



Pelgrane Press

SOURCE MATERIAL
Rob Heinsoo
Jonathan Tweet
SYSTEM REFERENCE
DOCUMENT
Chad Dylan Long



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 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 is now helpless and cannot 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
+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	fast xombie	normal	spoiler	aberration
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	dainty lizard	normal	mook	beast
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	meteorite xombie	normal	mook	aberration
1	wibble	normal	mook	construct
1	zombie shuffler	normal	mook	undead
1	rat swarm	normal	spoiler	beast
1	swarm of bats	normal	spoiler	beast
1	eidolon in humanoid form	3×	troop	spirit
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	venomous snake	normal	troop	beast
1	watch skull	normal	troop	undead
1	white dragon hatchling	normal	troop	dragon
1	wolf	normal	troop	beast
1	badger	normal	wrecker	beast
1	giant scorpion	normal	wrecker	beast
2	orcish archer	normal	archer	humanoid
2	protector icon warrior	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	2×	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	bloody shade	2×	mook	undead
2	bone imp mage-eater	weakling	mook	demon
2	broken shade	normal	mook	undead
2	coin zombie	normal	mook	undead
2	conglomerate	normal	mook	elemental
2	demonic icon fanatic	normal	mook	humanoid
2	frogspawn grunt	normal	mook	humanoid
2	human rabble	normal	mook	humanoid
2	jackal gravewrecker	normal	mook	humanoid
2	kobold skyclaw	normal	mook	humanoid
2	newly-risen ghoul	normal	mook	undead
2	pit-spawn orc	2×	mook	humanoid
2	razor shark	normal	mook	beast
2	undead icon cultist	normal	mook	humanoid
2	xombie egg spawn	normal	mook	aberration
2	claw flower	normal	spoiler	plant
2	faun troubadour	normal	spoiler	humanoid
2	hellwasp	normal	spoiler	beast
2	sadsack	normal	spoiler	undead
2	skull crab xombie	normal	spoiler	aberration
2	trog	normal	spoiler	humanoid
2	wood nymph (dryad)	2×	spoiler	humanoid
2	ankheg	large	troop	beast
2	bear	normal	troop	beast
2	blueflame salamander	huge	troop	elemental
2	boombug	normal	troop	beast
2	bugbear scout	2×	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	weakling	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	archer shade	normal	archer	undead
3	bone imp archer	normal	archer	demon
3	city minotaur guard	large	archer	humanoid
3	gnoll ranger	normal	archer	humanoid
3	greenscale wild stalker	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	taranar coryphée	large	blocker	elemental
3	xombie spiders	normal	blocker	aberration
3	blue sorcerer	normal	caster	humanoid
3	drow spider-mage	normal	caster	humanoid
3	ettercap supplicant	normal	caster	humanoid
3	vicious warbanner	2×	caster	construct
3	zealous warbanner	2×	caster	construct
3	bugbear schemer	normal	leader	humanoid
3	demonic icon priest	normal	leader	humanoid
3	kobold engineer	normal	leader	humanoid
3	orc battle screamer	normal	leader	humanoid
3	pixie pod	2×	leader	plant
3	protector icon priest	normal	leader	humanoid
3	trog chanter	normal	leader	humanoid
3	cave orc	normal	mook	humanoid
3	dretch	normal	mook	demon
3	fallen derro	normal	mook	humanoid
3	fire bat	normal	mook	beast
3	kobold berserker	normal	mook	humanoid
3	lemure	normal	mook	devil
3	lesser haunting	normal	mook	undead
3	podling	normal	mook	plant
3	protector icon cultist	2×	mook	humanoid
3	the rascal	normal	mook	humanoid
3	weaver swarm	normal	mook	beast
3	bone imp tormentor	normal	spoiler	demon
3	dawn zorigami	normal	spoiler	construct
3	death-plague orc	large	spoiler	humanoid
3	frogspawn monk	normal	spoiler	humanoid
3	ghoul	normal	spoiler	undead
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	river nymph (naiad)	2×	spoiler	humanoid
3	rust monster	normal	spoiler	aberration
3	slime-skull	normal	spoiler	undead
3	snowy owlbear	large	spoiler	beast
3	spinneret doxy	normal	spoiler	humanoid

3	attached eidolon	normal	troop	spirit
3	barbellite	normal	troop	beast
3	blade shade	normal	troop	undead
3	bugbear	normal	troop	humanoid
3	cenotaph dragon	normal	troop	dragon
3	clubtail	large	troop	beast
3	derro berserker	normal	troop	humanoid
3	dire wolf	large	troop	beast
3	drudge citizen	normal	troop	undead
3	fungloid 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	really angry kobold	normal	troop	humanoid
3	small earth elemental	normal	troop	elemental
3	small fire elemental	normal	troop	elemental
3	snowy owlbear cub	normal	troop	beast
3	werewolf	normal	troop	beast
3	bonded hero	3×	wrecker	construct
3	braincap	2×	wrecker	plant
3	catacomb dragon	large	wrecker	dragon
3	flamebird phoenix	2×	wrecker	elemental
3	gray hoarder	2×	wrecker	undead
3	great cat	normal	wrecker	beast
3	hellhound	normal	wrecker	beast
3	horned azinth calf	2×	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	red haze berserker	normal	wrecker	humanoid
3	redcap	normal	wrecker	humanoid
3	small air elemental	normal	wrecker	elemental
3	wild dryad	2×	wrecker	elemental
4	derro whisperer	normal	archer	humanoid
4	faun harrier	normal	archer	humanoid
4	doomlantern salamander	huge	blocker	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	bluescale lightning caller	normal	caster	humanoid
4	brain-absorber xombie	large	caster	aberration
4	deathly warbanner	2×	caster	construct
4	demonic icon wizard	normal	caster	humanoid
4	derro sage	normal	caster	humanoid

4	despoiler	normal	caster	demon
4	kobold dungeon-shaman	2×	caster	humanoid
4	sprite	normal	caster	humanoid
4	the purple dragon (adventurer)	huge	caster	dragon
4	derro seer	normal	leader	humanoid
4	ettercap keeper	normal	leader	humanoid
4	frogspawn spellcroaker	normal	leader	humanoid
4	funguloid monarch	2×	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	kelplet	normal	mook	plant
4	kobold shadow-warrior	normal	mook	humanoid
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	giant bird of prey	normal	spoiler	beast
4	gibbering mouter	normal	spoiler	aberration
4	harpy	normal	spoiler	humanoid
4	hell imp	normal	spoiler	devil
4	hill nymph (oread)	2×	spoiler	humanoid
4	jest bones	normal	spoiler	undead
4	kobold assassin	normal	spoiler	humanoid
4	lich baroness	normal	spoiler	undead
4	medium copper dragon	normal	spoiler	dragon
4	medium green dragon	normal	spoiler	dragon
4	shadow mongoose destroyer of fate	normal	spoiler	spirit
4	taranar hunter	large	spoiler	elemental
4	wight	normal	spoiler	undead
4	azer soldier	normal	troop	dwarf
4	beautific gargoyle	normal	troop	construct
4	blackamber skeletal legionnaire	normal	troop	undead
4	bonded veil	3×	troop	construct
4	bone imp skullbiter	normal	troop	demon
4	broken taranar	large	troop	elemental
4	centaur lancer	normal	troop	humanoid
4	chaos beast	normal	troop	aberration
4	chuulish slave	normal	troop	aberration
4	demon drake	normal	troop	demon
4	derro maniac	normal	troop	humanoid
4	dire bear	large	troop	beast

4	ebon gauntlet sword	normal	troop	humanoid
4	eidolon in war form	3×	troop	spirit
4	ember imp	normal	troop	devil
4	half-orc legionnaire	normal	troop	humanoid
4	honey devil, aka slime devil	weakling	troop	devil
4	huge brass dragon	huge	troop	dragon
4	large white dragon	large	troop	dragon
4	lesser xorn	elite	troop	elemental
4	minotaur	large	troop	humanoid
4	ogre crusader	large	troop	giant
4	phantomaton	normal	troop	undead
4	screaming skull	normal	troop	undead
4	trihorn	large	troop	beast
4	troll	large	troop	giant
4	wereboar	2×	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	funguloid empress	huge	wrecker	plant
4	ghoul fleshripper	normal	wrecker	undead
4	ogre berserker	large	wrecker	giant
4	owlbear	large	wrecker	beast
4	slaughter pit shade	large	wrecker	undead
4	spiketail	large	wrecker	beast
5	demon-touched human ranger	normal	archer	humanoid
5	jackal scout	normal	archer	humanoid
5	star-mask cultist	normal	archer	aberration
5	thunder bat	normal	archer	beast
5	earth elemental	normal	blocker	elemental
5	faun keeper	normal	blocker	humanoid
5	frog knight	normal	blocker	humanoid
5	gelatinous cubahedron	huge	blocker	ooze
5	gelatinous cube	huge	blocker	ooze
5	hungry mouth ghost	normal	blocker	undead
5	water elemental	normal	blocker	elemental
5	flaming skull	normal	caster	undead
5	hobgoblin warmage	normal	caster	humanoid
5	kohwa messenger	large	caster	beast
5	manticore bard	large	caster	beast
5	medium blue dragon	normal	caster	dragon
5	minotaur adept	large	caster	humanoid
5	petulant never-was	2×	caster	undead
5	sahuagin glow priest	normal	caster	humanoid
5	taranar bugler	large	caster	elemental
5	faun bandleader	normal	leader	humanoid
5	resurgent phoenix	large	leader	elemental
5	swaysong naga	large	leader	beast
5	whispering prophet	normal	leader	aberration

5	fomorian brute	large	mook	giant
5	jackal bearer	normal	mook	humanoid
5	jackpot zombie	normal	mook	undead
5	kobold glinter	normal	mook	humanoid
5	scuttling star-mask	normal	mook	aberration
5	sea shark	2×	mook	beast
5	binding bride	normal	spoiler	humanoid
5	common treant	normal	spoiler	plant
5	earthshaker	huge	spoiler	beast
5	frogspawn deceiver	normal	spoiler	humanoid
5	gorge dragon	large	spoiler	dragon
5	great horned owlbear	large	spoiler	beast
5	mantikumhar	large	spoiler	beast
5	rust monster obliterator	normal	spoiler	demon
5	sea nymph (nereid)	2×	spoiler	humanoid
5	swarm prince	normal	spoiler	humanoid
5	trog fouler	normal	spoiler	humanoid
5	wild naiad	2×	spoiler	elemental
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	flux elemental	normal	troop	elemental
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	stalker	large	troop	beast
5	werebear	large	troop	beast
5	whitescale rime walker	normal	troop	humanoid
5	air elemental	normal	wrecker	elemental
5	bulette	large	wrecker	beast
5	centaur raider	normal	wrecker	humanoid
5	ebon gauntlet adjudicator	large	wrecker	humanoid
5	fire elemental	normal	wrecker	elemental
5	frenzy demon	normal	wrecker	demon
5	ghast	normal	wrecker	undead
5	gray raider	normal	wrecker	undead
5	great hound	large	wrecker	beast
5	green bulette	large	wrecker	beast
5	half-orc tribal champion	normal	wrecker	humanoid
5	hydra, five-headed	huge	wrecker	beast
5	kelpling	2×	wrecker	plant
5	koruku larva	normal	wrecker	beast
5	lumberland dirt-fisher	huge	wrecker	beast
5	mutant bullfrog	large	wrecker	beast
5	ogre champion	large	wrecker	giant

5	ravenous bumoorah	normal	wrecker	beast
5	sahuagin	normal	wrecker	humanoid
5	tribal minotaur berserker	large	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	coin collector zombie	normal	blocker	undead
6	gelatinous octahedron	huge	blocker	ooze
6	intellect assassin	normal	blocker	aberration
6	lich flower	2×	blocker	undead
6	spell golem warder	normal	blocker	construct
6	spriggan	normal	blocker	humanoid
6	death blossom	2×	caster	undead
6	drider	large	caster	aberration
6	drow spider-sorceress	normal	caster	humanoid
6	ebon gauntlet eye	normal	caster	humanoid
6	glittering bearer	normal	caster	undead
6	jackal mage	normal	caster	humanoid
6	rakshasa sybarite	2×	caster	humanoid
6	cackling demon	normal	leader	demon
6	centaur champion	2×	leader	humanoid
6	hallowed gargoyle	normal	leader	construct
6	sparkscale naga	large	leader	beast
6	star-mask cult leader	2×	leader	aberration
6	trog shaman	normal	leader	humanoid
6	bat demon	normal	mook	demon
6	death marker	normal	mook	undead
6	forge wolf	large	mook	construct
6	frogspawn thug	2×	mook	humanoid
6	giggling demon	normal	mook	demon
6	ice zombie	normal	mook	undead
6	jotun auroch	huge	mook	beast
6	lokkris	normal	mook	beast
6	major haunting	normal	mook	undead
6	apex zorigami	normal	spoiler	construct
6	atrocious gibbering mouter	large	spoiler	aberration
6	chuul	large	spoiler	aberration
6	clay golem	large	spoiler	construct
6	coursing manticore	large	spoiler	beast
6	crimsoncap	normal	spoiler	humanoid
6	faun enchanter	normal	spoiler	humanoid
6	hag	normal	spoiler	humanoid
6	medium silver dragon	normal	spoiler	dragon
6	parasitic dybbuk	2×	spoiler	demon
6	phantom	normal	spoiler	undead
6	poison dandelion	2×	spoiler	undead

6	shadow mongoose subverter of fate	normal	spoiler	spirit
6	vampire spawn	normal	spoiler	undead
6	vrock (vulture demon)	normal	spoiler	demon
6	waterhorse	2×	spoiler	humanoid
6	wild oread	2×	spoiler	elemental
6	blackscale shadow dancer	normal	troop	humanoid
6	briar elf slayer	normal	troop	humanoid
6	chuulish swarm	normal	troop	aberration
6	corpse dybbuk	2×	troop	demon
6	dire tiger	large	troop	beast
6	eidolon in hunting form	3×	troop	spirit
6	fomorian bully	large	troop	giant
6	frogspawn champion	normal	troop	humanoid
6	frost-würm	large	troop	beast
6	hellcat	large	troop	devil
6	hill giant	large	troop	giant
6	pixie knight	normal	troop	humanoid
6	spider mount	normal	troop	beast
6	star-mask cult puppet	normal	troop	aberration
6	winter beast	large	troop	beast
6	weretiger	large	troop	beast
6	blizzard dragon	large	wrecker	dragon
6	blood rose	2×	wrecker	undead
6	cambion katar	normal	wrecker	demon
6	disgraced legionnaire	2×	wrecker	undead
6	hellwarped spawn	large	wrecker	aberration
6	horned azinth adult	large	wrecker	beast
6	large black dragon	large	wrecker	dragon
6	large bronze dragon	large	wrecker	dragon
6	medium red dragon	normal	wrecker	dragon
6	medusa outlaw	2×	wrecker	humanoid
6	ogre mage knight	large	wrecker	giant
6	sahuagin mutant	large	wrecker	humanoid
6	specter	2×	wrecker	undead
6	tarantar avalanche	huge	wrecker	elemental
7	bonded arcane archer	3×	archer	construct
7	faun ranger	normal	archer	humanoid
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 errant	3×	blocker	construct
7	bronze golem	large	blocker	construct
7	gelatinous dodecahedron	huge	blocker	ooze
7	gnoll shredder	normal	blocker	humanoid
7	tempter	2×	blocker	undead
7	cloud giant warrior	huge	caster	giant
7	fire giant smith	large	caster	giant
7	ice sorceress	large	caster	giant

7	medium gold dragon	normal	caster	dragon
7	ogre mage	large	caster	giant
7	rakshasa, devourer of wizards	2×	caster	humanoid
7	void dragon	huge	caster	dragon
7	ebon gauntlet inquisitor	2×	leader	humanoid
7	frogspawn old-one	elite	leader	humanoid
7	manafang naga	large	leader	beast
7	trog chieftain	normal	leader	humanoid
7	barbed vines	normal	mook	plant
7	death shade	normal	mook	undead
7	orc rager	normal	mook	humanoid
7	summoned ghoul	normal	mook	undead
7	bergship raider	large	spoiler	giant
7	fang devil	huge	spoiler	devil
7	frost giant	large	spoiler	giant
7	koruku symbiont	normal	spoiler	humanoid
7	large green dragon	large	spoiler	dragon
7	melusine	2×	spoiler	humanoid
7	phase spider	large	spoiler	beast
7	reaver	2×	spoiler	undead
7	river-spirit	2×	spoiler	humanoid
7	twisted soul	2×	spoiler	undead
7	star-mask brainbuster	normal	spoiler	aberration
7	umluppuk	huge	spoiler	aberration
7	wild nereid	2×	spoiler	elemental
7	big flux elemental	normal	troop	elemental
7	bonded hexknight	3×	troop	construct
7	faun outlaw	normal	troop	humanoid
7	fire giant holy warrior	large	troop	giant
7	greater ebon gauntlet sword	normal	troop	humanoid
7	hezrou (toad demon)	large	troop	demon
7	hooded devil	normal	troop	devil
7	kohwa enforcer	large	troop	beast
7	lammasu warrior	large	troop	beast
7	moon dragon	huge	troop	dragon
7	screaming hoardling	normal	troop	undead
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	2×	wrecker	demon
7	fallen lammasu	large	wrecker	beast
7	fomorian top-cannibal	large	wrecker	giant
7	hellstone gargoyle	normal	wrecker	construct
7	hydra, seven-headed	huge	wrecker	beast
7	jackal priest	elite	wrecker	humanoid
7	redscale fiery vanquisher	normal	wrecker	humanoid
7	star-mask brute	large	wrecker	aberration
7	temple lion	large	wrecker	construct

7	tyrant lizard	large	wrecker	beast
7	volcano dragon	large	wrecker	dragon
7	wandering hubris devil	huge	wrecker	devil
8	briar elf stalker	normal	archer	humanoid
8	giant praying mantis	large	blocker	beast
8	stone golem	large	blocker	construct
8	sunder wraith	normal	blocker	undead
8	black skull	normal	caster	undead
8	bonded warlock	3×	caster	construct
8	glabrezou (pincer demon)	large	caster	demon
8	golden eye necromancer	3×	caster	undead or humanoid
8	large blue dragon	large	caster	dragon
8	ogre lightning mage	large	caster	giant
8	rakshasa	2×	caster	humanoid
8	rakshasa delver	2×	caster	humanoid
8	shadow dragon	large	caster	dragon
8	the purple dragon (champion)	huge	caster	dragon
8	bonded prophet	3×	leader	construct
8	elder swaysong naga	normal	leader	beast
8	fire giant priest-general	elite large	leader	giant
8	half-orc commander	normal	leader	humanoid
8	koruku landkiller	huge	leader	beast
8	whitescale blighter	normal	leader	humanoid
8	koruku servitor	normal	mook	spirit
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	2×	spoiler	undead
8	nix	normal	spoiler	humanoid
8	shadow mongoose thief of fate	normal	spoiler	spirit
8	tarantar warrior	large	spoiler	elemental
8	void phoenix	large	spoiler	elemental
8	great xorn	elite	troop	elemental
8	horned salamander	huge	troop	elemental
8	laughing demon	normal	troop	demon
8	stone giant	large	troop	giant
8	adult remorhaz	large	wrecker	beast
8	cambion hellblade	normal	wrecker	demon
8	chaos hydra	huge	wrecker	beast
8	death knight	2×	wrecker	undead
8	fire giant	large	wrecker	giant
8	fury devil (erinyes)	normal	wrecker	devil
8	iconic chimera	large	wrecker	beast
8	mummy	2×	wrecker	humanoid
8	purple worm	huge	wrecker	beast

8	taranar great stone	huge	wrecker	elemental
9	epic earth elemental	normal	blocker	elemental
9	epic water elemental	normal	blocker	elemental
9	despoiler mage	normal	caster	demon
9	jackal high mage	normal	caster	humanoid
9	lammasu priest	large	caster	beast
9	prismatic ogre mage	large	caster	giant
9	rakshasa mastermind	2×	caster	humanoid
9	briar tree	normal	leader	plant
9	elder sparkscale naga	normal	leader	beast
9	fire giant warlord	large	leader	giant
9	epic haunting	normal	mook	undead
9	giant zombie	large	mook	undead
9	hoard spirit	normal	mook	construct
9	hooked demon	normal	mook	demon
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	greenscale spineback	normal	spoiler	humanoid
9	hoardsong dragon	large	spoiler	dragon
9	large copper dragon	large	spoiler	dragon
9	soul flenser	normal	spoiler	aberration
9	spell golem mage hunter	large	spoiler	construct
9	bone devil (osyluth)	large	troop	devil
9	briar elf warrior	normal	troop	humanoid
9	eidolon in guardian form	3×	troop	spirit
9	greater flux elemental	normal	troop	elemental
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	3×	wrecker	undead
9	drow cavalry	2×	wrecker	humanoid
9	epic air elemental	normal	wrecker	elemental
9	epic fire elemental	normal	wrecker	elemental
9	great hubris devil	huge	wrecker	devil
9	huge black dragon	huge	wrecker	dragon
9	huge bronze dragon	huge	wrecker	dragon
9	skull of the beast	large	wrecker	undead
10	blackscale light-killer	normal	archer	humanoid
10	storm giant	huge	archer	giant
10	bronze kingsguard	normal	blocker	construct
10	most hungry ghost	normal	blocker	undead
10	barbed devil (hamatula)	normal	caster	devil

10	briar elf sorcerer	normal	caster	humanoid
10	grandmother	3×	caster	humanoid
10	nalfeshnee (boar demon)	large	caster	demon
10	rakshasa saint	2×	caster	humanoid
10	royal bearer	normal	caster	undead
10	elder manafang naga	normal	leader	beast
10	jackal high priest	2×	leader	humanoid
10	frenzied wolf pack	normal	mook	beast
10	great fang cadre	normal	mook	humanoid
10	greater summoned ghoul	normal	mook	undead
10	gruesome death shade	normal	mook	undead
10	loyal gatherer	normal	mook	undead
10	opportunistic orc band	normal	mook	humanoid
10	spawn of the master	normal	mook	undead
10	star-mask floating brain	normal	mook	aberration
10	fomori tyrant	normal	spoiler	aberration
10	gruesome reaver	2×	spoiler	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	hellwarped brute	huge	wrecker	aberration
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	briar elf assassin	normal	archer	humanoid
11	great sunder wraith	normal	blocker	undead
11	bluescale orb-bearer	normal	caster	humanoid
11	large gold dragon	large	caster	dragon
11	medusa noble	2×	caster	humanoid
11	rakshasa magician	normal	caster	humanoid
11	ice devil (gelugon)	normal	leader	devil
11	fanatical druid circle	normal	mook	humanoid
11	militant ranger squad	normal	mook	humanoid
11	barrier beast	huge	spoiler	beast
11	elder couatl	large	spoiler	beast
11	huge copper dragon	huge	spoiler	dragon
11	huge green dragon	huge	spoiler	dragon
11	epic flux elemental	normal	troop	elemental
11	greathoard elder	huge	wrecker	dragon
11	remorhaz queen	large	wrecker	beast
12	star-mask brain zealot	normal	archer	aberration
12	huge blue dragon	huge	caster	dragon
12	solar phoenix	large	caster	elemental
12	star-mask omnipotent brain	huge	caster	aberration
12	the purple dragon (epic)	huge	caster	dragon
12	briar elf sovereign	2×	leader	humanoid

12	smoke minions	normal	mook	construct
12	treant avenger	normal	mook	plant
12	flamewreathed dragon	huge	spoiler	dragon
12	fomori torturer	normal	spoiler	aberration
12	lich prince	2×	spoiler	undead
12	horned devil (cornugon)	large	troop	devil
12	marilith (serpent demon)	large	troop	demon
12	pyroclastic salamander	huge	troop	elemental
12	ancient purple worm	huge	wrecker	beast
12	colossal hubris devil	huge	wrecker	devil
12	fallen icon's maw	huge	wrecker	undead
12	redscale flamewing	normal	wrecker	humanoid
13	the final devil	huge	leader	devil
13	river devil minion	normal	mook	devil
13	fallen icon - underground	3×	spoiler	aberration
13	huge silver dragon	huge	spoiler	dragon
13	fallen icon's shadow	large	troop	undead
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	fallen icon - nature	huge	spoiler	beast
14	pit fiend	huge	wrecker	devil
14	star-brain dungeon heart	huge	wrecker	aberration
15	tarrasque	huge	wrecker	beast

Monster Key

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

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 faraway 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.

Giant Ant

Normal 0 level Troop Beast	Initiative: +0	AC 14
		PD 13
	Mandibles +5 vs. AC—3 damage	MD 9
	<i>Natural 16+</i> : The target also takes 1d3 ongoing acid damage.	HP 20
	<i>Wall-crawler</i> : A giant ant 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
	<u>Nastier Specials</u>	HP 6
	<i>Squealing pack attack</i> : This creature gains a +1 attack bonus per other dire rat engaged with the target it's attacking.	

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
		HP 22

	<p><i>Limited use:</i> 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.)</p> <p>Stinger +6 vs. AC—3 damage, and 3 ongoing poison damage</p>	
--	---	--

Swarm of Bats

Normal 1st level Spoiler Beast	Initiative: +5	AC	16
	Vulnerability: thunder	PD	16
		MD	11
		HP	30
	<p>C: Swarming bites +7 vs. PD (1d3 nearby enemies)—2 damage, and after the attack, the swarm of bats engages one of the targets</p> <p><i>Natural even hit:</i> 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.</p> <p><i>No opportunities:</i> The swarm of bats can't make opportunity attacks, and enemies can't make opportunity attacks against it.</p> <p><i>Swarming resistance:</i> Each turn, the swarm of bats gains <i>resist damage 18+</i> to all damage from attacks by enemies that the swarm did NOT attack that turn.</p>		

Wolf

Normal 1st level Troop Beast	Initiative: +4	AC	17
		PD	15
		MD	11
		HP	28
	<p>Bite +5 vs. AC—5 damage</p> <p><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).</p>		

Bat Cavalry

Large 2nd level Wrecker Beast & Humanoid	Initiative: +6	AC	19
	Vulnerability: thunder	PD	17
		MD	14
		HP	70
	<p>Fangs, wings, and sword +8 vs. AC—Damage and effect depends on the natural roll</p> <p><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.</p> <p><i>Natural even miss against a target taking ongoing damage:</i> The target takes 6 damage from clawing wings.</p> <p><i>Natural odd hit:</i> The target takes 8 damage, and 5 ongoing damage from bat fangs.</p> <p><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.</p>		

	<p>R: Thrown javelin +5 vs. AC—8 damage</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>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.</p> <p><u>Nastier Specials</u></p> <p><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.</p>	
--	--	--

Bear

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

Dire Bat

Normal 2nd level Troop Beast	<p>Initiative: +8</p> <p>Vulnerability: thunder</p> <p>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.</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>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.</p> <p><u>Nastier Specials</u></p> <p><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.</p> <p><i>Dire feature:</i> This bat is a dire animal and has a dire feature.</p>	<p>AC 18</p> <p>PD 17</p> <p>MD 14</p> <p>HP 32</p>
--	---	---

Giant Web Spider

Large	Initiative: +4	AC 17
--------------	----------------	--------------

2nd level Blocker Beast	<p>Bite +7 vs. AC—5 damage, and 5 ongoing poison damage <i>Natural even hit:</i> The target also takes 2d6 ongoing poison damage if it's dazed or stuck.</p> <p>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.</p> <p><i>Wall-crawler:</i> A giant web spider can climb on ceilings and walls as easily as it moves on the ground.</p>	PD 16 MD 12 HP 68
---	--	--

Hunting Spider

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

Dire Wolf

Large 3rd level Troop Beast	<p>Initiative: +6</p> <p>Vicious bite +8 vs. AC—18 damage <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).</p> <p><i>Chilling howl:</i> 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.</p> <p><i>One dire feature:</i> Roll randomly unless you know this beast's story already.</p>	AC 18 PD 17 MD 13 HP 80
---	---	--

Goblin Bat Mage

Normal 3rd level Spoiler	<p>Initiative: +7 Vulnerability: thunder</p>	AC 19 PD 16 MD 16
--	---	--

Beast & Humanoid	<p>Bloody fangs +7 vs. AC—6 damage, and 6 ongoing damage <i>Natural 2-5:</i> The goblin bat mage pops free from the target and can move as a free action.</p> <p>R: Blood bolt spell +7 vs. PD—8 negative energy damage <i>Natural even hit:</i> If target is staggered after taking the damage, it's also hampered until the end of its next turn. <i>Natural odd hit:</i> One random nearby ally of the target takes 2d6 negative energy damage.</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>Skittish:</i> 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.</p> <p><i>Unwieldy flyer:</i> 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 faraway from the ground, it lands badly and takes 15 damage.</p>	HP 44
-----------------------------	--	--------------

Dire Bear

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

Dire Boar

Large 5th level Troop Beast	<p>Initiative: +6</p> <p>Battle-hardened tusks +13 vs. AC—22 damage <i>Natural 16+:</i> The dire boar can make a <i>bash</i> attack against a different target as a free action.</p> <p><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</p>	AC 18 PD 16 MD 12 HP 180
---	--	---

Bestial durability: 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.

Last stand: 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.)

One random dire feature: Use the dire features table.

Nastier Specials

Furious streak: When the dire boar can make a *bash* 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 *bash* attack.

Thunder Bat

Normal 5th level Archer Beast	Initiative: +13	AC	22
	Fangs +10 vs. AC—15 damage	PD	18
	<i>Natural even hit against a dazed enemy:</i> The target takes 20 ongoing thunder damage.	MD	15
	C: Thunder screech +10 vs. PD (1d3 nearby creatures in a group)—12 thunder damage	HP	70
	<i>Natural even hit:</i> The target is dazed (save ends).		
	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.		
	Resist thunder 18+: When a thunder attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		
	Unwieldy flyer: 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 faraway from the ground, it lands badly and takes 25 damage.		

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> attack 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	Initiative: +14	AC	25
8th level		PD	21
Blocker	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	MD	17
Beast		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></p> <p><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.</p> <p>Chomp +15 vs. AC—40 damage</p>		

Wraith Bat

Normal	Initiative: +14	AC	24
9th level		PD	23
Mook	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.	MD	20
Undead		HP	36

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.

Limited use: Regardless of the number of wraith bats in the battle, only one wraith bat can use this attack each round.

Ghostly: This creature has resist damage 16+ 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.

Ankheg

**Large
2nd level
Troop
Beast**

Initiative: +8

Mandibles +7 vs. AC—8 damage

Natural even hit: If the target is small, the ankheg grabs it.

While the ankheg is grabbing a creature, the only legal target for its *mandibles* attack is the grabbed creature.

C: Acid spit +7 vs. PD (one nearby enemy, plus any enemy the ankheg has grabbed)—5 ongoing acid damage

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

Escape speed: 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.

