | Initiative: +12 | AC | 22 |
| | | PD | 20 |
| | Greataxe +12 vs. AC—16 damage | MD | 16 |
| | <i>Dangerous mooks:</i> The crit range of melee attacks by orc ragers expands by 3 until half the orc rager mob has been dropped. <i>Dying strike:</i> When an orc rager drops to 0 hp, it can make a final attack as a free action. (These extra attacks can come from ragers engaged with a PC.) | HP | 27 |

Great Fang Cadre

| | | | |
|---|--|-----------|-----------|
| Normal 10th level Mook Humanoid | Initiative: +13 | AC | 27 |
| | | PD | 25 |
| | Double axe +15 vs. AC—25 damage | MD | 21 |
| | <i>Natural 11+:</i> The cadre can make a second <i>double axe</i> attack (no more) as a free action. <i>Dangerous mooks:</i> The crit range of melee attacks by great fang cadre orcs expands by 3 until half the great fang cadre mob has been dropped. R: Big, black, creaking bow +15 vs. AC—37 damage <i>Natural even hit or miss:</i> The attack targets PD instead of AC. <u>Nastier Specials</u> | HP | 50 |

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| | <p><i>On the spot mutation:</i> Whenever an attack eliminates one or more members of the mob, there is a 50% chance that each survivor gains one of these abilities: extra melee attack, damage aura: 1d20 damage vs. any enemy that starts its turn engaged with the orc, or +4 bonus to AC.</p> | |
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Otyugh

| | | | |
|--|---|-----------|-----------|
| Large 3rd level Blocker Aberration | Initiative: +5 | AC | 19 |
| | | PD | 17 |
| | Grasping tentacles +8 vs. PD (2 attacks)—5 damage | MD | 13 |
| | <i>Natural even hit:</i> The otyugh can grab the target. | HP | 84 |
| | <i>Natural 18 or 20:</i> The otyugh can grab the target and make a <i>big toothy maw</i> attack against it as a free action. | | |
| | Big toothy maw +12 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—16 damage | | |
| | <i>Trash nest defense:</i> The otyugh gains a +2 bonus to all defenses while fighting in its nest or in similar piles of excrement and trash. | | |
| | <i>Tentacle flail:</i> Once per round, an otyugh can make a <i>grasping tentacles</i> attack as a free action against a moving nearby creature it is not engaged with; on a natural even hit, the target is grabbed and its movement stops. | | |

Owlbear

| | | | |
|---|---|-----------|------------|
| Large 4th level Wrecker Beast | Initiative: +8 | AC | 19 |
| | | PD | 17 |
| | Rip and peck +9 vs. AC—15 damage, and until the end of the owlbear's next turn, the target is hampered (<i>makes only basic attacks</i>) while engaged with the owlbear | MD | 13 |
| | <i>Vicious hybrid:</i> If the escalation die is even, make another <i>rip and peck</i> attack. | HP | 101 |
| | <i>Feed the cubs:</i> An owlbear that scores a critical hit against a hampered enemy tears a piece of the creature off (GM chooses a limb) and will subsequently attempt to retreat with the prize to feed its cubs. The torn-up enemy is stunned until the end of its next turn. | | |
| | <i>Silent hunter:</i> Owlbears are nearly silent until they strike. Checks to hear them approaching take a -5 penalty. | | |

Phase Spider

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|---|--|-----------|------------|
| Large 7th level Spoiler Beast | Initiative: +16 | AC | 23 |
| | | PD | 22 |
| | Phasing fangs +11 vs. PD (2 attacks)—25 damage | MD | 18 |
| | <i>Natural even hit:</i> The spider can make a <i>rummage and filch</i> attack against the target as a free action, even if the target isn't | HP | 200 |
| | | | |

staggered.

Rummage and filch +11 vs. MD (one staggered creature)—the phase spider steals a random true magic item from the target (see below).

Phasing abilities: As long as it didn't just return from being out of phase, at the start of the phase spider's turn, roll a d6 to see which of its phase and teleport abilities it can access that turn. The spider doesn't have to use the available ability and can attack normally, if it wishes.

1-2: Short teleport—As a move action, the spider can teleport anywhere it can see nearby.

3: Long teleport—As a move action, the spider can teleport anywhere it can see nearby or far away.

4-5: Phase out—As a move action, the spider can remove itself from the battlefield, returning on its next initiative turn anywhere it chooses nearby. It doesn't get to make a phase roll at the start of its next turn though.

6: Teleport away—If the spider has stolen at least one magic item, as a move action it can teleport back to its lair, or to its master if it has one. It leaves the battle. If it hasn't stolen an item yet, it won't leave and can use its choice of the other abilities this turn.

Stolen items: If the spider is slain before it leaves battle, all items stolen from the party are recovered. If a d20 roll results in a 20, other magic items are found.

Pixie

All pixies have the *glamour* ability.

Glamour: Outside of combat, pixies can create complex illusions at will. For the PC, it's usually a normal or hard skill check to sort out what's real.

Pixie Warrior

| | | | |
|---|--|-----------|-----------|
| Normal 3rd level Spoiler Humanoid | Initiative: +12 | AC | 20 |
| | | PD | 13 |
| | Diminutive sparkly sword +8 vs. PD—5 psychic damage | MD | 17 |
| | Natural 16+: The pixie warrior can make a <i>madness</i> attack against the target as a free action. | HP | 24 |
| | R: Enchanted bowshot +8 vs. PD—4 psychic damage, and the pixie warrior can make a <i>madness</i> attack against the target as a free action. | | |
| | <i>[Special trigger]</i> Madness +8 vs. MD —The target is maddened until the end of the pixie's next turn. The first thing the creature does on its turn is use a standard action to make a display of power that has no practical benefit. The GM chooses the attack, spell, or other power, which should be the most powerful one the character | | |

has, preferably a daily. The target expends the power in a great show of prowess, aimed for display rather than effect. Wizards cast their fireballs into the sky, monks demonstrate flawless form while shadow-boxing, and clerics bless the very stones underfoot instead of allies.

When the madness effect gets old, substitute any of the following effects, by choice or at random:

1: You love pixies and hate those who threaten them. The target is confused until the end of the pixie's next turn.

2: Brains knocked loose. The target takes 4 psychic damage each time it takes an action (save ends; yes that could be 3 times per round or more).

3: Reality bender. The target takes 5 ongoing psychic damage. Each time the target fails the save, the ongoing damage increases by 5, cumulative.

4: Massive attack on the unconscious mind. The target chooses one: either let the onslaught slam its mind (take 15 psychic damage), or steel its mind against the onslaught (stunned until the end of the pixie's next turn).

5: Compulsion to dance. The target takes 5 ongoing psychic damage (no save) until it spends a standard action to dance maniacally. Dancing ends all such ongoing damage, even if the target has been hit multiple times with this effect.

6: Pacifism. The target can't attack until the end of the pixie's next turn.

Dazzling lights: During battle, pixies fill the air with the light and sound of countless flashy illusions. The effects are disorienting enough that the PCs don't get to add the escalation die to their attacks.

Flight: Pixies make flying look like a lot of fun.

Invisibility: When an enemy attacks a pixie and misses, the pixie turns invisible until the start of its next turn (even if it makes opportunity attacks). A pixie can also turn invisible as a standard action, in which case the invisibility still lasts until the start of its next turn.

Predatory Plant

Claw Flower

| | | | |
|---|---|----|----|
| Normal 2 nd level Spoiler Plant | Initiative: +6 | AC | 16 |
| | | PD | 12 |
| | Attack name +7 vs. AC—8 damage | MD | 15 |
| | Natural 1-5: The claw flower takes 1d4 damage from burst roots. | HP | 40 |
| | C: Bumble spores +4 vs. MD (1d2 nearby random non-plant creatures)—The effect depends on the roll | | |
| | Natural even hit: 4 psychic damage, and the target is confused until end of its next turn. | | |

| | | |
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| | <p><i>Natural odd hit:</i> 3 psychic damage, and the target is stuck until end of its next turn.</p> <p><i>Miss:</i> 2 psychic damage.</p> <p><i>Immobile until pressed:</i> The claw flower has roots and normally can't move, but when it takes 10 or more damage from a single attack it can move normally during its next turn.</p> <p><i>Spore escalator:</i> The claw flower adds the escalation die to its <i>bumble spores</i> attack rolls.</p> <p><u>Nastier Specials</u></p> <p><i>Gentle roar:</i> Once per battle, the claw flower can make a <i>bumble spores</i> attack as a quick action.</p> | |
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Pixie Pod

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| 2x 3 rd level Leader Plant | <p>Initiative: +7</p> <p>C: Peripheral summoning +8 vs. MD (one random nearby enemy)—8 psychic damage</p> <p><i>Natural even hit:</i> Add a new podling into the battle in a random location.</p> <p><i>Release the pods:</i> Once per battle when the pixie pod rolls a natural even hit with peripheral summoning, it adds a number of podlings into the battle equal to the escalation die instead of only one.</p> <p><i>Immobile:</i> Although its podlings occasionally pick up and move it around out of combat, in battle the pixie pod can't move and is stuck except for its teleport ability.</p> <p><i>Lost opportunity:</i> This creature can't make opportunity attacks.</p> <p><i>Lurching teleport:</i> Once per battle as a move action, the pixie-pod can teleport to a nearby location. But its control sucks. The teleport goes in a random direction. Roll it using a d8 for direction.</p> <p><i>Magical concealment:</i> As long as one or more of its podlings are nearby, the pixie pod is invisible and extremely difficult to even detect. A PC who wants to locate the pixie-pod must spend a standard action searching and succeed at a DC 25 skill check using Wisdom. Backgrounds connected to plants and the wilderness help normally, and general searching skills and magic talents might help a bit but not at full strength. Once located, the plant can be attacked like a normal invisible creature. When it teleports, however, it must be located all over again.</p> <p><i>Start with mooks:</i> The pixie pod is normally accompanied by five active podlings that don't count toward the total when building a</p> | <p>AC 17</p> <p>PD 13</p> <p>MD 16</p> <p>HP 40</p> |
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| | battle with the pod. Additional podlings do count, however. | |
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Podling

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +9 | AC | 18 |
| 3rd level | | PD | 17 |
| Mook | Needle sword +8 vs. AC—6 damage | MD | 13 |
| Plant | <i>Natural even hit:</i> The target can't choose to search for the pixie-pod plant until all podlings in the battle are slain. | HP | 10 |
| | R: Tiny green bow +8 vs. AC—5 damage | | |
| | <u>Nastier Specials</u> | | |
| | <i>Flight:</i> The podling that can fly, hovering out of reach and firing arrows. | | |

Purple Worm

Purple Worm

| | | | |
|-----------------------------|---|-----------|------------|
| Huge | Initiative: +11 | AC | 23 |
| 8th level | | PD | 22 |
| Wrecker | Devouring maw +13 vs. PD—50 damage | MD | 17 |
| Beast | <i>Natural even hit:</i> The target is swallowed whole if it's smaller than the worm (see below). <i>Miss:</i> Half damage. | HP | 440 |
| | Tail sting +13 vs. AC (one random nearby enemy)—20 damage, and 20 ongoing poison damage | | |
| | C: Mighty thrash +13 vs. AC (1d3 random nearby enemies)—30 damage <i>Miss:</i> Half damage. <i>Natural 1-5:</i> The worm takes 10 damage (but it still deals miss damage on a 2-5). <i>Limited use:</i> The worm can make this attack as a free action if it has no enemies swallowed after using its standard action during its turn. | | |
| | <i>Swallow whole:</i> While a creature is swallowed whole, it takes 7d10 acid damage at the start of its turn and is stuck, hampered, and unable to attack or affect anything outside the worm's stomach (and vice-versa). Most teleport abilities don't work because you're hampered <i>and</i> you can't see the location out of the worm you want to teleport to. There are two ways out. Cut your way out: Deal 40 damage to the worm with a single attack and you can cut your way out. All edged or bladed weapons are reduced to d6 damage dice (at most) inside the worm's gullet, so good luck. At least you'll be damaging the worm attacking it from within. Get upchucked: While the worm is staggered, you can use a standard action to try and crawl out of its mouth. Roll a hard save | | |

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| | <p>(16+); on a success, the worm vomits you out and spits you somewhere nearby. The worm also vomits out all creatures it has swallowed when it drops to 0 hp.</p> <p><i>Burrow:</i> As the standard monster ability.</p> <p><u>Nastier Specials</u> <i>Larval feeding:</i> The worm’s stomach also includes a mob of larval mooks (purple larvae or parasitic lightning beetles). Feel free to add this nastier special if a PC acts dismissive about the possibility of being swallowed by the worm. <i>Resist most energy damage 16+:</i> Purple worms generate weird energy resistances thanks to underworld radiation and their odd diets. Roll a d8 twice, in secret, to determine what energy types the worm is not resistant to. The PCs probably have to find out what energy works best against the worm the hard way, though you might have mercy and allow a DC 35 Wisdom skill check to figure out what energy types work against the worm. 1: acid; 2: cold; 3: fire; 4: lightning; 5: thunder; 6: holy; 7: negative energy; 8: poison.</p> | |
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Parasitic Lightning Beetle

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|---|--|-----------|-----------|
| Normal 8th level Mook Beast | Initiative: +14 | AC | 27 |
| | | PD | 22 |
| | Mouthparts +12 vs. AC—10 damage | MD | 17 |
| | <i>Natural even hit or miss:</i> The target also takes 5 lightning damage. | HP | 36 |
| | <p>R: Lightning zap +12 vs. PD (one nearby enemy not engaged with a purple worm, purple larvae, or parasitic beetle)—20 lightning damage <i>Natural even hit or miss:</i> The target takes 5 extra lightning damage.</p> <p><i>Flight:</i> The beetles fly badly, usually just enough to get back to the worm when they’ve been shaken off from their hiding spots in its segments.</p> <p><i>Scaredy bugs:</i> Whenever one or more parasitic lightning beetles drop to 0 hp, roll a d6. If you roll less than or equal to the number of beetles that were destroyed by that attack, all beetles in the battle stop fighting, using all their actions during their next turn to disengage and fly away.</p> | | |

Purple Larva

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|---|--|-----------|-----------|
| Normal 8th level Mook Beast | Initiative: +9 | AC | 22 |
| | | PD | 20 |
| | Bitey maw +13 vs. AC—20 damage | MD | 16 |
| | <i>Natural even hit or miss:</i> The larvae can make a <i>tail stinger</i> attack against a random enemy engaged with it as a free action. | HP | 44 |

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| | <p><i>[Special trigger]</i> Tail sting +13 vs. AC—5 damage, and 10 ongoing poison damage</p> <p><i>Merge with worm:</i> Purple larvae can dig quickly in and out of the skin of the purple worm as if they were burrowing but without needing die rolls to succeed.</p> | |
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Ancient Purple Worm

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|---|--|----|------|
| Huge 12th level Wrecker Beast | Initiative: +17 | AC | 27 |
| | Devouring maw +18 vs. PD —100 damage <i>Natural even hit:</i> The target is swallowed whole if it's smaller than the worm (see below). <i>Miss:</i> Half damage. | PD | 25 |
| | Tail sting +18 vs. AC (up to 2 random nearby enemies) —40 damage, and 40 ongoing poison damage <i>Miss:</i> 20 damage. | MD | 21 |
| | Prodigious thrash +18 vs. AC (1d4 random nearby enemies) —50 damage <i>Miss:</i> Half damage. <i>Natural 1-2:</i> The worm and any creatures it has swallowed take 8d6 damage (but it still deals miss damage on a 2). <i>Limited use:</i> The worm can make this attack as a free action if it has one enemy swallowed or less after using its standard action during its turn. | HP | 1200 |
| | <p><i>Swallow whole:</i> While a creature is swallowed whole, it takes 10d12 acid damage at the start of its turn and is stuck, hampered, and unable to attack or affect anything outside the worm's stomach (and vice-versa). Most teleport abilities don't work because you're hampered <i>and</i> you can't see the location out of the worm you want to teleport to. There are two ways out.</p> <p>Cut your way out: Deal 80 damage to the worm with a single attack and you can cut your way out. All edged or bladed weapons are reduced to d6 damage dice (at most) inside the worm's gullet, so good luck. At least you'll be damaging the worm attacking it from within.</p> <p>Get upchucked: While the worm is staggered, you can use a standard action to try and crawl out of its mouth. Roll a hard save (16+); on a success, the worm vomits you out and spits you somewhere nearby. The worm also vomits out all creatures it has swallowed when it drops to 0 hp.</p> <p><i>Burrow:</i> As the standard monster ability, but with a +5 bonus to the check.</p> <p><u>Nastier Specials</u></p> <p><i>Resist most energy damage 16+:</i> Purple worms generate weird</p> | | |

energy resistances thanks to underworld radiation and their odd diets. Roll a d8 twice, in secret, to determine what energy types the worm is not resistant to. The PCs probably have to find out what energy works best against the worm the hard way, though you might have mercy and allow a DC 35 Wisdom skill check to figure out what energy types work against the worm.
1: acid; **2:** cold; **3:** fire; **4:** lightning; **5:** thunder; **6:** holy; **7:** negative energy; **8:** poison.

Rakshasa

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|---|--|-----------|------------|
| 2x 8th level Caster Humanoid | Initiative: +16 | AC | 23 |
| | | PD | 20 |
| | Claws and bite +11 vs. AC (2 attacks)—25 damage <i>Natural even hit:</i> The rakshasa can make a <i>rend mind</i> attack as a free action. | MD | 22 |
| | | HP | 280 |
| R: Striped lightning bolts +13 vs. PD (1d3 nearby enemies)—25 lightning damage, or 50 lightning damage against a staggered target <i>Natural even hit:</i> The rakshasa can make a <i>rend mind</i> attack as a free action. | | | |
| C: Rend mind +13 vs. MD (one nearby enemy)—15 psychic damage, and the target is confused (<i>make a basic or at-will attack vs. ally</i>) until the end of the rakshasa's next turn | | | |
| Shapechange: As a standard action, the rakshasa can change its form to that of any humanoid, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check. | | | |
| Nastier Specials <i>Master of chaos:</i> The rakshasa gains a bonus to all defenses equal to the current number of confused enemies in the battle. <i>Reversal of fate:</i> Once per day as a quick action, the rakshasa steals the escalation die; until the end of the battle, the rakshasa gains an attack bonus equal to the die's value when it was stolen. Reset the escalation die to 0 for the players and increase it normally with each new round. | | | |

Redcap

All redcaps have special abilities based on *The Bad Word*. Before every battle against redcaps, the GM should determine the *bad word* for that battle. Whenever a PC or a player at the table says the word, every redcap in the battle can use their associated ability as a free action that interrupts whatever action is currently happening.

Spotchcap

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| Normal 2nd level Archer | Initiative: +8 | AC | 16 |
| | | PD | 17 |
| | Stabby knife +5 vs. AC—6 damage | MD | 14 |

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| Humanoid | <p><i>Natural 16+</i>: The target also takes 2 ongoing damage.</p> <p>R: Smashy slingstone +7 vs. AC—7 damage</p> <p><i>Natural 18+</i>: The target can't cast a spell until the end of its next turn or until the splotchcap drops to 0 hp, whichever comes first.</p> <p><i>[Special trigger] C: Pop-out and stab 'em +7 vs. AC (one nearby enemy)—8 damage</i></p> <p><i>Miss</i>: Damage equal to the escalation die.</p> <p><i>Impossible teleport</i>: When the splotchcap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the splotchcap can teleport to a nearby hidden location it can see as a free action.</p> <p><i>Pop-out surprise</i>: When the splotchcap starts its turn and no enemy can see it, it can make a <i>pop-out and stab 'em</i> attack that turn as a standard action.</p> | HP 32 |
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Redcap

| | | |
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| Normal 3rd level Wrecker Humanoid | <p>Initiative: +9</p> <p>Twin skinning knives +8 vs. AC (2 attacks)—6 damage</p> <p><i>Miss</i>: Damage equal to the escalation die.</p> <p>Stompy iron boots +8 vs. PD (one staggered or unconscious enemy)—12 damage</p> <p><i>Miss</i>: 5 damage.</p> <p><i>[Special trigger] C: Pop-out and ride 'em +10 vs. AC (one nearby enemy)—10 damage, and 5 ongoing damage</i></p> <p><i>Ridey-horsey</i>: While the target is taking ongoing damage from this attack, the redcap is riding the target's shoulders with its knives in the target's ears, and once during its turn the redcap can use a move action to make the target move anywhere nearby that won't directly cause it harm (but opportunity attacks are fair game).</p> <p><i>Miss</i>: 5 damage.</p> <p><i>Impossible teleport</i>: When the redcap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the redcap can teleport to a nearby hidden location it can see as a free action.</p> <p><i>Pop-out surprise</i>: When the redcap starts its turn and no enemy can see it, it can make a <i>pop-out and ride 'em</i> attack that turn as a standard action</p> | <p>AC 17</p> <p>PD 18</p> <p>MD 15</p> <p>HP 42</p> |
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Crimsoncap

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| Normal 6th level Spoiler | <p>Initiative: +11</p> <p>Huge bloody cleavers +11 vs. AC (2 attacks)—13 damage, and the</p> | <p>AC 20</p> <p>PD 21</p> <p>MD 18</p> |
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| Humanoid | crimsoncap can pop free from the target | HP 84 |
| | <p>Horrible stompy boots +11 vs. PD (one staggered or unconscious enemy)—20 damage, and the target is hampered (save ends) <i>Miss:</i> 5 damage.</p> <p><i>[Special trigger]</i> C: Pop-out and slash ‘em +11 vs. AC (1d4 nearby enemies)—15 damage, and 5 ongoing damage <i>Miss:</i> 10 damage.</p> <p><i>Impossible teleport:</i> When the crimsoncap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the crimsoncap can teleport to a nearby hidden location it can see or can’t see (like inside a closet) as a free action.</p> <p><i>Pop-out surprise:</i> When the crimsoncap starts its turn and no enemy can see it, it can make a <i>pop-out and slash ‘em</i> attack that turn as a standard action</p> <p><u>Nastier Specials</u> <i>F*** T***:</i> The crimsoncap has two <i>bad words</i> instead of one. And the PCs find that out the hard way. Write the words down ahead of time to prove you’re not <i>just</i> being a mean GM.</p> | |

Crustycap

| | | |
|--|--|--------------------------|
| Normal 7 th level Wrecker Humanoid | Initiative: +14 | AC 21 |
| | <p>Big bloody axe +12 vs. AC (2 attacks)—10 damage <i>Natural even hit:</i> The crustycap can make a single <i>big bloody axe</i> attack against a different nearby enemy as a free action. <i>Miss:</i> 5 ongoing damage.</p> <p>Devastating stompy boots +12 vs. PD (one staggered or unconscious enemy)—40 damage <i>Miss:</i> 10 damage.</p> <p><i>Oh no oh no:</i> When a PC or a player at the table says the <i>bad word</i>, the crustycap can take an extra standard action during its next turn. Feel free to let the extra actions stack a few times if someone gets cocky.</p> <p><u>Nastier Specials</u> <i>Just plain mean:</i> When the crustycap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the crustycap can teleport away as a free action. Far away, even to a location it can’t see, and out of the battle. Then at the start of the PCs’ next battle, it teleports back and attacks the PCs, no matter what enemies they are fighting. It will continue to use this power if it can until the PCs take a full heal-up, at which point, if it’s still alive, it loses interest.</p> | PD 22 MD 19 HP 100 |

Remorhaz

Squib Swarm

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| Normal 0 level Mook Beast | Initiative: +0 | AC | 14 |
| | | PD | 12 |
| | Sharp nibbling beaks +5 vs. AC—3 cold damage | MD | 8 |
| | <i>Heat absorption:</i> When a creature is engaged with the squib swarm at the start of its turn, it takes cold damage equal to the escalation die. | HP | 5 |

Barbellite

| | | | |
|--|--|-----------|-----------|
| Normal 3rd level Troop Beast | Initiative: +7 | AC | 18 |
| | | PD | 16 |
| | Arctic bite +11 vs. AC—7 cold damage | MD | 12 |
| | <i>Heat absorption:</i> When a creature is engaged with the remorhaz at the start of its turn, it takes cold damage equal to the escalation die. <i>Shatterer:</i> Death can cause fluid-filled sacks inside the barbellite to explode. When the attack roll that kills the barbellite is a natural even roll, each nearby creature takes 10 cold damage. | HP | 36 |

Frost-Würm

| | | | |
|---|--|-----------|------------|
| Large 6th level Troop Beast | Initiative: +9 | AC | 22 |
| | | PD | 20 |
| | Würm glaciation +11 vs. AC—18 damage | MD | 16 |
| | <i>Natural even hit:</i> The target and one other nearby enemy takes 18 cold damage as the area freezes over. <i>Miss:</i> The target and one other nearby enemy takes 6 cold damage. Trilling vibrations +9 vs. MD (1d3 nearby enemies in a group)— The target is stunned (save ends) <i>Limited use:</i> The remorhaz can use <i>trilling vibrations</i> only when the escalation die is odd. <i>Burrow:</i> As the standard monster ability, except the remorhaz only needs to roll 6+ in snow. <i>Massive heat absorption:</i> When a creature is engaged with the remorhaz at the start of its turn, it takes cold damage equal to twice the escalation die. <i>Shatterer:</i> Death can cause fluid-filled sacks inside the frost-würm to explode. When the attack roll that kills the frost-würm is a natural even roll, each nearby creature takes 20 cold damage. | HP | 180 |

Adult Remorhaz

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|---|---|----|-----|
| Large 8th level Wrecker Beast | Initiative: +11 | AC | 24 |
| | | PD | 22 |
| | <i>[Special trigger]</i> C: Death from below! +14 vs. AC (each nearby creature)—45 damage; OR 22 damage, and the target is stunned (save ends) Miss: 15 damage. <i>Limited use:</i> 1/battle, during the remorhaz's first turn or if appearing on the surface after burrowing. | MD | 18 |
| | Savage bite +16 vs. AC —50 damage, 20 fire damage, and the remorhaz grabs the target if it's not already grabbing a creature Miss: 15 fire damage. | HP | 280 |
| | Burrow: As the standard monster ability, except the remorhaz only needs to roll 6+ in snow and ice. | | |
| | Furnace aura: When a creature is engaged with the remorhaz (or grabbed by it) at the start of its turn, it takes fire damage equal to 6 x the escalation die. | | |
| | <u>Nastier Specials</u> Bejeweled remorhaz: The remorhaz has glowing “jewels” on its armored plates. When a nearby or far away enemy misses with an attack against the remorhaz, that enemy chooses one: It takes 10 fire damage; OR one piece of its non-magical equipment (something useful, but player's choice) melts or burns up. Adjust skill checks or stats accordingly. Remorhaz steamer: The remorhaz is melting the ice/snow all the time and obscuring steam rises into the air. Ranged attacks against the remorhaz take a -2 penalty, or a -4 penalty if the attacker is far away. Spiney remorhaz: The remorhaz is covered in red-hot spines. When a nearby enemy rolls a natural 1-5 with an attack roll, it takes 20 fire damage unless it has somehow protected itself from the heat. | | |

Remorhaz Queen

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| Large 11th level Wrecker Beast | Initiative: +2d10 (see <i>sluggish initiative</i>) | AC | 27 |
| | | PD | 26 |
| | Bite and trample +17 vs. AC —80 damage, 40 fire damage, and the remorhaz grabs the target Miss: The target and each other creature engaged with the remorhaz takes 20 fire damage. | MD | 22 |
| | R: Nova blast +16 vs. PD (1d3 nearby enemies) —100 fire damage Miss: 25 fire damage. | HP | 580 |
| | Burrow: As the standard monster ability, except the remorhaz only needs to roll 6+ in snow and ice. | | |

Furnace aura: When a creature is engaged with the remorhaz (or grabbed by it) at the start of its turn, it takes fire damage equal to 10 x the escalation die.