**AC 19
PD 17
MD 11
HP 60**

Azer

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	AC	19
	Vulnerability: cold	PD	18
		MD	12
		HP	46
	Blazing-hot iron fists +8 vs. AC (2 attacks)—6 damage <i>Natural 16+:</i> 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. <i>Limited use:</i> 1/battle, only while the brute is staggered. <i>Blistering heat:</i> When an enemy engaged with the brute attacks it, that enemy takes 2 fire damage. <i>Fire resistance 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.		

Azer Soldier

Normal 4th level Troop Dwarf	Initiative: +7	AC	20
		PD	17
		MD	14
		HP	50
	Red-hot hammer +9 vs. AC—8 damage <i>Natural even hit or miss:</i> 4 ongoing fire damage. R: Throwing axe +9 vs. AC—7 damage <i>Blistering heat:</i> When an enemy engaged with the azer attacks it, that enemy takes 2 fire damage. <i>Fighting surge:</i> Once per battle when an attack crits the azer but doesn't kill it, the azer can heal 4d6 hp. <i>Cold haters:</i> 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. <i>Fire resistance 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.		

Basilisk

Large 4th Level Wrecker Beast	Initiative: +3	AC	24
		PD	19
		MD	18
		HP	85
	Multi-legged attack +8 vs. AC (3 attacks, each against a different enemy)—12 damage <i>Natural 16+:</i> The target takes 5 ongoing poison damage. <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.		

[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.

Last Gasp Failed Save Effects

Green Basilisk

Failed save: The target takes 25 poison damage as its blood turns to poison.

Fourth failed save: The target's body liquefies and they die.

Red Basilisk

Failed save: 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.

Fourth failed save: The target's body ignites as their flaming skull shoots upward on a jet of burning blood, killing them.

Black Basilisk

Failed save: The target's blood begins to coagulate and harden, and dust puffs out of their lungs through their mouth.

Fourth failed save: The target's body turns to stone and they die.

White Basilisk

Failed save: 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).

Fourth failed save: The target's body explodes into a fine red mist and they die.

Resist melee damage 18+: 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 *basilisk's stare* attack against them as a free action before the attack. Constructs and undead are not affected by this resistance.

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.

Battle Shade

Treat the battlefield effects that follow as a big nastier special.

Against The Pcs

Until all battle shades have been reduced to 0 hit points, select one of the following effects at the start of each round.

- Half-formed hands of mud and dirt reach out of the ground, grasping at the legs and feet. Make the following attack against 1d3 non-flying creatures.
 - **+7 vs PD**—The target is stuck until the start of their next turn.
- A literal fog of war (smoke, fog, blowing dust, etc.) covers the area. Ranged attacks from non-battle shade creatures have a -4 penalty.
- Broken and shattered weapons erupt out of the ground. Choose up to three characters in a group. Those players must roll a normal (11+) saving throw or take 2d10 damage.
- Wild necromantic energy bursts like a geyser from the earth with a scream of pain and fear from dozens of spectral throats. Target 1d3 characters with the following attack.
 - **+6 vs MD**—4 damage and the target is dazed until the end of their next turn.
- Blood begets blood. As the characters are beaten and injured, the accumulated pain and blood revitalizes the battlefield and the battle shades. The first time a character becomes staggered or any time one drops to 0 hit points, add a broken shade mook to the fight. Add it to an existing mob if possible.

Counteractions

Player characters expecting to deal with battle shades can take precautions.

- Ritual casting certain spells like the cleric's *turn undead* or an appropriate Terrain Caster spell from the druid could return the battle area to normal for the duration of the battle.
 - Players may think to try this during combat instead of beforehand. If they do so, they should make a normal (11+) saving throw at the beginning of each round. If they succeed, the battlefield effect is suppressed. If they fail, it activates like normal that turn.
- The obvious icon relationship advantages that could help are the Religious and Undead Icons, but players may be able to justify others. A six, along with a bit of a description should nullify the battlefield effects. A five would nullify the effect but create some other complication; for example, summoning the attention of the Undead Icon's servants!

Bloody Shade

2×	Initiative: +4	AC	18
2nd level	Vulnerability: holy	PD	16
Mook		MD	12
Undead	Blood spikes +7 vs. AC —10 damage <i>Natural even miss: 4 damage.</i>	HP	18

R: Terrible blood +6 vs. PD—8 negative energy damage
Natural even hit: 4 ongoing negative energy damage.

Blood of the fallen: When a bloody shade dies, one random nearby non-mook ally regains 2d6 hp.

Broken Shade

Normal	Initiative: +1	AC	17
2nd level	Vulnerability: holy	PD	16
Mook		MD	13
Undead	Rusty broken weapon +7 vs AC—5 damage <i>Natural 2-5 miss:</i> If there is at least one non-mook ally of the broken shade still in the fight, add another broken shade to the mob. <i>Amorphous Material:</i> Broken shades do not take miss damage from weapons. <u>Nastier Special</u> <i>Collective Strength:</i> When a member of the mob dies, other broken shades gain +1 to damage until the end of the battle (max +4)	HP	10

Archer Shade

Normal	Initiative: +7	AC	19
3rd level		PD	16
Archer	Scrap dagger +7 vs AC—7 damage <i>Natural 1-6:</i> The archer shade can use its <i>earthen assault</i> ability this turn.	MD	14
Undead	R: Rain of ghostly arrows +8 vs PD (1d3 nearby or faraway enemies in a group)—8 negative energy damage <i>Natural 1-6 with its first attack roll:</i> The archer shade can use its <i>earthen assault</i> ability this turn. <i>Earthen assault:</i> As a quick action, the archer shade may disappear from the battlefield, melding into the ground. At the start of its next turn it reappears nearby as a move action. Attacks made the turn it reappears gain a +2 attack bonus and +2 to damage. <i>Limited use:</i> Only when triggered by <i>scrap dagger</i> or <i>rain of ghostly arrows</i> .	HP	40

Blade Shade

Normal	Initiative: +5	AC	20
3rd level		PD	16
Troop	Rusty blades +8 vs AC—10 damage	MD	13
Undead		HP	40

	<p><i>Natural 1-6:</i> The battle shade can use its <i>earthen assault</i> ability this turn.</p> <p><i>Earthen assault:</i> As a quick action, the battle shade may disappear from the battlefield, melding into the ground. At the start of its next turn it reappears nearby as a move action. Attacks made the turn it reappears gain a +2 attack bonus and +2 to damage.</p> <p><i>Limited use:</i> Only when triggered by <i>rusty blades</i>.</p> <p><u>Nastier Special</u></p> <p>C: Scream from beyond +7 vs. MD (1d3 nearby enemies)–7 negative energy damage</p> <p><i>Special trigger:</i> Use as a free action when a creature in the battle scores a critical hit.</p>	
--	---	--

Slaughter Pit Shade

Large 4 th level Wrecker Undead	<p>Initiative: +5</p> <p>Cracking blades +9 vs AC–28 damage</p> <p><i>Natural even hit:</i> Deal 25 damage to the slaughter pit shade; then add a 3rd level battle shade OR a 3rd level archer shade to the battle that will act 1d6 initiative counts after the slaughter pit shade acted. Treat this battle or archer shade as if it had used its <i>earthen assault</i> ability, so that it starts off the table and reappears where it likes nearby the slaughter pit shade.</p> <p><i>Miss:</i> 7 damage</p> <p><i>All are one:</i> When a nearby non-mook undead ally drops to 0 hit points, the slaughter pit shade immediately removes one ongoing condition.</p>	<p>AC 20</p> <p>PD 17</p> <p>MD 13</p> <p>HP 160</p>
---	--	--

The Bonded

Bonded Hero

3× 3 rd level Wrecker Construct	<p>Initiative: +8</p> <p>Sword-tip claws +7 vs. AC–15 damage</p> <p><i>Natural even hit or miss:</i> Make the bonded's special attack as a quick action.</p> <p><u>Special Attack (choose one per bonded hero)</u></p> <p>C: Energy shroud +9 vs. PD (1d3 nearby or faraway enemies in a group)–15 ongoing fire or cold damage</p> <p>Hex hammer +9 vs. AC–20 force damage, and the target pops free and is stunned until the start of their next turn</p>	<p>AC 19</p> <p>PD 16</p> <p>MD 15</p> <p>HP 135</p>
---	---	--

	<p>Touch of the divine +9 vs. AC (vs 1 or 2 engaged enemies)—15 holy damage</p> <p>Mystic shield +9 vs. AC—20 thunder damage and the bonded's AC and PD increase by +1 (to a maximum of +3) until the end of the battle</p> <p>R: Storm gaze +9 vs. AC—20 lightning damage <i>Natural even hit:</i> Make a second <i>storm gaze</i> attack against a new target.</p>	
--	--	--

Bonded Veil

3× 4th level Troop Construct	Initiative: +10	AC	19
		PD	16
	Fluttering shroud +12 vs. AC—30 damage	MD	16
	<i>Natural even hit:</i> The bonded pops free and flies until the end of its turn as a free action. It must land at the end of its turn, or take falling damage.	HP	140
	<i>Natural 20:</i> The target becomes weakened and vulnerable (save ends), and the bonded can fly until the end of its next turn.		
	<i>Miss:</i> 15 damage.		
	<i>Special, once per battle:</i> The bonded makes this attack as a free action on somebody else's turn.		
	Cut to ribbons +10 vs. AC (4 attacks)—20 damage		
	<i>Natural even hit or miss:</i> The bonded must pop free and as a free action move into engagement with a different enemy it has not already attacked this turn, then continues its <i>cut to ribbons</i> attack if it still has any of its four attacks left. If there are no other enemies that can be attacked, the <i>cut to ribbons</i> attack ends.		
	<i>Special, once per battle:</i> The bonded makes this attack as a free action on somebody else's turn.		
	<u>Nastier Special</u>		
	<i>Veiled:</i> Until the bonded is hit, it has a +4 bonus to all defenses.		

Bonded Arcane Archer

3× 7th level Archer Construct	Initiative: +15	AC	21
		PD	19
	Fast strike +13 vs. AC—40 damage and the bonded makes an <i>arrows of fate</i> attack as a quick action	MD	19
		HP	310
	R: Arrows of fate +13 vs. AC—40 force damage, and the arcane archer can make another <i>arrows of fate</i> attack as a quick action. Each enemy can only be targeted once by an <i>arrows of fate</i> attack on each of the bonded's turns.		

Nastier Specials

Doesn't provoke: This bonded can make ranged attacks in melee and not provoke attacks from those that it is engaged with. When leaving engagement the bonded does not provoke attacks.

Overwatch: As a move action if the bonded isn't engaged it can declare a creature or item or point on the battlefield to be the target of its overwatch. If before its next turn an enemy moves close to the focus of the overwatch, the bonded can make the following attack on the triggering enemy:

C: Overwatch shot +12 vs. AC (the triggering enemy)—60 force damage and the target loses the rest of its move action

Bonded Hexknight

**3×
7th level
Troop
Construct**

Initiative: +12

Fists of steel +13 vs. AC (1d3 attacks)—60 damage

Natural even miss: The bonded's crit range expands by a cumulative 1 (to a maximum of 16+) until the end of the battle.

Natural odd miss: Make a *whirling steel* attack as a move action, unless you have already used the bonded's move action this turn.

C: Whirling steel +13 vs. AC (one nearby enemy)—30 damage and the bonded pulls the target into engagement with it

Nastier Special

Puissance: This bonded's attacks ignore any sort of damage reduction or avoidance. You can't make it re-roll the attack, teleport away to avoid damage, take half damage due to an ability, etc. If it rolls well enough to hit you then you take the full damage, end of story.

**AC 25
PD 21
MD 19
HP 280**

Bonded Prophet

**3×
8th level
Leader
Construct**

Initiative: +14

Smite the unworthy, bless the worthy +18 vs. AC (1d4 engaged enemies or allies the bonded is touching)—50 force damage

Hit against ally: Instead of taking 50 damage, the target heals 30 damage. Each ally can only benefit from this healing once per battle.

R: Eerie radiance +18 vs. PD (1d3 nearby or faraway enemies or dead allies)—30 damage

**AC 23
PD 18
MD 21
HP 420**

Hit against dead ally: If the attack beat the PD of a dead ally, instead of taking damage the ally returns to life with 20 hp (or their maximum hp if it is lower than 20). Each ally can only be targeted by eerie radiance once per battle. This effect only works on allies who have died during the battle.

C: Maladiction+18 vs. MD (one nearby or faraway enemy)—70 damage, and the next ally of the bonded prophet to hit the target heals 4d10 hp

Nastier Specials

Returned saints: The bonded's eerie radiance also works against long-dead creatures, even returning corpses that are no more than dust and bones to full life. GMs beware, this is a very nasty special if the bonded prophet happens to be standing in a graveyard at the time.

Divine retribution: The bonded prophet's mighty smite is even mightier if the PC has violated some taboo, broken a sacred law, or transgressed into a holy place. The attack deals an additional 20 force damage, hit or miss, even on a 1.

Bonded Warlock

**3x
8th level
Caster
Construct**

Initiative: +14

Spell-breath +18 vs. AC (1d4 engaged enemies)—50 force damage

Natural even hit or miss: The target is teleported to the far side of the battlefield, and hampered (save ends).

Natural 16+ hit: Make a *violent dispelling* attack as a quick action against the target, if it hits it does no damage but does dispel spells and spell-like effects.

C: Violent dispelling +18 vs. MD (one nearby or faraway enemy)—70 damage, and any spell-like effects on the target or caused by the target end

R: Hexplosion +18 vs. the lowest PD in the group of targets (1d3 nearby or faraway enemies in a group)—90 damage, split evenly (rounded down) between all targets hit

Natural even hit or miss: The target is dazed (easy save, 6+, ends).

Natural 16+ hit: Make a *violent dispelling* attack as a quick action against the target, if it hits it does no damage but does dispel spells and spell-like effects.

Nastier Specials

Spell absorption: Once per battle when a spell not granted by a talent hits the bonded, it has no effect. Later in the battle as a

**AC 23
PD 18
MD 21
HP 430**

	<p>quick action the bonded can cast the spell that hit it, using the original caster's attack and damage bonuses.</p> <p><i>Warlock's warp:</i> When one of the bonded's attacks misses all targets, the bonded teleports as a free action.</p> <p><i>Violent undoing:</i> The bonded's <i>violent dispelling</i> attack "dispels" all manner of useful conditions, such as a rogue having momentum or a fighter having a higher crit range. In particular, this higher-strength version of the attack shuts down that really irritating effect that's always being used by that one character.</p>	
--	---	--

Bone Imp

Bone Imp Mage-Eater

Weakling	Initiative: +10	AC	18
2nd level		PD	12
Mook	Frenzied teeth +6 vs. AC—4 damage	MD	16
Demon		HP	4
	<p><i>Freakish speed:</i> On rounds when the escalation die is odd the imp may move as a quick action once on its turn, flapping its wings madly as it dashes about.</p> <p><i>Resist magic 13+:</i> This creature has <i>resist damage 13+</i> to all damage from magic sources (even magic weapons). When a magic 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 counts as half a normal monster. And that's half a normal mook!</p> <p><u>Nastier Special</u></p> <p><i>Magic eater:</i> When this imp resists magic while the escalation die is odd, it takes no damage instead of half damage, and the crit range for all bone imp mage-eaters' attacks expand by 1 (to a maximum of 6+) until the end of the battle.</p>		

Bone Imp Archer

Normal	Initiative: +10	AC	19
3rd level		PD	13
Archer	Bone claws +8 vs. AC—10 damage	MD	17
Demon		HP	45
	<p>R: Ossifying arrow +8 vs. AC—6 damage and the target is stuck (save ends). Each time the target fails to save they take damage equal to twice the escalation die value.</p> <p><i>Freakish speed:</i> On rounds when the escalation die is odd the imp may move as a quick action once on its turn, flapping its wings madly as it dashes about.</p>		

	<p><u>Nastier Special</u></p> <p><i>Resist magic 13+:</i> This creature has <i>resist damage 13+</i> to all damage from magic sources (even magic weapons). When a magic attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p>	
--	--	--

Bone Imp Tormentor

Normal 3rd level Spoiler Demon	Initiative: +8	AC	20
		PD	13
	Bone-dissolving bite +7 vs. AC—3 damage, and 5 ongoing acid damage	MD	16
		HP	38
	<p>R: Bone dust +7 vs. PD—7 negative damage, and the target chooses between being dazed (save ends) OR taking a -1 penalty to all defenses until the end of the battle (cumulative to -4).</p> <p><i>Tormentor's mark:</i> Once per battle when the tormentor imp hits with a natural even attack roll it does an extra 2d6 ongoing acid damage (easy save 6+ ends).</p> <p><i>Freakish leap:</i> On rounds when the escalation die is odd the imp may fly as a quick action once on its turn, landing at the end of its movement.</p> <p><u>Nastier Special</u></p> <p><i>Resist magic 13+:</i> This creature has <i>resist damage 13+</i> to all damage from magic sources (even magic weapons). When a magic attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p>		

Bone Imp Skullbiter

Normal 4th level Troop Demon	Initiative: +11	AC	18
		PD	15
	Marrow-seeking tongue +9 vs. AC—14 damage, or 20 damage vs. a staggered target	MD	18
		HP	60
	<p>C: Bone splinters +8 vs. AC (1d3 nearby or faraway enemies in a group)—10 damage</p> <p><i>Freakish speed:</i> On rounds when the escalation die is odd the imp may move as a quick action once on its turn, flapping its wings madly as it dashes about.</p> <p><u>Nastier Special</u></p>		

Resist magic 13+: This creature has *resist damage 13+* to all damage from magic sources (even magic weapons). When a magic attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Briar Elf

Environmental Effects

Before the battle, roll a d4 to determine which environmental effect will show up during the fight. Then roll a d3 for the minimum escalation die value that triggers the effect at the start of the round and stays in effect the rest of the battle.

In the unlikely event that PCs have managed to find or lure briar elves outside the briar elf's forested places of power, these effects probably wouldn't apply.

Humanoid Briar Elves

1. **Snares**—Enemies who take more than two actions on their turn while on the ground must save (11+) or be whipped into mid-air by a snare trap and hung upside-down (stuck & -2 attack penalty), it is a standard action to free oneself or an ally. (GM: Choose how many snares you want set before the fight, probably the number of PCs plus or minus 1.)
2. **Pit traps**—The briar elves have created spike-lined pits disguised with forest-floor litter. If you roll a natural 1-5 on d20 roll you must save (11+) or become stuck (move action to end) and take your level × d6 damage.
3. **Blowdarts**—More briar elves are lurking on the edge of the fight, just out of sight. If a PC rolls lower than the escalation die value on any natural d20 roll they take poison damage equal to their level.
4. **Gruesome display**—The whirl of battle has revealed some fresh corpses desecrated by the briar elves and impaled in the trees. Story consequences are best here: it can be someone the PCs cared about.

Plant Briar Elves

1. **Grasping grasses**—Disengage checks by non-plant creatures and non-briar elves take a -5 penalty.
2. **Cutting leaves**—Adventurers must save (11+) when they move or take damage equal to twice their level.
3. **Crushing vines**—Any adventurer who doesn't move on their turn takes their level in damage.
4. **Thorny plants**—Each time an adventurer becomes staggered they also take damage equal to their level times the escalation die value.

Undead Briar Elves

1. **Whispers of the past**—PCs have a -2 penalty to MD and PD, as overlapping ghostly whispers cause pain and anxiety.

2. Ghostly terrain—On rounds when the escalation die is odd the PCs are stuck, unable to move due to ghost trees that suddenly block their paths.

3. Spectral hands—PCs take a -1 penalty to attack rolls, as ghostly thorn-pierced hands grab at them.

4. Fearful destiny—PCs who could normally resist fear effects cannot do so for the duration of this battle. PCs who cannot normally resist fear take a -2 penalty to their saves whenever they are affected by fear.

Briar Elf Slayer

Normal 6th level Troop Humanoid	Initiative: +14	AC	22
		PD	20
	Thorn claws +11 vs. AC—14 damage	MD	18
	<i>Natural even hit: 7 ongoing poison damage.</i>	HP	100
	<i>Crit: The ongoing poison damage can't be saved against while the briar elf that inflicted it still lives and is in the battle.</i>		
	<i>Counterstrike:</i> When the briar elf is targeted by an opportunity attack, it makes a thorn claws attack against the creature that is targeting it first.		
	<u>Choose one</u>		
	<i>Humanoid:</i> The briar elf can make the following ranged attack:		
	R: Bramble bow +11 vs. AC (1 nearby or faraway enemy)—14 damage		
	<i>Plant:</i> This monster's type is [PLANT]. This monster has <i>resist weapons 16+</i> (weapon attacks that roll less than a natural 16 deal only half damage).		
	<i>Undead:</i> This monster's type is [UNDEAD]. Provided it is next to a tree, this monster can teleport to a different nearby tree as a move action.		
	<u>Nastier Specials</u>		
	<i>Thorny carapace:</i> When an attacker misses this monster with a melee attack, the attacker takes 12 damage.		
	<i>Fear aura:</i> Enemies engaged with this briar elf who have fewer than 30 hp are dazed (-4 attack) and can't use the escalation die.		
	<i>Dark escalator:</i> On turns when the escalation die is even the briar elf slayer uses the escalation die, and any enemy engaged with it does not.		

Barbed Vines

Normal 7th level Mook Plant	Initiative: +12	AC	23
	Vulnerability: fire	PD	16
		MD	20
	Rip and tear +12 vs. AC (1d3 + 1 enemies)—10 damage	HP	26
	<p><i>Rooted in place:</i> Barbed vines can't move and can't be moved, at least not until they're dead and chopped down.</p> <p><i>Expanding reach:</i> The barbed vines can make its rip and tear attack against engaged enemies when the escalation die is 0, nearby enemies when the escalation die is 1-3, and when the escalation die is 4+ the vines can reach anywhere in the battle.</p> <p><u>Nastier Special</u></p> <p><i>Mobile roots:</i> They can move, but they still can't be moved.</p>		

Briar Elf Stalker

Normal 8th level Archer Humanoid	Initiative: +16	AC	24
	Whip of thorns +13 vs. AC—20 damage	PD	21
	<i>Miss:</i> 10 damage.	MD	20
	<i>Natural 16+ hit:</i> 5 ongoing damage.	HP	140
	<p>R: Barbed arrows +14 vs. AC—25 damage</p> <p><i>Miss:</i> 10 damage.</p> <p><i>Natural even hit or miss:</i> The briar elf can <i>green walk</i> as a move action instead of a standard action this turn.</p> <p><i>Green walk:</i> Provided the briar elf stalker is next to a tree, as a standard action they can step into the tree and disappear. At the start of their next turn they reappear next to another nearby tree, and hit or miss their attack does double damage.</p> <p><u>Choose one</u></p> <p><i>Humanoid (default):</i> Twice per battle, make a <i>barbed arrows</i> attack as a quick action.</p> <p><i>Plant:</i> This monster's type is [PLANT]. Once per battle when this monster reappears after its <i>green walk</i> it does triple damage instead of double damage.</p> <p><i>Undead:</i> This monster's type is [UNDEAD]. Once per battle when the escalation die is 4+, this monster green walks it immediately gets another turn.</p> <p><u>Nastier Specials</u></p>		

	<p><i>Strength of the forest:</i> When this monster green walks it heals 1d4 × 10 hit points.</p> <p><i>Fear aura:</i> Enemies engaged with this briar elf who have fewer than 48 hp are dazed (-4 attack) and can't use the escalation die.</p>	
--	--	--

Briar Tree

Normal	Initiative: +9	AC	24
9th level	Vulnerability: fire	PD	23
Leader		MD	20
Plant	<p>Ripping briars +14 vs. AC (each engaged enemy)—35 damage</p> <p>C: Waves of anguish +14 vs. MD (1d3 nearby enemies)—40 psychic damage <i>Natural 16+ hit or miss, and a briar elf is engaged with the target:</i> The briar elf heals 20 hp.</p> <p><i>Rooted in place:</i> Briar trees can't move and can't be moved, at least not until they're dead and chopped down.</p> <p><i>Sheltering thorns:</i> When a briar elf next to a briar tree takes damage, half that damage is dealt to the tree instead.</p> <p><u>Nastier Special</u></p> <p><i>Mobile roots:</i> They can move, but they still can't be moved.</p>	HP	180

Briar Elf Warrior

Normal	Initiative: +18	AC	25
9th level		PD	23
Troop	<p>Thorn claws +14 vs. AC—40 damage <i>Natural even hit:</i> 15 ongoing poison damage. <i>Crit:</i> The ongoing poison damage can't be saved against while the briar elf that inflicted it still lives and is in the battle.</p> <p><i>The poison builds:</i> For each nearby enemy that is taking ongoing damage, the briar elf warrior's attacks deal an additional 10 poison damage, hit or miss.</p> <p><u>Choose one</u></p> <p><i>Humanoid (default):</i> The briar elf can make the following ranged attack:</p> <p>R: Bramble bow +14 vs. AC (1 nearby or faraway enemy)—40 damage</p>	MD	21
Humanoid		HP	200

Plant: This monster's type is [PLANT]. This monster has *resist weapons 16+* (weapon attacks that roll less than a natural 16 deal only half damage).

Undead: This monster's type is [UNDEAD]. Provided it is next to a tree, this monster can teleport to a different nearby tree as a move action.

Nastier Specials

Thorny carapace: When an attacker misses this monster with a melee attack, the attacker takes 24 damage.

Fear aura: Enemies engaged with this briar elf who have fewer than 60 hp are dazed (-4 attack) and can't use the escalation die.

Dark escalator: On turns when the escalation die is even the briar elf warrior uses the escalation die, and any enemy engaged with it does not.

Poison is life: The briar elf warrior has +4 to all its defenses against attacks by creatures suffering ongoing poison damage.

Briar Elf Sorcerer

Normal 10th level Caster Humanoid	Initiative: +18	AC	26
		PD	24
	Blood to sap +15 vs. PD—60 poison damage	MD	22
	<i>Natural 16+ hit:</i> The target becomes vulnerable to <i>flesh to bark</i> until the end of the battle.	HP	220
	C: Flesh to bark +16 vs. PD—50 poison damage and the target is stuck (save ends)		
	<i>Crit:</i> The target must make last gasp saves, as it struggles to avoid turning into a tree.		
	R: Storm of thorns +16 vs. PD (1d3 enemies in a group)—40 damage		
	<i>Natural 16+ hit:</i> 20 ongoing poison damage.		
	<i>Miss:</i> 10 damage.		
	<i>Forest-shape:</i> The briar elf sorcerer can cause trees to reshape themselves or to spontaneously grow from the ground. Once per battle the briar elf sorcerer can use this ability as a free action: to stop another character mid-movement, to pop a creature free, or to block and cancel a ranged attack.		
	<u>Choose one</u>		

Humanoid: Once per battle, for one turn; *storm of thorns* becomes a quick action to use.

Plant: This monster's type is [PLANT]. Every time the briar elf sorcerer misses with its *flesh to bark* attack, its crit range with that attack expands by 1.

Undead: This monster's type is [UNDEAD]. This monster can phase through solid objects and creatures, but cannot end its turn inside another object or creature. The monster automatically disengages when it moves, and cannot be intercepted (unless the creature intercepting it is also phasing).

Nastier Specials

Fear aura: Enemies engaged with this briar elf who have fewer than 72 hp are dazed (-4 attack) and can't use the escalation die.

Dark escalator: On turns when the escalation die is even, the briar elf sorcerer uses the escalation die, and each staggered adventurer does not.

Briar Elf Assassin

Normal
11th level
Archer
Humanoid

Initiative: +16

Whip of thorns +17 vs. AC—40 damage

Miss: 20 damage.

Natural 16+ hit: 10 ongoing damage.

R: Barbed arrows +17 vs. AC—50 damage

Miss: 20 damage.

Natural even hit or miss: The briar elf assassin can *green walk* as a move action instead of a standard action this turn.

Green walk: Provided the briar elf assassin is next to a tree, as a standard action they can step into the tree and disappear. At the start of their next turn they reappear next to another nearby tree, and hit or miss their attack does double damage.

Choose one

Humanoid: Twice per battle make a *barbed arrows* attack as a quick action.

Plant: This monster's type is [PLANT]. Once per battle when this monster reappears after its *green walk* it does triple damage instead of double damage.

AC 27
PD 24
MD 23
HP 280

Undead: This monster's type is [UNDEAD]. Once per battle when the escalation die is 4+ and this monster *green walks* it immediately gets another turn.

Nastier Specials

Strength of the forest: When this monster green walks it heals 1d4 × 20 hit points.

Fear aura: Enemies engaged with this briar elf who have fewer than 96 hp are dazed (-4 attack) and can't use the escalation die.

Briar Elf Sovereign

2×
12th level
Leader
Humanoid

Initiative: +20

Thorny scepter +17 vs. AC—100 damage

Natural 16+ hit: 80 ongoing poison damage.

Aftereffect: When the target saves against the poison damage it becomes dazed (-4 attack) until the end of its next turn.

Miss: 50 damage.

C: Verdant evolution +18 vs. PD (one nearby enemy)—80

poison damage and 50 ongoing poison damage

Aftereffect: When the target saves against the poison damage it becomes confused until the end of its next turn.

Natural 18+ hit: Until the end of the battle the target's saves against poison damage all become hard saves (16+).

The sovereign's orders: When the escalation die is 1, as a free action the sovereign can cause an ally to reroll a missed attack and take the better roll. When the escalation die value is 2 the sovereign can do this twice during the round. When the escalation die is 3+ the sovereign gets to order three attacks rerolled.

Choose one

Humanoid: The sovereign has a magic item. You don't need to work out what the item is right now, just give it +2 to all its defenses, saves, and attacks to represent a generic magical 'thing'. Once the battle is over the adventurers can loot the body for a magic item, and you can reveal/decide what the item actually is.

Plant: This monster's type is [PLANT]. Whenever the briar elf sovereign is standing on soil and doesn't move on its turn it heals 14 hit points.

AC 28
PD 24
MD 26
HP 750

Undead: This monster's type is [UNDEAD]. Other undead refuse to fight this monster (sorry necromancers). Cleric attack spells that target this monster only deal half damage on a hit.

Nastier Specials

Royal command: The briar elf sovereign is no longer capped at three rerolls per round from *the sovereign's orders*—it gets four when the escalation die is 4, five rerolls when the escalation die is 5, and can order six allies a round to reroll their attacks once the escalation die reaches 6.

Fear aura: Enemies engaged with this briar elf who have fewer than 120 hp are dazed (-4 attack) and can't use the escalation die.

Dark escalator: On turns when the escalation die is even the briar elves uses the escalation die, and their enemies do not.