Sluggish initiative: The queen may be sluggish after eating unsuccessful suitors, laying eggs, or moving across the ice like a rushing avalanche. Roll 2d10 to determine her current initiative.

Nastier Specials

Bejeweled remorhaz: The remorhaz has glowing “jewels” on its armored plates. When a nearby or far away enemy misses with an attack against the remorhaz, that enemy chooses one: It takes 25 fire damage; OR one piece of its non-magical equipment (something useful, GM’s choice) melts or burns up. Adjust skill checks or stats accordingly.

Remorhaz steamer: The remorhaz is melting the ice/snow all the time and obscuring steam rises into the air. Ranged attacks against the remorhaz take a -2 penalty, or a -4 penalty if the attacker is far away.

Spiney remorhaz: The remorhaz is covered in red-hot spines. When a nearby enemy rolls a natural 1-5 with an attack roll, it takes 30 fire damage unless it has somehow protected itself from the heat.

Rust Monster

Rust Monster

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| Normal | Initiative: +5 | AC | 19 |
| 3rd level | | PD | 17 |
| Spoiler | Caustic bite +8 vs. AC (one creature wearing light armor or no armor)—10 damage, and 5 ongoing acid damage | MD | 13 |
| Aberration | <i>Natural 16+:</i> The target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target’s armor is magical, the target must roll a hard save (16+). On a success, the armor isn’t affected. This effect is permanent until the creature obtains new armor. | HP | 45 |
| | Rusting antenna +8 vs. PD (one creature wearing heavy armor)—1 damage, and the target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target’s armor is magical, the target must roll a hard save (16+). On a success, the armor isn’t affected. This effect is permanent until the creature obtains new armor. | | |
| | <i>Corrupting body:</i> Whenever a creature hits the rust monster with a melee weapon, the attacker must roll a save; on a failure, the weapon is destroyed. Magic weapons require an easy save (6+) instead. This effect is permanent. | | |
| | <i>Rust’s targets:</i> Magic items wielded by creatures with 60 hp or more are not affected by the rust monster’s ability to destroy items (but the target still takes damage). | | |

Saving quirks: Before rolling a save for a magic item, a PC can gain a +5 bonus to the save by agreeing to roleplay the item's quirk as a huge element of their personality until the next full heal-up. Failure to live up to this roleplaying agreement means that the item hasn't received the support it needs from its owner to survive the rust monster's destructive effects, and the item is destroyed at the end of the next battle even if its owner successfully saved.

Nastier Specials

Big antenna: When the rust monster scores a critical hit, it can try to destroy another random magic item in the target's possession (or a random normal item if the target has no other magic items). The creature must roll a save for the item, as usual.

Rust Monster Obliterator

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| Normal 5th level Spoiler Demon | Initiative: +8 | AC | 21 |
| | | PD | 19 |
| | Caustic bite +10 vs. AC (one creature wearing light armor or no armor)—18 damage, and 5 ongoing acid damage | MD | 15 |
| | <i>Natural 14+:</i> The target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target's armor is magical, the target must roll a hard save (16+). On a success, the armor isn't affected. This effect is permanent until the creature obtains new armor. | HP | 72 |
| | Rusting antenna +10 vs. PD (one creature wearing heavy armor)—10 damage, and the target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target's armor is magical, the target must roll a hard save (16+). On a success, the armor isn't affected. This effect is permanent until the creature obtains new armor. Each time the rust monster obliterator destroys heavy armor with this attack, it gains a different random demon ability until the end of the battle (reroll duplicate abilities). (See the demon abilities table.) | | |
| | <i>Corrupting body:</i> Whenever a creature hits the rust monster with a melee weapon, the attacker must roll a save; on a failure, the weapon is destroyed. Magic weapons require an easy save (6+) instead. This effect is permanent. | | |
| | <i>Rust's targets:</i> Magic items wielded by creatures with 100 hp or more are not affected by the rust monster's ability to destroy items (but the target still takes damage). | | |
| | <i>Saving quirks:</i> Before rolling a save for a magic item, a PC can gain a +5 bonus to the save by agreeing to roleplay the item's quirk as a huge element of their personality until the next full heal-up. Failure to live up to this roleplaying agreement means that the | | |

item hasn't received the support it needs from its owner to survive the rust monster's destructive effects, and the item is destroyed at the end of the next battle even if its owner saved.

Nastier Specials

Tail whirligig: When an enemy targets the rust monster obliterator with a spell, the rust monster rolls a save. On a success, the spell has no effect on the rust monster. If the rust monster is staggered, it must roll a hard save (16+) instead.

Sahuagin

Sahuagin Raider

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +4 | AC | 18 |
| 2nd level | | PD | 14 |
| Troop | Coral-tipped spear +6 vs. AC—6 damage | MD | 13 |
| Humanoid | <i>Natural even hit against a stuck or hampered enemy:</i> The target takes 1d6 extra damage. | HP | 34 |
| | R: Hooked net +6 vs. PD—3 damage | | |
| | <i>Natural even hit:</i> The target is hampered (save ends). | | |
| | <i>Natural odd hit:</i> The target is stuck (save ends). | | |
| | <i>Limited use:</i> 1/battle. | | |
| | <i>Blood rage:</i> The sahuagin raider gains a +2 attack bonus while it's staggered. | | |
| | <i>Water breather:</i> Sahuagin breathe underwater and swim very well. | | |

Razor Shark

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|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +6 | AC | 17 |
| 2nd level | | PD | 14 |
| Mook | Razortoothed jaws +7 vs. AC—4 damage | MD | 11 |
| Beast | <i>Natural even hit:</i> Increase the damage by +1 for each razor shark mook that has dropped this battle. | HP | 10 |
| | <i>Natural even miss:</i> The target and the razor shark each take 1d6 damage. | | |
| | <i>Frenzy (group):</i> When two or more razor sharks in the same mob are dropped to 0 hp by an attack, as a free action each dropped razor shark attacks one random nearby non-razor shark creature before it dies. That creature takes 1d8 damage. | | |
| | <i>Water breather:</i> Sharks breathe underwater and swim very well. They're not so good out of sea water (even if they jump), so treat them as semi-hazardous terrain while they're busy thrashing to death outside the water. | | |

Sahuagin

| | | | |
|---------------|----------------|-----------|-----------|
| Normal | Initiative: +9 | AC | 20 |
|---------------|----------------|-----------|-----------|

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|--|--|----|----|
| 5 th level Wrecker Humanoid | Trident and bite +10 vs. AC (2 attacks)—10 damage | PD | 19 |
| | <i>Natural 20</i> : Increase the escalation die by 1, and the target is hampered (<i>makes only basic attacks</i>) until the end of its next turn. | MD | 16 |
| | R: Barbed crossbow +9 vs. AC (one nearby enemy, or a far away enemy at -2 atk)—10 damage, and 5 ongoing damage | HP | 70 |
| | <p><i>Blood frenzy</i>: Make a note of the escalation die when the sahuagin becomes staggered. The sahuagin gains a bonus to its melee attacks and damage equal to the escalation die value for the rest of the battle.</p> <p><i>Water breather</i>: Sahuagin breathe underwater and swim very well.</p> <p><u>Nastier Specials</u> <i>Demon-touched</i>: Roll a d6 on the demon abilities table. The sahuagin gains that ability.</p> | | |

Sahuagin Glow Priest

| | | | |
|---|--|----|----|
| Normal 5 th level Caster Humanoid | Initiative: +10 | AC | 21 |
| | Coral rod +10 vs. AC—12 damage | PD | 16 |
| | <i>Natural even hit or miss</i> : The priest teleports the target next to one of its nearby allies that it can see, who engages it as a free action. It can't teleport the target to a location that causes it direct damage (so into a pool of flaming oil is out, but off a ship into the sea is fine). | MD | 19 |
| | <p>R: Glowpriest's prayer +10 vs. MD (1d3 nearby enemies)—12 psychic damage, and if the attack hits 2 or more targets, roll 1d8 after the attack for the prayer's effect</p> <p>1-2 (<i>Hymn of hate</i>): One random nearby conscious enemy takes 4d6 negative energy damage.</p> <p>3-4 (<i>Curse of despair</i>): Each target that was hit takes a -2 penalty (non-cumulative) to all saves until the end of the battle.</p> <p>5-6 (<i>Scream of victory</i>): Until the start of the glowpriest's next turn, each sahuagin and demon in the battle adds the escalation die to its attacks and the PCs don't.</p> <p>7-8 (<i>Word of refuge</i>): Remove the glowpriest from play. At the start of its next turn, return it to play nearby its original location. It gains a +4 bonus to all defenses until the end of its next turn after it returns to play.</p> <p><i>Water breather</i>: Sahuagin breathe underwater and swim very well.</p> | HP | 70 |

Sea Shark

| | | | |
|-------------------------------------|--|----|----|
| 2x 5 th level Mook | Initiative: +6 | AC | 22 |
| | Massive iron jaws +10 vs. AC—14 damage | PD | 19 |
| | | MD | 14 |

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| Beast | <p><i>Miss:</i> 2d6 damage.</p> <p><i>Frenzy:</i> While staggered, if the iron sea shark is unengaged at the start of its turn, it must roll an easy save (6+). On a failure, the shark must move and attack a random nearby enemy that's staggered, or a random nearby if there are no staggered enemies.</p> <p><i>Shredder:</i> When an enemy misses with a melee attack against an iron sea shark and rolls a natural 1-5, the attacker takes 2d6 damage.</p> <p><i>Water breather:</i> Sharks breathe underwater and swim very well. They're not so good out of sea water (even if they jump), so treat them as semi-hazardous terrain while they're busy thrashing to death outside the water.</p> | HP 32 |
|--------------|--|--------------|

Sahuagin Mutant

| | | |
|--|---|--|
| Large 6th level Wrecker Humanoid | <p>Initiative: +12</p> <p>Four-armed frenzy +11 vs. AC (1d4 attacks)—15 damage <i>Natural 4, 8, 12, 16, 20:</i> The target takes 10 ongoing damage.</p> <p>R: Heavy crossbow +10 vs. AC (one nearby or far away enemy)—30 damage <i>Natural 16+:</i> The target takes 10 ongoing damage.</p> <p><i>Limited escalator:</i> The sahuagin mutant adds the escalation die to its attacks until the die is 5+.</p> <p><i>Water breather:</i> Sahuagin breathe underwater and swim very well.</p> <p><u>Nastier Specials</u> <i>Punisher:</i> When an enemy intercepts the sahuagin mutant, it takes 4d8 damage from the mutant's claws and teeth. <i>Ripper:</i> When an enemy makes a melee attack against the sahuagin mutant and rolls a natural odd miss, that enemy takes 2d8 damage.</p> | <p>AC 22 PD 20 MD 15 HP 200</p> |
|--|---|--|

Skeleton

For all skeletons

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Decrepit Skeleton

| | | |
|--|---|--|
| Normal 1st level Mook Undead | <p>Initiative: +6</p> <p>Vulnerability: holy</p> <p>Sword +6 vs. AC—3 damage</p> | <p>AC 16 PD 14 MD 10 HP 7</p> |
|--|---|--|