Bulette

Bulette

Large 5th level Wrecker Beast	Initiative: +7	AC	22
	Gigantic claws +12 vs. AC (2 attacks)—15 damage	PD	19
	<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.	MD	14
	<i>[Special trigger] Terrible bite +14 vs. AC—45 damage</i>	HP	170
	<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 5th level Wrecker	Initiative: +12	AC	19
	Charging maw +12 vs. AC—30 damage	PD	17
		MD	13

Beast	<p><i>Natural even miss:</i> The target pops free from all enemies engaged with it and is vulnerable to all attacks (save ends). <i>Leaping bite:</i> The green bulette gains a +3 bonus to attack and damage with its first attack each battle.</p> <p><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.</p> <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 but can't use <i>into the earth</i>. Creatures that have no blood (constructs, oozes, plant creatures, etc.) don't trigger this ability.</p> <p><i>Occasional burrower:</i> 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.</p>	HP 92
--------------	--	--------------

Lumberland Dirt-Fisher

Huge 5th level Wrecker Beast	<p>Initiative: +11</p> <p>Tongue lash and bite +14 vs. AC (1d3 nearby enemies)—30 damage</p> <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>	AC 17 PD 15 MD 11 HP 135
--	---	---

Nowhere to run: The dirt-fisher deals double damage against creatures engaged with it in its pit.

Ravenous Bumoorah

Normal	Initiative: +13	AC	17
5th level		PD	15
Wrecker	Land-shark maw +15 vs. AC—14 damage	MD	11
Beast	<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 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>		

Deep Bulette

Huge	Initiative: +10	AC	25
9th level		PD	23
Wrecker	Pulverizing maw +15 vs. AC (1d3 enemies)—90 damage	MD	19
Beast	<i>Miss:</i> 45 damage.	HP	378
	<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>		

Centaur

Centaur Lancer

Normal	Initiative: +9	AC	20
---------------	----------------	-----------	-----------

4th level Troop Humanoid	Charging lance +10 vs. AC—15 damage , and the target pops free from the centaur	PD 17
	<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.	MD 14
	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.	HP 60
	Kick +8 vs. PD (1d2 enemies engaged with the centaur) —The target takes 5 damage and pops free from the centaur.	
	<i>Harnessed speed:</i> The centaur lancer gains a +4 AC bonus against opportunity attacks.	

Centaur Raider

Normal 5th level Wrecker Humanoid	Initiative: +10	AC 20
	Hoof and weapon +10 vs. AC—15 damage <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).	PD 19
	R: Short bow +9 vs. AC—18 damage <i>Natural 16+:</i> The centaur raider can take an additional move action this turn.	MD 14
	<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.	HP 70
	<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

2× 6th level	Initiative: +12	AC 22
		PD 20

Leader Humanoid	<p>Two-handed sword +11 vs. AC (2 attacks)—20 damage <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.</p> <p>Crushing hooves +10 vs. PD (2 attacks)—13 damage, and the target is vulnerable until the start of its next turn</p> <p><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.</p> <p><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.</p> <p><i>Moving combatant:</i> 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.</p> <p><u>Nastier Specials</u></p> <p><i>Chief's challenge:</i> When the champion issues a <i>champion's challenge</i>, 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 <i>champion's challenge</i> as a free action when it becomes staggered.</p> <p><i>Champion's scorn:</i> Each of the champion's centaur allies in the battle gains a +5 damage bonus with ranged attacks.</p>	MD 16
		HP 170

Centaur Ranger

Normal 6 th level Archer Humanoid	Initiative: +13	AC	22
	Twin scimitars +10 vs. AC (2 attacks)—10 damage	PD	20
	R: Longbow +11 vs. AC—20 damage	MD	16
	<i>Natural even hit:</i> The centaur ranger can take an additional move action this turn.	HP	85
	<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		

	<p>opportunity attack against it and misses, that enemy takes 10 damage from a counter-attack.</p> <p><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.</p> <p><u>Nastier Specials</u></p> <p>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.</p>	
--	---	--

Chaos Beast

Chaos Glorp

Normal	Initiative: +5	AC	17
4th level		PD	16
Mook	Oozespasm +8 vs. AC —3 ongoing damage, or 10 damage if the target is already taking ongoing damage	MD	13
Aberration	<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	Bestial chaos +9 vs. AC —Damage and effect depends on the natural roll	MD	17
Aberration	<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</p>	HP	48

	a full-strength chaos brute acting on this beast's initiative. Replace the other beast with a chaos glorp mook.	
--	--	--

Chaos Brute

Large	Initiative: +8	AC	20
4th level		PD	17
Wrecker	Brute chaos +9 vs. AC —Damage and effect depends on the natural roll	MD	13
Aberration	<i>Natural even hit:</i> 25 damage. <i>Natural odd hit:</i> 15 ongoing damage. <i>Miss:</i> 1d3 random nearby enemies each take 10 psychic damage. <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.	HP	60

Chaos Behemoth

Huge	Initiative: +5	AC	21
4th level		PD	16
Spoiler	Behemoth chaos +9 vs. AC —Damage and effect depends on the natural roll	MD	16
Aberration	<i>Natural even hit:</i> 30 damage, and the chaos behemoth can make a <i>mewhowlwail</i> attack as a free action. <i>Natural odd hit:</i> 25 ongoing damage. <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+)	HP	90
	<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

Large	Initiative: +15	AC	24
8th level		PD	20
Wrecker	Fangs, claws, and horns +14 vs. AC (3 attacks) —25 damage	MD	17
Beast		HP	320

Natural 14-15: The target is dazed until the end of the chimera's next turn from a headbutt.

Natural 16-17: The target takes 20 ongoing damage from raking claws.

Natural 18-20: The chimera can make a *fiery breath* attack as a free action.

[Special trigger] Fiery breath +14 vs. PD (up to 3 nearby enemies in a group)—3d10 fire damage

Chimerical change: 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.

Magic Icon

(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.

Zealous Icon

(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.

Demonic Icon

(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.

Underground Icon

(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.

Graceful Icon

(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.

Leader Icon

- (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 × 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.

Protector Icon

- (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.

Nature Icon

- (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.

Undead Icon

- (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.

Brute Icon

- (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 an attack against multiple targets, it loses any further attacks that turn.

Religious Icon

- (B) *Eagle wings*: The chimera can fly like an eagle, swooping in and out of the battle.

	<p>(F) <i>Vulnerability, negative energy</i>: The crit range of negative energy attacks against the chimera expands by 2.</p> <p>Trickster Icon</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>Draconic Icon</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>	
--	--	--

Chimera

Large 9 th level Wrecker Beast	<p>Initiative: +15</p> <p>Fangs, claws, and horns +14 vs. AC (3 attacks)—25 damage</p> <p><i>Natural 14-15</i>: The target is dazed until the end of the chimera's next turn from a headbutt.</p> <p><i>Natural 16-17</i>: The target takes 20 ongoing damage from raking claws.</p> <p><i>Natural 18-20</i>: The chimera makes a <i>fiery breath</i> attack as a free action.</p> <p>[Special trigger] 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></p> <p><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</p> <p>PD 20</p> <p>MD 16</p> <p>HP 320</p>
--	--	--

Chuul

Chuulish Slave

Normal 4 th level Troop Aberration	<p>Initiative: +9</p> <p>Misshapen claws +9 vs. AC (2 attacks)—7 damage</p> <p><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.</p>	<p>AC 20</p> <p>PD 18</p> <p>MD 14</p> <p>HP 54</p>
--	--	---

Writhing tentacles +9 vs. PD—The target is weakened (save ends)

Chuulish Slave Mutations: Choose ONE

Chitinous plates: The slave gains a +2 AC bonus.

Acid saliva: The *writhing tentacles* attack also deals 10 acid damage on a hit.

Poisonous blood: When a melee attack hits the chuulish slave, the attacker takes 10 poison damage.

Grossness: The slave is a large blob-like mess. It has 72 HP but takes a -2 penalty to all defenses.

Chuul

Large
6th level
Spoiler
Aberration

Initiative: +11

Crushing claws +11 vs. AC (2 attacks)—21 damage
Both attacks hit the same target: The chuul grabs the target.

Crippling tentacles +11 vs. PD—The target is weakened (save ends)

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.

AC 25
PD 18
MD 18
HP 126

Chuulish Swarm

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.		
	<u>Nastier Specials</u>		
	<i>Burrow under your skin:</i> When an attacker misses the swarm with a melee attack, that enemy takes 10 ongoing damage.		

Massive Mutant Chuul

Huge 10th level Wrecker Aberration	Initiative: +15	AC	27
		PD	25
	Crushing claws +15 vs. AC (2 attacks)—70 damage	MD	22
	<i>Both attacks hit the same target:</i> The chuul grabs the target.	HP	450
	<i>Miss:</i> 35 damage.		
	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.		
	<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		

	<p>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></p> <p><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+).</p> <p><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.</p> <p><i>Oversized claw:</i> When the chuul rolls a natural even hit with <i>crushing claws</i>, it deals 120 damage instead of 70.</p> <p><i>Venom spit:</i> The chuul gains a <i>venom spit</i> attack.</p> <p>R: Venom spit +16 vs. PD (1d3 nearby or faraway enemies in a group)—40 poison damage</p> <p><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.</p> <p><i>Whipping tentacles:</i> The <i>crippling tentacles</i> attack is now a close attack against 1d3 enemies in a group.</p>	
--	---	--

Coin Zombie

Coin Zombie

Normal	Initiative: +2	AC	17
2nd level		PD	12
Mook	Greedy claw +7 vs. AC—3 damage	MD	16
Undead		HP	8
	<p>C: Lethal jackpot +7 vs. MD (1d3 nearby enemies/bystanders)—3 ongoing psychic damage, and if the target moves while taking that damage, it can only move to the jangling pile of coins that fell out of the zombie's crumbling body to cause this attack</p> <p><i>Limited use:</i> 1/battle per coin zombie mook, when that zombie drops to 0 hit points.</p>		

Headshot: A critical hit against a coin zombie cancels one mook's *lethal jackpot* ability that turn, though if the crit eliminates more than one coin zombie, others will still trigger their own lethal jackpots.

Nicer Special for any coin or jackpot zombie

If you're feeling merciful, say that a PC can use a quick action to pocket some of the coins and grants a +2 bonus to the save against the ongoing psychic damage from the *lethal jackpot* attack.

Jackpot Zombie

Normal 5th level Mook Undead	Initiative: +5	AC	20
		PD	15
	Greedy claw +10 vs. AC—10 damage	MD	19
		HP	16
	C: Lethal jackpot +10 vs. MD (1d3 nearby enemies/bystanders)—10 ongoing psychic damage, and if the target moves while taking that damage, it can only move to the jangling pile of coins that fell out of the zombie's crumbling body to cause this attack <i>Limited use</i> : 1/battle per jackpot zombie mook, when that zombie drops to 0 hit points. <i>Headshot</i> : A critical hit against a jackpot zombie cancels one mook's <i>lethal jackpot</i> ability that turn, though if the crit eliminates more than one coin zombie, others will still trigger their own lethal jackpots.		

Coin Collector Zombie

Normal 6th level Spoiler Undead	Initiative: +6	AC	21
		PD	16
	Grubby claw +11 vs. AC—18 damage	MD	20
		HP	110
	C: Lethal payout +11 vs. MD (1d3 + 1 nearby enemies/bystanders)—10 ongoing psychic damage, and if the target moves while taking that damage, it can only move to the jangling coins that dropped out of the zombie to cause this attack <i>Limited use</i> : Free action when hit by a natural even attack against AC, and when this zombie drops to 0 hit points. <i>Coin eater</i> : A coin collector zombie that spends its standard action stuffing coins into its mouth (or directly into its gut if there's a convenient hole) heals 3d6 hit points. It normally doesn't spend its time this way in combat, but who can predict collectors?		

Headshot: A critical hit against the coin collector zombie cancels its lethal payout attack.

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

Magic Icon

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+.

Zealous Icon

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

Demonic Icon

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.

Underground Icon

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.

Graceful Icon

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.

Leader Icon

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 Undead or Brute Icons.

Protector Icon

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 Demonic or Draconic Icons. 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.

Nature Icon

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 Magic or Leader Icons. 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.

Undead Icon

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 Leader Icon. In addition, all PCs take a -4 penalty to death saves this battle.

Brute Icon

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 Underground or Graceful Icons.

Religious Icon

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).

Draconic Icon

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 Draconic 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 8 th 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 faraway enemy) —50 damage of the following type (couatl's choice): fire, holy, or lightning		

	<p><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>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><i>Flight:</i> Couatls fly and hover so smoothly on their multi-colored wings that other flyers get jealous.</p> <p><i>Cyclic escalator:</i> When the escalation die is even, the couatl adds the escalation die to its attack rolls.</p> <p><u>Nastier Specials</u></p> <p><i>Ever-rippling:</i> The couatl can use more than one <i>rippling scales</i> attack during its turn.</p> <p><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><i>One or two icon-centric abilities:</i> Choose each appropriate ability from the couatl’s Icon-centered Abilities list.</p>	
--	---	--

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 faraway 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>AC 27 PD 24 MD 24 HP 600</p>
--	--	---

One or two icon-centric abilities: Choose each appropriate ability from the couatl's Icon-centered Abilities list.

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.

Nastier Specials

Ever-rippling: The couatl can use more than one *rippling scales* 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.

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 d8	Demonic Ability	Description
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 each 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 3rd level	Initiative: +5	AC 17 PD 15
--	----------------	------------------------

Mook Demon	Claws +8 vs. AC—6 damage	MD	11
		HP	13
	Fear: 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
	R: Blight jet +7 vs. PD—7 damage, and the target is dazed (save ends)		
	First natural 16+ each turn: 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.		
	Curse aura: Whenever a creature attacks the imp and rolls a natural 1-5, that creature takes 1d10 psychic damage.		
	Flight: As the standard monster ability.		

Cambion Dirk

Normal 4 th level Mook Demon	Initiative: +8	AC	20
		PD	18
	Damned dirk +10 vs. AC—7 damage	MD	14
	<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	13
	<i>Dark step:</i> While cloaked, the cambion dirk automatically succeeds on all disengage checks.		

Despoiler

Normal 4 th level Caster Demon	Initiative: +9	AC	19
		PD	14
	Horns and daggers +8 vs. AC (2 attacks)—5 damage	MD	18
	<i>Natural 16+:</i> The despoiler can pop free from the target.	HP	52
	R: Abyssal whispers +9 vs. MD (one nearby or faraway 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 5 th level Troop Demon	Initiative: +11	AC	21
		PD	19
	Damned sickle +11 vs. AC—17 damage	MD	15
	<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.		

Frenzy Demon

Normal 5 th level Wrecker Demon	Initiative: +10	AC	21
		PD	17
	Claw +9 vs. AC (2 attacks)—9 damage	MD	17
		HP	70
	<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).		

Bat Demon

Normal 6 th level Mook Demon	Initiative: +14	AC	20
		PD	19
	Scrabbling claws +11 vs. AC—10 damage	MD	16
	<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.		
	<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.		
	<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+).		

Cambion Katar

Normal 6 th level	Initiative: +13	AC	21
		PD	19

Wrecker Demon	<p>Damned katar +12 vs. AC—20 damage <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 <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>	MD 15
		HP 80

Corpse Dybbuk

2× 6th level Troop Demon	<p>Initiative: +12</p> <p>Supernatural strength +11 vs. AC—35 damage <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.</p> <p><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.</p> <p><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+.</p>	AC 22
		PD 16
		MD 20
		HP 180

Parasitic Dybbuk

2× 6th level Spoiler Demon	Initiative: +13	AC	22
	Loathsome vomity smear +10 vs. PD—40 poison damage	PD	16
	Miss: 3d10 poison damage.	MD	20
		HP	180
	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.		
	<u>Special Dybbuk Abilities: Choose ONE</u>		
	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).		
	<i>Scratching nails:</i> When the target is engaged with the dybbuk at the start of its turn, it takes 20 damage.		
	<i>Warped flesh:</i> The dybbuk heals 30 hp.		
	<u>Nastier Specials</u>		
	<i>Experienced possessor:</i> When the dybbuk rolls a natural odd hit or miss with <i>unearthly glare</i> , one special dybbuk ability triggers.		

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

Vrock (vulture demon)

Normal 6 th level Spoiler Demon	Initiative: +9	AC	21
		PD	18
	Filth-covered claws +11 vs. AC (2 attacks) —7 damage, and 5 ongoing poison damage	MD	18
	<i>Natural even hit:</i> The vrock can make a <i>demonic screech</i> attack as a free action.	HP	88
	<p><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</p> <p><u>Nastier Specials</u></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>		

Ethereal Dybbuk

2× 7 th level Wrecker Demon	Initiative: +16	AC	26
		PD	24
	R: Soul-suck +12 vs. MD (3 attacks, against nearby or faraway enemies) —38 negative energy damage	MD	20
	<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).	HP	206
	<p><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+, soul-suck 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.</p> <p><i>Fear:</i> While engaged with this creature, enemies that have 36 hp 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)

Large	Initiative: +11	AC	22
-------	-----------------	----	----

7 th level Troop Demon	Meaty, clawed hands +12 vs. AC (2 attacks)–28 damage	PD	16
	<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.	MD	20
	The hezrou gains a +4 attack bonus against any enemy it is grabbing.	HP	210
	<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.		
	<u>Nastier Specials</u>		
	<i>Abyssal sergeant:</i> Lower-level non-mook demons nearby the hezrou deal damage equal to their level when they miss with an attack.		
	<i>Stab this now:</i> The hezrou's allies gain a +4 attack bonus against any creature it is grabbing.		

Cambion Hellblade

Normal 8 th level Wrecker Demon	Initiative: +17	AC	24
	Damned hellblade +14 vs. AC–40 damage	PD	21
	<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.	MD	21
	<i>Miss:</i> 20 damage.	HP	140
	Spiky headbutt +14 vs. AC–10 damage, and 15 ongoing poison damage		
	R: Ray of darkness +14 vs. MD–20 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>Cloaked in evil:</i> The cambion hellblade starts every battle cloaked. As a quick action, the hellblade can drop its cloaking to make a <i>spiky headbutt</i> attack as a free action.		
	<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.		

Ultimate dark step: 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).

Glabrezou (pincer demon)

Large 8th level Caster Demon	Initiative: +16	AC	22
	Pincer +13 vs. AC—45 damage	PD	22
	<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.	MD	18
	The glabrezou gains a +4 attack bonus against any enemy it is grabbing.	HP	320
	R: Painbolt +13 vs. MD (one nearby or faraway creature)—70 psychic damage		
	C: Hellfire +13 vs. PD (1d3 nearby enemies in a group and any glabrezou allies engaged with those enemies)—50 fire damage		
	<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 mirror image, so movement or escape start registering as alternatives.		
	<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 power word.		

Despoiler Mage

Normal 9th level Caster Demon	Initiative: +14	AC	24
	Horns and swords +13 vs. AC (2 attacks)—20 damage	PD	19
	<i>Natural 16+:</i> The despoiler mage can pop free from the target.	MD	23
		HP	170

R: Abyssal whispers +14 vs. MD (one nearby or faraway 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

R: Magic missile (one nearby or faraway enemy)—10 automatic force damage
Limited use: 1/round, as a quick action.

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
Limited use: 1/battle, as quick action.

Aura of betrayal: 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.

Giant Vrock (vulture demon)

Large 9 th level Spoiler Demon	Initiative: +12	AC	24
		PD	21
		MD	21
		HP	333
	Giant filth-covered claws +14 vs. AC (2 attacks) —30 damage, and 15 ongoing poison damage <i>Natural even hit:</i> The vrock can make a <i>demonic screech</i> attack as a free action. [Special trigger] C: Demonic screech +14 vs. MD (1d3 nearby enemies) —15 psychic damage, and the target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) until the end of the battle C: Sporeburst +14 vs. PD (all nearby enemies) —30 damage, and 30 ongoing damage; while the target is taking ongoing damage, it is hampered <i>Limited use:</i> 1/battle, when the escalation die is 4+. <i>Predation:</i> Creatures hit by the vrock’s <i>demonic screech</i> attack that are already vulnerable are also hampered (save ends).		

Hooked Demon

Normal 9 th level Mook Demon	Initiative: +12	AC	23
		PD	21
		MD	17
		HP	45
	Hooks and barbs +14 vs. AC —27 damage <i>Natural 16+:</i> The hooked demon can make another hooks and barbs attack as a free action (this can keep going up to a maximum number of attacks equal to the escalation die + 1).		

Nastier Specials

Bleeding wounds: Whenever the hooked demon hits a creature with *hooks and barbs*, that creature takes 10 damage each time it makes a non-basic attack (save ends).

Nalfeshnee (boar demon)

Large 10th level Caster Demon	Initiative: +13	AC	25
		PD	20
		MD	24
		HP	400
	Musky claw or slimy hoof +15 vs. AC —90 damage		
	<i>Miss:</i> The nalfeshnee gains a +4 attack bonus until it hits. Unlike most effects, let it stack.		
	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		
	<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		
	<i>Flight:</i> As the standard monster ability.		
	<i>Unpredictable:</i> Nalfeshnee always have at least two random demon abilities.		
	<u>Nastier Specials</u>		
	<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.		

Marilith (serpent demon)

Large 12th level Troop Demon	Initiative: +20	AC	28
		PD	21
		MD	25
		HP	666
	Six whirling swords +17 vs. AC (6 attacks) —30 damage, and the marilith can pop free from the target after the attacks		
	R: Beguiling gaze +17 vs. MD (one nearby or faraway 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		
	<i>Limited use:</i> 1/round, as a quick action.		
	<i>Terrible swift swords:</i> The marilith's crit range with melee attacks 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 the 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> As the standard monster ability. <i>Shadow and flame:</i> The balor gains a +5 bonus to all defenses against attacks by faraway enemies. <u>Nastier Specials</u> <i>Vorpal blade:</i> Critical hits with the <i>abyssal blade</i> deal triple damage instead of double damage.		

Demon, Laughing

Cackling Demon

Normal 6th level Leader Demon	Initiative: +10	AC	22
	Jagged grin +11 vs. AC—22 damage	PD	16
	C: Screams of laughter +11 vs. MD (1d3 nearby enemies)—14 psychic damage	MD	20
	<i>[Once per battle special effect] Natural even hit:</i> The target begins to laugh and laugh and laugh... laughing up 2d3 giggling demons and adding them to the fight. The newly arrived demons act immediately after the cackling demon that made the attack.	HP	90
	<i>[Once per battle] My what big teeth you have:</i> As a quick action the cackling demon eats one or more mook demons of its own level or lower (consuming up to six), and either recharges its		

	once per battle special for screams of laughter OR one nearby demon heals 1d20 hp per mook demon eaten.	
--	---	--

Giggling Demon

Weakling 6th level Mook Demon	Initiative: +10	AC	19
		PD	13
	Sharp little teeth +11 vs. AC—6 damage	MD	17
		HP	11
	<p><i>Pinned down:</i> These demons torment with their tickling tails. Enemies that disengage from them suffer a cumulative -1 penalty on all checks and attacks until the end of the character's turn (no maximum penalty).</p> <p><i>Weakling:</i> When building battles with this monster, it only counts a half a normal mook.</p> <p><u>Nastier Special</u></p> <p><i>Invisibility:</i> Well, not invisibility pre-se, but more an ability to hide from sight until they choose to reveal themselves. Outside of combat giggling demons can fold themselves up into very small spaces, slide under doors, even slip through cracks in floorboards. Of course, you can still hear them giggling when you suffer a misfortune at their hands.</p>		

Laughing Demon

Normal 8th level Troop Demon	Initiative: +12	AC	24
		PD	19
	Tooth & claw and stomp +13 vs. AC—30 damage	MD	21
		HP	150
	<p><i>Natural 18+:</i> One demon ally of the laughing demon can regain the use of a limited use ability it has already expended this battle.</p> <p><i>Miss:</i> 15 damage.</p> <p><i>Won't ... stop ... laughing:</i> While one or more laughing demons are in a battle, deal psychic damage equal to twice the laughing demon's level to each enemy who fails a save. Yes, that means death saves also. Nasty.</p>		

Demonic Icon Cult

Demonic Icon Fanatic

Normal 2nd level Mook Humanoid	Initiative: +4	AC	17
		PD	16
	Filed teeth +7 vs. AC—5 damage	MD	13
		HP	10
	<p><i>Natural even hit:</i> The target takes 2 ongoing poison damage (normal save ends).</p> <p>Strangling cord +7 vs. PD—4 damage</p> <p><i>Natural 16+ hit:</i> The target is stuck so long as the Demonic Icon fanatic does not move or die (normal save ends), and the</p>		

	<p>Demonic Icon fanatic’s next <i>strangling cord</i> attack against the target gains a +2 bonus to attack and damage.</p> <p>R: Blowgun +7 vs. AC—5 damage <i>Natural even hit:</i> The target is dazed (normal save ends).</p>	
--	--	--

Demonic Icon Priest

Normal 3rd level Leader Humanoid	Initiative: +6	AC	19
	Spectral dagger +8 vs. AC—10 damage	PD	14
	<i>Natural 16+ hit:</i> One nearby ally gains a +4 bonus to hit on its next attack.	MD	17
	C: Liturgy of the Abyss +8 vs. MD (1d3 nearby enemies)—12 damage	HP	45
	<i>Natural even hit:</i> All nearby allies get a +1 AC bonus (cumulative!) until the Demonic Icon priest drops to 0 hit points. <i>Limited use:</i> Every use of <i>liturgy of the Abyss</i> reduces one random nearby Demonic Icon fanatic to 0 hp. If there are no Demonic Icon fanatics nearby, the Demonic Icon priest cannot use <i>liturgy of the Abyss</i> .		
	<p>R: Kill the soul +8 vs. MD (one nearby enemy)—10 damage. If an ally is engaged with the target, it can make a basic attack against the target as a free action</p> <p><i>The Demonic Icon’s mercy:</i> Once per battle as a standard action, the Demonic Icon priest can heal a nearby ally or enemy for 40 hit points; the target also regains the use of one expended daily or once-per-battle ability.</p> <p>If the target of <i>the Demonic Icon’s mercy</i> is a player character or other enemy, the target chooses whether to accept this mercy; if not, the ability has no effect. A PC who accepts mercy and who has a negative relationship with the Demonic Icon, it becomes conflicted; if the relationship is conflicted, it becomes positive. If the PC does not have an icon relationship with the Demonic Icon, the character must shift one relationship point with another icon into a conflicted relationship with the Demonic Icon.</p> <p><i>Ye called in Their name, and I came hither:</i> As a standard action, a player character in the Demonic Icon cult area (or some other evil marsh or cursed area!) who has a 5 or 6 icon advantage with the Demonic Icon can spend it to summon a Demonic Icon priest to their location. The Demonic Icon priest teleports next to the summoner, and acts on the turn immediately after the summoner’s to perform <i>the Demonic Icon’s mercy</i> on the summoner or a nearby ally. After doing so, it teleports away.</p>		

	<p><i>Limited use:</i> Once per campaign for all Demonic Icon priests after the player characters' first battle against a Demonic Icon priest. And if used on a character who already has a positive relationship with the Demonic Icon, the PC gets another such point, replacing one of their other icon relationships.</p>	
--	---	--

Demonic Icon Wizard

Normal 4 th level Caster Humanoid	<p>Initiative: +7</p> <p>Half-hearted stab +8 vs. AC—8 damage</p> <p>R: Accursed bolt +9 vs. PD (one nearby or faraway enemy)—12 lightning damage <i>Natural even hit:</i> The Demonic Icon wizard can make an <i>accursed bolt</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. <i>Natural odd hit:</i> The Demonic Icon wizard can make an <i>abyssal curse</i> attack as a free action.</p> <p>[Special trigger] Abyssal curse +9 vs. MD (creature hit by a natural odd <i>abyssal bolt</i>)—The target is weakened until the end of its next turn.</p> <p>R: Hellfireball +9 vs. PD (1d3 nearby enemies in a group and any allies engaged with those enemies)—18 fire damage <i>Miss:</i> Half damage. <i>Natural 16+ hit:</i> 7 psychic damage. <i>Limited use:</i> 1/ battle, and generally after trying to corrupt at least one icon relationship.</p> <p>C: Corrupting grasp +9 vs. PD—12 negative damage, and the target pops free. <i>Natural 16+ hit:</i> The target is dazed until the end of its next turn.</p> <p><i>The Demonic Icon's knowledge:</i> Once per day, the Demonic Icon wizard can offer to answer truthfully one question about the adventure, with knowledge drawn from the Demonic Icon or their spells rather than from the wizard. If the questioner has a negative relationship with the Demonic Icon, it becomes conflicted; if the relationship is conflicted, it becomes positive. If the PC does not have an icon relationship with the Demonic Icon, the character must shift one relationship point with another icon into a conflicted or positive relationship with the Demonic Icon.</p> <p><i>The Demonic Icon's blessing:</i> Once per battle as a standard action, the Demonic Icon wizard can grant one nearby player</p>	<p>AC 20 PD 14 MD 18 HP 54</p>
---	---	--

character a random demon-style power from the table below. The blessing only takes effect if the character accepts it, but the character can choose to accept the blessing at any point this day, in this or another battle. If the blessing is accepted, *the Demonic Icon's blessing* affects the target's icon relationships the same as *the Demonic Icon's knowledge*.

Random Demon-Style Power (d4)

1. *Resist energy 16+*—When an attack that deals energy damage targets you, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.
2. *Fear aura*—Enemies engaged with you that have fewer hit points than double your current hit points are dazed. If they could normally use the escalation die, now they can't.
3. *Demonic speed*—You can take an extra standard action each turn that the escalation die is even. You lose 2d6 hit points each time you use the extra action.
4. *Teleport 1d3 + 1 times this battle*—As a move action, you can teleport anywhere you can see nearby.

Ye called in Their name, and I came hither: As a standard action, a player character in the Demonic Icon cult area (or some other evil marsh or cursed area!) who has a 5 or 6 icon advantage with the Demonic Icon can spend it to summon a Demonic Icon wizard to their location. The Demonic Icon wizard teleports next to the summoner, and acts on the turn immediately after the summoner's to either answer a question with the Demonic Icon's knowledge or perform *the Demonic Icon's blessing* on a nearby ally. After doing so, it teleports away.

Limited use: Once per campaign for all Demonic Icon wizards after the PC's first battle against a Demonic Icon wizard. If used on a character who already has a positive relationship with the Demonic Icon, the PC gets another such point, replacing one of their other icon relationships.