Skeletal Hound

| | | | |
|-----------------------|---|----|----|
| Normal | Initiative: +7 | AC | 15 |
| 1 st level | Vulnerability: holy | PD | 13 |
| Blocker | | MD | 13 |
| Undead | <p>Bite +6—5 damage</p> <p><i>Natural even hit:</i> The hound leaves teeth in the wound; the target takes 5 ongoing damage, and the hound takes 1d6 damage.</p> <p><i>Chomp chomp chomp:</i> Enemies with a lower initiative than the hound take a -5 penalty to disengage checks against it.</p> <p><i>Skilled intercept 11+:</i> Once per round, an engaged skeletal hound can attempt to pop free and intercept an enemy moving past it. Roll a normal save; on 11+, it succeeds.</p> | HP | 24 |

Skeleton Archer

| | | | |
|-----------------------|---|----|----|
| Normal | Initiative: +7 | AC | 16 |
| 1 st level | Vulnerability: holy | PD | 14 |
| Archer | | MD | 11 |
| Undead | <p>Jabby bones +5 vs. AC—4 damage</p> <p>R: Shortbow +7 vs. AC—6 damage</p> | HP | 26 |

Skeleton Warrior

| | | | |
|-----------------------|---------------------------------|----|----|
| Normal | Initiative: +8 | AC | 16 |
| 2 nd level | Vulnerability: holy | PD | 14 |
| Troop | | MD | 11 |
| Undead | Spear +8 vs. AC—6 damage | HP | 26 |

Blackamber Skeletal Legionnaire

| | | | |
|-----------------------|---|----|----|
| Normal | Initiative: +10 | AC | 21 |
| 4 th level | Vulnerability: holy | PD | 15 |
| Troop | | MD | 17 |
| Undead | <p>Shortsword +10 vs. AC—14 damage</p> <p><i>Natural 16+:</i> The target moves down 1d3 points in initiative order, to a minimum of 1.</p> <p><i>Natural even miss:</i> 5 damage.</p> <p>R: Javelin +8 vs. AC—10 damage</p> <p><i>Press advantage:</i> The legionnaire deals +1d8 damage with its attacks against enemies that have a lower initiative than it.</p> | HP | 48 |

Stirge

Stirge

| | | | |
|---------|--|----|----|
| Normal | Initiative: +4 | AC | 16 |
| 0 level | | PD | 14 |
| Troop | | MD | 10 |
| Beast | Claws +7 vs. AC—2 damage , and the stirge can make a <i>draining probe</i> attack against the target during its next turn if it's still | HP | 18 |

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| | engaged with the target | |
| | <i>[Special trigger]</i> Draining probe +7 vs. AC (one enemy hit by claws last turn) —5 damage, and 5 ongoing damage | |
| | <i>Flight:</i> Stirges fly well. Also, the pitch of their wings is high and thin, allowing a stirge to get very close without tipping off its prey. | |
| | <u>Nastier Specials</u> | |
| | <i>One and done:</i> After hitting a living creature that has blood with its <i>draining probe</i> attack, the stirge heals 5 hit points and will use its next turn to move, fleeing to the hive to feed the stirgelings...and to alert the hive that there is an easy meal nearby. A new full-strength stirge enters the battle during the next round on the same initiative count. | |

Archer Stirge

| | | |
|---|--|--------------|
| Normal 1st level Archer Beast | Initiative: +6 | AC 18 |
| | Serrated claws +7 vs. AC —4 damage | PD 14 |
| | R: Barbed stinger +9 vs. AC (one nearby enemy) —3 damage, and 3 ongoing damage | MD 12 |
| | <i>Natural 16+:</i> One stirge ally engaged with the target can make a melee attack against it as a free action. | HP 22 |
| | <i>Flight:</i> The archer stirge flies faster and higher than a normal stirge, but on louder wings. | |

Cobbler Stirge

| | | |
|--|---|--------------|
| Normal 1st level Blocker Beast | Initiative: +5 | AC 16 |
| | Claws +7 vs. AC —6 damage | PD 14 |
| | C: Goopy bloody spray +7 vs. PD (1d4 nearby enemies) —5 damage | MD 12 |
| | <i>Natural even hit or miss:</i> The target is stuck (save ends). | HP 30 |
| | <i>Natural odd hit or miss:</i> The cobbler stirge takes 3 damage. | |
| | <i>Painful flight:</i> The cobbler has stubby ill-proportioned wings and takes 1d6 damage at the end of each round that it flies during battle. | |

Stirgelings

| | | |
|--|---|--------------|
| Normal 0 level Mook Beast | Initiative: +2 | AC 15 |
| | Claws +5 vs. AC —The effect depends on the roll | PD 13 |
| | <i>Natural odd hit:</i> 2 damage. | MD 9 |
| | <i>Natural even hit:</i> Choose one effect, and then the stirgeling mob | HP 4 |

| | | |
|--|--|--|
| | <p>takes 4 damage (killing this creature first).</p> <p><i>Regular stirgeling</i>: The target takes 3 damage, and 3 ongoing damage.</p> <p><i>Archer stirgeling</i>: The target takes 6 damage.</p> <p><i>Cobbler stirgeling</i>: The target takes 3 damage and is stuck until end of its next turn.</p> <p><i>Flight</i>: They aren't strong fliers but they are quick and agile.</p> | |
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Soul Flenser

Soul Flenser

| | | | |
|-----------------------------|--|-----------|------------|
| Normal | Initiative: +15 | AC | 25 |
| 9th level | | PD | 21 |
| Spoiler | Soul flensing tentacles +14 vs. PD—30 damage | MD | 23 |
| Aberration | <p><i>Natural even hit, or any hit against a weakened, stunned, or confused target</i>: Randomly select one of the target's limited-use powers or spells. The soul flenser flenses it away, removing it from the target until that creature regains it via a successful connection to the oversoul (see below).</p> <p><i>Natural 3, 6, or 9</i>: The target is confused (save ends).</p> <p>C: Soul blast +14 vs. MD (1d4 nearby enemies in a group)—35 psychic damage</p> <p><i>Natural even hit</i>: The target is weakened (save ends).</p> <p><i>Natural odd hit</i>: If the target is already weakened, it's also stunned until end of its next turn.</p> <p><i>Natural 3, 6, or 9</i>: The target is confused (save ends).</p> <p><i>Connection to the Oversoul</i>: When a creature slays a soul flenser, it can roll a hard save (16+). If it succeeds, the creature regains one power it has had <i>flensed</i> away.</p> <p><i>Intellect fortress</i>: When an enemy misses the soul flenser with an attack against MD, that attacker takes half the miss damage, if any.</p> <p><i>Underkraken teleport</i>: A soul flenser that has successfully flensed at least once can (and usually will, provided some of its enemies are confused, weakened, or stunned) use a standard action to prepare itself to teleport. Once it does this, during its next turn it can use a move action to teleport back to its home underkraken, no matter how distant, leaving the battle behind. Soul flensers fighting beside or within their underkraken can't use this ability; they're already home.</p> <p><u>Nastier Specials</u></p> <p><i>Flensing escalator</i>: The soul flenser gains an attack bonus equal to the escalation die against creatures that have had one or more powers flensed away.</p> <p><i>Oversoul control</i>: While confused by a soul flenser's effect, a</p> | HP | 180 |

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| | creature that has had a power flensed away can use and re-use that limited power against their erstwhile allies, if the GM sees how to use the power in a useful way. | |
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The Flensed

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|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +12 | AC | 22 |
| 9th level | | PD | 20 |
| Mook | Fists, claws, or shoddy weapons +13 vs. AC—20 damage, or 40 damage against a target that currently has one more powers flensed away. | MD | 22 |
| Aberration | <i>Connection to the Oversoul:</i> When a creature slays one of the flensed, it can roll a hard save (16+). If it succeeds, the creature regains one power it had <i>flensed</i> away. | HP | 60 |
| | <i>Flensing escalator:</i> The Flensed gains an attack bonus equal to the escalation die against creatures that have had one or more powers flensed away. | | |

Specter

Specter

| | | | |
|-----------------------------|---|-----------|------------|
| 2x | Initiative: +9 | AC | 19 |
| 6th level | | PD | 15 |
| Wrecker | Icy, life-draining touch +10 vs. PD—30 negative energy damage | MD | 19 |
| Undead | <i>Natural even hit or miss:</i> Each enemy engaged with the specter (including the target) takes 4 negative energy damage. | HP | 160 |
| | R: Deathly stare +10 vs. MD—20 negative energy damage | | |
| | <i>Punishing aura:</i> When an enemy attacks the specter and misses, it takes 8 negative energy damage. | | |
| | <i>Wrack and ruin:</i> While a specter is in the battle, the PCs don't add the escalation die to attack rolls, but it does. | | |

Dread Specter

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|-----------------------------|--|-----------|------------|
| 3x | Initiative: +12 | AC | 22 |
| 9th level | | PD | 18 |
| Wrecker | Icy, life-draining touch +12 vs. PD—110 negative energy damage | MD | 22 |
| Undead | <i>Natural even hit or miss:</i> Each enemy engaged with the specter (including the target) takes 20 negative energy damage. | HP | 550 |
| | R: Deathly stare +12 vs. MD (up to 2 nearby enemies)—75 negative energy damage | | |
| | <i>Phantom movement:</i> As a move action when the escalation die is odd, the specter can teleport anywhere nearby, dematerializing from its location to materialize in another. | | |

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| | <p><i>Punishing aura:</i> When an enemy attacks the specter and misses, it takes 24 negative energy damage.</p> <p><i>Wrack and ruin:</i> While a specter is in the battle, the PCs don't add the escalation die to attack rolls, but it does.</p> <p><u>Nastier Specials</u> <i>Death grasp:</i> At the start of each of the specter's turns, if any enemy in the battle has 60 hp or fewer, the specter can make a <i>death grasp</i> attack against one of those enemies as a free action. Be sure to let players see this one coming. C: Death grasp +14 vs. MD (one nearby enemy with 60 hp or fewer)—60 negative energy damage</p> | |
|--|---|--|

Tarrasque

| | | |
|---|---|---|
| Huge 15th level Wrecker Beast | <p>Initiative: +20</p> <p><u>Creature of Legend</u> The tarrasque can make one close attack and one melee attack each round as a standard action. Note that flying is usually no defense against the tarrasque, which is huge and powerful enough to pluck or whack enemies out of the sky with surprising leaps.</p> <p>All-enveloping toothy maw +19 vs. AC—155 damage <i>Natural even hit:</i> The tarrasque grabs the target. It will swallow a grabbed enemy in 1d3 rounds (see <i>swallow whole</i>). <i>Natural 16+:</i> The tarrasque swallows the target immediately (see <i>swallow whole</i>).</p> <p>Immense spike, horn, or tusk +18 vs. AC—155 damage <i>Natural 16+:</i> The target takes 9d6 extra damage and pops free from the tarrasque as it's hurled far away.</p> <p>C: Earth-shaking, taloned claw +20 vs. AC (each nearby enemy in a group)—155 damage <i>Natural 16+:</i> The target is stunned (save ends). <i>Miss:</i> The target is dazed (save ends).</p> <p>C: Cataclysmic tail slam +18 vs. PD (each nearby enemy in a group)—170 damage <i>Natural 16+:</i> The target is vulnerable (save ends). <i>Miss:</i> The target is dazed until the end of its next turn.</p> <p><i>Amphibious:</i> The tarrasque can swim and breathe underwater (or it holds so much air in its vast lungs that it makes no difference).</p> <p><i>Enormously bulky:</i> The tarrasque is so huge that it ignores opportunity attacks. In addition, normal-sized enemies are like fleas to it, and disengaging from the tarrasque requires only an easy save (6+), unless the target is grabbed.</p> | <p>AC 31 PD 29 MD 25 HP 2130</p> |
|---|---|---|

Immortal: The tarrasque can't be killed, save by the explicit will of a god (and not some jumped-up local god, either) or, perhaps, the sacrifice of a great icon. The tarrasque's HP total indicates the amount of damage required to make it disgorge swallowed enemies and flee to go hibernate while it regenerates the damage it suffered and decide if it wants to rampage again.

Inflexible: The tarrasque can't easily fight foes that get onto its back, and may not even notice them if they aren't attacking it. When it does tire of a passenger, it can either use its *tail slam* attack (-2 attack penalty: on a hit, the target only takes half damage and is knocked off the tarrasque [possibly falling damage]; on a miss, the target takes no damage) or a *drag* attack as a standard action, crushing the rider between its shell and a mountainside or other high, hard obstacle.

Drag +21 vs. PD (each creature on its back)—130 damage, the target pops free of the tarrasque, and the target is hampered (save ends)

Legendary resistance: The tarrasque is immune to normal conditions and effects (stunned, weakened, etc.), but it isn't completely impervious. Bypassing its resistances requires icon-supported effort. A PC can use one 5 or 6 they acquired from icon relationship dice rolls to overcome the resistance each time they use an attack or power that would apply a condition or effect upon the tarrasque. Of course, they must also provide a story to go along with the reason the tarrasque is affected.

Leveler: When the escalation die is even, as a move action the tarrasque can demolish any ordinary structure it can reach, such as a house, castle wall, temple, or ship. The beast automatically reduces the structure to rubble, rendering it useless. Each creature on top of or within the structure is subject to a *collapse* attack.

Collapse +18 vs. PD (each creature in/on the structure)—90 damage, and the target is stuck and takes 20 ongoing damage (hard save ends both, 16+)

Swallow whole: Once a creature is swallowed, it goes inside one of the tarrasque's gigantic stomachs. It can still act while inside the tarrasque, but it will have to deal with the beast's stomach acid that is splashing around. A swallowed creature must deal 400 damage to the tarrasque to force it to disgorge the contents of its gullet, freeing the creature. During the tarrasque's turn, it can make a *gullet digestion* attack against the target as a free action. **Gullet digestion +19 vs. PD**—80 acid damage, and 20 ongoing acid damage

Miss: 5d12 acid damage.

Soft-ish innerbelly: The tarrasque doesn't have scales on the inside. It takes a -5 penalty to all defenses against attacks from inside its gullet, though only melee and close attacks can be made in there. The tarrasque's insides are immune to acid damage, however.

Nastier Specials

Fear: While engaged with the tarrasque, enemies that have 216 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Regeneration 230: While a tarrasque is damaged, its malign magical flesh heals 230 hit points at the start of the tarrasque's turn. It can regenerate five times per battle. If it heals up to its maximum hit points, then that use of *regeneration* doesn't count against the five-use limit. With this power, the monstrosity is likely unstoppable without a powerful magical artifact designed specifically to bind, wound, or otherwise hamper the tarrasque.

The Saved

Avenging Orb

| | | | |
|--|--|-----------|-----------|
| Normal 2nd level Caster Humanoid | Initiative: +3 | AC | 17 |
| | | PD | 13 |
| | Gauntlet slap +5 vs. AC—3 damage | MD | 13 |
| | <i>Natural 5, 10, 15, 20:</i> The target also takes 3 ongoing psychic damage. | HP | 46 |
| | R: Orb of pain +7 vs. MD (one or more nearby or far away enemies; see <i>history of abuse</i>)—5 psychic damage <i>Natural 5, 10, 15, 20:</i> The target also takes 3 ongoing psychic damage. <i>Beyond saving:</i> The avenging orb takes a -5 penalty to saving throws. <i>History of abuse:</i> Keep track of the number of enemy attacks that hit the avenging orb during the battle. Until the end of the battle, the avenging orb can target an additional enemy beyond the first with its <i>orb of pain</i> attack for each of those hits. (Note that avenging orbs engaged in melee usually choose to use <i>orb of pain</i> and suffer any resulting opportunity attacks; if they're lucky they'll survive the attack and be able to choose more targets for the <i>orb of pain</i> .) | | |

Destroying Sword

| | | | |
|---|---|-----------|-----------|
| Normal 2nd level Wrecker Humanoid | Initiative: +4 | AC | 16 |
| | | PD | 14 |
| | Cheap greatsword +8 vs. AC—3 damage | MD | 13 |
| | <i>Natural odd hit:</i> The target takes extra damage equal to half the amount the destroying sword took from the last attack that hit it | HP | 38 |
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| | <p>this battle.</p> <p>R: Shortbow +6 vs. AC (one nearby or far away enemy)—6 damage</p> <p><i>Beyond saving:</i> The destroying sword takes a -5 penalty to saving throws.</p> | |
|--|--|--|

Enduring Shield

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +3 | AC | 18 |
| 2nd level | | PD | 15 |
| Blocker | Steel hammer +7 vs. AC—6 damage | MD | 13 |
| Humanoid | <i>Miss:</i> 1d4 damage. | HP | 40 |
| | <p><i>Anguished interceptor:</i> When an enduring shield is engaged and an enemy attempts to move past it, the enduring shield can roll a disengage check to intercept it as an interrupt action (once per round). If the attempt fails, the enduring shield takes 1d6 psychic damage.</p> <p><i>Beyond saving:</i> The enduring shield takes a -5 penalty to saving throws.</p> <p><i>Supernatural endurance:</i> When an attack hits the enduring shield, it gains a +5 bonus to the defense that the attack targeted until the end of the battle or until another attack hits it, in which case the bonus switches to the defense most recently hit.</p> | | |

Treant

All treants except awakened tress have the *demolish* ability.

Free-form ability—Demolish: Given time, treants are capable of pulling apart just about anything that's been put together. Their roots squeeze into spaces between paving stones, slowly pulling them up and out of place. Their branches can likewise worm their way into spaces in walls, doors, and gates, and with steady pressure they can pull down most human-made structures. This slow-motion destruction takes minutes for the simplest efforts and hours for major demolition.

Awakened Trees

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +5 | AC | 22 |
| 4th level | Vulnerability: fire | PD | 20 |
| Mook | | MD | 14 |
| Plant | Lashing branches +9 vs. AC—7 damage | HP | 13 |
| | <p><i>Hardwood resistance:</i> This creature has <i>resist damage 12+</i> to all damage except fire damage and melee weapon damage, which damages it normally.</p> | | |

Common Treant

| | | | |
|--|--|----|----|
| Normal 5th level Spoiler Plant | Initiative: +4 | AC | 23 |
| | Vulnerability: fire | PD | 21 |
| | | MD | 15 |
| | | HP | 65 |
| | <p>Grasping branches +10 vs. AC—9 damage, and the treant grabs the target. When the treant starts its turn grabbing an enemy, it can make a <i>twist and snap</i> attack against that target as a standard action that turn.</p> <p><i>[Special trigger]</i> Twist and snap +14 (includes +4 grab bonus) vs. PD—27 damage</p> <p><i>Fire fire fire!:</i> When the treant takes 15 or more fire damage from a single attack, it releases all grabbed creatures.</p> <p><i>Hardwood resistance:</i> This creature has <i>resist damage 12+</i> to all damage except fire damage and melee weapon damage, which damages it normally.</p> <p><u>Nastier Specials</u> <i>Toxic haze:</i> The treant exudes a toxic cloud of pollen. When an enemy engages the treant or starts its turn engaged with the treant, it takes 4 poison damage.</p> | | |

Treant Titan

| | | | |
|--|--|----|-----|
| Large 10th level Spoiler Plant | Initiative: +9 | AC | 28 |
| | Vulnerability: fire | PD | 26 |
| | | MD | 20 |
| | | HP | 390 |
| | <p>Grasping branches +15 vs. AC (2 attacks)—30 damage, and the treant grabs the target. When the treant starts its turn grabbing an enemy, it can make a <i>twist and snap</i> attack against that target as a standard action that turn.</p> <p><i>[Special trigger]</i> Twist and snap +19 (includes +4 grab bonus) vs. PD—80 damage, and the target is dazed (save ends). If the treant starts its turn grabbing a dazed enemy, it can make a <i>titanic rend</i> attack against that target as a standard action that turn. <i>Miss:</i> 40 damage.</p> <p><i>[Special trigger]</i> Titanic rend +19 (includes +4 grab bonus) vs. PD—160 damage, and the treant titan can continue making <i>titanic rend</i> attacks against the target until it escapes the grab, at which point the treant will have to use a <i>grasping branches</i> attack against it again. <i>Miss:</i> 60 damage.</p> <p><i>Fire fire fire!:</i> When the treant takes 35 or more fire damage from a single attack, it releases all grabbed creatures.</p> | | |

Hardwood resistance: This creature has *resist damage 18+* to all damage except fire damage and melee weapon damage, which damages it normally.

Nastier Specials

Coffin of living wood: When the treant titan hits with a *titanic rend* attack, the target is pulled into a hollow chamber within the treant. While grabbed by the treant this way, the target can't be the target of its allies' powers or spells.

Gauntlet of branches: Countless smaller branches whip through the air around the treant titan. When a creature engaged with the treant misses it with an attack, that creature takes 12 damage from the whipping branches.

Troglodyte

For all troglodytes

Trog stench: Trog spray scents that stink so badly that other humanoids take penalties to all attacks, defenses, and saves when engaged with a troglodyte or when nearby three or more troglodytes. Non-humanoids aren't affected.

Humanoids affected by *trog stench* can make a normal save (with a penalty) at the end of each of their turns. If the save succeeds, the humanoid can ignore all *trog stench* for the rest of the battle.

Trog stench penalties vary for different humanoid races:

| Race | Save Penalty |
|---|--------------|
| Elves, gnolls, gnomes | -4 |
| Humans, halflings, half-elves, Aasimar, tieflings, etc. | -3 |
| Half-orcs, draconics | -2 |
| Dwarves | -1 |
| Steelforged | 0 |

Trog

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +4 | AC | 18 |
| 2nd level | | PD | 17 |
| Spoiler | Club +6 vs. AC—8 damage | MD | 13 |
| Humanoid | Miss: Damage equal to the penalty the trog's stench currently imposes on the target. | HP | 38 |
| | R: Javelin +5 vs. AC—6 damage | | |
| | Chameleon: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty. | | |

Trog Chanter

| | | | |
|-----------------------------|----------------|-----------|-----------|
| Normal | Initiative: +5 | AC | 19 |
| 3rd level | | PD | 16 |

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| Leader Humanoid | Spear +8 vs. AC—12 damage | MD 18 |
| | Miss: Damage equal to the penalty the trog's stench currently imposes on the target. | HP 44 |
| | R: Hissing curse +10 vs. MD (one nearby enemy, or a far away enemy at -2 atk)—10 damage , and the target is again affected by <i>trog stench</i> if it had saved against the effect | |
| | Natural 20: All nearby humanoids who saved against <i>trog stench</i> earlier in the battle are affected again by it. | |
| | Chameleon: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty. | |

Trog Underling

| | | |
|--|--|--------------|
| Normal 8th level Mook Humanoid | Initiative: +10 | AC 23 |
| | | PD 22 |
| | Club +12 vs. AC—22 damage | MD 17 |
| | Miss: Damage equal to three times the penalty the trog's stench currently imposes on the target. | HP 38 |
| | R: Javelin +11 vs. AC—16 damage | |
| | Chameleon: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty. | |

Troll

| | | |
|---|---|--------------|
| Large 4th level Troop Giant | Initiative: +9 | AC 17 |
| | | PD 17 |
| | Greedy wicked claw +8 vs. AC (2 attacks)—15 damage | MD 13 |
| | | HP 90 |
| | Trollish regeneration 10: While a troll is damaged, its rubbery flesh heals 10 hit points at the start of the troll's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of <i>regeneration</i> doesn't count against the five-use limit. | |
| | When the troll is hit by an attack that deals fire or acid damage, it loses one use of its <i>regeneration</i> , and it can't regenerate during its next turn. | |
| | Dropping a troll to 0 hp doesn't kill it if it has any uses of <i>regeneration</i> left. | |
| | <u>Nastier Specials</u> | |
| | Increased regeneration: Increase the troll's regeneration dice; the baseline amount a troll regenerates should run about 1/9 of its total hp, but you can go higher to be nasty. | |
| | Mutant: Fire and acid don't hurt the troll's regeneration; lightning does instead. | |
| | Rendering: If both <i>claw</i> attacks hit the same target, the target also | |

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| | takes 10 ongoing damage. | |
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Vampire

Vampire

| | | | |
|------------------------------|--|-----------|------------|
| Normal | Initiative: +15 | AC | 26 |
| 10th level | Vulnerability: holy | PD | 20 |
| Spoiler | | MD | 26 |
| Undead | <p>Deathly touch +15 vs. PD—50 negative energy damage</p> <p><i>Natural 11+:</i> The target is also weakened until the end of its next turn (-4 attacks and defenses). In addition, the target expends one unused limited trait (a spell, power, or talent with a once-per-battle or daily use, but not magic item powers) of its choice.</p> <p><i>Vampiric regeneration:</i> The vampire regenerates 1 hp per level at the start of each round indefinitely, but it turns to mist if it drops to 0 hp (see below).</p> <p><i>Mist form:</i> Unless it is slain in a manner appropriate for truly killing vampires in the campaign, a vampire that drops to 0 hp drifts away to return and fight some other day.</p> <p><u>Nastier Specials</u></p> <p>C: Vampiric compulsion +15 vs. MD (one enemy; see below)—the target is confused and vulnerable (save ends)</p> <p><i>Limited use:</i> The vampire can use <i>vampiric compulsion</i> as a free action only when a nearby enemy attacks the vampire and misses with a natural attack roll of 1-5.</p> | HP | 220 |

Vampire Spawn

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +10 | AC | 20 |
| 6th level | Vulnerability: holy | PD | 17 |
| Spoiler | | MD | 15 |
| Undead | <p>Claw +10 vs. AC—18 damage</p> <p><i>Natural even hit:</i> The vampire spawn can make a <i>fangs</i> attack against the target as a free action.</p> <p><i>[Special trigger] Fangs +14 vs. AC—7</i> damage, and a humanoid target is weakened (-4 attack and defenses) until the end of the vampire spawn's next turn</p> | HP | 90 |

Spawn of the Master

| | | | |
|------------------------------|---|-----------|-----------|
| Normal | Initiative: +16 | AC | 25 |
| 10th level | Vulnerability: holy | PD | 23 |
| Mook | | MD | 20 |
| Undead | <p>Claws and fangs +15 vs. AC—30 damage</p> <p><i>Natural 18+:</i> If the target is staggered, it is also hampered (<i>makes only basic attacks</i>) until the end of its next turn.</p> | HP | 54 |

Warbanner

Warbanners have a number of abilities in common. The feral warbanner has the full version of these abilities. You may customize the feral warbanner by giving it icon-associated abilities.

A warbanner generally commands large groups of mooks that are simple to play. Creatures in a warbanner's band are allies fully under its control. It could also have allies not in its band.