Derro

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

Derro Berserker

Normal	Initiative: +5	AC	19
3 rd level		PD	17
Troop	Scavenged weaponry +8 vs. AC—8 damage	MD	13
Humanoid	Natural 16+: The target takes 5 ongoing damage.	HP	40

	<p><i>Bad laughter:</i> While the derro berserker is staggered, it deals 4 extra damage when it hits with an attack.</p> <p><i>What pain?:</i> The derro berserker ignores the first 6 points of damage it takes each turn.</p> <p><u>Nastier Specials</u></p> <p><i>Dead but still laughing:</i> When a derro berserker drops to 0 hp, it doesn't die. Instead, it can take one final turn, and then it dies. Once the berserker drops, it can't be healed.</p> <p><i>Wrong head:</i> When an enemy targets the derro berserker with an attack against MD and gets a natural odd roll, that enemy is dazed until the end of its next turn. This effect occurs whether the attack hits or misses.</p>	
--	---	--

Fallen Derro

Normal 3rd level Mook Humanoid	<p>Initiative: +5</p> <p>Dirty fists and bites +8 vs. AC—6 damage <i>Natural 16+:</i> The target takes 3 ongoing damage.</p> <p><i>Psychotic scream:</i> When a fallen derro dies, it makes the following attack as a free action.</p> <p>C: Psychotic scream +7 vs MD (each non-derro creature engaged with it)—The target is dazed until the end of its next turn <i>Natural roll above target's Wisdom:</i> The target is confused until the end of its next turn instead of dazed.</p> <p><u>Nastier Special</u></p> <p><i>Broken minds, broken bodies:</i> As a quick action, a fallen derro can take 5 damage to end one ongoing effect on a creature in its mob.</p>	AC 18 PD 16 MD 12 HP 9
--	---	---

Derro Maniac

Normal 4th level Troop Humanoid	<p>Initiative: +8</p> <p>Shortsword +9 vs. AC—12 damage <i>Natural 16+:</i> The derro can cast one of the following close-quarters spells as a quick action this turn. <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). <i>Sonic squeal:</i> Two random nearby non-derro creatures take 2d4 thunder damage.</p>	AC 19 PD 16 MD 18 HP 52
---	---	--

R: Light repeating crossbow +9 vs. AC—10 damage
Natural 16+: The target also takes 5 ongoing poison damage.
Natural 19+: As above, and the derro maniac can make another *light repeating crossbow* attack as a free action.

Derro Sage

Normal
4th level
Caster
Humanoid

Initiative: +7

Staff +7 vs. AC—7 damage

Natural 16+: The derro can cast one of the following close-quarters spells as a quick action this turn.

Cloaking dark: All nearby derro gain a +1 bonus to attacks and defenses until end of the derro sage's next turn (cumulative).

Sonic squeal: Two random nearby non-derro creatures take 2d8 thunder damage.

R: Mind scream +9 vs. MD—12 psychic damage, and the target is confused (*make a basic or at-will attack vs. ally*) until the end of the derro sage's next turn

Natural 16+: The derro sage can make another *mind scream* attack against a different nearby target as a free action.

Nastier Specials

Group gibbering: 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.

AC 18
PD 15
MD 18
HP 40

Derro Seer

Normal
4th level
Leader
Humanoid

Initiative: +8

Clubstaff +8 vs AC—10 damage

C: Ripples of dark magic +9 vs. PD (1 nearby enemy)—12 force damage

Natural 16+: The target is teleported to a nearby location the seer can see. It can't be moved directly into dangerous terrain, over a cliff, etc.

Natural 1-5: The seer is dazed until the end of its next turn.

Not here but there: As a quick action, the seer can teleport a nearby ally it can see to any location that the seer can see.

Prophecy of death: As a quick action once per turn, the seer chooses an enemy it can see. The seer's non-mook allies gain a +2 attack bonus against that enemy. When an ally of the seer

AC 18
PD 14
MD 19
HP 50

	attacks that enemy and staggers it or drops it to 0 hp or below, that ally heals 8 hp. The effect lasts until the start of the seer's next turn.	
	<u>Nastier Specials</u>	
	<i>I did not see that:</i> Once per battle, as an interrupt action when a critical hit is scored against the derro seer's ally, the seer can turn it into a normal hit instead.	
	<i>Not how it should be:</i> The first time each turn that the seer teleports an ally using <i>not here but there</i> , that ally heals 4 hp.	

Derro Whisperer

Normal 4th level Archer Humanoid	Initiative: +7	AC	19
	Obsidian blade +8 vs. AC—8 damage	PD	14
	R: Cutting whisper +8 vs. MD—14 psychic damage	MD	18
	<i>Natural even miss:</i> The target's closest nearby ally takes 4 psychic damage.	HP	52
	<i>Natural 16+:</i> The target is stuck (save ends).		
	<i>Chaotic babble:</i> Enemies engaged with the derro whisperer take a -2 penalty to attack rolls and saving throws.		
	<u>Nastier Specials</u>		
	<i>Psyche shift:</i> When an attacker targets the derro whisperer's MD and misses with a natural 1-5 attack roll, that enemy must reroll the attack against itself.		
	<i>Silent shout:</i> When the escalation die is odd, <i>cutting whisper</i> targets 1d3 nearby enemies in a group instead.		

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

Weakling	Initiative: +6	AC	17
2nd level		PD	16
Troop	Fleshy limb +7 vs. AC–6 damage	MD	16

Devil	<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 fails to hold its boneless, bulky mass together.</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—Unnoticed:</i> 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 ridiculously hard check (DC 25). Normally when PCs think they have the devil cornered, it escapes through a tight exit that it had previously identified.</p>	HP 28
--------------	---	--------------

Lemure

Normal 3rd level Mook Devil	<p>Initiative: +3</p> <p>Heedless claws +8 vs. AC—6 damage</p> <p><i>Devil's due (Squirm):</i> 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.</p> <p><i>Living wave:</i> 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.</p> <p><i>Nobody home:</i> 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.</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>	AC 17 PD 15 MD 17 HP 13
---	--	--

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, 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. Expending 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.

Hell Imp

**Normal
4th level
Spoiler
Devil**

Initiative: +9

Needling taunt +9 vs. MD—8 psychic damage, and the target is hampered until the end of its next turn

[Special trigger] **Stinging tail +9 vs. PD—8** ongoing poison damage and the target is weakened (save ends both)

Limited use: As a free action, when an enemy engaged with the hell imp misses it with an attack.

Devil's due (Mwhahahah!): When you choose to add the escalation die to an attack against a hell imp, the imp automatically hits with its next *needling taunt* attack this battle, and the target takes 2d6 extra psychic damage.

Flight: Hell imps are capable of impressive feats of aerial agility, but only when their lives depend on it.

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.

Vanish: 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.

Free-form ability—Provoke: 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

**AC 20
PD 18
MD 18
HP 50**

	<p>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

Weakling 4 th 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</p>		

	or capture a honey devil, it's probably slippery enough to escape at the last minute, maybe through a hidden exit.	
--	--	--

Smoke Devil

Normal 5 th level Troop Devil	Initiative: +8	AC	19
		PD	19
	Dire embrace +10 vs. PD —15 poison damage	MD	19
	<i>Full embrace:</i> If the target is the only creature engaged with the smoke devil, the attack deals 30 poison damage instead. <i>Miss:</i> 7 poison damage.	HP	90
	<p><i>Ember of hate:</i> 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 <i>ember burst</i> attack. It also makes this attack as an interrupt action when it drops to 0 hp.</p> <p>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).</p> <p><i>Devil's due (Formless):</i> When you choose to add the escalation die to an attack against a smoke devil, it gains <i>resist damage 16+</i> against the attack.</p> <p><i>Flight:</i> Smoke devils drift and eddy as if blown by an evil wind.</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>Free-form covert ability—Insinuate:</i> 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).</p> <p><u>Nastier Specials</u></p> <p><i>Smokey retreat:</i> 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).</p>		

Bearded Devil (Barbazu)

Large 6 th level Blocker Devil	Initiative: +8	AC	23
		PD	20
	Wicked halberd +11 vs. AC —30 damage	MD	20
	<i>Natural 16+:</i> 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 *filthy beard* 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 *filthy beard* 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

**Normal
7th level
Troop
Devil**

Initiative: +14

Crushing punch or kick +12 vs. AC—18 damage

Natural 16+: If this is the devil's first attack during its turn, it can make a *telepathic harry* attack as a free action.

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.

Natural 16+: If this is the devil's first attack during its turn, it can make a *crushing punch or kick* attack as a free action.

Devil's due (Mastery): 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.

**AC 23
PD 22
MD 22
HP 90**

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.

Restoration: 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.)

Free-form covert ability—Master: 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
	Stout, sharp dagger +13 vs. AC—24 damage	MD	22
	<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).	HP	120
	<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.		
	Defense against the inconsequential: Attacks against a fury devil take a -4 penalty unless the devil is hellbent against that attacker.		

	<p><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.</p> <p><i>Flight:</i> Fury devils fly from place to place but fight on their feet.</p> <p><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.</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>	
--	--	--

Bone Devil (Osyluth)

Large 9 th level Troop Devil	Initiative: +12	AC	26
		PD	23
	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		
	<p><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.</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><u>Nastier Specials</u></p> <p><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.)</p>		

Barbed Devil (Hamatula)

Normal 10 th level Caster Devil	Initiative: +16	AC	24
		PD	24
	Glistening claws +15 vs. AC (2 attacks)—12 damage	MD	24
	<p><i>Natural 16+:</i> The barbed devil can make a <i>whirling barbs</i> attack as a free action.</p> <p><i>Miss:</i> 6 damage.</p>	HP	175

[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.

Barbs everywhere: When an enemy engages the devil, the barbed devil can make a *whirling barbs* attack against it as a free action.

Devil's due (Loot): 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, no escalation die for you.

Slashing dodge: 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 *whirling barbs* attack against that enemy as part of the move action.

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.

Ice Devil (Gelugon)

**Normal
11th level
Leader
Devil**

Initiative: +15

Wicked glaive +16 vs. AC (2 attacks)—25 damage

Natural even hit: 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.

Natural odd hit: The target is stuck (save ends).

Miss: 10 damage.

Devil's due (Rime): When you choose to add the escalation die to an attack against an ice devil, you are stuck (save ends).

Shattering counsel: 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.

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

**AC 26
PD 24
MD 24
HP 270**

Horned Devil (Cornugon)

Large 12 th level Troop Devil	Initiative: +15	AC	28
		PD	26
		MD	26
		HP	700
	<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 <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 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>		

Pit Fiend

Huge 14 th level Wrecker Devil	Initiative: +19	AC	29
		PD	27
		MD	27
		HP	1600
	<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 faraway 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</p>		

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

Devil's due (Menace): 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.

Fiendish vigor: As a standard action, the pit fiend can heal 300 hp and roll a save against each ongoing effect on it. It can use *fiendish vigor* up to five times per battle.

Flight: Amidst wind and flames, a pit fiend can fly with surprising agility.

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

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

Devil, Fang

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
	Mighty tentacles +12 vs. PD (2 attacks; can target nearby enemies)—20 damage	MD	22
	<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.	HP	360
	<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**

Miss: 15 damage.

Quick use: 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

Cutting talons +15 vs. AC (2 attacks)—20 damage

Natural even hit: The target also takes 10 ongoing damage.

Natural odd miss: 10 ongoing damage.

Ripping tentacle +15 vs. AC—10 damage

Natural even hit: The target is hampered until the end of its next turn.

Quick use: This ability only requires a quick action (once per round) to use.

Devil's due (Foreshadowed weakness): 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 *devil's due* more than once before using a recovery.

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.

AC 25
PD 25
MD 25
HP 230

The Final Devil

**Huge
13th level
Leader
Devil**

Initiative: +20

Mighty tentacles +18 vs. PD (3 attacks; can target nearby enemies)—50 damage

Natural even hit: 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 *devil's beak* and *cutting talon* attacks.

Miss: 30 damage.

AC 28
PD 28
MD 28
HP 1300

Cutting talon +18 (+22 against a grabbed enemy) vs. AC—100 damage

Natural even hit: The target also takes 50 ongoing damage.

Natural odd miss: 50 ongoing damage.

Quick use: This ability only requires a quick action (once per round) to use.

[Special trigger] Devil's beak +22 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—50 damage

Miss: 30 damage.

Quick use: This ability only requires a quick action (once per round) to use.

Devil's due (Destiny): 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.

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.

Nastier Specials

The icons are speechless: 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.

Lord of the waters: 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
13th level
Mook
Devil**

Initiative: +24

Tentacles and talons +18 vs. AC—60 damage

Natural even hit: The target also takes 20 ongoing damage.

Natural odd hit: The target is vulnerable (save ends).

Devil's due (Obsession): 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.

AC	27
PD	25
MD	25
HP	100

Devil, Hubris

Nastier Specials for all hubris devils

Friend or enemy?: A hubris devil using NPCs to attack the heroes makes it tough for them to know if there are friends or allies among the attackers, forcing the characters to be more careful with their attacks. Any natural 1-5 attack roll against the devil is an automatic miss with no miss damage.

Surprise!: When the hubris devil attacks, it gains a surprise round unless the PCs were extremely perceptive (by making a ridiculously hard skill check for tier).

Final-gasp soul snatch & escape: When the devil drops to 0 hp, it appears dead until the start of its next turn, at which point it will attempt to steal a piece of the soul of the closest character before it escapes into a supernatural bolt hole. That character must roll a save. If they fail, they lose a chunk of their soul—see below for possible effects. Anyone who uses a coup de grace on the devil before its next turn will slay it before it can claim a chunk of a soul and escape (but the PCs might not be aware of this).

Effects: What does it mean to have a chunk of your soul stolen. You're free to come up with complications that suit your campaign's metaphysics or take the suggestions that follow as a starting point. Use one or more, as you choose.

- Magic items no longer work for the affected character, even ones already attuned to them, and in a similar vein, no new items can be attuned by that PC.
- The PC loses access to their highest level of spells or powers. For example, a cleric who normally casts 7th level spells could only cast them at 5th level.
- The PC takes a -2 penalty to saves.
- The PC must roll 2d20 for attack rolls and take the lowest result for the first two rounds of each battle.
- The PC's appearance changes in some disturbing, hollow way and they take a -4 penalty to skill checks.
- PC loses one to three recoveries; not temporarily, their ability to heal decreases.
- One icon relationship changes to become a sign of complications with devils, not advantages.
- Devils gets some huge combat advantage against the PC.

Restoration: Similarly, you can choose how the missing piece of soul might be restored. Some examples:

- No big deal: the PC rolls a normal save each time they gain a level. If the save succeeds, they get their soul back.
- The party must find and kill the escaped hubris devil. Luckily, the PC's 'link' to the devil means that each day the PC can roll a normal save; on an 11+, they have a good idea of which direction the devil is in. And hubris devils don't move all that much.
- Instead, the party must travel to the center of the devils' power and steal back their friend's soul shard. Or whatever it is that you think their particular soul piece is gonna look like.
- The devils immediately barter the soul shard to an enemy icon, leading to an entirely new set of quests and complications.

Wandering Hubris Devil

Huge	Initiative: +12	AC	21
-------------	-----------------	-----------	-----------

7th level Wrecker Devil	Rain of blows +12 vs. AC (3 attacks) —25 damage <i>Natural 18+:</i> The target is dazed until the end of its next turn.	PD 20
	Crash and bash +12 vs. PD —50 damage, and the target is hampered until the end of its next turn. <i>Miss:</i> Half damage.	MD 24
	C: Looming fear +12 vs. MD (1d4 nearby enemies) —60 psychic damage <i>Natural 16+:</i> While the target has 36 hp or fewer, it's dazed (-4 attack) from fear and doesn't add the escalation die to its attacks (save ends all). <i>Limited use:</i> 1/battle.	HP 360
	<i>Devil's due (Chakra suppression):</i> When you choose to add the escalation die to an attack against a great hubris devil, the devil can choose one of your magic items whose powers won't work for the rest of the battle (default bonuses still apply).	
	<i>Resist holy 13+:</i> When a holy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.	

Great Hubris Devil

Huge 9th level Wrecker Devil	Initiative: +14	AC 24
	Rain of blows +13 vs. AC (3 attacks) —33 damage <i>Crit:</i> The target is dazed (save ends).	PD 22
	Crushing weight +14 vs. PD —70 damage, and the target is stuck (hard save ends, 16+) <i>Miss:</i> The target is hampered until the end of its next turn.	MD 26
	C: Looming fear +14 vs. MD (1d4 nearby enemies) —80 psychic damage <i>Natural 16+:</i> While the target has 60 hp or fewer, it's dazed (-4 attack) from fear and doesn't add the escalation die to its attacks (save ends all). <i>Limited use:</i> 1/battle.	HP 600
	<i>Devil's due (Chakra suppression):</i> When you choose to add the escalation die to an attack against a great hubris devil, the devil can choose one of your magic items whose powers won't work for the rest of the battle (default bonuses still apply).	
	<i>Resist holy 13+:</i> When a holy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.	

Colossal Hubris Devil

Huge 12th level Wrecker Devil	Initiative: +16	AC	27
		PD	25
	Omni strike +16 vs. AC (4 attacks)—48 damage	MD	29
	<i>Crit:</i> The target is weakened (save ends).	HP	1200
	<p>Folding the land +17 vs. PD—160 damage, and the target is stuck and dazed (hard save ends both, 16+)</p> <p><i>Miss:</i> The target is dazed and hampered until the end of its next turn.</p> <p>C: Suffocating fear +17 vs. MD (1d6 nearby enemies)—120 psychic damage</p> <p><i>Natural 16+:</i> While the target has 120 hp or fewer, it's dazed (-4 attack) from fear and doesn't add the escalation die to its attacks (save ends all).</p> <p><i>Limited use:</i> 1/battle.</p> <p><i>Devil's due (Terror):</i> When you choose to add the escalation die to an attack against a colossal hubris devil, during its next turn the devil can make a <i>suffocating fear</i> attack against each character that has given it its due this battle, even if it has already expended that attack. For example, if two PCs have given it its due, and a third does so, during the devil's next turn it can make a <i>suffocating fear</i> attack against those three PCs.</p> <p><i>Resist holy 13+:</i> When a holy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.</p>		

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.
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 <i>breath weapon</i> 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 or
d12 or
d12 +
2**

**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 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 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 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 2 nd level Troop Dragon	Initiative: +10	AC	18
		PD	12
	Flurry of claws +6 vs. AC —5 damage	MD	16
	<i>Natural 11+</i> : The dragon can make a <i>babble</i> attack as a free action.	HP	31
	<i>Miss</i> : 3 damage.		
	<i>[Special trigger] C: Babble +7 vs. MD (each enemy engaged with the dragon)</i> —The target is dazed (save ends)		
	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		
	<i>Natural 6+</i> : The dragon can pop free from the target.		
	<i>Miss</i> : Half damage.		
	<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.		

Medium White Dragon

Normal 2 nd level Troop Dragon	Initiative: +6	AC	18
	Vulnerability: fire	PD	15
	Claws and bite +6 vs. AC (2 attacks) —4 damage	MD	11
	<i>Natural 16+</i> : The white dragon can make an <i>ice breath</i> attack as a free action.	HP	38
	<i>[Special trigger] C: Ice breath +6 vs. PD (1d3 nearby enemies)</i> —4 cold damage		
	<i>Natural odd hit or miss</i> : The dragon takes 1d4 damage.		
	<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.		

Catacomb Dragon (Black)

Large 3 rd level Wrecker Dragon	Initiative: +9	AC	19
	Vulnerability: thunder	PD	17
	Acid fangs +8 vs. AC (2 attacks) —8 damage, and 5 ongoing acid damage	MD	15
		HP	104

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

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
Natural even hit: While in the haze, the target is dazed from choking or blinding.

Natural odd hit: While in the haze, the target takes a -5 penalty to all saves against acid damage.

Miss: 5 ongoing acid damage.

Acidic haze: The haze is magical, semi-aware, and remains around the target until the end of the battle or until removed magically. 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.

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

All-terrain terror: 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.

Corrosive contact: When an enemy is engaged with the catacomb dragon at the start of its turn, it takes 3 acid damage.

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

Cenotaph Dragon (White)

Normal 3rd level Troop Dragon	Initiative: +8	AC	18
	Vulnerability: fire	PD	18
		MD	14
		HP	48
	Claws and bite +7 vs. AC (2 attacks) —6 damage		
	<i>Natural 16+:</i> The cenotaph dragon can make an <i>infused ice breath</i> attack as a free action.		
	[Special trigger] C: Infused ice breath +7 vs. PD (1d3 nearby enemies) —6 cold damage		
	<i>Natural 20:</i> The target also takes 5 ongoing holy damage (in addition to double damage for crit).		
	<i>Natural odd hit or miss:</i> The dragon takes 1d6 damage.		

	<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.	
--	---	--

Large Brass Dragon (Metallic)

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

Medium Black Dragon

Normal 3 rd level Wrecker Dragon	Initiative: +9	AC	19
	Vulnerability: thunder	PD	17
	Claws and bite +8 vs. AC (2 attacks)—4 damage	MD	15
	<i>Natural 16+</i> : The target also takes 4 ongoing acid damage.	HP	42
	<p>C: Acid breath +9 vs. PD (1d3 nearby enemies)—5 acid damage, and 5 ongoing acid damage</p> <p><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.</p> <p>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>		

	<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.	
--	---	--

Medium Bronze Dragon (Metallic)

Normal 3rd level Wrecker Dragon	Initiative: +6	AC	19
		PD	17
	Crushing bite +8 vs. AC —11 damage	MD	13
	<i>Natural 11+</i> : The dragon can pop free from one enemy engaged with it.	HP	50
	C: Lightning breath +8 vs. PD (1d6 nearby or faraway enemies in a rough line) —8 lightning damage, and the closest target hit is dazed (save ends) <i>Miss</i> : Half damage. <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 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
		PD	14
	Flurry of claws +8 vs. AC —25 damage	MD	18
	<i>Natural 11+</i> : The dragon can make a <i>mind-bending babble</i> attack as a free action.	HP	145
	<i>[Special trigger]</i> C: Mind-bending babble +9 vs. MD (each enemy engaged with the dragon) —The target is dazed (save ends) <i>Natural 18+</i> : The target is confused instead of dazed (save ends). 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.		

Large White Dragon

Large 4 th level Troop Dragon	Initiative: +8	AC	20
	Vulnerability: fire	PD	17
		MD	13
		HP	104
	<p>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.</p> <p><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.</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>		

Medium Copper Dragon (Metallic)

Normal 4 th level Spoiler Dragon	Initiative: +9	AC	19
		PD	14
		MD	18
		HP	44
	<p>Needle-sharp claws and teeth +8 vs. AC (2 attacks)—7 damage <i>First natural 11+ each turn:</i> The dragon can make an <i>acrid smoke</i> attack as a free action.</p> <p><i>[Special trigger] C: Acrid smoke +9 vs. PD (up to 3 enemies engaged with the dragon)—The target is hampered until the end of its next turn</i></p> <p>C: Acid breath +9 vs. PD (1d4 nearby enemies)—4 acid damage, and 4 ongoing acid damage <i>Miss:</i> 2 ongoing acid damage.</p> <p><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).</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> <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>		

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		

	<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 +9 vs. AC—10 damage</p> <p><i>Natural 16+:</i> The target also takes 5 ongoing poison damage.</p> <p>[<i>Special trigger</i>] C: Poison breath +9 vs. PD (1d3 nearby enemies)—7 poison damage, and the target is hampered (save ends)</p> <p><i>Burrow:</i> As the standard monster ability.</p> <p><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.</p>	
--	---	--

Gorge Dragon (Black)

Large 5th level Spoiler Dragon	<p>Initiative: +13</p> <p>Vulnerability: fire</p>	<p>AC 21</p> <p>PD 19</p> <p>MD 17</p> <p>HP 164</p>
	<p>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</p> <p><i>Natural 5, 10, 15, or 20:</i> The dragon regains the use of its <i>dazzling breath</i> if it's expended and can use it during its next turn.</p> <p>Bite +13 (includes grab bonus) vs. AC (one enemy it's grabbing)—25 damage</p> <p><i>Natural 16+:</i> The target takes no damage and is instead swallowed whole (see below).</p> <p><i>Limited use:</i> 1/round, as a free action.</p> <p>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</p> <p><i>Limited use:</i> 1/battle, as a quick action.</p> <p><i>Swallowed whole:</i> 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).</p> <p><i>Chain constrictor:</i> The gorge dragon can have up to two enemies grabbed at the same time.</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>Water-breathing</i>: Gorge dragons swim well and can breathe underwater.</p>	
--	---	--

Huge White Dragon

Huge 5th level Troop Dragon	<p>Initiative: +10 Vulnerability: fire</p> <p>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.</p> <p><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.</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>	<p>AC 21 PD 18 MD 14 HP 200</p>
---	---	---

Mausoleum Dragon (White)

Large 5th level Troop Dragon	<p>Initiative: +9 Vulnerability: fire</p> <p>Claws and bite +9 vs. AC (2 attacks)–16 damage <i>Natural 16+</i>: The mausoleum dragon can make an <i>infused ice breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Infused ice breath +9 vs. PD (1d3 nearby enemies)–14 cold damage</i> <i>Natural even hit</i>: The target also takes 7 ongoing holy damage. <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>	<p>AC 20 PD 20 MD 16 HP 140</p>
--	---	---

Medium Blue Dragon

Normal 5th level Caster	<p>Initiative: +9 Vulnerability: force</p>	<p>AC 22 PD 19 MD 19</p>
---	--	---

Dragon	<p>Dragon claw +9 vs. AC—10 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]</i> Bite +9 vs. AC—10 damage, and 2d6 lightning damage</p> <p>C: Lightning breath +9 vs. PD (1d3 nearby enemies)—8 lightning damage <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, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p>	HP 76
---------------	---	--------------

Blizzard Dragon (White)

Large 6th level Wrecker Dragon	<p>Initiative: +10 Vulnerability: fire</p> <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]</i> C: Blizzard breath +10 vs. PD (each nearby creature)—20 cold damage, and 5 ongoing cold damage <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>	AC 22 PD 19 MD 15 HP 175
--	---	---

Wreathed in snow and cold: When an enemy is engaged with the blizzard dragon at the start of its turn, it takes 5 cold damage.

Large Black Dragon

Large 6th level Wrecker Dragon	Initiative: +13	AC	22
	Vulnerability: thunder	PD	20
		MD	18
		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 6th 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 faraway 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 6th level Wrecker Dragon	Initiative: +11	AC	21
	Vulnerability: cold	PD	20
		MD	16
		HP	90
	Fangs, claws, and tail +11 vs. AC (2 attacks)—8 damage <i>First natural even hit or miss each turn: Roll another fangs, claws, and tail attack.</i>		
	C: Fiery breath +11 vs. PD (2d3 nearby enemies)—10 fire damage <i>Miss: Half damage.</i>		
	<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.		
	Resist fire 12+: When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.		

Medium Silver Dragon (Metallic)

Normal 6th level Spoiler Dragon	Initiative: +11	AC	21
		PD	17
		MD	21
		HP	90
	Swift, keen claws +10 vs. AC—15 damage <i>Natural 6+: The dragon can make a <i>paralyzing smoke</i> attack as a free action.</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.		
	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: Half damage.</i>		
	<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 12+</i> against that attack.		
	Resist cold 12+: 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 Green Dragon

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

Medium Gold Dragon (Metallic)

Normal 7 th level Caster Dragon	Initiative: +12	AC	22
		PD	18
	Ferocious bite +13 vs. AC—20 damage	MD	22
	<i>Natural 11+:</i> The dragon can make a <i>stultifying smoke</i> attack as a free action.	HP	85
	[Special trigger] 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		
	C: Fiery breath +13 vs. PD (up to 5 nearby enemies in a group)—14 fire damage		
	<i>Miss:</i> Half damage.		
	<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 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.		

	<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.	
--	--	--

Moon Dragon (White)

Huge 7 th level Troop Dragon	Initiative: +12	AC	23
		PD	21
	Claws and bite +12 vs. AC (2 attacks) —40 damage	MD	17
	<i>Natural 16+</i> : The moon dragon can make an <i>ice breath</i> attack as a free action.	HP	324
	<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.		
	[Special trigger] C: Ice breath +12 vs. PD (1d3 nearby enemies) —32 cold damage		
	<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.		
	<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.		

Void Dragon (Black)

Huge 7 th level Caster Dragon	Initiative: +13	AC	23
		PD	21
	Jaws and claws +12 vs. AC (2 attacks) —26 damage	MD	19
	<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.	HP	290
	<i>Miss</i> : 13 damage.		
	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 stats at end of the entry.		
	<i>Limited use</i> : 1/battle, as a quick action.		
	<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.

Level 6 Void Beast

Slam +11 vs. AC—18 damage

Natural 5, 10, 15, or 20: The void beast spawns a new void beast at full hit points. It follows the same rules for beasts formed by *ensorceling breath*.

AC 22
PD 20
MD 18
HP 27

Volcano Dragon (Red)

**Large
7th level
Wrecker
Dragon**

Initiative: +12
Vulnerability: cold

AC 23
PD 22
MD 16
HP 220

Fangs, claws, and wings +12 vs. AC (2 attacks)—18 damage

Natural 16+: The target takes 5 extra damage from a wing buffet.

Natural 18+: The target takes 10 extra damage from a claw strike.

[Special trigger] **Tail smash +12 vs. PD (one nearby enemy)**—18 damage

Miss: 9 damage.

Limited use: When a nearby enemy attacks and rolls a natural even hit against the dragon, the dragon can make a *tail smash* attack against it as a free action.

C: Volcanic breath +12 vs. PD (each nearby enemy)—20 fire damage, and 5 ongoing fire damage

Natural 18+: The target takes 10 ongoing fire damage instead of 5.

Burning skin: When an enemy is engaged with the volcanic dragon at the start of its turn, it takes 5 fire damage.

Continuous breath: A volcanic dragon can use *volcanic breath* 1d3 times per battle, but if it does not use its breath weapon on consecutive rounds, it loses its remaining *volcanic breath* attacks for the battle.

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

Large Blue Dragon

Large 8th level Caster Dragon	Initiative: +13	AC	25
	Vulnerability: force	PD	22
		MD	22
		HP	260
	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. <i>[Special trigger] Bite +12 vs. AC—20 damage, and 2d10 lightning damage</i> C: Lightning breath +12 vs. PD (1d3 nearby or faraway enemies)—40 lightning damage <i>Natural even hit:</i> The target is also dazed (save ends). <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. <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). <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.		

Shadow Dragon

Large 8th level Caster Dragon	Initiative: +13	AC	25
		PD	22
		MD	22
		HP	260
	Shadow claws +13 vs. AC—50 psychic damage <i>Natural 16+:</i> The target is confused (hard save ends, 16+). C: Nightmare breath +12 vs. MD (1d3 nearby or faraway 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.		

Made of shadow: The shadow dragon perceives the invisible, is unaffected by the *blur* spell, and ignores illusions. Rogues attempting to *shadow walk* 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.

Shadowy escalation: 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.

Nastier Specials

Shadow illusions: 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 *Book of Many Faces* will have perfect humanoid disguises. Dropping the illusion is a free action.

Shadowy phasing: 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.