Feral Warbanner

| | | |
|---|---|--|
| 2x 2nd level Caster Construct | Initiative: +7 Whipping barbed tassel +7 vs. AC—10 damage <i>Miss: 5 damage.</i> | AC 18 PD 14 MD 14 HP 70 |
| | <p>C: Banner magic—Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect</p> <p>1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action.</p> <p>6-10: Each different enemy engaged with a creature in the warbanner's band takes 1d6 psychic damage.</p> <p>11-15: If any mooks in the warbanner's band have dropped this battle, return one of those mooks to the battle next to the warbanner. (If the warbanner has no mooks in its band, choose a lower result.)</p> <p>16-20: The warbanner can make a <i>false rally</i> attack as a free action.</p> <p>[Special trigger] C: False rally +7 vs. MD (one nearby enemy with 12 hp or fewer)—The target is confused (hard save ends, 16+)</p> <p>Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.</p> <p>Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.</p> <p>Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.</p> <p>Conditional resist damage 16+: Unless an ally in the warbanner's band dropped to 0 hp since the start of the current round, an enemy attacking the warbanner must roll a natural 16+ on the attack roll or it only takes half damage. This ability has no effect if the warbanner has no allies in its band.</p> <p>Flight: Warbanners fly quickly, fluttering in winds only they can feel, preferably never touching the ground. They can't fly off the ground higher than a flag on a pole can be carried into battle, so enemies on the ground can still target them. At best, a warbanner</p> | |

| | | |
|--|---|--|
| | might gain a +2 bonus to defenses against attacks made by small PCs like halflings and gnomes. | |
| | <i>Mook morale:</i> Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (2). | |

Human Rabble

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +5 | AC | 17 |
| 2nd level | | PD | 14 |
| Mook | Spear, sword, or club +7 vs. AC—4 damage | MD | 11 |
| Humanoid | Miss: 1 damage. | HP | 9 |

Vicious Warbanner

| | | | |
|-----------------------------|--|-----------|------------|
| 2x | Initiative: +8 | AC | 18 |
| 3rd level | | PD | 16 |
| Caster | Flagspear +9 vs. AC—18 damage | MD | 13 |
| Construct | Miss: 8 damage. | HP | 100 |
| | <p>C: Banner magic: Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect</p> <p>1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action.</p> <p>6-10: Add a 3rd level orc mook to the warbanner's band.</p> <p>11-15: The warbanner can make a <i>flagspear</i> attack as a free action.</p> <p>16-20: The warbanner can make a <i>false rally</i> attack as a free action.</p> <p><i>[Special trigger] C: False rally +8 vs. MD (one nearby enemy with 15 hp or fewer)—</i>The target is confused (hard save ends, 16+)</p> <p><i>Critical hit:</i> The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.</p> <p><i>Designated bearer:</i> Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.</p> <p><i>Bearer beware:</i> While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.</p> <p><i>Conditional resist damage 16+:</i> As feral warbanner.</p> <p><i>Flight:</i> As feral warbanner.</p> <p><i>Mook morale:</i> Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (3).</p> | | |

Zealous Warbanner

| | | |
|---|--|-------|
| 2x 3rd level Caster Construct | Initiative: +8 | AC 19 |
| | Whipping hook +8 vs. AC—10 damage, and 10 ongoing damage Miss: 5 damage. | PD 15 |
| | C: Banner magic: Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect 1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action. 6-10: Each different enemy engaged with a creature in the warbanner's band takes 1d8 psychic damage. 11-15: Until the end of the battle, each ally in the warbanner's band gains a +2 cumulative bonus to damage on hits with melee attacks. 16-20: The warbanner can make a <i>false rally</i> attack as a free action. | MD 15 |
| | [Special trigger] C: False rally +8 vs. MD (one nearby enemy with 15 hp or fewer)— The target is confused (hard save ends, 16+) Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so. | HP 86 |
| | Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free. | |
| | Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die. | |
| | Conditional resist damage 16+: As feral warbanner. Flight: As feral warbanner. | |
| | Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (3). | |

Deathly Warbanner

| | | |
|---|---|--------|
| 2x 4th level Caster Construct | Initiative: +9 | AC 20 |
| | Bladed fringe +8 vs. AC—15 damage, and 10 ongoing negative energy damage Miss: 10 damage. | PD 14 |
| | C: Banner magic— Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect 1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action. | MD 18 |
| | | HP 104 |

6-10: Each different enemy engaged with a creature in the warbanner's band takes 1d10 psychic damage.

11-15: If any mooks in the warbanner's band have dropped this battle, return one of those mooks to the battle next to the warbanner. (If the warbanner has no mooks in its band, choose a lower result.)

16-20: The warbanner can make a *false rally* attack as a free action.

[Special trigger] C: False rally +9 vs. MD (one nearby enemy with 18 hp or fewer)—The target is confused (hard save ends, 16+)

Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.

Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.

Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.

Conditional resist damage 16+: As feral warbanner.

Flight: As feral warbanner.

Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (4).

Werebeasts

Each werebeast can take one of three forms as a quick action once per round: a humanoid form, a beast form, or a hybrid form that combines the two. The hybrid form is the most powerful in combat, but the humanoid and beast forms are useful for various activities outside of combat as well.

The stats below work for the beast and hybrid forms. If a werebeast ends up fighting in humanoid form, subtract 2 from all its defenses and halve its normal attack damage.

The following powers are common for werebeasts.

Beast heart (all three forms): Animals of the werebeast's type are intuitively on good terms with the were, even dire animals. If the werebeast betrays them, however, retaliation is certain and merciless.

Cursed bite (hybrid or animal form only): While the moon is full, the first time each battle a creature takes damage from a werebeast melee attack, it takes 10 extra damage (champion: 20 damage; epic: 40 damage). The malignant curse, transmitted through the attack, shocks the mortal flesh. Further attacks, even from weres of different types, don't cause extra

damage. Unless blessed, purged, or otherwise cured, the damaged creature will turn into a werebeast on the night of the next full moon. Heroes powerful enough to fight werebeasts can usually find benefactors or rituals to cure them, but there's an exception to every rule. GM, if you're unsure whether it's a full moon, roll a d10. On a 1-3, the moon is full enough.

Resilient shifting (all three forms): As mentioned above, a werebeast can shift forms once per round as a quick action. When a werebeast shifts, it can roll a save against one save ends effect.

Nastier Specials for all werebeasts

The following ability is extremely nasty when combined with the *bestial fury* most werebeasts have. It's possibly better used as a story option, a consequence of a problem with a skill check or an icon relationship, or a situation that should have been avoided and may require sacrifices to deal with:

Moon fury (hybrid form only): While fighting in moonlight, a werebeast gains a bonus to damage equal to its level (champion: double its level; epic: triple it).

Wererat

| | | | |
|--|---|-----------|-----------|
| Normal 2nd level Troop Beast | Initiative: +11 | AC | 15 |
| | | PD | 14 |
| | | MD | 18 |
| | | HP | 34 |
| | Infected bite +7 vs. AC—2 damage and 2 ongoing damage, and the crit range for each wererat in the battle against the target expands by 1 (cumulative) <i>Natural 11+:</i> The target can't make opportunity attacks until the end of the turn (making it easier for the wererat to move away from the target). <i>Hybrid miss:</i> While in hybrid form, when the wererat makes an opportunity attack with <i>infected bite</i> , it deals damage equal to its level on a miss. <i>Unnatural vigor (hybrid or animal form only):</i> When the wererat is not staggered at the start of its turn, it heals 5 hp. <i>Bestial fury (hybrid form only):</i> Wererats gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die). <u>Nastier Specials</u> <i>Uncanny moves:</i> The wererat takes no damage and suffers no effects from attacks that miss. <i>Piercing shriek:</i> Once per battle when the escalation die is 2+ and there are three or more wererats in the battle, a wererat can make a <i>piercing shriek</i> attack as a free action. Usually all the wererats in the battle will do this at the same time. C: Piercing shriek +7 vs. MD (the closest nearby enemy)—4 damage <i>Miss:</i> 2 damage. | | |

Werewolf

| | | | |
|---|--|----|----|
| Normal 3 rd level Troop Beast | Initiative: +10 | AC | 17 |
| | | PD | 15 |
| | | MD | 19 |
| | | HP | 42 |
| | <p>Ravens bite +6 vs. AC—10 damage <i>Miss:</i> The werewolf gains a +2 attack bonus (cumulative) to <i>ravens bite</i> attacks until the end of the battle.</p> <p><i>Bestial fury (hybrid form only):</i> Werewolves gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).</p> <p><i>Pack attack:</i> When the werewolf attacks a creature that is engaged with one of its allies, the target is vulnerable to that attack.</p> <p><i>Unnatural vigor (hybrid or animal form only):</i> When the werewolf is not staggered at the start of its turn, it heals 6 hp.</p> <p><u>Nastier Specials</u> <i>Sustaining blood:</i> When the werewolf hits with a <i>ravens bite</i> attack, it heals 4 hp.</p> | | |

Wereboar

| | | | |
|---|--|----|-----|
| 2x 4 th level Troop Beast | Initiative: +7 | AC | 18 |
| | | PD | 16 |
| | | MD | 20 |
| | | HP | 120 |
| | <p>Goring tusks +9 vs. AC (1d3 enemies)—15 damage <i>Slashing tusks:</i> While the escalation die is 3+, the crit range of this attack expands by 2.</p> <p><i>Bestly grit:</i> When the wereboar takes 8 damage or less from any source, it takes no damage instead.</p> <p><i>Bestial durability:</i> The wereboar can roll normal saves against effects that aren't save ends (until end of turn or battle, for example).</p> <p><i>Bestial fury (hybrid form only):</i> Wereboars gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).</p> <p><i>Unnatural vigor (hybrid or animal form only):</i> When the wereboar is not staggered at the start of its turn, it heals 18 hp.</p> <p><u>Nastier Specials</u> <i>Vicious turn:</i> Once per battle, the wereboar can make a <i>smash</i> attack as a free action. Smash +9 vs. PD—The target is dazed (save ends)</p> | | |

Werebear

| | | | |
|--------------------------------|-----------------|----|----|
| Large 5 th level | Initiative: +10 | AC | 19 |
| | | PD | 17 |

| | | |
|------------------------|--|---------------|
| Troop Beast | Massive claws +10 vs. AC—20 damage | MD 21 |
| | <i>Natural 16+:</i> The werebear grabs the target. As a standard action, it can make a <i>head chomp</i> attack against an enemy it's grabbing. | HP 140 |
| | <i>[Special trigger]</i> Head chomp +14 (includes +4 grab bonus) vs. AC (one enemy it's grabbing)—70 damage <i>Miss:</i> 20 damage. | |
| | <i>Bestial fury (hybrid form only):</i> Werebears gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die). | |
| | <i>Unnatural vigor (hybrid or animal form only):</i> When the werebear is not staggered at the start of its turn, it heals 20 hp. | |
| | <u>Nastier Specials</u> <i>Chew on arm:</i> Instead of chomping on a grabbed enemy's head, the werebear can make an <i>arm crunch</i> attack against an enemy it's grabbing. Arm crunch +14 vs. AC—70 damage , and the target is weakened until it regains maximum hit points | |

Weretiger

| | | |
|---|---|---------------|
| Large 6th level Troop Beast | Initiative: +11 | AC 20 |
| | Claws and bite +11 vs. AC—20 damage | PD 18 |
| | <i>First natural 11+ each turn:</i> The weretiger can make a second <i>claws and bite</i> attack as a free action. | MD 22 |
| | <i>Second natural 11+ each turn:</i> The weretiger can make a third <i>claws and bite</i> attack as a free action if the escalation die is 3+. | HP 180 |
| | <i>[Special trigger]</i> Springing strike +11 vs. AC—25 damage <i>Limited use:</i> When an enemy engages the weretiger, if weretiger isn't already engaged, it can make a <i>springing strike</i> attack against that enemy as an interrupt action before the attack. | |
| | <i>Bestial fury (hybrid form only):</i> Weretigers gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die). | |
| | <i>Unnatural vigor (hybrid or animal form only):</i> When the weretiger is not staggered at the start of its turn, it heals 24 hp. | |
| | <u>Nastier Specials</u> <i>Stymie:</i> When the weretiger hits with a <i>springing strike</i> attack, the target pops free from it and can't take any more actions that turn unless it succeeds on a save. | |