On Holy Ground

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.

Shadow Thief

Normal 8th level Mook Dragon	Initiative: +17	AC	25
		PD	20
	Shadow strangulation +13 vs. PD—20 psychic damage	MD	16
	<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>).	HP	38
	[Group ability] C: Shadow possession +13 vs. MD (one enemy hit by <i>shadow strangulation</i>)— 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.

Group ability: For every four shadow thieves in the battle (round up), one of them can use *shadow possession* during the battle.

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 *stop...thief* 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.

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.

Empyrean Dragon (Black)

Huge
9th level
Spoiler
Dragon

Initiative: +17

AC 25
PD 23
MD 21
HP 510

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.

C: Venom breath +13 vs. PD (1d3 + 1 nearby enemies)—35 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.

Hoard Spirit (Red)

Normal	Initiative: +15	AC	24
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

Hoardsong Dragon (Red)

Large	Initiative: +13	AC	25
9th level	Vulnerability: cold	(In Lair) PD	26
Spoiler		PD	24
Dragon	Fangs and claws +14 vs. AC (3 attacks) —30 damage	MD	18
	<i>Natural 16+</i> : The target takes 15 extra damage from a precise strike.	HP	360
	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).

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).

Huge Black Dragon

Huge 9th level Wrecker Dragon	Initiative: +17	AC	25
	Claws and bite +14 vs. AC (3 attacks)—30 damage	PD	23
	<i>Natural 16+:</i> The target also takes 15 ongoing acid damage.	MD	21
	<i>Miss:</i> 20 damage.	HP	510
	<p>C: Acid breath +14 vs. PD (1d3 nearby or faraway enemies)— 50 acid damage, and 15 ongoing acid damage <i>Miss:</i> 4d12 acid damage.</p> <p><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.</p> <p>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.</p> <p><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.</p> <p><i>Water-breathing:</i> Black dragons swim well and can breathe underwater.</p> <p><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.</p>		

Huge Bronze Dragon (Metallic)

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

Retributive lightning: Once per battle as an interrupt action when an enemy targets it with an attack, the dragon can make a lightning breath against that attacker (and yes, if the dragon hits, the interrupted attack takes the -4 penalty due to dazed).

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.

Large Copper Dragon (Metallic)

Large 9 th level Spoiler Dragon	Initiative: +14	AC	24
		PD	19
	Needle-sharp claws and teeth +13 vs. AC (2 attacks)—50 damage	MD	23
	<i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action.	HP	290
	[Special trigger] C: Acid smoke +14 vs. PD (up to 3 enemies engaged with the dragon)—The target is hampered until the end of its next turn		
	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.		
	<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).		
	<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.		
	<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 Red Dragon

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

	<p><i>Intermittent breath:</i> A large red dragon can use <i>fiery breath</i> 1d4 times per battle, but never two turns in a row.</p> <p><i>Fear:</i> 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.</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>	
--	--	--

Large Silver Dragon (Metallic)

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>[Special trigger] C: Paralyzing smoke +15 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 +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)

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)

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

	<p><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</p> <p>C: Acid breath +16 vs. PD (1d4 nearby enemies in a group)—35 acid damage, and 35 ongoing acid damage <i>Miss:</i> 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>	
--	--	--

Huge Green Dragon

Huge 11th level Spoiler Dragon	Initiative: +15	AC	28
		PD	25
	Sharp claws +16 vs. AC —100 damage	MD	20
	<i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action.	HP	900
	<i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action.		
	<i>[Special trigger]</i> Bite +16 vs. AC —140 damage		
	<i>Natural 16+:</i> The target also takes 20 ongoing poison damage.		
	<i>[Special trigger]</i> C: Poison breath +16 vs. PD (1d3 nearby enemies) —100 poison damage, and the target is hampered (save ends)		
	<i>Burrow:</i> As the standard monster ability.		
	<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.		

Large Gold Dragon (Metallic)

Large	Initiative: +15	AC	26
--------------	-----------------	-----------	-----------

11th level Caster Dragon	Ferocious bite +16 vs. AC —100 damage	PD 22
	<i>Natural 11+</i> : The dragon can make a <i>stultifying smoke</i> attack as a free action.	MD 26
	[Special trigger] 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	HP 460
	C: Fiery breath +16 vs. PD (up to 5 nearby enemies in a group) —70 fire damage <i>Miss</i> : Half damage.	
	<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 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.	
	<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.	

Flamewreathed Dragon (Red)

Huge 12th level Spoiler Dragon	Initiative: +15	AC 28
	Fangs and claws +17 vs. AC (3 attacks) —75 damage <i>Natural 16+</i> : The target takes 20 ongoing fire damage.	PD 21
	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 <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.	MD 27
	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 <i>Limited use</i> : 2/battle, as a quick action (once per round).	HP 1100

Intermittent breath: A flamewreathed dragon can use *primal fire* breath 1d4 + 2 times per battle, but never two turns in a row.

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.

Wyrms 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.

Huge Blue Dragon

**Huge
12th level
Caster
Dragon**

Initiative: +17

Double claws +16 vs. AC (2 attacks)—50 damage

Natural even hit or miss: The dragon can make a *bite* 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 faraway enemies)—80 lightning damage

Natural even hit: 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.

Intermittent breath: A huge blue dragon can use *far slashing lightning breath* 2d4 times per battle, but never two turns in a row.

Counter-spell: 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

**AC 29
PD 26
MD 26
HP 980**

	<p>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 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>	
--	---	--

Smoke Minions

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

Huge Red Dragon

Huge	Initiative: +19	AC	28
13th level		PD	27
Wrecker	Fangs, claws, and tail +19 vs. AC (3 attacks)—70 damage	MD	23
Dragon	<p><i>First natural even hit or miss each turn</i>: Roll a fourth <i>fangs, claws, and tail</i> attack.</p> <p><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 faraway enemies)—80 fire damage</p> <p><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>	HP	1200

Huge Silver Dragon (Metallic)

Huge	Initiative: +16	AC	28
13th level		PD	24
Spoiler	Swift, keen claws +17 vs. AC—230 damage	MD	28
Dragon	<p><i>Natural 6+</i>: The dragon can make a <i>paralyzing smoke</i> attack as a free action.</p> <p>[Special trigger] C: Paralyzing smoke +18 vs. MD (1d3 enemies engaged with the dragon)—The target must roll an immediate</p>	HP	1300

	<p>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><i>Evasive riposte:</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 18+</i> against that attack. If the attack misses, the dragon can make a <i>paralyzing smoke</i> attack as free action.</p> <p><i>Inspire awe:</i> While an enemy has 192 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.</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>	
--	---	--

Huge Gold Dragon (Metallic)

Huge 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. <i>Miss:</i> 120 damage.	HP	1400
	<p><i>[Special trigger]</i> C: Stultifying smoke +19 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 +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.</p> <p><i>Inspire awe:</i> While an enemy has 240 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.</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 fiery breath attack against each enemy that was engaged with it.</p>		

Indomitability: 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.

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.

Dragon, The Purple

Standard Abilities

Rather than repeat these for each entry the following abilities are standard for the Purple Dragon.

Escalator: The Purple Dragon adds the escalation die to their attacks.

Shape-shifter supreme: The Purple Dragon can choose to be in its human form or its dragon form. Switching forms is a move action. Though their dragon form is huge, their human form is regular size, and other forms are whatever size is appropriate to that form. By epic tier the Purple Dragon can conceivably take any form, but regardless of tier their vanity limits her to forms that feature purple and magenta (purple clothes and magenta hair, purple scales and magenta wing membranes, etc.).

[Adventurer and champion tier non-ally only] Cunning escapes: When the Purple Dragon drops to 0 hp or fewer (or would otherwise die) they are not slain, but instead escapes leaving an illusion in their place. When they escape it is a campaign win for the party, as though they had been killed, and their plans crumble. The Purple Dragon cannot return until the next tier (if defeated at adventurer tier they cannot return until champion tier, if defeated at champion tier they return at epic tier).

[Once per battle, in human form only] “No, they’re the real Purple Dragon, shoot them!”: As a quick action at the end of one of their turns, the Purple Dragon uses their powers of illusion and mind-control to make one of their attackers (usually the closest one to them) look and sound like them; the next attack against the Purple Dragon has a 50% chance of being targeted against the wrong target. Once the next attack is made, the illusion vanishes.

Flight: In their dragon form the Purple Dragon can fly. The Purple Dragon can also fly using magic, but prefers to not do so unless they need to fight a flying enemy.

Illusionary soiree: Each round roll a d6 (or a d4 if the fight is at a party or a luxurious lair), if it is equal to or less than the escalation die it has the following effect.

1: Sparkling lights—Ranged attacks against the Purple Dragon or their allies have a -2 penalty.

2-3: Kaleidoscopic kinescope—Any attacks against the Purple Dragon this round that are natural 1s are rerolled against the nearest ally of the attacker (or against the attacker themselves if there is no other possible target).

4+: Illusionary terrain—Any of the Purple Dragon’s enemies that move this round must roll a save, on a failure they end up in a place they did not intend.

Nastier Specials

“You’ve got the wrong person”: The Purple Dragon’s *“No, they’re the real Purple Dragon, shoot them!”* ability lingers long after the battle, maybe for days. This is probably deliberate magic on their part, because when they skip town the party member that looks and sounds like them will take the fall (or at least create enough confusion for them to make good their escape).

[Epic tier only] Not dead yet: The Purple Dragon gets one last *cunning escape* at epic tier, and though their plans are ruined by their defeat they’ll return one last time to exact their vengeance upon the party.

The Purple Dragon (Adventurer)

Huge 4th level Caster Dragon	Initiative: +12	AC	20
		PD	18
		MD	20
		HP	170
	<i>Standard abilities: Shape-shifter supreme, cunning escapes, “No, they’re the real Purple dragon, shoot them!”, flight, illusionary soiree.</i>		
	<u>Human form</u>		
	Bladed fan +10 vs. AC—25 damage		
	<i>Natural even hit or miss:</i> Make a second <i>bladed fan</i> attack, and if that is a natural even roll make a third <i>bladed fan</i> attack.		
	<i>Natural odd hit:</i> The target is blown back from the Purple Dragon.		
	<i>Natural odd miss:</i> The Purple Dragon pops free and moves away from the target (blown by the wind of the fan).		
	R: Bedazzling deceptions +9 vs. MD (1d3 nearby enemies)—10		
	psychic damage and 10 ongoing psychic damage		
	<i>Crit against a target already taking ongoing psychic damage:</i>		
	The target must start making last gasp saves, if they fail they believe that they are the Purple Dragon. Removing this delusion from the target’s mind is as difficult as turning a petrified character back from stone (hard, but not impossible).		
	<i>Miss:</i> 7 psychic damage.		
	[Once per battle] “No, they’re the real Purple Dragon, shoot them”: The Purple Dragon uses their powers of illusion and mind-control to make one of their attackers look and sound like them; the next attack has a 50% chance of being targeted against the wrong target.		
	<u>Dragon form</u>		
	Painted claws +9 vs. AC—40 damage		

	<p>Miss: 14 damage.</p> <p>C: Psychoactive breath +9 vs. MD (1d4 nearby enemies, or 1d3 faraway enemies in a group)—25 psychic damage <i>Natural even hit:</i> The target is also dazed (save ends).</p> <p><i>Intermittent breath:</i> The Purple Dragon can use their psychoactive breath 2d4 times each combat but never two turns in a row. They can also choose to make their targets confused (save ends) on a hit or miss with their <i>psychoactive breath</i>, but that uses up their breath for the rest of the battle.</p> <p><i>Wing buffet:</i> That <i>bladed fan</i> attack? Yeah, that was the Purple Dragon's wings hidden by an illusion. The Purple Dragon can use the <i>bladed fan</i> attack in this form, but now it is clear that they are using their wings so it is only +9 to attack.</p> <p><i>[Once per battle] Cloak of illusion:</i> As a quick action the Purple Dragon fills the battlefield with illusions that give enemies attacking them a -2 penalty to their attacks. This lasts until they next attack.</p>	
--	---	--

The Purple Dragon (Champion)

Huge	Initiative: +16	AC	24
8th level		PD	22
Caster	<i>Standard abilities: Shape-shifter supreme, cunning escapes, “No, they’re the real Purple dragon, shoot them!”, flight, illusionary soiree.</i>	MD	24
Dragon		HP	450
	<u>Human form</u>		
	<p>Bladed fan +14 vs. AC—68 damage <i>Natural even hit or miss:</i> Make a second <i>bladed fan</i> attack, and if that is a natural even roll make a third <i>bladed fan</i> attack. <i>Natural odd hit:</i> The target is blown back from the Purple Dragon. <i>Natural odd miss:</i> The Purple Dragon pops free and moves away from the target (blown by the wind of the fan).</p> <p>C: Mirrorball burst +13 vs. MD (1d4 nearby or faraway enemies)—35 damage and 30 ongoing psychic damage <i>Target fails a save against the ongoing damage:</i> The target is dazzled by light and takes a cumulative -1 penalty to attacks (up to a maximum of -4) until the end of the battle.</p>		
	<u>Dragon form</u>		
	<p>Gilded claws +13 vs. AC (2 attacks)—50 damage Miss: 28 damage.</p>		

C: Psychoactive breath +13 vs. MD (1d4 nearby enemies, or 1d3 faraway enemies in a group)—40 psychic damage and 10 ongoing psychic damage

Natural even hit, once per target per battle: The target is also dazed and stuck (save once for both effects and the ongoing damage).

Aftereffect: Once the target saves against the ongoing damage if the save was a natural odd roll the target is dazed (save ends).

Intermittent breath: The Purple Dragon can use their *psychoactive breath* 2d4 times each combat but never two turns in a row. They can choose to make their targets confused (save ends) on a hit or miss with their *psychoactive breath*, but that uses up their breath for the rest of the battle.

Wing buffet: Just like adventurer tier, the *bladed fan* attack translates in dragon form to wing buffet but with only +13 to attack.

[Once per battle] Cloak of illusion: As a quick action the Purple Dragon fills the battlefield with illusions that give enemies attacking them a -2 penalty to their attacks. This lasts until they next attack.

The Purple Dragon (Epic)

**Huge
12th level
Caster
Dragon**

Initiative: +20

Standard abilities: Shape-shifter supreme, “No, they’re the real Purple dragon, shoot them!”, flight, illusionary soiree. Perhaps also not dead yet.

Human form

Bladed fan +18 vs. AC—160 damage

Natural even hit or miss: Make a second *bladed fan* attack, and if that is a natural even roll make a third *bladed fan* attack.

Natural odd hit: The target is blown back from the Purple Dragon.

Natural odd miss: The Purple Dragon pops free and moves away from the target (blown by the wind of the fan).

C: One thousand delights +17 vs. MD (1d4 nearby or faraway enemies)—Target is stuck until the start of their next turn as their mind is assailed by pleasant images pulled from their own inner fantasies

Natural even hit: Target is confused (save ends).

Natural odd hit: Target is weakened (save ends).

**AC 28
PD 26
MD 28
HP 1100**

Aftereffect: Once the target saves against weakened or confused they take 100 psychic damage for each failed save against the effect before they successfully passed the save.

Dragon form

Filigree-gilded claws +17 vs. AC (4 attacks)—55 damage
Miss: 30 damage.

C: Psychoactive breath +17 vs. MD (1d4 nearby enemies, or 1d3 faraway enemies in a group)—60 psychic damage and 50 ongoing psychic damage
Natural even hit, once per target per battle: The target is also weakened and stuck (save once for both effects and the ongoing damage).
Aftereffect: Once the target saves against the ongoing damage if the save was a natural odd roll the target is weakened (save ends).

Intermittent breath: The Purple Dragon can use their *psychoactive breath* 2d4 times each combat but never two turns in a row. They can choose to make their targets confused (save ends) on a hit or miss with their *psychoactive breath*, but that uses up their breath for the rest of the battle.

Wing buffet: Just like the previous tiers, the *bladed fan* attack translates in dragon form to wing buffet but with only +17 to attack.

[Once per battle] *Invisibility:* As a quick action the Purple Dragon becomes invisible until they next attack. Characters attacking the Purple Dragon ‘blind’ have a 50% miss chance before rolling their attack.

Drider

Large 6 th level Caster Aberration	Initiative: +10	AC	21
	Sword or mace +9 vs. AC—20 damage	PD	15
	<i>Natural even hit:</i> The drider can make a <i>poison bite</i> attack as a free action.	MD	20
	<i>[Special trigger]</i> Poison bite +9 vs. PD—10 poison damage, and 10 ongoing poison damage	HP	170
	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)

Limited use: 1/round as a quick action, if the escalation die is even.

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

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 faraway 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.		

Weaver Swarm

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

Drow Soldier

Normal 4th level	Initiative: +9	AC	20
		PD	19

Mook Humanoid	<p>Paired swords +9 vs. AC—6 damage</p> <p>R: Crossbow +9 vs. AC (one nearby enemy, or a faraway 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>	MD 14 HP 18
--------------------------------	--	------------------------------

Drow Sword Maiden

Normal 5th level Troop Humanoid	<p>Initiative: +13</p> <p>Cruel cutlass +10 vs. AC—18 damage</p> <p>C: Dagger dance +10 vs. AC (one nearby enemy, or a faraway 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>	AC 21 PD 19 MD 15 HP 75
---	--	--

Lokkris

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>	AC 22 PD 21 MD 14 HP 23
---	---	--

Drow Spider-Sorceress

Normal 6th level Caster Humanoid	<p>Initiative: +11</p> <p>Sharpened wand +11 vs. AC—20 damage</p>	AC 22 PD 16 MD 20 HP 84
--	--	--

	<p>R: Darkfire +11 vs. PD (one nearby or faraway enemy)—20 damage, and the target is weakened (save ends) <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 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>	
--	--	--

Spider Mount

Normal 6th level Troop Beast	Initiative: +15 (or same as rider if it has one)	AC	22
		PD	16
	Bite +11 vs. AC —15 damage, and 10 ongoing poison damage	MD	20
		HP	90
	<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>		

Drow Darkbolt

Normal 7th level Archer Humanoid	Initiative: +12	AC	23
		PD	21
	Dagger and spidersilk line +12 vs. AC (one nearby enemy) —22 damage	MD	17
	<i>Miss:</i> 8 damage.	HP	100
	<p>R: Exsanguinating barbed arrows +12 vs. AC (one nearby or faraway enemy)—20 damage, and 6 ongoing damage</p> <p><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</p>		

	<p>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></p> <p><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>	
--	--	--

Drow Cavalry

2× 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:</p> <p>Bite—The spider makes a <i>bite</i> attack.</p> <p>Jump & Scuttle—The spider and its rider pop free from all enemies and can move somewhere nearby.</p> <p>Web—The spider makes a <i>web</i> attack.</p>	<div>AC25</div> <div>PD23</div> <div>MD18</div> <div>HP270</div>
--	---	--

The Ebon Gauntlet

Ebon Gauntlet Sword

Normal	Initiative: +9	AC20
--------	----------------	------

4th level		PD	17
Troop	Echoing blade +9 vs. AC—12 damage	MD	17
Humanoid	<i>Natural even hit:</i> A duplicate of the Ebon Gauntlet sword appears next to another nearby enemy and makes an identical echoing blade attack against that target. This effect can only occur once per turn. After the second attack, choose which Ebon Gauntlet sword remains on the battlefield and which *pops* away with an echo of crashing iron. (The sword's hit points and conditions aren't affected.)	HP	52

Ebon Gauntlet Adjudicator

Large	Initiative: +8	AC	21
5th level		PD	18
Wrecker	Blade of adjudication +10 vs. AC—30 damage	MD	18
Humanoid	<i>Natural even hit:</i> The adjudicator can make an <i>echo of decay</i> attack as a free action.	HP	130
	C: Echo of decay +10 vs. PD (1d3 nearby enemies)—10 ongoing negative energy; every time the target suffers the damage, normal plants and animals next to the target wither or die		
	<i>Trollish regeneration 10:</i> While an adjudicator is damaged, its glyphed flesh heals 10 hit points at the start of the adjudicator'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 adjudicator is hit by an attack that deals acid or force damage, it loses one use of its regeneration, and it can't regenerate during its next turn. Dropping an adjudicator to 0 hp doesn't kill it if it has any uses of regeneration left.		
	<u>Nastier Special</u>		
	<i>Fear of the Echo:</i> Nearby enemies of the adjudicator are vulnerable to all attacks.		

Ebon Gauntlet Eye

Normal	Initiative: +10	AC	20
6th level		PD	18
Caster	Touch of pain +11 vs. PD—10 damage	MD	20
Humanoid	<i>Natural even hit:</i> Add the escalation die to the damage.	HP	78
	R: Mind spike +11 vs. MD (one nearby or faraway enemy)—21 psychic damage		
	<i>Natural even hit:</i> The target takes a -4 penalty to all its defenses until the end of the eye's next turn.		
	R: Echo of nightmares +11 vs. MD (1d3 nearby or faraway enemies)—20 psychic damage, and the target is hampered and dazed (save ends both); the target can remove these conditions		

	<p>by taking an additional 10 psychic damage and allowing one of its most terrible memories to ripple through its nearby allies, dealing 1 psychic damage to each nearby ally</p> <p><i>Limited use:</i> 1/battle after the Ebon Gauntlet eye has hit with at least one mind spike attack.</p> <p><i>Gray shift:</i> Once per hit it has scored this battle, as a move action, the eye can teleport to any nearby location it can see.</p> <p><i>Echo fade:</i> Once per battle, as an interrupt action, the eye can gain <i>resist damage 18+</i> against attacks that target AC or PD. The resistance ends when the eye makes an attack.</p>	
--	--	--

Gauntlet's Mascot

Normal	Initiative: +9	AC	24
6th level		PD	18
Blocker	Raking claws +11 vs. AC (2 attacks)—7 damage	MD	22
Beast?	<i>Natural even hit:</i> Target takes a cumulative -2 penalty to disengage checks until the end of the battle.	HP	70
Demon?			
Humanoid?			

Ebon Gauntlet Inquisitor

2×	Initiative: +10	AC	24
7th level		PD	18
Leader	Rune dagger +12 vs. AC—28 damage	MD	21
Humanoid	<i>Natural even hit:</i> The target is weakened (save ends).	HP	190
	C: Judgment of the Zealous Icon +12 vs. MD (one or two nearby or faraway enemies)—28 psychic damage		
	<i>Natural odd hit:</i> The target lies prostrate in front of the inquisitor until the beginning of their next turn. While in this position, enemies gain a +4 attack bonus against the target.		
	<i>Call to action:</i> Once a round, as a quick action, the inquisitor can spur a nearby ally into making an at-will attack as a free action.		
	<i>Flight:</i> The inquisitor sits upon a flying throne. As a rule, it can't fly extremely high, but it can usually fly just a little faster than a victim can run.		
	<u>Nastier Special</u>		
	R: Vision of the Echo +12 vs. MD (1 nearby or faraway target)—56 psychic damage, and the target is stunned until the beginning of the inquisitor's next turn. At the end of the battle, the target must roll a normal save; if it fails, it ages one year		

Greater Ebon Gauntlet Sword

Normal 7th level Troop Humanoid	Initiative: +12	AC	23
		PD	20
	Echoing blade +12 vs. AC—23 damage	MD	20
	<i>Natural even hit:</i> A duplicate of the greater Ebon Gauntlet sword appears next to another nearby enemy and makes an identical echoing blade attack against that target. This effect can only occur once per turn. After the second attack, choose which greater Ebon Gauntlet sword remains on the battlefield and which *pops* away with an echo of crashing iron. (The sword's hit points and conditions aren't affected.)	HP	102

Eidolon

As a free action each round, an eidolon can use one of the three following abilities, which to them are as natural as breathing is to mortals. (GMs, due to these special abilities, eidolons are especially deadly when they have allies.) When including eidolons in battles, you don't need to (and probably shouldn't!) use these abilities all the time; they're better as a nasty surprise.

Split reality: The eidolon splits the party into different realities. Each player rolls a d4 for their character. That PC can only perceive and interact with the eidolon and with other characters who rolled the same number. That means PCs in different realities can't communicate or affect each other in any way. For the rest of the battle, each player rolls a d4 at the start of the round to see which reality their character is now in. At the start of each round, the eidolon can choose which version(s) of reality its allies are in.

Warp time: At the start of each round two combatants swap places in the initiative order as determined by the eidolon. Alternately, the eidolon warps the momentum of the battle and the escalation die value is determined at the start of the round with a d6 roll.

Reshuffle space: The eidolon swaps the position of two creatures in the battle at the start of the round. Alternately, if you are using minis and some sort of map tiles you can rearrange the tiles with the minis still on them.

Finally, all eidolons have the following ability, which plays well with the "recurring enemy" story.

Undying: When an eidolon drops to 0 hp it becomes disincorporate. The eidolon isn't dead, just gone. It has lost its link to or focus upon the time and place where the adventurers are. If adventurers drive off an eidolon repeatedly it will probably just stay away. Eidolons can be vindictive and hold grudges, but they have many possible worlds to interact with and if a mortal proves too troublesome the eidolon will move on. In general eidolons need defeating on three separate occasions to convince them to stay away forever.

Eidolon in Humanoid Form

3× 1st level Troop Spirit	Initiative: +6	AC	16
		PD	15
	Dark-matter fist +6 vs. AC—15 damage	MD	13
	<i>Natural even hit:</i> Choose a damage type for the attack: acid, cold, fire, lightning, poison, or thunder.	HP	81

	<p><i>Natural odd hit:</i> Choose a damage type for the attack: force, holy, negative energy, or psychic.</p> <p>R: Mind-shattering whisper +6 vs. MD (one nearby or faraway enemy)—15 psychic damage <i>Miss:</i> 5 psychic damage.</p> <p>C: Transreality tendrils +6 vs. PD (up to 2 nearby or faraway enemies)—8 negative energy damage</p>	
--	--	--

Attached Eidolon

Normal 3rd level Troop Spirit	Initiative: +7	AC	19
		PD	17
	Sharp claws, sharper teeth +8 vs. AC—10 holy damage	MD	13
		HP	45
	<p>C: Long tongue +8 vs. AC (1d3 nearby or faraway enemies in a group)—3 ongoing acid and holy damage</p> <p><i>Change shape:</i> An attached eidolon can look like any medium- or small-sized normal beast or humanoid creature. It generally changes shape to blend in, choosing to look like a pet or attractive humanoid companion of the one who summoned them.</p> <p><i>Flight:</i> Attached eidolons can fly, but not well. If their current shape doesn't have wings, it can grow some as a move action.</p> <p><i>Terrifying glare:</i> Twice per battle as a quick action; the eidolon can terrify each enemy engaged with it that has 30 hp or fewer (they are dazed and unable to use the escalation die until the end of their next turn) as a fear effect.</p> <p><u>Aid Another</u></p> <p>The eidolon's presence can provide aid to its allies, especially the one to which it's attached. Once per round as a quick action, one of the eidolon's nearby allies can gain one of the following benefits:</p> <p><i>Winning ways:</i> The ally's crit range expands by 1 until the end of the battle.</p> <p><i>Wide smile:</i> The ally gains a +1 attack bonus until the end of the battle.</p>		

Eidolon in War Form

3× 4th level Troop Spirit	Initiative: +10	AC	22
		PD	16
	Scissors, scythes, and chains +9 vs. AC—28 damage	MD	16
	<i>Natural 16+:</i> The target takes 14 extra damage.	HP	162

	<p><i>Natural 18+:</i> As above, and the eidolon grabs the target if doesn't already have a creature grabbed.</p> <p>R: See the awful truth +9 vs. MD (one nearby or faraway enemy)—18 psychic damage, and the target is weakened (save ends)</p> <p><i>Psychic link:</i> Each time a hit enemy rolls the save against weakened, one of its allies (of the eidolon's choice) takes 14 psychic damage.</p> <p>C: The awful nature of reality +9 vs. PD (1d3 nearby enemies)—The target is hampered (save ends); each time the target fails the save, it takes 14 psychic damage</p>	
--	--	--

Eidolon in Hunting Form

3× 6th level Troop Spirit	<p>Initiative: +13</p> <p>Slashing jaws +11 vs. AC—60 damage</p> <p><i>Fading:</i> The first creature the eidolon hits with an attack each battle must start making last gasp saves. After the fourth failure, the target fades away from reality—they are not dead, just gone. Erased. The eidolon can bring them back at will, another eidolon might also be able to retrieve them, and a quest by the adventurers to another realm might retrieve them.</p>	<p>AC 22</p> <p>PD 22</p> <p>MD 14</p> <p>HP 270</p>
---	---	--

Eidolon in Guardian Form

3× 9th level Troop Spirit	<p>Initiative: +16</p> <p>Empowered weapon +14 vs. AC (2 attacks)—70 holy damage</p> <p><i>Both attacks hit different targets:</i> The eidolon can make its divine proclamation this turn as a quick action, but it is still only once per battle.</p> <p>[Once per battle] C: Divine proclamation +14 vs. PD (all non-immortal creatures within the sound of its voice)—25 thunder damage, and 25 ongoing holy damage and target is weakened (save ends both)</p> <p><i>Miss:</i> 25 holy damage.</p> <p>[Once per battle] R: Word of judgement +14 vs. MD—150 holy damage</p> <p><i>Miss:</i> The attack can be used again this battle.</p> <p><i>Flight:</i> This eidolon chooses to manifest wings, though its ability to fly has very little to do with flapping them.</p> <p><i>Chosen ones:</i> PCs with positive icon relationships with the Religious Icon roll those dice at the start of the battle, until</p>	<p>AC 25</p> <p>PD 24</p> <p>MD 20</p> <p>HP 520</p>
---	--	--

the end of the battle subtract the total rolled amount from any holy damage the adventurer would otherwise take. This includes holy damage from creatures that are not the eidolon.

Nastier Special

Mission from the gods: Until the eidolon makes its *divine proclamation*, natural odd attack rolls against it miss.

Iconic Eidolon

While guardian-form eidolons seem attracted to the service of the Religious Icon, eidolons can end up allied with any icon that serves the same interests as they do.

Eidolons who act in the interests of an icon have unusual weaknesses and strengths related to that icon, eidolons usually call icon-related oddities ‘iconic tests’. How much of these icon-related ‘tests’ are due to the eidolons being mythically linked to an icon and how much is a role that the eidolon is playing is left to you as the GM to decide.

Eidolons usually go out of their way to reveal any weaknesses they have as part of their ‘test’ of mortals.

Magic Icon—Wizard spells do double damage against the eidolon (crits do triple). Wizard spells used creatively against the eidolon have additional effects depending on the whim of the GM.

Zealous Icon—The eidolons’ attacks do double damage against those who have positive relationships with the Demonic Icon and sorcerers with the infernal heritage talent.

Demonic Icon—If you are willing to owe a mystically-enforced favor to the Demonic Icon, you can make this eidolon weakened (-4 attack and defenses) until the end of your turn.

Underground Icon—The eidolon does double damage against those using magical items, unless they have recently tithed to the Underground Icon.

Graceful Icon—The eidolon takes double damage from attacks made by bards, and attacks made using bows (but not from crossbows, which do their normal damage).

Leader Icon—Adventurers who fight side-by-side with each other (or back-to-back) gain +2 to all their defenses while doing so.

Protector Icon—Attacks by dragonics, breath weapons, and attacks from sorcerers with the metallic protector heritage talent deal double damage to this eidolon.

Nature Icon—The eidolon takes double damage from animal companions, and from druids in beast form. Plants near this eidolon grow more verdantly, flowers blooming in its presence.

Undead Icon—Spend a recovery to weaken (-4 attack and defense) the eidolon until the end of your turn. Well, we say ‘spend’ but what you are actually doing is sacrificing a sliver of your life-energy to the Undead Icon.

Brute Icon—If the attacker subtracts a die from their damage dice before rolling them, it takes double damage. The extra die of damage must be used to harm something or somebody

relating to cities or civilization (instead of rolling 3d8 damage you'd roll 2d8x2 damage, and deal 1d8 damage to a window, book, mayor, etc.). The GM and player should work together to determine what a 'die of damage' means to whatever is getting smashed or slashed as part of the attack.

Religious Icon—If since the start of the Eidolon's last turn, any adventurer has received healing from somebody who has a positive or conflicted relationship with the Religious Icon, then the Eidolon is dazed (-4 attack) until the end of its next turn.

Trickster Icon—Sneak attack damage dice for attacks against this eidolon are two die types higher (1d4 becomes 1d8, 2d6 becomes 2d10, etc.). Rogues can shadow walk without needing to make a roll first.

Draconic Icon—This eidolon takes double damage from poison, lightning, or fire attacks, as well as from attacks from sorcerers with the chromatic destroyer heritage talent deal double damage to this eidolon.

Elder Beast

Warped Beast

Normal 5th level Wrecker Aberration	Initiative: +9	AC	20
		PD	17
	Tentacle maw +10 vs. AC—16 damage	MD	15
	<i>Natural 18+</i> : The target is hampered until the end of its next turn.	HP	75
	<i>Miss</i> : The warped beast can make a <i>psychic blast</i> attack as a free action.		
	[Special trigger] C: Psychic blast +10 vs. MD (1d3 nearby enemies)—8 psychic damage		
	<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. *Many spontaneous limbs*: When the warped beast makes a *tentacle maw* 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. *Warping touch*: When the warped beast hits a creature with a *tentacle maw* attack, the target also takes 5 ongoing psychic damage and a -2 penalty to saves (save ends both).

Nastier Specials

Warped mutant: Roll two madness features instead of one each round (reroll similar results).

Umluppuk

Huge
7th level
Spoiler
Aberration

Initiative: +15

Pods of mouths and eyes +12 vs. AC (4 attacks)—20 damage
Natural even hit: The target is stuck (easy save ends, 6+).
Miss: 10 damage.

C: Chorus of madness +12 vs. MD (up to 3 random nearby creatures)—10 ongoing psychic damage, and the target is confused (save ends both)

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!).

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.

Nastier Specials

Consume: Once per round during its turn, the umluppuk can make a *consume* attack against a stuck enemy as a quick action. The umluppuk can only have one target consumed at a time.

Consume +12 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 *pods of mouths and eyes* attacks (*attacks vs. it have crit range expanded by 2*), and it's stuck.

AC 23
PD 21
MD 20
HP 310

Hagunemnon

Large 13th level Wrecker Aberration	Initiative: +16	AC	29
		PD	23
		MD	27
		HP	864
	<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.</p> <p>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 faraway 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 or more damage this way during a single turn, it's also confused until the start of its next turn.</p>		

Elemental

Small Air Elemental

Normal 3rd level Wrecker Elemental	Initiative: +9	AC	18
		PD	17
		MD	13
		HP	34
	<p>Slam +8 vs. AC—5 damage</p> <p>C: Swirling winds +8 vs. PD (1d3 random conscious nearby enemies)—5 damage</p> <p>Natural even hit: The target pops free from the elemental.</p> <p>Flight: It's quick and lively.</p> <p>Resist non-spell damage 16+: 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 3rd level Troop Elemental	Initiative: +5	AC	19
		PD	18
	Rocky fists +7 vs. AC (2 attacks)—7 damage	MD	13
	<i>Miss: 2 damage.</i>	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></p> <p><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 3rd 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 3rd level Blocker Elemental	Initiative: +7	AC	18
		PD	16
	Surge +7 vs. AC (up to 2 enemies)—8 damage	MD	12
	<i>Miss: The elemental heals 3 hp.</i>	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 faraway 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	Initiative: +11	AC	20
		PD	19

Wrecker Elemental	Slam +10 vs. AC—12 damage	MD 15
		HP 52
	C: Swirling winds +10 vs. PD (1d3 random nearby conscious enemies)—14 damage <i>Natural even hit:</i> The target pops free from the elemental.	
	<i>Flight:</i> It's quick and lively.	
	<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 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.	

Earth Elemental

Normal 5th level Blocker Elemental	Initiative: +7	AC 21
	Rocky fists +9 vs. AC (2 attacks)—11 damage <i>Miss:</i> 4 damage.	PD 20
	<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> <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>	MD 15
		HP 66

Fire Elemental

Normal 5th level Wrecker Elemental	Initiative: +10	AC 21
		PD 20
		MD 17
		HP 64

	<p>Whipping flames +10 vs. PD—14 fire damage, and 7 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 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):</p> <p>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 <i>Miss:</i> 7 ongoing fire damage.</p>	
--	---	--

Water Elemental

Normal	Initiative: +9	AC	20
5th level		PD	18
Blocker	Surge +9 vs. AC (up to 2 enemies) —14 damage	MD	14
Elemental	<i>Miss:</i> 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 faraway 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>		

Big Air Elemental

Normal	Initiative: +14	AC	22
---------------	-----------------	-----------	-----------

7th level Wrecker Elemental	Slam +13 vs. AC —20 damage	PD	21
	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.	MD	17
	<i>Flight:</i> It's quick and direct.	HP	88
	<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 <i>and one nearby enemy</i>)—22 damage <i>Miss:</i> Half damage.		

Big Earth Elemental

Normal 7th level Blocker Elemental	Initiative: +9	AC	23
	Rocky fists +11 vs. AC (2 attacks)—16 damage <i>Miss:</i> 7 damage.	PD	22
	<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 relentless pursuit ability (and you stop rolling <i>boulder up</i> checks).	MD	17
	<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.)	HP	94
	<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 7th 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):</p> <p>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 <i>Miss:</i> 11 ongoing fire damage.</p>	
--	---	--

Big Water Elemental

Normal	Initiative: +11	AC	22
7th level		PD	20
Blocker	Surge +11 vs. AC (up to 2 enemies) —22 damage	MD	16
Elemental	<i>Miss:</i> The elemental heals 9 hp.	HP	100
	<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 faraway 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	Initiative: +16	AC	24
---------------	-----------------	-----------	-----------

9th level Wrecker Elemental	Slam +15 vs. AC—40 damage	PD 23
	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. <i>Flight:</i> It's quick and forceful. <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 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. <u>Nastier Specials</u> R: Gale force jets +15 vs. PD (one nearby or faraway 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.	MD 19 HP 140

Epic Earth Elemental

Normal 9th level Blocker Elemental	Initiative: +12	AC 25
	Rocky fists +13 vs. AC (2 attacks)—28 damage <i>Miss:</i> 14 damage. <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 relentless pursuit 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.)	PD 24 MD 19 HP 170

	<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> <p><u>Nastier Specials</u></p> <p><i>Endless vitality:</i> When an enemy engaged with the epic earth elemental heals using one or more recoveries, the elemental heals 5d6 hit points.</p>	
--	--	--

Epic Fire Elemental

Normal 9th level Wrecker Elemental	Initiative: +15	AC	24
		PD	24
	Whipping flames +14 vs. PD —40 fire damage, and 20 ongoing fire damage to a random nearby enemy (including an unconscious one)	MD	21
		HP	166
	<p><i>Melee burn:</i> When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 3d12 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 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):</p> <p>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.</p> <p><u>Nastier Specials</u></p> <p><i>Flight:</i> Fire elementals that can fly are rare. This one can, and it only touches the ground to set something ablaze.</p>		

Epic Water Elemental

Normal 9th level Blocker Elemental	Initiative: +14	AC	24
		PD	22
	Surge +13 vs. AC (up to 2 enemies) —22 damage <i>Miss:</i> The elemental heals 9 hp.	MD	18
		HP	170
	<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 *great wave transformation* checks).

Liquid empowerment: 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 faraway from the body of water the empowerment ends.

Resist weapon damage 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.

Elemental Beast

Making Elemental Beasts

Any creature with the [BEAST] type can become an elemental beast, just follow these guidelines.

The base creature loses whatever resistances and vulnerabilities it had and gains those listed for its elemental affinity. It also gains between one and three elemental abilities for that affinity from the options below.

With just one ability, as well as a new vulnerability and resistance, creatures that become elemental beasts aren't powerful or changed enough to warrant adjusting their level for purposes of creating encounters. However, you may want to up-level beasts with two or three abilities depending on those abilities and your desired level of difficulty, especially if you're creating a battle with several elemental beasts.

For balance, simplicity, pacing, and playability, don't use more than three abilities for an elemental beast.

Powers of Air

All elemental beasts with an affinity for air gain the following three abilities:

- *Flight:* This creature can fly.
- *Resist thunder 16+*
- *Resist lightning 16+*

All air elemental beasts have *vulnerability: force*.

In addition, choose at least one and no more than three additional abilities from the following list.

- *Swirling winds:* When a ranged attack targets this creature, the attacker must roll 2d20 and take the lowest result.
- *Dust devil:* Make the following attack as a standard action.

- **C: Swirling dust devil +5 + level vs. PD (1d3 nearby enemies in a group)**—The target is dazed (save ends)
- *Gust front*: When this creature rolls a natural even hit with an attack, it can pop free from the target of that attack.
- *Static field*: Each enemy engaged with this creature at the start of its turn takes lightning damage equal to this creature's level × 3.
- *Lightning rod*: Any attack against this creature's nearby ally that deals lightning damage instead targets this creature.

Powers of Earth

All elemental beasts with an affinity for earth gain the following three abilities.

- *Roots of earth*: When an effect would move this creature, roll a save. On a success, the creature doesn't move.
- *Resist force 16+*
- *Resist poison 16+*

All earth elemental beasts have *vulnerability: thunder*.

In addition, choose at least one and no more than three additional abilities from the following list.

- *Indomitable*: This creature gains a +2 bonus to MD.
- *Skin of stone*: This creature takes normal damage from critical hits. In addition, once per battle as a free action, it can take only half damage from an attack that hits.
- *Earthsea*: The creature gains the *burrower* trait if it does not already have it.
- *Rockslide*: When this creature moves before making an attack, it deals additional damage equal to twice its level on a hit.
- *Mending earth*: Once per battle as a standard action, this creature can heal 15 hp or 20% of its maximum health, whichever is higher. It can only use this ability while it is in contact with the ground.

Powers of Fire

All elemental beasts with an affinity for fire gain the following abilities.

- *Blazing brighter*: When this creature is targeted by fire or lightning attacks, it gains a cumulative +1 bonus to attack rolls until the end of the battle (max: +4)
- *Resist fire 16+*
- *Resist lightning 16+*

All fire elemental beasts have *vulnerability: cold*.

In addition, choose at least one and no more than three additional abilities from the following list.

- *Ashen earth*: Each enemy engaged with this creature at the start of its turn takes ongoing fire damage equal to this creature's level × 2.
- *Magma skin*: When an enemy hits this creature with a melee attack, it takes damage equal to this creature's level × 3.

- *Burning breath*: This creature can make the following attack as a standard action.
 - **C: Burning breath +5 + level vs. PD (1d3 nearby enemies in a group)—d6 × level fire damage**
- *Obsidian shards*: When this creature is hit with cold damage, it gains temporary hit points equal to its level × 4.
- *Heat exhaustion*: When an enemy engaged with this creature heals using a recovery, it gains only half the normal healing.

Powers of Water

All elemental beasts with an affinity for water gain the following abilities.

- *Fluid motion*: This creature rerolls all natural 2 attack rolls.
- *Resist cold 16+*
- *Resist acid 16+*

All water elemental beasts have *vulnerability: fire*.

In addition, choose at least one and no more than three additional abilities from the following list.

- *Torrent*: When an enemy intercepts this creature, it takes cold damage equal to this creature's level × 3.
- *Flow like water*: This creature can disengage freely without needing to roll a disengage check.
- *Blood streams freely*: While this creature is staggered, its crit range expands by 2.
- *Fish in the sea*: While fighting underwater or in a watery environment (heavy rain, knee-deep swamp), this creature gains a +1 bonus to all defenses and to saving throws.
- *Splashback*: This creature gains a +2 bonus to attack rolls against creatures that attacked it during the last round.

Badger

Normal 1st level Wrecker Beast	Initiative: +5	AC 16
	Tearing chomp +6 vs. AC—4 damage	PD 15
	<i>Miss</i> : 2 damage.	MD 11
	<i>Natural even hit</i> : The badger can make a <i>kicking claw</i> attack against the target as a free action.	HP 34
	Kicking claw +6 vs. AC—3 damage	
	<i>Burrower</i> : The badger can burrow (see page 200 of the core rulebook). It gains a +2 bonus to attack rolls the turn after it emerges from the ground. It can begin a battle underground.	
	<i>Persistent predator</i> : When an enemy disengages from a badger, the badger rolls a save. On a success, the badger can immediately move to engage that enemy as a free action.	

	<p><u>Nastier Specials</u></p> <p><i>Little ball of rage:</i> While the badger is staggered, it deals 2 extra damage, hit or miss.</p> <p><i>Thick hide:</i> The badger ignores the first 4 damage dealt to it each turn.</p>	
--	---	--

Rat Swarm

Normal 1st level Spoiler Beast	Initiative: +4	AC	18
	Bleeding bite +6 vs. AC—5 damage	PD	14
	<i>Natural 16+:</i> The target also takes 5 ongoing damage.	MD	11
	<i>Small and nimble:</i> Rat swarms gain a +5 bonus to disengage checks and take only half damage from opportunity attacks.	HP	24
	<p><u>Nastier Specials</u></p> <p><i>Disease carrier:</i> When an enemy engaged with the rat swarm heals using a recovery, they must reroll the highest die and take the second roll.</p> <p><i>Overwhelming distraction:</i> Enemies engaged with the rat swarm take a -2 penalty to attack any other enemy than the rat swarm.</p>		
	AC 18		
	PD 14	HP	24
	MD 11		

Venomous Snake

Normal 1st level Troop Beast	Initiative: +4	AC	17
	Swift strike +6 vs. AC—3 damage, and 3 ongoing poison damage	PD	15
	<i>Special:</i> The venomous snake gains a +2 bonus to attack rolls with this ability against creatures with a lower initiative.	MD	11
	R: Venom spit +6 vs. AC—3 ongoing poison damage	HP	25
	<i>Natural 16+:</i> The target is dazed (save ends).		
	<i>Erratic movement:</i> Venomous snakes can't be intercepted.		
	<u>Nastier Specials</u>		

	<p><i>Poisonous skin:</i> When an enemy hits the venomous snake with a melee attack, that enemy takes 3 poison damage.</p> <p><i>Shed skin:</i> As a free action during its turn, the venomous snake can take 4 damage to end any ongoing effect on it.</p>	
--	---	--

Great Cat

Normal 3rd level Wrecker Beast	Initiative: +7	AC	18
		PD	18
		MD	14
		HP	48
	<p>Pounce and rend +8 vs. AC—10 damage <i>Special:</i> If the great cat moves before making this attack, it takes a -1 penalty to the attack roll but gains a +4 bonus to the damage.</p> <p>Paw swat +8 vs. AC—8 damage, and the target pops free from the great cat</p> <p><i>Powerful leap:</i> When the escalation die is odd, the great cat can jump across the battlefield as a move action, avoiding obstacles and dangers. It can't be intercepted when leaping.</p> <p><u>Nastier Special</u></p> <p><i>Stunning roar:</i> As a quick action when the escalation die is even, the great cat can make the following attack.</p> <p>C: Unnerving roar +8 vs. MD (1d3 enemies engaged with it)— The target takes a -2 penalty to attack rolls against the great cat until the end of the great cat's next turn.</p>		

Giant Bird of Prey

Normal 4th level Spoiler Beast	Initiative: +7	AC	19
		PD	18
		MD	14
		HP	50
	<p>Beak and claws +9 vs. AC (2 attacks)—7 damage</p> <p>Diving strike +9 vs. AC—20 damage <i>Limited use:</i> The giant bird of prey must move before making this attack.</p> <p>Wing buffet +8 vs. PD—7 damage, and the target pops free from the giant bird <i>Natural even hit:</i> The target is also dazed until the end of its next turn.</p> <p><i>Flight:</i> The giant bird of prey flies fast and strong, but needs a little time to maneuver. It can't be intercepted during its movement except by a truly amazing enemy flyer.</p> <p><u>Nastier Special</u></p>		

Talon grab +9 vs. AC—11 damage, and the giant bird of prey grabs the target unless the target is large or bigger. Until the target escapes, it moves with the bird of prey when it moves. If it breaks free while in the air, it takes 4d6 damage from the fall

Ettercap

Ettercap Acolyte

Normal 1st level Mook Humanoid	Initiative: +2	AC	16
		PD	13
	Sacrificial dagger +6 vs. AC—3 damage	MD	15
		HP	7
<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>			

Ettercap Hunter

Normal 2nd level Blocker Humanoid	Initiative: +6	AC	18
		PD	14
	Poison bite +7 vs. AC—6 damage, and 4 ongoing poison damage	MD	14
	<i>Miss:</i> If the target is dazed, hampered, or stuck, it takes 4 extra damage.	HP	32
<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>			

Ettercap Supplicant

Normal 3rd level Caster Humanoid	Initiative: +6	AC	18
		PD	14
	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
		HP	44
<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>			

	<p>C: The web that burns +8 vs. PD (1d3 nearby enemies in a group)—6 ongoing acid damage <i>Natural even hit:</i> The target is hampered (save ends). <i>Limited use:</i> 1/battle.</p> <p><i>Goopy webs:</i> 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).</p>	
--	---	--

Ettercap Warrior

Normal	Initiative: +9	AC	20
3rd level		PD	15
Blocker	Thrusting spear +9 vs. AC—8 damage	MD	15
Humanoid	<p><i>Natural 16+:</i> The ettercap warrior can make a <i>poison bite</i> attack as a free action.</p> <p><i>Natural even miss:</i> 4 damage.</p> <p>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.</p> <p>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.</p> <p><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).</p>	HP	48

Ettercap Keeper

Normal	Initiative: +7	AC	20
4th level		PD	15
Leader	Staff and fangs +9 vs. AC—10 damage	MD	18
Humanoid	<p><i>Natural even hit or miss:</i> 5 ongoing poison damage.</p> <p>R: Staff of tongues +9 vs. MD (one nearby or faraway enemy)—15 psychic damage, and the target can't cast spells or speak (save ends)</p> <p>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.</p> <p>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.</p>	HP	50

	<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 5 th level Troop Giant	Initiative: +9	AC	21
		PD	18
	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.	MD	14
	<i>[Special trigger]</i> Second swing +10 vs. AC (different target from first big swing) —15 damage	HP	160
	<i>Two-headed save:</i> If an ettin's first save against an effect fails, it can roll a second save.		
	<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.		

Fallen Icon - Nature

Barrier Beast

Huge 11 th level Spoiler Beast	Initiative: +14	AC	26
	Vulnerability: varies (see <i>if it bleeds</i>)	PD	24
	Barrier breaker (1 target, or adjusted targets equal to the escalation die; see <i>melee breaker</i> ability below) +16 vs. AC —125 damage	MD	20
	<i>Natural even hit or miss:</i> One normal structure of house or ship size that the barrier beast is next to is destroyed.	HP	700
	<i>Natural even hit:</i> 20 extra damage and the target stuck and weakened until the start of the barrier beast's next turn, until the beast moves, or until it uses <i>beast surge</i> .		
	<i>Natural 16+:</i> A non-druidic spell cast on the barrier beast ends. If there are none, a non-druidic spell cast on the target ends.		
	<i>Natural 20:</i> All non-druidic spells cast on the barrier beast or the target end.		
	<i>Miss:</i> 50 damage		

Melee breaker: The barrier beast's *barrier breaker* attack can target 1 engaged enemy, or engaged enemies equal to the escalation die; or the attack can target a nearby enemy for a 'cost' of two points on the escalation die. For example, if the escalation die is 6, the attack could target two engaged enemies and two nearby enemies.

Wild Ability: Each barrier beast has one of the following wild abilities.

Amphibious: The barrier beast can swim underwater swiftly and indefinitely.

Burrowing: As amphibious, but instead of travelling underwater the barrier beast can "swim" through the earth.

Flight: The barrier beast can fly very quickly, if not very gracefully.

Mountain Shell: Twice per battle as a standard action, the barrier beast can gain a +4 to all defenses until it makes an attack.

Regrowth: Twice per battle as a standard action, the barrier beast can regain 100 hit points.

Beast surge: Once per round when a barrier beast takes more than 100 damage from an attack, all enemy-caused conditions affecting the barrier beast end. Then the barrier beast rolls a normal save; if the save succeeds, the barrier beast gets an additional free action that depends on its *wild ability* (see below):

If the barrier beast has *amphibious*, *burrowing*, or *flight*, it can choose to swim/burrow/ or fly someplace faraway without taking opportunity attacks as a free action. At the start of its next turn, the barrier beast gains a free move action.

If the barrier beast has *mountain shell*, it uses it as a free action that does not count against its uses of the ability.

If the barrier beast has *regrowth*, it can use that ability as a free action as a free action that does not count against its uses of the ability.

Beast resilience: At-will and basic attacks do not deal miss damage to a barrier beast, and when an attack against AC or PD targets this creature it deals half damage unless the natural attack roll is 16+.

This ability does not work against attacks it is vulnerable to, and ends when the escalation die is 6+.

Shrug: The barrier beast ignores damage that's less than 10.

If it bleeds: Each barrier beast is vulnerable to one damage type (chosen by the GM or determined randomly). When a barrier beast is hit by an attack it is vulnerable to, it cannot use *beast surge* until the end of its next turn.

Big enough: A barrier beast is immune to opportunity attacks from any creature that is not huge size or larger (like a barrier beast). Normal sized enemies can disengage from a barrier beast by rolling 6+ instead of the normal 11+.

Nastier Specials

Wilder beast: The barrier beast has two (or even three!) *wild abilities* instead of one. Choose which additional effect is used each time beast surge is triggered.

Breath weapon: When the escalation die is even the barrier beast can make a *breath weapon* attack as a quick action once per round, or use it as the additional effect when *beast surge* is triggered. Pick or roll a random energy type that is different from the vulnerability of the barrier beast. *Breath weapon* does that type of damage

C: Breath weapon +16 vs. PD (1d4 nearby or faraway enemies in a group)—40 damage
Natural 16+: 20 ongoing damage
Miss: 20 damage

Fallen Icon - Nature

Huge 14th level Spoiler Beast	Huge 14th level spoiler [BEAST]	AC	28
	Initiative: +17	PD	24
		MD	24
	Wrathful Earth + 19 vs. AC (3 attacks)—60 damage	HP	1400
	<i>Natural 16+:</i> The target is stuck and takes 60 ongoing damage (hard save ends both). Until the target saves it remains engaged with the Fallen Icon, though it cannot be otherwise targeted or damaged by the Fallen Icon (which does nothing to prevent the Fallen Icon's allies from piling on!). If the target attacks and hits the Fallen Icon for more than 100 damage, their next save against the <i>wrathful earth</i> effect is an easy one (6+).		
	C: Angry Sky + 19 vs. PD (all nearby flying enemies, and a number of random nearby enemies equal to the escalation die, one attack per target, or all nearby enemies when the escalation die is 6 or higher)—50 lightning damage and target loses the flight ability (save ends)		
	<i>Natural even miss:</i> 30 thunder damage.		
	<i>Natural odd miss:</i> 15 cold damage.		
	<i>Special trigger:</i> Use as a free action once per turn at the start of the Fallen Icon's turn.		
	<i>Ambulatory landscape:</i> When the Fallen Icon uses its first move action each turn, each creature of less than huge size that is		

engaged with or next to it before or after the movement takes 60 damage. In addition, the Fallen Icon is immune to opportunity attacks. Enemies of less than huge size can disengage from it with an easy save (6+).

Wildest shape: At the start of its turn, the Fallen Icon can change its creature type to beast, elemental, or plant. This ends all conditions affecting it.

Natural resistance: The Fallen Icon has *resist poison 16+*. In addition, as a beast it has *resist cold 16+*. As a plant it has *resist lightning 16+*. As an elemental it has *resist fire 16+*.

Earth and sea and sky: The Fallen Icon can sprout wings to clumsily fly, and can swim indefinitely at any depth.

Natural supremacy: The Fallen Icon's existence disrupts arcane magic and divine magic (but not druidic magic): natural odd hits by arcane and divine spells miss the Fallen Icon, while odd misses are rerolled against an enemy engaged with the Fallen Icon. Natural 1s target the caster.

Enemy of civilization: As a move action, the Fallen Icon can destroy one ordinary structure it can reach, such as a house, castle wall, temple, or ship. The structure is automatically rendered useless, and each creature inside or on the structure is subject to a *collapse* attack

Collapse +16 vs. PD (each creature in/on structure)—90 damage and the target is stuck and takes 20 ongoing damage (hard save ends both, 16+)

Those that walk the forest: Whenever the Fallen Icon becomes staggered, suffers more than 120 damage from a single attack, or is critically hit, a mob of Fallen Icon mooks will join the battle nearby the triggering enemy. While these creatures are in play, the Fallen Icon has a bonus to all defenses equal to the number of Fallen Icon mobs in the battle.

Seeds on the wind: If the Fallen Icon is slain, the GM secretly rolls a normal save (11+) at the end of *each session*, including this one. If the save succeeds, the Fallen Icon returns to life near where it fell or in some distant wilderness. If the campaign somehow ends while the Fallen Icon is still dead, it's the GM's call whether the Fallen Icon stays dead or rises after the events of the campaign.

Nastier special

Omnivorous: When a creature engaged with or next to the Fallen Icon dies (including the last mook of a mob), the Fallen Icon consumes it and regains 100 HP.

First PC campaign victory: Remove the Fallen Icon's *natural supremacy* ability.

Second PC campaign victory: *Angry sky* only triggers when the escalation die is even.

Third PC campaign victory: Remove the *seeds on the wind* ability.

Fourth PC campaign victory: Remove the 60 damage dealt by the *ambulatory landscape* ability.

Mook Squads

When *those that walk the forest* is triggered, roll 1d4+2 for the number of mooks in the mob. Then roll a d6 to determine which mooks join the battle; 1-2: fanatical druid circle; 3: frenzied wolf pack; 4: militant ranger squad; 5: opportunistic orc band; 6: treant avenger.

Remember that starting a battle with these mooks in play makes the Fallen Icon tougher thanks to the defense bonus that's part of *those that walk the forest*.

Frenzied Wolf Pack

Normal	Initiative: +14	AC	26
10th level		PD	24
Mook	A hundred fangs +17 vs. AC—14 damage	MD	20
Beast	<i>Natural even hit: 7 extra damage.</i>	HP	55
	<i>Natural even miss: 7 damage.</i>		
	<i>Pack tactics:</i> Enemies take a -5 penalty to disengage checks against the wolf pack.		

Opportunistic Orc Band

Normal	Initiative: +13	AC	25
10th level		PD	23
Mook	From all sides +13 vs. AC—20 damage	MD	19
Humanoid	<i>Natural even hit: 10 extra damage.</i>	HP	70
	<i>Natural even miss: 10 damage.</i>		
	<i>Horde tactics:</i> Enemies take a -5 penalty to disengage checks against the orc band.		

Fanatical Druid Circle

Normal	Initiative: +16	AC	26
11th level		PD	20
Mook	Thorn blades +16 vs. AC—15 damage	MD	24
Humanoid	<i>Natural even hit: 7 extra damage.</i>	HP	70
	<i>Natural even miss: 7 damage.</i>		
	R: Cleansing fire +16 vs. PD—22 fire damage		
	<i>Natural even hit: Also deal 11 ongoing fire damage.</i>		

	Natural even miss: 11 fire damage.	
--	------------------------------------	--

Militant Ranger Squad

Normal	Initiative: +16	AC	26
11 th level		PD	24
Mook	A hundred cuts +14 vs. AC—15 damage	MD	20
Humanoid	Natural even hit: 7 extra damage. Natural even miss: 7 damage.	HP	70
	R: Rain of arrows +18 vs. AC—22 damage Natural even hit: 11 extra damage. Natural even miss: 11 damage.		

Treant Avenger

Normal	Initiative: +15	AC	30
12 th level	Vulnerability: fire	PD	28
Mook		MD	22
Plant	Rending branches +17 vs. AC—40 damage Natural 16+: 40 extra damage.	HP	76
	Hardwood resistance: This creature has <i>resist damage 16+</i> to all damage except fire damage and melee attacks against AC, which damage it normally.		

Fallen Icon - Undead

Jackal Gravewrecker

Normal	Initiative: +4 (+2 when physically carrying a corpse)	AC	17
2 nd level		PD	15
Mook	Claws +6 vs. PD—3 damage, and 3 ongoing poison damage (easy save ends, 6+)	MD	12
Humanoid		HP	9
	[Group ability] Shovel to the face +8 vs. AC—7 damage Natural 18+: With a resounding “WHANG!”, the shovel leaves the target dazed until the end of their next turn.		
	Group ability: For every two jackal gravewreckers in the battle (round up), one of them can use <i>shovel to the face</i> once during the battle.		
	Still a jackal: When a jackal gravewrecker mook rolls a natural 1 with an attack, its cowardly nature takes over and it flees, leaving the rest of its mob to fight on.		