Wendigo

Wendigo Spirit

| | | | |
|--|--|----|-----|
| Large 5th level Wrecker Undead | Initiative: +12 | AC | 20 |
| | | PD | 15 |
| | | MD | 19 |
| | | HP | 100 |
| | <p>Soul bite +10 vs. MD—36 psychic damage, and the target is affected by <i>wendigo's hunger</i> (save ends)</p> <p><i>Wendigo's hunger</i>: Until the target saves, roll 1d6 at the start of each of its turns. It takes the corresponding action for its full turn instead of its normal turn:</p> <p>1-2: The target takes 10 damage as it bites itself.</p> <p>3-4: The target makes a basic attack against its nearest or most vulnerable ally (moving to that target if necessary).</p> <p>5-6: The target attacks the wendigo if it can; otherwise, it does nothing.</p> <p>Wind claw +10 vs. PD (2 attacks)—15 damage</p> <p><i>Natural even hit</i>: After the attack the wendigo can teleport somewhere nearby as a free action.</p> <p><i>Flight</i>: The wendigo can walk on the wind. It is not a graceful flyer, but it moves as fast as the wind that carries it. Nearby creatures can see its feet blazing with fire as it runs.</p> <p><i>Spirit form</i>: The wendigo has <i>resist damage 16+</i> to all damage except thunder damage. A wendigo spirit can move through solid objects but it can't end its movement inside them.</p> <p><i>Unseen horror</i>: The wendigo is invisible to far away creatures. When the wendigo attacks, if its target couldn't see it at the start of its turn, the wendigo gains a +2 attack bonus that turn.</p> <p><u>Nastier Specials</u></p> <p><i>Curse of the wendigo</i>: If a creature subject to <i>wendigo's hunger</i> drops itself (through biting) or an ally (with a basic attack) to 0 hp or lower, that creature also begins making last gasp saves. Failing the fourth last gasp save turns the creature into a raving cannibal; it loses all its normal abilities and becomes an NPC until the PCs find a way to restore their ally (at GM's discretion).</p> | | |

Ravenous Cannibal

| | | | |
|--|---|----|----|
| Normal 4th level Mook Humanoid | Initiative: +9 | AC | 18 |
| | | PD | 15 |
| | | MD | 11 |
| | | HP | 13 |
| | <p>Bloody melee weapon +9 vs. AC—4 damage, and 4 ongoing damage</p> <p>Latching bite +9 vs. AC (one staggered enemy, or one enemy making saving throw rolls)—6 damage</p> <p><i>Natural even hit</i>: Add another ravenous cannibal mook to the mob (it must have been hiding somewhere nearby, or wasn't really dead when it dropped earlier in the battle).</p> | | |

Elder Wendigo

| | | | |
|--|--|----|-----|
| Huge 9th level Spoiler Demon | Initiative: +18 | AC | 26 |
| | | PD | 22 |
| | Icy claws +14 vs. PD (3 attacks, each against a different nearby enemy)—50 cold damage | MD | 22 |
| | <i>Frostburn:</i> If all three attacks hit, each nearby enemy takes 4d10 fire damage. | HP | 600 |
| | C: Flame blizzard +14 vs. PD (1d6 nearby or far away enemies, but not more than esc. die)—90 fire or cold damage (GM choice) | | |
| | <i>Natural even hit:</i> The target is hampered until the end of its next turn. | | |
| | C: Horrific gaze +14 vs. MD (one nearby or far away enemy)—120 psychic damage, and the target is confused (save ends) | | |
| | <i>Fourth failed confusion save:</i> The target slips into madness and becomes a cannibal cultist or wendigo or some other terrible demon-thing of the GM's or player's choice in 2d10 hours. | | |
| | <i>Miss:</i> 60 psychic damage. | | |
| | <i>Flight:</i> The elder wendigo can walk on the wind. It is not a graceful flyer, but it moves as fast as the wind that carries it. | | |
| | <i>Swirling snow and fog and flame:</i> The elder wendigo gains a +5 bonus to all defenses against attacks by far away enemies. | | |
| | <u>Nastier Specials</u> | | |
| | <i>Force of disruption:</i> When the elder wendigo scores a critical hit against a target or drops a target to 0 hp or lower, that creature must permanently change one of its icon relationship points to a relationship with a different icon—one of a few that the GM chooses. Alternatively, a point the character already has with one of those icons changes to involve another icon (of the PC's choice). | | |
| | <i>The demon stares back:</i> Once per round when a nearby or far away enemy attacks the elder wendigo and rolls a natural odd miss, the wendigo can make a <i>horrific gaze</i> attack against that attacker as a free action. | | |

Whispering Prophet

| | | | |
|--|--|----|----|
| Normal 5th level Leader Aberration | Initiative: +15 | AC | 22 |
| | | PD | 14 |
| | Tentacle caress +9 vs. PD—12 damage, and the target is vulnerable to psychic damage (save ends) | MD | 20 |
| | | HP | 62 |
| | C: Whispered secrets +10 vs. MD (1d3 nearby enemies)—5 psychic damage, and the target's mind is filled with a delusional scene from its past that depends on the roll | | |
| | <i>Natural even hit:</i> The target is confused until the end of its next | | |

turn as it sees a foe from its past.

Natural odd hit: The target is weakened until the end of its next turn as it remembers a past failure.

Rewards of the patron: So long as the attack hits one or more targets, one ally of the prophet's choice gains a cumulative +1 attack bonus until the end of the battle that increases that ally's natural attack roll (so a roll of natural 15 becomes a roll of natural 16 with a +1 bonus, or a natural 17 with a +2 bonus, etc.). The ally can choose not to use the bonus.

Saw it coming: Twice per battle as a free action, the prophet can try to avoid a non-critical attack that hits it. The attacker must reroll the attack roll with a -4 penalty.

Knows the angles: Twice per battle as a move action, the prophet can teleport to anywhere it can see, or to a location it can't see but that has the correct geometry and that it has previously prepared (a lair).

Nastier Specials

Haruspicy master: When an enemy has dropped to 0 hp or lower since the prophet's last turn, as a quick action it can get a glimpse of the near-future. It grants 1d3 nearby allies a +4 bonus to attacks and to all defenses until the start of its next turn.

A special secret: When the prophet makes a *whispered secrets* attack, it can choose to target only one nearby enemy. If it does, it gains a +4 attack bonus against that enemy and the hit effects are save ends.

Wibble

| | | | |
|---|--|----|----|
| Normal 1st level Mook Construct | Initiative: +1 | AC | 13 |
| | R: Force burp spell +6 vs. PD—4 force damage | PD | 13 |
| | | MD | 13 |
| | | HP | 6 |
| | <p><i>Disengaged:</i> Wibbles gain a +5 bonus to disengage checks. They also don't remain engaged with their foes and will move every turn in battle. When they fail a disengage check, a wibble moves away anyway.</p> <p><i>Eruptive blorp:</i> When an enemy hits a wibble with a melee attack, it takes force damage equal to its level.</p> <p><i>Flight:</i> Wibbles waft about. They can fly well enough to ignore most wind, but not strong gale winds.</p> <p><i>Whiff and wibble:</i> When a creature makes a non-spell attack against a wibble and rolls a natural 1-2, 1d3 new wibbles are created in the same area. These new wibbles typically melt back into their "parent" at the end of a battle if not destroyed, but sometimes they remain separate and drift off on their own.</p> | | |

Wight

| | | | |
|---|---|----|----|
| Normal 4th level Spoiler Undead | Initiative: +7 | AC | 21 |
| | Vulnerability: holy | PD | 17 |
| | | MD | 13 |
| | | HP | 48 |
| | Sword +9 vs. AC—10 damage <i>Natural even hit or miss:</i> Unless the wight is staggered, the attack also deals 8 ongoing negative energy damage. | | |

Nastier Specials
Barrow-touch: The wight's attacks against enemies taking ongoing negative energy damage are against PD instead of AC and have an expanded crit range of 18+.

Wraith

| | | | |
|---|--|----|----|
| Normal 5th level Spoiler Undead | Initiative: +10 | AC | 19 |
| | Vulnerability: holy | PD | 14 |
| | | MD | 17 |
| | | HP | 66 |
| | Ice-cold ghost blade +10 vs. PD—14 negative energy damage <i>Natural 16+:</i> The target is also weakened (save ends). | | |

C: Spiraling assault +10 vs. PD (1d3 nearby enemies)—10 negative energy damage, and after the attack the wraith teleports to and engages with one target it hit
Limited use: The wraith can use *spiraling assault* only when the escalation die is even.

Flight

Ghostly: This creature has *resist damage 16+* to all damage (including holy damage) except force damage, which damages it normally.
 A wraith can move through solid objects, but it can't end its movement inside them.

Nastier Specials
Drain life: The wraith heals half the damage it deals when it hits with a *natural 18+* attack roll.

Wyvern

| | | | |
|---|--|----|-----|
| Large 5th level Wrecker Beast | Initiative: +10 | AC | 20 |
| | | PD | 19 |
| | | MD | 14 |
| | | HP | 140 |
| | Tearing jaws +10 vs. AC—35 damage <i>Natural even hit:</i> The wyvern can make a <i>deadly tail stinger</i> attack during its next turn. | | |

[Special trigger] **Deadly tail stinger +10 vs. PD—15 damage**, and the target takes 10 ongoing poison damage (difficult save ends, 16+)

Flight

Nastier Specials

Escalating poison: Add the escalation die to the wyvern's ongoing poison damage whenever that damage is dealt.

Zombie

Zombie Shuffler

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +0 | AC | 14 |
| 1st level | Vulnerability: holy | PD | 12 |
| Mook | | MD | 8 |
| Undead | Rotting fist +5 vs. AC—3 damage <i>Natural 16+:</i> Both the zombie and its target take 1d4 damage! <i>Headshot:</i> A critical hit against a zombie shuffler deals triple damage instead of the normal double damage for a crit. | HP | 10 |

Human Zombie

| | | | |
|-----------------------------|--|-----------|-----------|
| Normal | Initiative: +1 | AC | 15 |
| 2nd level | Vulnerability: holy | PD | 13 |
| Troop | | MD | 9 |
| Undead | Rotting fist +7 vs. AC—6 damage <i>Natural 16+:</i> Both the zombie and its target take 1d6 damage! <i>Headshot:</i> A critical hit against a zombie drops it to 0 hp. <u>Nastier Specials</u> <i>Eat brains:</i> More dangerous zombies don't try to kill the moving targets before feasting on brains; they keep attacking any enemy they've knocked unconscious, rolling attacks against the helpless enemy until it's dead. | HP | 60 |

Zombie Beast

| | | | |
|-----------------------------|--|-----------|------------|
| Large | Initiative: +1 | AC | 14 |
| 2nd level | | PD | 12 |
| Troop | | MD | 8 |
| Undead | Smash +7 vs. AC—20 damage , and the zombie can only attack using <i>gutburst</i> during its next turn <i>Natural 16+:</i> Both the zombie and its target take 2d6 damage. [Special trigger] C: Gutburst +6 vs PD (up to 2 nearby enemies)— The target takes 3 ongoing acid damage from a spray of stinking zombified gut juice. The zombie takes 1d6 damage. <i>Headshot:</i> The first time an enemy crits the zombie, the beast must roll a save. If it succeeds, it takes normal crit damage. If it fails, it drops to 0 hp. A second crit just drops the thing. <u>Nastier Specials</u> | HP | 110 |

| | | |
|--|---|--|
| | <p><i>Ghostly thrashing:</i> When the zombie beast is first staggered, it makes a <i>thrash</i> attack as a free action.</p> <p>C: Thrash +7 vs. PD (each enemy engaged with it)—15 damage</p> | |
|--|---|--|

Big Zombie

| | | | |
|-----------------------------|---|-----------|------------|
| Large | Initiative: +3 | AC | 17 |
| 4th level | Vulnerability: holy | PD | 15 |
| Wrecker | | MD | 12 |
| Undead | <p>Club or club-like fists +9 vs. AC—22 damage</p> <p><i>Natural even hit or miss:</i> Both the zombie and its target take 4d6 damage!</p> <p><i>Headshot:</i> A critical hit against a zombie drops it to 0 hp.</p> | HP | 160 |

Zombie of the Silver Rose

| | | | |
|-----------------------------|---|-----------|-----------|
| Normal | Initiative: +7 | AC | 17 |
| 4th level | | PD | 15 |
| Mook | Iron-hard hands +9 vs. AC—7 damage | MD | 11 |
| Undead | <p><i>Natural even hit or miss:</i> Both the zombie and its target take 1d6 damage.</p> <p><i>Hand of the fallen:</i> When a melee attack drops one or more Silver Rose mooks, the hand of one of those zombies ends up severed from its owner and latched onto a nearby enemy. The afflicted creature is vulnerable to all attacks until the hand is removed, which takes a standard action by that creature or an ally next to them.</p> <p><i>Shot to the head:</i> When an attack drops this zombie and it had 2, 4, or 6 hp remaining, the attack deals the same amount of damage to another member of the mob. If this zombie has any other number of hit points left? No hit to the head.</p> <p><u>Nastier Specials</u></p> <p><i>Curse of failure:</i> Each round, one zombie mook in the Silver Rose mob can make a <i>curse</i> attack as a quick action.</p> <p>C: Curse +4 vs. MD (one nearby enemy)—The target is weakened until the start of the zombie's next turn.</p> <p><i>Mob rule:</i> The <i>curse</i> gains an attack bonus equal to the number of Silver Rose zombies in the battle.</p> | HP | 20 |

Giant Zombie

| | | | |
|-----------------------------|---|-----------|------------|
| Large | Initiative: +8 | AC | 23 |
| 9th level | Vulnerability: holy | PD | 21 |
| Mook | | MD | 17 |
| Undead | <p>Club or club-like fists +14 vs. AC—50 damage</p> <p><i>Natural even hit or miss:</i> Both the zombie and its target take 6d10 damage!</p> | HP | 100 |

| | | |
|--|--|--|
| | <p>Headshot: A critical hit against a giant zombie mook deals triple damage instead of the normal double damage for a crit.</p> <p>Double-strength mook: The giant zombie mook counts as two 9th level mooks when you are building battles.</p> | |
|--|--|--|