Jackal Bearer

Normal	Initiative: +8 (+6 when physically carrying a corpse)	AC	20
5 th level		PD	18
Mook	Shovel and claws +9 vs. AC—6 damage, and 6 ongoing poison damage (easy save ends, 6+)	MD	15
Humanoid		HP	20

	<p><i>[Group ability]</i> R: Sack full of bonegrit+9 vs. PD (1d3 nearby enemies)—10 damage, and target must roll an extra d20 for its next attack and use the lower roll</p> <p><i>Group ability:</i> For every two jackal gravewreckers in the battle (round up), one of them can use <i>sack full of bonegrit</i> as a free action once during the battle.</p>	
--	---	--

Jackal Scout

Normal	Initiative: +11	AC	20
5th level		PD	18
Archer	Short spear or dagger +10 vs. AC —14 damage	MD	16
Humanoid	<p>R: Shortbow, nasty arrow +10 vs. AC—14 damage</p> <p><i>Natural even hit:</i> The scout can take an additional move action this turn.</p> <p><i>Natural odd hit:</i> Speedy reload. If not engaged, the scout can make a second attack against a different nearby enemy as a free action.</p> <p><i>Rally:</i> As a quick action, the jackal scout attempts to rally its fellows. Roll a normal save. If the save succeeds, add a 5th level jackal bearer mook to the battle somewhere nearby the jackal scout, either as part of an existing mob or as a new one-creature mob if there are no other jackal bearers left in the fight.</p> <p><i>Limited use:</i> 1/battle when the escalation die is even.</p>	HP	76

Jackal Mage

Normal	Initiative: +8	AC	22
6th level		PD	16
Caster	Obsidian scimitar +11 vs. AC —14 damage	MD	20
Humanoid	<p><i>Natural even hit:</i> The mage can make a second attack against the same target as a free action.</p> <p>R: Breath of the dead +11 vs. PD (1 nearby or faraway enemy)—20 negative energy damage</p> <p><i>Natural even miss:</i> Half damage.</p> <p><u>Nastier Special</u></p> <p>C: Those you left behind +11 vs. MD (1 nearby enemy)—28 negative energy damage, and the target is dazed (save ends)</p> <p><i>Limited use:</i> 1/battle, as the jackal mage uses its psychic connection with the Fallen Icon to show an image of the moment of death (always past, not future) of someone the target loved or someone they let down.</p> <p><i>Miss:</i> Half damage.</p>	HP	90

Jackal Priest

Elite 7th level Wrecker Humanoid	Initiative: +11	AC 23 PD 19 MD 21 HP 130
	Obsidian scimitar and terrible claws +12 vs. AC (2 attacks)—18 damage <i>Natural even hit:</i> The target also takes 5 ongoing damage.	
	R: Charnel shadow +12 vs. PD (1 or 2 enemies)—20 negative energy damage <i>Natural 16+:</i> The target takes 10 extra psychic damage.	
	Summon ghouls: The jackal priest starts each battle accompanied by a mob of 1d4 + 1 7 th level summoned ghouls. (The mooks gained via this ability are accounted for in the building battle math by the jackal priest's designation as an elite monster.) At the start of each of the jackal priest's turns, if the jackal priest is not engaged, roll a d6. If you roll less than or equal to the escalation die, use the jackal priest's standard action to add another mob of 1d4 + 1 summoned ghouls to the battle. The newly summoned mooks take their turn after the jackal priest's turn. Stop rolling the d6 after the ability has triggered to summon the second mob of ghouls.	
	Elite: When building battles with this monster, it counts as 1.5 of a monster at 7 th level.	
	<u>Nastier Special</u>	
	Last breath: As the jackal priest drops to 0 hp, she can use <i>summon ghouls</i> as a free action.	

Summoned Ghoul

Normal 7th level Mook Undead	Initiative: +14 (or immediately after summoner if summoned during a battle) Vulnerability: holy	AC 24 PD 20 MD 16 HP 25
	Wicked claws +13 vs. AC (2 attacks)—7 damage, and the target is vulnerable (save ends)	

Jackal High Mage

Normal 9th level Caster Humanoid	Initiative: +13	AC 25 PD 19 MD 23 HP 180
	Obsidian scimitar +14 vs. AC—37 damage <i>Natural even hit:</i> The mage can make a second attack against the same target as a free action.	
	R: Breath of the dead +14 vs. PD (1 or 2 nearby or faraway enemies)—40 negative energy damage <i>Natural even miss:</i> Half damage.	

	<p>C: Death's grasp +15 vs. PD (1 random nearby enemy)—50 negative energy damage, and the target feels death's presence (save ends) <i>Each failed save:</i> The target takes 5 negative energy damage.</p> <p><i>Warding:</i> When an enemy hits the jackal high mage with a melee attack, that enemy takes 15 ongoing negative energy damage.</p>	
--	---	--

Greater Summoned Ghoul

Normal	Initiative: +18 (or immediately after summoner if summoned during a battle)	AC	27
10th level	Vulnerability: holy	PD	23
Mook		MD	19
Undead	Wicked claws +16 vs. AC (2 attacks) —15 damage, and the target is vulnerable (save ends)	HP	50

Jackal High Priest

2×	Initiative: +17	AC	26
10th level		PD	22
Leader	Morningstar of reckoning +15 vs. AC —70 damage	MD	24
Humanoid	<i>Miss:</i> Half damage.	HP	332
	<p>R: Charnel wind +15 vs. PD (1 or 2 nearby or faraway enemies)—88 negative energy damage <i>Natural 16+:</i> The high priest can make a <i>cull the weak</i> attack as a free action.</p> <p><i>[Special trigger]</i> C: Cull the weak +15 vs. MD (1 nearby enemy)—15 psychic damage, and any ghoul or ghastr attacking the target gains a +5 attack bonus until the start of the priest's next turn</p> <p><i>Summon ghouls:</i> The jackal high priest starts each battle accompanied by a mob of 1d6 + 1 10th level greater summoned ghouls mooks. (The mooks gained via this ability are accounted for in the building battle math by the jackal priest's designation as a double-strength monster.) At the start of each of the jackal priest's turns, (whether or not the jackal high priest is engaged!) roll a d6. If you roll less than or equal to the escalation die, use the jackal priest's standard action to add another mob of 1d6 + 1 greater summoned ghouls mooks to the battle. The newly summoned mooks take their turn after the jackal high priest's turn. Stop rolling the d6 after the ability has triggered to summon the second mob of ghouls mooks.</p>		
	<u>Nastier Specials</u>		

	<p><i>Fear aura:</i> While engaged with this creature, if the target has 72 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks.</p> <p><i>Last rites:</i> When a jackal high priest drops to 0 hp, each creature that isn't allied with it must roll a hard save (16+). On a failure, it takes 12 psychic damage.</p> <p>In addition, the high priest can use summon ghouls as a free action.</p>	
--	---	--

Fallen Icon's Maw

Huge	Initiative: +20	AC	28
12th level		PD	25
Wrecker	Tongue strike + 17 vs. AC (1 nearby enemy) —150 damage, and 50 ongoing negative energy damage	MD	25
Undead	<p><i>Natural even hit or miss:</i> Roll a second or third <i>tongue strike</i> against a different enemy.</p> <p>R: Charnel storm +15 vs. MD (up to 3 nearby or faraway enemies in a group)—120 psychic damage, and 30 ongoing negative energy damage (hard save ends)</p> <p><i>Natural even miss:</i> Half damage.</p> <p><i>Crit:</i> The target is vulnerable (save ends).</p> <p>C: Snapping jaws +15 vs. PD (1 nearby enemy)—180 damage, and the target is weakened (hard save end, 16+)</p> <p><i>Miss:</i> Half damage.</p> <p><i>Limited use:</i> 2/battle.</p> <p>Charnel breath +15 vs. PD (each enemy engaged with it)—50 damage</p> <p><i>Quick use:</i> 1/round, as a quick action</p> <p><i>Empowered by death:</i> When the last mook in a mob is slain nearby, or when a creature drops to 0 hit points or dies in some other fashion nearby, the Fallen Icon's Maw heals hit point equal to 10 × the creature (or mob's) level.</p> <p><i>Sweeping shadow:</i> If the Fallen Icon's Maw is slain, the GM secretly rolls a normal save (11+) at the end of <i>each session</i>, including this one. If the save succeeds, the Fallen Icon regains a semblance of life: the Fallen Icon's Shadow, the 13th level creature statted just below, returns to life with attendant high priests and mages. If the campaign somehow ends while the Fallen Icon's Maw and Fallen Icon's Shadow are dead, well, it's not <i>really</i> dead, is it?</p> <p><u>Nastier Special</u></p>	HP	1080

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.

Fallen Icon's Shadow

Large 13th level Troop Undead	Initiative: +22	AC	28
	Great leeching +18 vs. PD —110 negative energy damage, and Fallen Icon's Shadow heals 2d6 × 10 hit points <i>Natural odd roll:</i> Target also takes 50 ongoing negative energy damage. R: Fanged shadows +18 vs. MD (1d4 nearby enemies) —140 psychic damage, and target is dazed (save ends) <i>Natural odd miss:</i> 40 ongoing psychic damage. <i>Empowered by death:</i> When the last mook in a mob is slain nearby, or when a creature drops to 0 hit points or dies in some other fashion nearby, the Fallen Icon's Shadow heals hit point equal to 10 × the creature (or mob's) level. <i>Open maw:</i> When the escalation die reaches 6, the battle ends as a campaign loss for the player characters. The first consequence of the loss is that the Fallen Icon's Shadow disappears and the Fallen Icon's Maw returns to life at some other distant location. Perhaps there is no other terrible consequence. Perhaps that's enough. <u>Nastier Special</u> <i>Fear aura:</i> While engaged with this creature, if the target has 144 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks.	PD	26
		MD	26
		HP	800

First PC campaign victory: The Fallen Icon's Maw's *tongue strike* attack is now limited to a second attack with no chance of a third attack, even if the second attack is a natural even roll.

Second PC campaign victory: Remove the *snapping jaws* attack.

Third PC campaign victory: Remove the *charnel breath* attack.

Fourth PC campaign victory: Remove the *sweeping shadow* ability.

Fallen Icon - Underground

Gray Hoarder

2× 3rd level Wrecker Undead	Initiative: +7	AC	20
	Greedy claws +8 vs. AC (2 attacks) —11 damage	PD	15
		MD	14
		HP	75

	<p>Crit: The target loses the use of a random heroic-tier true magic item that the gray hoarder magically wrests away. The item can only be retrieved as a standard action from the body of the slain gray hoarder.</p> <p>Scent of treasure: The gray hoarder's crit range expands by the number of heroic-tier true magic items that the target is attuned to. (Targets with more of these items are preferred prey.)</p> <p>Mine forever: If the gray hoarder starts its turn next to a fallen enemy, it will spend a quick action to pick up a random magic item or implement belonging to that enemy. The gray hoarder will then attempt to disengage (if necessary) and move as quickly as possible from the battle without taking opportunity attacks. (<i>Mine Forever</i> is also triggered when acquiring an item by scoring a critical hit.)</p> <p><u>Nastier Special</u></p> <p>Necromantic resistance: The gray hoarder has <i>resist negative energy</i> 16+, as well as a +2 bonus to defenses and saves against attacks and effects that specifically target undead.</p>	
--	---	--

Gray Raider

Normal	Initiative: +10	AC	19
5th level		PD	18
Wrecker	Greedy iron claws +8 vs. AC (2 attacks)—9 damage	MD	17
Undead	<p>Crit: The target loses use of a random true magic item as the raider wrests it away. The item can be retrieved as a standard action from the body of the slain gray raider.</p> <p>Scent of treasure: The gray raider's crit range expands by the number of true magic items of champion-tier that the target is carrying.</p>	HP	90

Glittering Bearer

Normal	Initiative: +11	AC	21
6th level		PD	16
Caster	R: Lash the thief +13 vs. MD (one nearby or faraway enemy)—12 psychic damage, plus 6 psychic damage for each true magic item of champion tier that the target is carrying	MD	21
Undead	<p>C: Weight of wealth +13 vs. PD (one nearby enemy wearing magic armor)—The target is stuck and weakened (save ends)</p> <p>R: The Icon's due +13 vs. PD (One nearby enemy wielding a magical weapon, implement, or shield)—The target must choose one: 30 damage and the target teleports to become engaged with a creature nearby the glittering bearer; OR the</p>	HP	70

	<p>target loses a random magical implement, shield, or weapon to the glittering bearer until the bearer is slain</p> <p><i>Limited use:</i> 1/battle</p> <p><i>Limited flight:</i> The glittering bearer normally hovers a foot or two off the ground, and can glide over obstacles.</p> <p><i>Ghostly:</i> This creature has <i>resist damage 16+</i> to all damage except force damage, which damages it normally. A glittering bearer can move through solid objects but it can't end its movement inside them.</p> <p><i>Lost opportunity:</i> This creature can't make opportunity attacks.</p>	
--	--	--

Bronze Errant

3×	Initiative: +8	AC	23
7th level		PD	20
Blocker	Whistling double-headed axe +10 vs. AC (2 attacks)—40 damage	MD	18
Construct		HP	280
	R: Returning axe +10 vs. AC (one nearby or faraway enemy)—40 damage		
	C: Gleaming perfection +10 vs. MD (one nearby or faraway enemy)— The target must use its next move action to move closer to the bronze errant		
	<i>Limited use:</i> When an enemy not engaged with the bronze errant rolls a natural odd attack roll against it, the bronze errant can make a <i>gleaming perfection</i> attack against that enemy as a free action.		
	<i>Armor supremacy:</i> Enemies engaged with the bronze errant and wearing magical heavy armor who roll a natural odd attack are vulnerable until the start of their next turn, as they exaggeratedly act out their armor's quirk.		
	<i>Perfect immunity:</i> Bronze errants are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage one, but that's about it.		

Screaming Hoardling

Normal	Initiative: +10	AC	23
7th level		PD	21
Troop	Magic axe and hammer +12 vs. AC (2 attacks)—13 damage	MD	17
Undead	<i>Natural 1-3:</i> The screaming hoardling drops its weapon and makes a <i>howl of emptiness</i> attack as a free action.	HP	110
	R: Returning axe or hammer +12 vs. AC—13 damage		

	<p><i>Natural 1-3:</i> The <i>screaming hoardling</i> drops its weapon and makes a <i>howl of emptiness</i> attack</p> <p>Special use only:</p> <p>C: Howl of emptiness +12 vs. MD (each nearby enemy)—10 psychic damage <i>Effect:</i> The screaming hoardling is dazed and vulnerable until the start of its next turn as it scrambles for its ‘lost treasure’, the weapon it just dropped.</p> <p><i>Piecemeal armor:</i> When the screaming hoardling survives a critical hit to AC it makes a <i>howl of emptiness</i> attack as a free action, as a piece of its scavenged armor falls away. Knock a point off its AC.</p> <p><u>Nastier Special</u></p> <p><i>Eternal greed:</i> If the screaming hoardling is reduced to zero HP while coping with the effects of its <i>howl of emptiness</i> attack, at the start of the next turn it rises with 36 HP, then spends a quick action (or two) to re-equip lost items. A character can negate this recovery-from-death by returning a lost item to the corpse with a quick action. If a character has for some reason taken the screaming hoardling’s fallen treasure, they will find themselves pursued by an unkillable enemy until they give that item back.</p>	
--	---	--

Bronze Kingsguard

Normal 10th level Blocker Construct	Initiative: +14	AC	26
		PD	23
	Whistling axe +13 vs. AC—55 damage	MD	21
		HP	200
	<p>R: Returning axe +10 vs. AC (one nearby or faraway enemy)—55 damage</p> <p>C: Gleaming perfection +13 vs. MD (one nearby or faraway enemy)—The target must use its next move action to move closer to the bronze errant <i>Limited use:</i> When an enemy not engaged with the bronze kingsguard rolls a natural odd attack roll against it, the bronze kingsguard can make a <i>gleaming perfection</i> attack against that enemy as a free action.</p> <p><i>Armor supremacy:</i> Engaged enemies wearing magical heavy armor who roll an odd attack roll are vulnerable until the start of their next turn, as they exaggeratedly act out their armor’s quirk.</p> <p><i>Perfect immunity:</i> Bronze kingsguards are immune to effects. They can’t be dazed, weakened, confused, made vulnerable,</p>		

	or touched by ongoing damage. You can damage one, but that's about it.	
--	--	--

Loyal Gatherer

Normal	Initiative: +15	AC	25
10th level		PD	24
Mook	Grasping iron claws +15 vs. AC—30 damage	MD	21
Undead	<i>Crit:</i> The target loses use of one random epic tier true magic item. The item can be retrieved as a standard action from a slain loyal gatherer.	HP	45
	<i>Scent of treasure:</i> The loyal gatherer's crit range expands by number of true magic items of epic tier the target is carrying. Targets with more of these items are preferred prey.		

Royal Bearer

Normal	Initiative: +15	AC	25
10th level		PD	19
Caster	R: Lash for thieves +17 vs. MD (one nearby or faraway enemy)—40 psychic damage, plus 8 psychic damage for each true magic item of epic tier the target is carrying	MD	25
Undead	C: Crushing weight of wealth +17 vs. PD (one nearby enemy wearing magic armor)—32 force damage and the target is stuck and weakened until the start of the royal bearer's next turn	HP	160
	R: The Icon's due +17 vs. PD (nearby enemy wielding a magical weapon, implement, or shield)—The target must choose one: 60 damage and the target can be teleported into engagement with one of the royal bearer's allies; OR the target loses a random magical implement, shield, or weapon to the glittering bearer		
	<i>Natural even hit:</i> No choice, the target suffers both effects. <i>Limited use:</i> 2/battle		
	<i>Flight:</i> The glittering bearer normally hovers a foot or two off the ground, though it can achieve impressive elevation and mobility if need be.		
	<i>Lost opportunity:</i> This creature can't make opportunity attacks.		
	<i>Ghostly:</i> This creature has <i>resist damage 16+</i> to all damage except force damage, which damages it normally. A glittering bearer can move through solid objects but it can't end its movement inside them.		

Fallen Icon - Underground

3×	Initiative: +20	AC	30
13th level		PD	27

<p>Spoiler Aberration</p>	<p>Hammer of golden sovereignty +18 vs. AC (up to 3 enemies)—90 damage <i>Natural even hit:</i> The target pops free and takes extra damage equal to the attack roll. <i>First natural even miss each round if targeting one or two enemies:</i> The Fallen Icon makes another <i>hammer of golden sovereignty</i> attack against the enemy it missed.</p> <p>C: Behind the mask +18 vs. MD (one nearby enemy)—160 psychic damage and the target is weakened (save ends) <i>Miss:</i> 80 psychic damage and the target is weakened until the end of its next turn.</p> <p>[Special trigger] C: Golden greed +18 vs. MD (one nearby enemy)—The target is confused (save ends) <i>Limited use:</i> When a nearby enemy uses the magic item power of an epic tier item, the Fallen Icon may make a <i>golden greed</i> attack against 1d4 other nearby enemies as a free action. (It's possible the PCs should have some warning, for example, a magic item might be too-eagerly wheedling to be used. Or maybe you'd rather teach lessons the hard way.)</p> <p><i>The mask slips:</i> When first staggered, the Fallen Icon makes a <i>behind the mask</i> attack against the enemy that caused the triggering damage as a free action.</p> <p><i>The wandering king:</i> The Fallen Icon can deal 4d6 damage to itself and teleport someplace it can see nearby as a move action.</p> <p><i>Sticks and rags:</i> The Fallen Icon has <i>resist damage 16+</i> to attacks not made with epic-tier magical weapons, implements, or bracers. Enemies not wearing epic-tier magical armor are vulnerable to its <i>hammer of golden sovereignty</i> attacks (that's right—eschewing magic items makes it easier to defeat the minions of the Fallen Icon, but harder to beat the Fallen Icon itself).</p> <p><i>Even worse:</i> When the escalation die is even, the Fallen Icon rolls 2d20 instead of 1d20 and uses the higher result whenever it attacks or rolls a save.</p> <p>Fallen icon: The Fallen Icon is no longer an icon, but it still possesses magical bonds with reality that make it difficult to destroy. See the Campaign Impact section immediately following the Fallen Icon's stat block for ways in which significant campaign victories can make the Fallen Icon easier to defeat. (To be clear: if the PCs don't achieve any of these campaign victories, the Fallen Icon will be difficult or perhaps even impossible to destroy.)</p>	<p>MD 27 HP 1200</p>
---	---	--

Compel fealty: An epic-tier dwarf, forgeborn, or human slain by the Fallen Icon will arise at the end of the battle as a bronze kingsguard, loyal gatherer, or royal bearer—whichever seems most appropriate.

Eternal kingdom: If the Fallen Icon King is slain, the GM secretly rolls a normal save (11+) at the end of *each session*, including this one. If the save succeeds, the Fallen Icon returns to life in one of its secret treasure rooms deep in the underworld. If the campaign somehow ends while the Fallen Icon is still dead, it's the GM's call whether the Fallen Icon stays dead or rises after the events of the campaign.

Nastier Specials

Fealty owed: Human, dwarf, and forgeborn characters may not use their racial power until the escalation die reaches 4 or higher, and not when engaged with the Fallen Icon (so standard humans are simply out of luck).

Fealty shown: The first time each round an attack would reduce the Fallen Icon to zero hit points or less, it instead damages the closest nearby loyal gatherer. If these have all been destroyed, the attack damages the closest nearby royal bearer, then finally the closest bronze kingsguard. If these have all been destroyed, the Fallen Icon is reduced to zero hit points—but see *long live the icon* below.

Long Live the Icon: When the Fallen Icon is finally defeated, nothing remains but a featureless gold mask that wants to be picked up. This mask makes a *golden greed* attack against each enemy in the battle as a free action. The save to end the confusion from this attack is a hard save, with confused targets violently fighting over the mask. When no targets are confused, the mask crumbles into dust. (If one PC slays the others while confused, they're probably going to put on the mask.)

First PC campaign victory: Remove the Fallen Icon's *eternal kingdom* ability.

Second PC campaign victory: Remove *even worse*, and ignore any nastier specials even if you are a nasty GM.

Third PC campaign victory: Reduce the Fallen Icon's defenses by 2.

Fourth PC campaign victory: Remove *the wandering king*.

Faun

Ability for all fauns: destiny

Fauns who are likely to end up in a fight choose one of two paths. The paths determine which of their defenses will be higher, and in some cases determine an additional ability or two.

Path of the Sword: More martial-minded, these fauns are usually warriors, thieves, and hunters. They have a higher Physical Defense (PD).

Path of Song: Magically-inclined, these fauns are usually bards, magicians, priests, or druids. They have a higher Mental Defense (MD).

Faun Troubadour

Normal 2nd level Spoiler Humanoid	Initiative +5	AC	16
		PD	15 or 13
		MD	13 or 15
		HP	36
	C: Heckle +7 vs. MD (1d3 nearby enemies in a group)—5 psychic damage <i>Natural 18+:</i> Target is hampered (easy save ends). <i>Limited use:</i> Cannot be used on two consecutive rounds.		
	Bob and weave and headbutt +7 vs. AC—6 damage <i>Miss:</i> The troubadour pops free.		
	<i>Destiny:</i> Choose either <i>Path of the Sword</i> or <i>Path of Song</i> . Path of the Sword: <i>Gang leader</i> —Creatures hit by <i>heckle</i> are vulnerable to attack by the troubadour's allies until the start of the troubadour's next turn. Path of Song: <i>Throw your voice</i> —Targets of <i>heckle</i> may not attack the troubadour until the end of their next turn.		
	<i>Nice one!:</i> If an enemy rolls a natural 1 on an attack against the faun troubadour, use <i>heckle</i> as a free action, but only against the triggering enemy. This does not count as a use of <i>heckle</i> .		
	<u>Nastier Special</u>		
	<i>Full destiny:</i> The troubadour gains the other <i>destiny</i> benefit, and adds 1 to its lower defense.		

Faun Harrier

Normal 4th level Archer Humanoid	Initiative +8	AC	19
		PD	18 or 14
		MD	14 or 18
		HP	48
	Hatchet +9 vs. AC (2 attacks)—6 damage		
	R: Pinning shot +9 vs. AC (one nearby or faraway enemy)—15 damage <i>Natural 18+:</i> The target is stuck (save ends). <i>Natural 2-4:</i> Reroll the attack against a random nearby creature.		
	<i>Destiny:</i> Choose either <i>Path of the Sword</i> or <i>Path of Song</i> . Path of the Sword: <i>Barbed arrowhead</i> — <i>Pinning shot</i> deals 1d6 extra damage on a natural even hit.		

	<p>Path of Song: <i>Entangling arrows</i>—On a natural odd hit with <i>pinning shot</i>, the target is hampered until the end of its next turn. The target or an adjacent creature may spend a standard action to remove this effect.</p> <p><u>Nastier Special</u></p> <p><i>Full destiny</i>: The harrier gains the other <i>destiny</i> benefit, and adds 1 to its lower defense.</p>	
--	---	--

Faun Bandleader

Normal 5 th level Leader Humanoid	<p>Initiative +8</p> <p>R: Horn of power +8 vs. PD (all nearby enemies)—5 thunder damage <i>Natural 18+</i>: One ally engaged with targeted enemy can make an attack as an interrupt action.</p> <p>Baton of office +11 vs. AC—17 damage</p> <p><i>Destiny</i>: Choose either <i>Path of the Sword</i> or <i>Path of Song</i>. Path of the Sword: <i>Allegro</i>—Allies gain a +4 bonus to initiative. Path of Song: <i>Fanfare</i>—If <i>horn of power</i> misses all targets, two nearby allies may roll one saving throw each as a free action.</p> <p><u>Nastier Special</u></p> <p><i>Full destiny</i>: The bandleader gains the other <i>destiny</i> benefit, and adds 1 to its lower defense.</p>	<p>AC 23</p> <p>PD 15 or 19</p> <p>MD 19 or 15</p> <p>HP 52</p>
---	---	---

Faun Keeper

Normal 5 th level Blocker Humanoid	<p>Initiative +6</p> <p>Gnarled staff +10 vs. AC—15 damage <i>Natural even miss</i>: 5 damage.</p> <p>C: Snare +10 vs. PD (one nearby enemy engaged with an ally)—15 damage, and the target pops free from the keeper's ally <i>Natural 16+</i>: The keeper engages the target.</p> <p><i>Destiny</i>: Choose either <i>Path of the Sword</i> or <i>Path of Song</i>. Path of the Sword: <i>Sweep the leg</i>—On a natural odd hit with <i>gnarled staff</i>, the target loses its next move action. Path of Song: <i>Thorny whip</i>—If the natural roll with <i>snare</i> is above the target's Constitution, it deals additional ongoing poison damage equal to twice the escalation die (save ends).</p>	<p>AC 22</p> <p>PD 15 or 18</p> <p>MD 18 or 15</p> <p>HP 70</p>
--	--	---

	<p><u>Nastier Special</u></p> <p><i>Full destiny:</i> The keeper gains the other <i>destiny</i> benefit, and adds 1 to its lower defense.</p>	
--	---	--

Faun Enchanter

Normal 6 th level Spoiler Humanoid	<p>Initiative +8</p> <p>Swift hoof +11 vs. AC—18 damage, and the enchanter pops free from the target</p> <p>R: Whispered sonata +10 vs. MD (1d3 nearby enemies)—11 psychic damage <i>Crit:</i> The target is dazed (save ends).</p> <p><i>Destiny:</i> Choose either <i>Path of the Sword</i> or <i>Path of Song</i>. Path of the Sword: <i>Shin kick</i>—On a natural even hit with <i>swift hoof</i>, the target is hampered until the end of enchanter's next turn. Path of Song: <i>Lullaby</i>—On a critical hit with <i>whispered sonata</i>, the target must begin making last gasp saves instead of being dazed. On the fourth failure, it falls unconscious.</p> <p><u>Nastier Special</u></p> <p><i>Full destiny:</i> The enchanter gains the other <i>destiny benefit</i>, and adds 1 to its lower defense.</p>	<p>AC 21</p> <p>PD 17 or 20</p> <p>MD 20 or 17</p> <p>HP 88</p>
--	---	---

Faun Outlaw

Normal 7 th level Troop Humanoid	<p>Initiative +12</p> <p>Thief's dagger +12 vs. AC—24 damage <i>Natural 18+:</i> The outlaw also steals a random consumable magic item or wealth of equivalent value from the target.</p> <p>Feint & dodge +11 vs. PD—The target is stuck until the end of its next turn <i>Natural 18+:</i> The target instead loses all actions during its next turn and does nothing as it gets tangled up. <i>Limited use:</i> 2/battle, as a move action.</p> <p><i>Destiny:</i> Choose either <i>Path of the Sword</i> or <i>Path of Song</i>. Path of the Sword: <i>Sucker punch</i>—<i>Feint & dodge</i> now deals 7 damage on a miss. Path of Song: <i>Blink</i>—<i>Thief's dagger</i> can be used against a nearby enemy if the outlaw is not engaged. It does not provoke opportunity attacks.</p>	<p>AC 23</p> <p>PD 21 or 18</p> <p>MD 18 or 21</p> <p>HP 92</p>
--	--	---

Nastier Specials

Full destiny: The outlaw gains the other *destiny* benefit, and adds 1 to its lower defense.

Fleet of foot: Faun outlaws that flee from battle are quick and boosted with magic that's all about escape. Pursuers must have some powerful magic or iconic advantage to have a chance of catching them.

Faun Ranger

Normal 7th level Archer Humanoid	Initiative +13	AC	22
	Longsword +12 vs. AC—20 damage <i>Natural even hit or miss:</i> Make a second <i>longsword</i> attack, but ignore this trigger for the second attack. R: Pinning shot +13 vs. AC (two attacks vs. nearby or faraway enemies)—15 damage <i>Natural 18+:</i> The target is stuck (save ends). <i>Destiny:</i> Choose either <i>Path of the Sword</i> or <i>Path of Song</i> . Path of the Sword: <i>Barbed arrowhead—Pinning shot</i> deals 1d12 extra damage on a natural even hit. Path of Song: <i>Entangling arrows</i> —On a natural odd hit with <i>pinning shot</i> , the target is hampered until the end of its next turn. The target or an adjacent creature may spend a standard action to remove this effect. <u>Nastier Special</u> <i>Full destiny:</i> The ranger gains the other <i>destiny</i> benefit, and adds 1 to its lower defense.	PD	21 or 17
		MD	17 or 21
		HP	90

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 they roll a natural 1-5 with an attack against the flower, the attacker takes 2d6 damage and the flower heals that many hit points.