Headless Zombie

| | | | |
|---|--|----|-----|
| Normal 9th level Troop Undead | Initiative: +8 | AC | 22 |
| | | PD | 20 |
| | Flailing fists +10 vs. AC—25 damage | MD | 17 |
| | <i>Natural even hit or miss:</i> Both the zombie and the target take 3d10 damage. | HP | 270 |
| | <p>R: Mouthless cry +10 vs. MD (1d3 closest nearby enemies)—The target is dazed (save ends)</p> <p><i>Natural 16+:</i> The target takes 20 psychic damage.</p> <p><i>Death spasms:</i> When a headless zombie drops to 0 hp, it flails with its fists and makes a <i>mouthless cry</i> attack as a free action before it dies.</p> <p><i>Inevitable hunger:</i> When a creature tries to affect the zombie's attack, such as forcing a reroll or applying a penalty, it must roll a normal save; on a failure, the effect is negated.</p> <p><u>Nastier Specials</u></p> <p><i>Baleful aura:</i> While nearby a headless zombie, when a creature would heal, it only heals half the normal hit points.</p> <p><i>Necrotic supremacy:</i> When the escalation die increases to 6, each headless zombie in the battle is restored to maximum hit points, including the dead ones.</p> | | |

Zorigami

Dawn Zorigami

| | | | |
|--|---|----|----|
| Normal 3rd level Spoiler Construct | Initiative: +6 | AC | 22 |
| | | PD | 13 |
| | Headbutt +8 vs. AC—10 damage, and the target moves down 1d6 points in initiative order | MD | 17 |
| | | HP | 30 |
| | <p>R: Ray of wasted time +8 vs. MD (1d3 nearby enemies or one far away enemy)—5 psychic damage, and 5 ongoing psychic damage</p> <p><i>Natural 16+:</i> The target also moves down 1d6 points in initiative order.</p> <p><i>A moment of silence:</i> The escalation die does not increase the round after a dawn zorigami drops to 0 hp.</p> <p><i>On pause:</i> A creature that is reduced to a negative initiative count in a battle involving one or more dawn zorigami moves forward in</p> | | |

| | | |
|--|---|--|
| | time, reappearing somewhere nearby in a number of minutes equal to their negative initiative count, presumably long after the current battle is over. The target may be confused by this effect, since the ways of zorigami are mysterious. | |
|--|---|--|

Apex Zorigami

| | | | |
|---|--|----|----|
| Normal 6 th level Spoiler Construct | Initiative: +11 | AC | 24 |
| | | PD | 17 |
| | Multi-gearred mace +11 vs. AC —20 damage | MD | 19 |
| | <i>Natural even hit or miss:</i> The target can't use the bonuses and powers of one of its randomly determined true magic items until the end of the battle. | HP | 75 |
| | R: Spray of sharpened gears +11 vs. AC (1d3 nearby enemies or one far away enemy) —15 damage <i>Miss:</i> 8 damage. <i>Lethal parries:</i> When an enemy engaged with the apex zorigami misses it with an attack, the apex zorigami rolls a normal save; on a success, it can make a <i>multi-gearred mace</i> attack as a free action. <i>Take five:</i> The escalation die does not increase the round after an apex zorigami is staggered or drops to 0 hp. | | |

Dusk Zorigami

| | | | |
|--|---|----|-----|
| Normal 10 th level Wrecker Construct | Initiative: +18 | AC | 28 |
| | | PD | 23 |
| | Arm full of blades +15 vs. AC (2 attacks) —30 damage | MD | 23 |
| | <i>Natural even hit:</i> The target is hampered (save ends). <i>Natural odd hit:</i> The target can't heal using its own recoveries (save ends). <i>Natural 1-5:</i> The dusk zorigami can make a <i>shaking the hourglass</i> attack against a single target as a free action. | HP | 200 |
| | C: Shaking the hourglass +15 vs. MD (each nearby enemy not engaged with a zorigami) —20 psychic damage, and the target is vulnerable (save ends) <i>Natural even hit:</i> The escalation die increases by one. <i>Natural odd hit:</i> The escalation die decreases by one. <i>The ticking clock of its own mortality:</i> While it's staggered, the dusk zorigami uses the escalation die. | | |

Monster Creation

Initiative

Establish a monster's initiative bonus by adding its level to a modifier between -1 and +9.

| Modifier | Speed | Example |
|----------|-------|---------|
|----------|-------|---------|

| | | |
|----|-------------------------------|------------------------|
| -1 | Super-slow and utterly clumsy | oozes, zombies |
| +0 | Slow and clumsy | animated statues |
| +1 | Awkward or small | city guards, dire rats |
| +2 | Average | hellhound, human thug |
| +3 | Just above average | derro sage |
| +4 | Quick | owlbear |
| +5 | Fast | wyvern |
| +6 | Really fast | gnoll ranger |
| +7 | Fast like a fast PC | ogre mage |
| +8 | Blindingly fast | rakshasa |
| +9 | Competing with the rogue | |

Attack Bonus

Add or subtract 1 to adjust how accurate a monster is.

Strike Damage

Orient yourself around the average damage for a monster's attack at any given level. When it comes to large (or double-strength) or huge (or triple-strength) monsters, you don't have to put all their damage into one strike. Split damage up into smaller attacks or use conditional follow-up attacks.

HP & AC

Use the defense numbers as the top-end rather than the baseline unless you want the difficulty to scale up.

Better Defense/Lesser Defense

Make either PD or MD better than the other, in general.

Fear Threshold

If the monster has a fear ability, it's the number of hit points where creatures are dazed (-4 attack) while engaged with the monster and can't use the escalation die. It's based on level, so that higher-level monsters are more fearsome.

Stat Adjustments

Ad hoc adjustments work fine when limited to adjustments of 1 or 2 points. If you raise a couple scores, drop a couple others.

- Scrapper: Sharp but thin: attacks +1 to +3, hp -10% to -30%
- Offensive: Soft but strong: defenses -1 to -3, attacks +1 to +3
- Oaf: Tough but clumsy: AC +1 to +3, attacks -1 to -3
- Defensive: Tough but weak: AC +1 to +3, hp -10% to -30%
- Lunk: Big and squishy: hp +15% to +40%, defenses -1 to -3
- Brittle: Tough but thin: +1 to +3 AC, hp -10% to -30%

If you want to add a full level to a monster...

- ...and you only want to boost its attack: Give the monster a +6 attack boost.
- ...and you only want to boost AC: Give the monster a +6 AC boost.
- ...and you only want to increase the monster's hit points: Double the monster's hit points.

- ...and you only want to increase the damage the monster deals: Add a second attack or ongoing damage.
- ...and you only want to increase every stat: Add +1 to attack, +1 to all defenses, multiply its damage output by 1.25, and multiply its hit points by 1.25.

Powers to Avoid

Avoid defensive powers that make it harder for the monsters to be killed unless there's an offense to unlock the defense.

Baseline Stats for Normal Monsters

| Monster Level | Attack Bonus | Strike Damage | HP | AC | Better Defense | Lesser Defense | Fear threshold (HP) |
|---------------|--------------|---------------|-----|----|----------------|----------------|---------------------|
| 0 | 5 | 4 | 20 | 16 | 14 | 10 | 7 |
| 1 | 6 | 5 | 27 | 17 | 15 | 11 | 9 |
| 2 | 7 | 7 | 36 | 18 | 16 | 12 | 12 |
| 3 | 8 | 10 | 45 | 19 | 17 | 13 | 15 |
| 4 | 9 | 14 | 54 | 20 | 18 | 14 | 18 |
| 5 | 10 | 18 | 72 | 21 | 19 | 15 | 24 |
| 6 | 11 | 21 | 90 | 22 | 20 | 16 | 30 |
| 7 | 12 | 28 | 108 | 23 | 21 | 17 | 36 |
| 8 | 13 | 38 | 144 | 24 | 22 | 18 | 48 |
| 9 | 14 | 50 | 180 | 25 | 23 | 19 | 60 |
| 10 | 15 | 58 | 216 | 26 | 24 | 20 | 72 |
| 11 | 16 | 70 | 288 | 27 | 25 | 21 | 96 |
| 12 | 17 | 90 | 360 | 28 | 26 | 22 | 120 |
| 13 | 18 | 110 | 432 | 29 | 27 | 23 | 144 |
| 14 | 19 | 135 | 576 | 30 | 28 | 24 | 192 |

Baseline Stats for Mooks

| Monster Level | Attack Bonus | Strike Damage | Damage to kill one (HP) | AC | Better Defense | Lesser Defense |
|---------------|--------------|---------------|-------------------------|----|----------------|----------------|
| 0 | 5 | 3 | 5 | 16 | 14 | 10 |
| 1 | 6 | 4 | 7 | 17 | 15 | 11 |
| 2 | 7 | 5 | 9 | 18 | 16 | 12 |
| 3 | 8 | 6 | 11 | 19 | 17 | 13 |
| 4 | 9 | 7 | 14 | 20 | 18 | 14 |
| 5 | 10 | 9 | 18 | 21 | 19 | 15 |
| 6 | 11 | 12 | 23 | 22 | 20 | 16 |
| 7 | 12 | 18 | 27 | 23 | 21 | 17 |
| 8 | 13 | 23 | 36 | 24 | 22 | 18 |
| 9 | 14 | 31 | 45 | 25 | 23 | 19 |
| 10 | 15 | 37 | 54 | 26 | 24 | 20 |
| 11 | 16 | 46 | 72 | 27 | 25 | 21 |
| 12 | 17 | 60 | 90 | 28 | 26 | 22 |
| 13 | 18 | 74 | 108 | 29 | 27 | 23 |
| 14 | 19 | 90 | 144 | 30 | 28 | 24 |

Baseline Stats for Large or Double-Strength Monsters

| Monster | Attack | Strike | HP | AC | Better | Lesser | Fear |
|---------|--------|--------|----|----|--------|--------|------|
|---------|--------|--------|----|----|--------|--------|------|

| Level | Bonus | Damage | | | Defense | Defense | threshold (HP) |
|-------|-------|--------|------|----|---------|---------|----------------|
| 0 | 5 | 9 | 41 | 16 | 14 | 10 | 7 |
| 1 | 6 | 10 | 54 | 17 | 15 | 11 | 9 |
| 2 | 7 | 14 | 72 | 18 | 16 | 12 | 12 |
| 3 | 8 | 21 | 90 | 19 | 17 | 13 | 15 |
| 4 | 9 | 28 | 108 | 20 | 18 | 14 | 18 |
| 5 | 10 | 36 | 144 | 21 | 19 | 15 | 24 |
| 6 | 11 | 42 | 180 | 22 | 20 | 16 | 30 |
| 7 | 12 | 56 | 216 | 23 | 21 | 17 | 36 |
| 8 | 13 | 76 | 288 | 24 | 22 | 18 | 48 |
| 9 | 14 | 100 | 360 | 25 | 23 | 19 | 60 |
| 10 | 15 | 116 | 432 | 26 | 24 | 20 | 72 |
| 11 | 16 | 140 | 576 | 27 | 25 | 21 | 96 |
| 12 | 17 | 180 | 720 | 28 | 26 | 22 | 120 |
| 13 | 18 | 220 | 864 | 29 | 27 | 23 | 144 |
| 14 | 19 | 270 | 1152 | 30 | 28 | 24 | 192 |

Baseline Stats for Huge or Triple-Strength Monsters

| Monster Level | Attack Bonus | Strike Damage | HP | AC | Better Defense | Lesser Defense | Fear threshold (HP) |
|---------------|--------------|---------------|------|----|----------------|----------------|---------------------|
| 0 | 5 | 12 | 60 | 16 | 14 | 10 | 7 |
| 1 | 6 | 15 | 81 | 17 | 15 | 11 | 9 |
| 2 | 7 | 21 | 108 | 18 | 16 | 12 | 12 |
| 3 | 8 | 30 | 135 | 19 | 17 | 13 | 15 |
| 4 | 9 | 42 | 162 | 20 | 18 | 14 | 18 |
| 5 | 10 | 54 | 216 | 21 | 19 | 15 | 24 |
| 6 | 11 | 63 | 270 | 22 | 20 | 16 | 30 |
| 7 | 12 | 84 | 324 | 23 | 21 | 17 | 36 |
| 8 | 13 | 114 | 432 | 24 | 22 | 18 | 48 |
| 9 | 14 | 150 | 540 | 25 | 23 | 19 | 60 |
| 10 | 15 | 174 | 648 | 26 | 24 | 20 | 72 |
| 11 | 16 | 210 | 864 | 27 | 25 | 21 | 96 |
| 12 | 17 | 270 | 1080 | 28 | 26 | 22 | 120 |
| 13 | 18 | 330 | 1296 | 29 | 27 | 23 | 144 |
| 14 | 19 | 405 | 1728 | 30 | 28 | 24 | 192 |

Underkrakens

While not monsters in and of themselves, underkrakens are enormous, city-sized dungeons in which monsters (like soul flensers) abide. They may be alive, or they may be complex vehicles, or colonies from another dimension or unknown portion of the world.