Blood Rose

2× 6th level Wrecker Plant	Initiative: +10	AC	22
	Vulnerability: fire	PD	20
	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.	MD	20
		HP	110

	<p><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.</p> <p><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.</p>	
--	---	--

Death Blossom

2×	Initiative: +10	AC	21
6th level	Vulnerability: holy	PD	19
Caster		MD	17
Undead	<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 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.</p>	HP	100

Lich Flower

2×	Initiative: +10	AC	21
6th level	Vulnerability: holy	PD	17
Blocker		MD	19
Undead	<p>Contact dust +11 vs. PD—14 poison damage <i>Natural 4, 8, 12, 16, or 20:</i> The target is stuck (save ends).</p> <p><i>Strange vapors:</i> While engaged with the lich flower, non-undead and non-plant creatures are dazed (-4 attacks).</p> <p><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.</p>	HP	100

Poison Dandelion

2× 6th level Spoiler Plant	Initiative: +10	AC	24
	Vulnerability: fire	PD	19
	Green spikes +11 vs. AC (2 attacks)—15 damage	MD	19
	<i>Natural odd hit:</i> The target takes 10 ongoing poison damage.	HP	110
<p>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)</p> <p><i>Limited use:</i> The poison dandelion can only use this attack when the escalation die is odd.</p> <p><i>Black-gray resurgence:</i> 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 <i>red-yellow resurrection</i> ability but is otherwise undamaged and whole.</p>			

Fey

The Rascal

Normal 3rd level Mook Humanoid	Initiative +9	AC	18
	Small tool +10 vs. AC—4 damage	PD	14
	<i>Ankle-biters:</i> The rascal's opportunity attacks deal 3 additional damage.	MD	17
	<i>Power of a name:</i> This creature gains different abilities based on which name it has taken.	HP	11
<p><i>Brownie:</i> When the rascal rolls a natural even hit with its small tool attack, one nearby ally can roll a save against an effect that can be ended by a save.</p> <p><i>Boggart:</i> The rascal deals additional damage equal to the escalation die with its <i>small tool</i> attack.</p> <p><i>Gremlin:</i> When the rascal gets a natural even roll with its small tool attack, the target takes a -2 penalty to AC if it's wearing heavy armor (save ends; non-cumulative but it does apply to that attack).</p>			

Sprite

Normal 4th level Caster Humanoid	Initiative +11	AC	21
	Tiny knives +9 vs. AC (2 attacks)—7 damage	PD	15
	R: Whispered song +9 vs. MD (one nearby enemy)—14 psychic damage	MD	17
	<i>Fluttering:</i> The sprite flies, but never too far from the ground.	HP	46

Power of a name: This creature gains different abilities based on which name it has taken.

Pixie: When the sprite scores a critical hit with its *whispered song* attack, instead of taking damage, the target falls unconscious (save ends).

Grig: When the sprite rolls a natural odd hit with its *whispered song* attack, the target loses its next move action as it begins dancing uncontrollably.

Great Hound

Large
5th level
Wrecker
Beast

Initiative +10

AC 18

PD 17

Savage bite +13 vs. AC—40 damage

MD 12

HP 140

Overbear +13 vs. PD—32 damage

Natural 16+: The target is stuck and can't make ranged attacks (save ends).

Power of a name: This creature gains different abilities based on which name it has taken.

Barghest: When the hound scores a critical hit with its *savage bite* attack, it heals 20 hp.

Grim: When the hound hits with its *savage bite* attack, the target is also vulnerable (save ends).

Warg: When the hound rolls a natural even miss with its *savage bite* attack, the target takes half damage and the warg's rider, if any, takes the other half. In addition, a creature riding the hound deals only half damage with natural even misses with melee attacks.

Nastier Special

Dire Feature: Add a dire feature. Roll a d6.

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 hound with a melee attack, deal 10 damage to that attacker.

3: Carnage—The hound's attacks that miss deal 5 damage. When staggered, its missed attacks deal 10 damage.

4: Poison—Savage bite also deals 10 ongoing poison.

5: Dire regeneration—When the escalation die is even, the hound heals 15 hp.

6: Fury—While staggered, the hound gains a +2 attack bonus and deals +4 damage, but at the end of each of its turns it takes 2d6 damage.

Pixie Knight

Normal
6th level

Initiative +15

AC 25

PD 19

Troop Humanoid	Verdant sword +11 vs. AC—18 damage <i>Natural even hit:</i> The target takes 5 ongoing damage.	MD 17
	R: Fairy bow +11 vs. AC—18 damage <i>Fluttering:</i> The pixie knight flies, but never too far from the ground. <i>Dancing mote:</i> The pixie knight can't be intercepted and doesn't provoke opportunity attacks by moving.	HP 64

Spriggan

Normal 6th level Blocker Humanoid	Initiative +10	AC 22
	Scraggly fist +11 vs. AC—15 damage <i>Limited use:</i> Only usable when the spriggan is at its normal size; but still usable if hampered!	PD 20 MD 16 HP 90
	R: Fairy lights +11 vs. MD (1d3 nearby enemies in a group)—20 damage <i>Natural 18+:</i> The target is dazed (save ends). <i>Limited use:</i> Once per battle, with an additional use for each critical hit scored by the spriggan's enemies this battle.	
	Giant-sized slap +11 vs. PD (each enemy engaged with it, OR one enemy engaged with it and one nearby enemy)—17 damage <i>Natural odd hit:</i> The target is thrown somewhere faraway but non-harmful (like over a cliff) and loses its next move action. <i>Natural 1-3:</i> The target can make an opportunity attack against the spriggan. <i>Limited use:</i> Only usable when the spriggan is at its larger size.	
	<i>Hidden guardian:</i> If a spriggan wants to stay hidden in an illusory form instead of joining a battle, roll initiative for the spriggan as normal. When the spriggan “acts,” by doing nothing, have the most perceptive PC roll a DC 25 Wisdom check, adding +1 for each of their allies in the fight. On a success, the spriggan's illusion is pierced and the spriggan can use a single move action during its turn, but nothing else—it burned its standard action trying to stay hidden.	
	<i>Embiggen:</i> When the escalation die reaches 2, the spriggan grows in size as a free action, acquiring its <i>giant-sized slap</i> attack. Note that as a free action, this transformation can take place any time, usually at the start of a round. If the spriggan was using its <i>hidden guardian</i> ability, it's not hidden anymore!	

River-Spirit

2× 7th level Spoiler Humanoid	Initiative +12	AC	23
		PD	19
	Enchanting touch +12 vs. MD —The target is confused (save ends), and two other random nearby enemies take 30 psychic damage.	MD	22
	<i>Miss:</i> 20 psychic damage.	HP	215
	R: Otherworldly aria +12 vs. MD (2d3 nearby or faraway enemies) —30 psychic damage <i>Miss:</i> 10 psychic damage. Fear Aura: While engaged with the river-spirit, enemies with 36 hp or fewer are dazed (-4 to attack) and do not add the escalation die to their attacks. Power of a name: This creature gains different abilities based on which name it has taken. <i>Siren:</i> When the river-spirit scores a critical hit with <i>otherworldly aria</i> , it also stuns the target (save ends). <i>Rusalka:</i> Targets hit by the river-spirit's <i>enchanting touch</i> attack must start rolling last gasp saves instead of being confused. On the fourth failure, they fall into a long sleep that mortals call a coma. <i>Banshee:</i> The river-spirit's <i>otherworldly aria</i> attack becomes haunting wail, deals negative energy damage, and on a natural 18+, the target is weakened (save ends).		

Grandmother

3× 10th level Caster Humanoid	Initiative +15	AC	25
		PD	21
	C: Ancient spell +15 vs. PD (2 attacks against nearby or faraway enemies) —88 special damage (type determined by the grandmother's name)	MD	25
	<i>Natural odd hit:</i> The target becomes vulnerable to the grandmother's type of special damage until the end of the battle.	HP	600
	Power of a name: This creature gains different abilities based on which name it has taken. <i>Fairy godmother:</i> <i>Ancient spell</i> deals force damage, and when the grandmother scores a critical hit with the attack, the target is weakened (save ends) and 1d4 of the grandmother's nearby allies heal 30 hp. <i>Fate:</i> <i>Ancient spell</i> now targets MD and deals psychic damage. In addition, a target hit by <i>ancient spell</i> can't use the escalation die until the end of its next turn. <i>Grandmother-witch:</i> <i>Ancient spell</i> deals negative energy damage, and when grandmother rolls a natural even hit with		

	<p><i>ancient spell</i> against an enemy engaged with her, she can make a <i>pestle</i> melee attack as a free action.</p> <p>Pestle +15 vs. AC—66 damage</p> <p><i>Bad idea:</i> When a creature attacks grandmother, it takes 1d6 × 10 damage of the grandmother's special type on a hit, or 1d3 × 5 damage of that type on a miss.</p> <p><i>Flight:</i> The grandmother flies somehow, either through a magic item or by using spells that have become second nature.</p>	
--	--	--

Fire Giant

Forge Wolf

Large	Initiative: +10	AC	22
6th level	Vulnerability: cold	PD	20
Mook		MD	16
Construct	<p>Red-hot teeth +11 vs. AC—12 damage</p> <p><i>Natural even hit:</i> 12 ongoing fire damage</p> <p><i>Miss:</i> 6 damage</p> <p><i>Implacable:</i> The forge wolf gains +1 to its AC against melee attacks for each other forge wolf engaged with its target (max +4 AC).</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 Special</u></p> <p><i>Furnace-like interior:</i> Whenever the last mook in a mob of forge wolves dies it deals 2d12 fire damage to anybody engaged with it at the time. Creatures that resist fire damage ignore this effect.</p>	HP	50

Fire Giant Holy Warrior

Large	Initiative: +11	AC	24
7th level	Vulnerability: cold	PD	21
Troop		MD	18
Giant	<p>Burning axe +13 vs. AC—40 damage and 20 ongoing fire damage</p> <p>C: Breath of Unyr +11 vs. PD (1d3 nearby enemies in a group or one faraway enemy)—70 fire damage</p> <p><i>Limited use:</i> 1/battle, as a standard action.</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	190

Fire aura: Enemies engaged with a fire giant holy warrior at the end of their turn take fire damage equal to the escalation die value times five (0-5-10-15-25-30) if they have not taken fire damage since the end of their last turn. Enemies who resist fire damage ignore this fire giant's fire aura.

Nastier Special

Unyr's consecration: Once per battle, the fire giant holy warrior gains an additional use of *breath of Unyr* when they become staggered.

Fire Giant Smith

Large 7th level Caster Giant	Initiative: +13	AC	22
	Vulnerability: cold	PD	20
		MD	19
		HP	180
	Burning hammer +11 vs. AC—30 damage, and 10 fire damage <i>Natural 16+ hit against a target wearing metal armor: 20 ongoing fire damage.</i> <i>Crit against a target with metal armor and/or shield:</i> The armor and/or shield is shattered, the target now counts as unarmored with no shield. Magic armors and shields get a save (12 minus the magical AC bonus—so between 11+ for a +1 shield to 7+ for cursed epic +5 armor) to avoid shattering.		
	C: Awaken the primal fire +12 vs. PD (one nearby enemy)—20 ongoing fire damage <i>Aftereffect:</i> Once the target saves against the ongoing fire damage, until the end of the day each time they spend a recovery they also take 2d10 fire damage. <i>Miss:</i> 10 fire damage. <i>Limited use:</i> 1/battle, as a quick action.		
	R: Reforge the firmament +12 vs. PD (1d3 nearby enemies in a group)—20 fire damage, and 15 ongoing fire damage and the target is stuck, save ends both.		
	<i>Heat metal:</i> Enemies who start their turn nearby the fire giant smith take fire damage, unless they resist fire damage. If the enemy is wearing metal armor they take 2d6 fire damage, enemies wielding a metal weapon take 1d6 fire damage, and enemies with an offhand weapon or shield take 1d6 fire damage, and those with coins or clasps of metal take 1d4 fire damage—a maximum of 4d6+1d4 fire damage. Enemies with absolutely no metal items or belongings ignore this ability.		
	<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.		

Fire aura: Enemies engaged with a fire giant smith at the end of their turn take fire damage equal to the escalation die times five (0-5-10-15-25-30) if they have not taken fire damage since the end of their last turn. Enemies who resist fire damage ignore this fire giant's fire aura.

Nastier Special

Holy blaze: Fire attacks that miss the fire giant smith do not damage it and have no effect, and the fire giant instead heals hp equal to twice the attacker's level.

Fire Giant Priest-General

**Elite Large
8th level
Leader
Giant**

Initiative: +14

Vulnerability: cold

**AC 24
PD 21
MD 22
HP 360**

Spear of burning iron +14 vs. AC—80 damage

Miss: 40 damage.

Natural even hit or miss: Up to three nearby enemies take 20 ongoing fire damage.

R: Unyr's divine fist +14 vs. AC (1d4 nearby or faraway enemies in a group)—70 holy damage and 25 ongoing fire damage

Natural even hit: Target is vulnerable to fire damage (save ends).

Miss: 35 holy damage.

Limited use: Standard action when the escalation die is even.

Free the sacred flame: Whenever the fire giant priest-general makes an attack that staggers a target or reduces a target to 0 hp or fewer, each non-mook fire giant in the battle heals 25 hp.

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.

Superior fire aura: Enemies engaged with a fire giant at the end of their turn take fire damage equal to the escalation die value times ten (0-10-20-30-40-50-60) if they have not taken fire damage since the end of their last turn. Enemies who resist fire damage take half damage from this fire giant's fire aura.

Nastier Specials

Greater fist of Unyr: Once per battle, the fire giant priest-general can use *Unyr's divine fist* as a quick action.

Building flame: Whenever the fire giant priest-general makes an attack that staggers a target or reduces a target to 0 hp or fewer, enemies lose their fire resistances until the escalation die next advances.

Incandescent holy blaze: Fire attacks that miss the fire giant do not damage it and have no effect, and the fire giant instead heals hp equal to five times the attacker's level.

Flux Elemental

Flux Elemental

Normal 5 th level Troop Elemental	Initiative: +10	AC	19
	Roll 1d4 when the flux elemental rolls initiative and when it shifts to determine its new form, a benefit, and its current attack	PD	19
		MD	16
		HP	70
	<p>1 Shift to air: When the flux elemental shifts to air, it gains <i>flight</i> until it shifts to a different form (it can land as part of its next move after shifting out of air), and it also gains a +1 attack bonus (cumulative) until the end of the battle!</p> <p>Wind touch +10 vs. PD—14 damage <i>Miss:</i> 4 damage.</p> <p>2 Shift to earth: When the flux elemental shifts to earth, it gains a +1 AC bonus (cumulative) until the end of the battle!</p> <p>Rocky fist +10 vs. AC—18 damage</p> <p>3 Shift to fire: When the flux elemental shifts to fire, it gains a +1d6 damage bonus with all its attacks (cumulative, only applies to hits).</p> <p>Scorching hands +10 vs. PD—10 fire damage, and 5 ongoing fire damage <i>Miss:</i> 5 fire damage.</p> <p>4 Shift to water: When the flux elemental shifts to water, it gains 2d6 additional hit points (cumulative) until the end of the battle!</p> <p>Whoosh and a slam +10 vs. PD—10 damage <i>Natural even hit:</i> If the target is staggered, it is dazed until the end of its next turn.</p> <p>Shift: Unless the escalation die is 6+, roll a d6 at the start of the flux elemental's turn. On a 4+, the flux elemental shifts.</p>		

Power-up: The bonuses from shifts are cumulative, but each category of bonus maxes out at 4 bonuses.

Big Flux Elemental

Normal 7 th level Troop Elemental	Initiative: +12	AC	21
		PD	21
		MD	18
		HP	100
	<p><u>Roll 1d4 when the flux elemental rolls initiative and when it shifts to determine its new form, a benefit, and its current attack</u></p> <p>1 Shift to air: When the big flux elemental shifts to air, it gains <i>flight</i> until it shifts to a different form, and it also gains a +1 attack bonus (cumulative) until the end of the battle!</p> <p>Wind touch +12 vs. PD—20 damage <i>Miss:</i> 7 damage.</p> <p>2 Shift to earth: When the big flux elemental shifts to earth, it gains a +1 AC bonus (cumulative) until the end of the battle!</p> <p>Rocky fist +12 vs. AC—26 damage</p> <p>3 Shift to fire: When the big flux elemental shifts to fire, it gains a +1d8 damage bonus when it hits with an attack (cumulative) until the end of the battle!</p> <p>Scorching hands +12 vs. PD—15 fire damage, and 10 ongoing fire damage <i>Miss:</i> 8 fire damage.</p> <p>4 Shift to water: When the big flux elemental shifts to water, it gains 2d10 additional hit points (cumulative) until the end of the battle!</p> <p>Whoosh and a slam +12 vs. PD—15 damage <i>Natural even hit:</i> If the target is staggered, it is dazed until the end of its next turn.</p> <p><i>Shift:</i> Unless the escalation die is 6+, roll a d6 at the start of the flux elemental's turn. On a 4+, the flux elemental shifts.</p> <p><i>Power-up:</i> The bonuses from shifts are cumulative, but each category of bonus maxes out at 4 bonuses.</p>		

Greater Flux Elemental

Normal 9 th level Troop Elemental	Initiative: +15	AC	23
		PD	23
		MD	20
		HP	165

Roll 1d4 when the flux elemental rolls initiative and when it shifts to determine its new form, a benefit, and its current attack

1 Shift to air: When the greater flux elemental shifts to air, it gains *flight* until it shifts to a different form, and it also gains a +1 attack bonus (cumulative) until the end of the battle!

Wind touch +14 vs. PD—35 damage
Miss: 15 damage.

2 Shift to earth: When the greater flux elemental shifts to earth, it gains a +1 AC bonus (cumulative) until the end of the battle!

Rocky fist +14 vs. AC—44 damage

3 Shift to fire: When the greater flux elemental shifts to fire, it gains a +1d12 damage bonus when it hits with an attack (cumulative) until the end of the battle!

Scorching hands +14 vs. PD—25 fire damage, and 15 ongoing fire damage
Miss: 10 fire damage.

4 Shift to water: When the greater flux elemental shifts to water, it gains 6d6 additional hit points (cumulative) until the end of the battle!

Whoosh and a slam +14 vs. PD—30 damage
Natural even hit: If the target is staggered, it is dazed until the end of its next turn.

Shift: Unless the escalation die is 6+, roll a d6 at the start of the flux elemental's turn. On a 4+, the flux elemental shifts.

Power-up: The bonuses from shifts are cumulative, but each category of bonus maxes out at 4 bonuses.

Epic Flux Elemental

**Normal
11th level
Troop
Elemental**

Initiative: +17

Roll 1d4 when the flux elemental rolls initiative and when it shifts to determine its new form, a benefit, and its current attack

1 Shift to air: When the epic flux elemental shifts to air, it gains *flight* until it shifts to a different form, and it also gains a +1 attack bonus (cumulative) until the end of the battle!

Wind touch +14 vs. PD—55 damage

**AC 25
PD 25
MD 22
HP 260**

Miss: 15 damage.

2 Shift to earth: When the epic flux elemental shifts to earth, it gains a +1 AC bonus (cumulative) until the end of the battle!

Rocky fist +14 vs. AC—64 damage

3 Shift to fire: When the epic flux elemental shifts to fire, it gains a +1d12 damage bonus when it hits with an attack (cumulative) until the end of the battle!

Scorching hands +14 vs. PD—35 fire damage, and 20 ongoing fire damage

Miss: 15 fire damage.

4 Shift to water: When the epic flux elemental shifts to water, it gains 6d10 additional hit points (cumulative) until the end of the battle!

Whoosh and a slam +14 vs. PD—40 damage

Natural even hit: If the target is staggered, it is dazed until the end of its next turn.

Shift: Unless the escalation die is 6+, roll a d6 at the start of the flux elemental's turn. On a 4+, the flux elemental shifts.

Power-up: The bonuses from shifts are cumulative, but each category of bonus maxes out at 4 bonuses.

The Fomori

Unclean-One Abilities

Add one or two of the following abilities to humanoids to create cultists who worship the true-fomori (or to beasts to create corrupted animals).

1. *Ugly physique:* The cultist is repulsive almost beyond comprehension, but its twisted form grants it the ability to withstand blows. It gains +2 to AC and +1 to PD.
2. *Uncanny speed:* The unclean-one gains a +1d10 bonus to its initiative. It has a +2 attack bonus against enemies that started the battle with lower initiative scores.
3. *Unearthly beauty:* The cultist has a perfect and unaging physical body, a counterpoint to its increasingly corrupted soul. It gains +2 to PD and MD.
4. *Unhealthy vigor:* When a melee attack hits the unclean-one, sores and pustules on its body burst, and the attacker takes 5 acid damage (champion: 10 damage; epic 15 damage).
5. *Unhinged joints:* The unclean-one cultist can move in strange ways, crawling up walls like a giant bug, skittering along the ground, and so forth. It gains a +2 bonus to disengage checks.
6. *Unholy regeneration:* When the escalation die is odd, the unclean-one heals hit points equal to its level times the escalation die value at the start of its turn.

7. *Unnatural strength*: Once per battle, when the unclean-one misses with an attack (but not when it fumbles), it can change it to a hit and increase the damage by 2 for every point in the difference between the missed result and what it needed to hit as a free action. When it does, it takes 1d6 damage for every 2 extra damage it deals this way. (It must deal the extra damage if it changes a miss into a hit.)
8. *Unreal scent*: Humanoid enemies that move into engagement with the unclean-one must immediately roll a save or take 5 poison damage (champion: 10 damage, epic 15: damage). Non-humanoid enemies (including druids in beast form, those who have taken undead form with the aid of necromantic spells, construct races, ooze races, etc.) might be more susceptible (hard save, 16+), or less susceptible (easy save, 6+), GM's call.

All unclean-ones get the following ability

Unreasonable master: The true-fomori can reach into the unclean-one's mind to give them visions and look through their memories. In this way the fomori keeps an eye on its far-flung cults, and gives guidance to its heralds, even speaking directly through them if it desires. Oh, and those visions can be instructive religious apparitions, pleasing dreams sent as rewards, or terrifying and painful hallucinations sent as punishment (or because the fomori felt like inflicting suffering).

Fomorian Mutation Nastier Specials

Roll on the table below if you wish. You can also give fomorians some unclean-one abilities (though never unearthly beauty).

1. *Extra arm*: When the escalation die is odd, the fomorian can make one extra melee attack per round as a quick action.
2. *Extra eyes*: The fomorian has a cluster of small eyes in the back of its head, a huge eye on a shoulder, a slug-like eye stalk, etc. The fomorian can't be surprised or ambushed, and it has *true sight* (spells like *blur*, *invisibility*, etc. don't work on it).
3. *Fair is foul*: Once per turn as a free action, the fomorian can make the following attack:

C: Evil eye +11 vs. PD (one nearby or faraway enemy, but not one that has been targeted by this attack since the start of the last round)—10 ongoing damage, and the target's skin and bones painfully twist to make them hideous to behold. At the start of each day, provided they receive some form of magical healing, the twisted victim rolls a save with a bonus equal to their Charisma or Constitution modifier (whichever is lower) to recover their original appearance.

Limited use: Once one target has been hit by this attack, no further *evil eye* attacks can be made by any fomorian this battle.
4. *Thick skin*: +1 AC and +2 PD.

Fomorian Brute

Large 5th level Mook Giant	Initiative: +8	AC	21
		PD	19
	Crude club +10 vs. AC—18 damage	MD	12
	<i>Dog pile</i> : If there are at least three other fomorians engaged with the target, the fomorian brute can make the following attack:	HP	36

	<p>Bite +11 vs. AC (2 attacks)—12 damage</p> <p><i>Double-strength mook:</i> The fomorian brute mook counts as two 5th level mooks when you are building battles.</p>	
--	---	--

Fomorian Bully

Large 6th level Troop Giant	<p>Initiative: +9</p> <p>Big club +11 vs. AC—40 damage</p> <p><i>Resist mental attacks 16+:</i> When an attack against MD targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Too stupid to notice:</i> When the fomorian is moving, it only takes half damage from attacks—it isn't really tougher, it just doesn't notice some wounds.</p>	<p>AC 23</p> <p>PD 21</p> <p>MD 13</p> <p>HP 180</p>
---	--	--

Fomorian Top-Cannibal

Large 7th level Wrecker Giant	<p>Initiative: +8</p> <p>Big spiked club +12 vs. AC (2 attacks)—30 damage</p> <p><i>Both attacks are natural even rolls, hit or miss:</i> The fomorian can make a third attack as a free action.</p> <p><i>Eat the dead:</i> Twice per battle, if the fomorian is next to a dead body, as a move action it can eat part of the corpse, healing 1d6 × 10 hp.</p> <p><u>Nastier Special</u></p> <p><i>Strength from the dead:</i> When the fomorian top-cannibal heals from eating a corpse, it gains a bonus to damage with its next attack, hit or miss, equal to the hit points it healed.</p>	<p>AC 24</p> <p>PD 22</p> <p>MD 14</p> <p>HP 220</p>
---	--	--

True-Fomori Houses Nastier Specials

Each of the greater fomori had many offspring, the true-fomori. While true-fomori are each unique you can usually tell which calde a true-fomori originated in.

Use the following nastier special groups when you want to summon on the offspring of a specific greater fomori. You can also add in some fomorian mutations and unclean-one abilities if you like.

House of Songs

These fomori sing songs that drive listeners to insanity.

Song of the House: When the escalation die is odd, the enemy with the highest MD must roll a save at the start of the round. If it fails, it's confused until the end of its next turn. When the escalation die is even, the same effect applies to the enemy with the lowest MD. The fomori chooses if enemies are tied for highest or lowest MD.

Ear-bleed: The ears of all non-fomori creatures in the battle begin to bleed, and continue to do so until the end of the day. Until the next full heal-up, those creatures take a -4 penalty to skill checks involving social situations or detecting sounds.

Discordancy: The first time each battle the true fomori is staggered, each of its enemies in the battle is hampered until the end of its next turn.

House of Eyes

These fomori usually have lots of eyes, or a single prominent eye, and fly by hovering.

Hovering flight: This creature flies, its host's unwashed and diseased feet hovering inches above the ground.

Eye beam: Once per turn as a quick action, the fomori can fire a powerful ray from one or more of its eyes.

R: Eye beam +5 +fomori's level vs. PD—7 ongoing force damage (champion: 14 damage; epic: 21 damage)

Natural 16+: The target pops free from enemies it's engaged with and can't engage any enemies until it saves against the ongoing force damage.

Eye theft: When a creature is staggered, it begins to feel as if its eyes are being pulled out by an invisible force. It takes a -1 penalty to hit and damage. Enemies that die in the presence of this fomori do indeed have their eyes sucked out as the fomori absorbs the eyeballs.

House of Nightmares

These fomori shift their forms instinctually, constantly devolving into ever-more horrible creatures.

Shifting from Nightmares: When the true-fomori is hit by an attack that targets PD or MD, until the start of its next turn, the values of its PD and MD switch and it gains a bonus to AC equal to the escalation die.

Nightmares: After a battle with the fomori, the character with the lowest MD (randomly choose on a tie) has a nightmare during the following night, with a 50% chance that the nightmare somehow comes true the next day.

Skin theft: You know that trick with the tablecloth? When the true-fomori scores a critical hit, it does that to some of its target's skin, and the target is stunned (save ends). Replacing the skin might take more than normal healing, too, and it might take a while to look right on a creature again.

House of Spiders

These true-fomori tend to have lots of legs and can control spiders, scorpions, ticks, and other arachnids.

Scuttle: The true-fomori can climb like a spider and squeeze its body down to scuttle swiftly under low openings.

Bite: Once per turn as a quick action, the true-fomori can make the following attack to inject acid into its victim and drink its innards.

Draining bite +5 + fomori's level vs. AC—7 acid damage (champion: 14 damage; epic: 21 damage)

Natural 16+: The target heals using a recovery, but the true-fomori gains the hit points.

Sun-eating: A creature staggered by this fomori can no longer see the sun the following day and must rely on lantern light or magical illumination. There is a 50% chance each day thereafter that the adventurer recovers and can once again see sunlight and feels its warmth. While a creature is unable to see or feel the healing sun, whenever it rolls recovery dice, it must reroll any die that has the maximum result (for example, a 10 on a d10).

House of Colors

These true-fomori have plumage or fur in unnatural madness-causing colors.

Color out of time: An enemy making a ranged attack against the true-fomori takes a penalty to the attack equal to the escalation die and can't use the escalation die for that attack.

Color drain: When the true-fomori drops a creature to 0 hp or lower, that creature is drained of all color and can no longer perceive color. While under this effect, the creature takes a -4 penalty to social skill checks and a -1 penalty to saves. Restoring color to the creature requires a quest involving walking a sacred labyrinth.

Fomori Tyrant

Normal 10th level Spoiler Aberration	Initiative: +8	AC	26
	Vulnerability: holy	PD	24
		MD	20
		HP	220
	Crushing embrace + 15 vs. AC—40 damage , and the target is stuck (save ends) if the tyrant isn't already embracing an enemy <i>[Special trigger] C: Skin-twisting breath +15 vs. PD—65 poison damage</i> <i>Limited use:</i> Only against a target that is stuck from its <i>crushing embrace</i> attack. C: "I command you to eat your own flesh" +15 vs. MD (1d3 nearby or far-away enemies)—15 psychic damage , and 10 ongoing psychic damage and the target is hampered (save ends both) <i>Crit:</i> The target is helpless instead of hampered.		

Chaos aura: At the start of each round roll a d6 and compare it to the escalation die. Whichever result is highest determines the true-fomori's effect on local reality for that round. (If there are multiple true-fomori in the battle, only roll for one per round.)

1: Bleeding steel—Inanimate objects scream and bleed.

2-3: Creeping insanity—Each non-fomori creature takes a -2 penalty to MD.

4-5: Abandoned and friendless—The adventurers can't aid each other, communicate with each other, or otherwise count each other as allies.

6: Doom—The fomori and its allies use the escalation die and the adventurers do not.

Fear aura: Enemies engaged with the true-fomori who have 72 hp or fewer are dazed (-4 to attack) and cannot use the escalation die.

Power from worship: At the start of its turn, the fomori tyrant heals 5 hp for each fomorian that can see or hear it, and also heals 5 hp if at least one unclean-one can see or hear it. This effect affects the fomori even if it's dead, healing it from 0 hp.

Fomori Torturer

Normal 12th level Spoiler Aberration	Initiative: +8	AC	28
	Vulnerability: holy	PD	26
		MD	22
		HP	360
	Irradiant touch +17 vs. AC —40 damage, 30 ongoing poison damage, and the target's teeth and hair start to fall out Crit: The target is weakened (save ends). C: "Kill your friends" +17 vs. MD (one nearby or faraway enemy) —45 psychic damage, 35 ongoing psychic damage and the target is confused (save ends both) Miss: 45 psychic damage. <i>Chaos aura:</i> At the start of each round roll a d6 and compare it to the escalation die. Whichever result is highest determines the true-fomori's effect on local reality for that round. (If there are multiple true-fomori in the battle, only roll for one per round.) 1: Crawling shadows —Wherever the fomori's shadow falls, small objects turn into insects.		

2-3: Deeper insanity—When an enemy target’s the fomori’s MD and gets a natural odd attack roll, the attack rebounds and that enemy must reroll the attack against itself.

4-5: Sudden reversals—This round the escalation die value is a negative, subtracting from the adventurers’ attack rolls.

6: Doom—The fomori and its allies use the escalation die and the adventurers do not.

Fear aura: Enemies engaged with the true-fomori who have 120 hp or fewer are dazed (-4 to attack) and cannot use the escalation die.

Power from worship: At the start of its turn, the fomori torturer heals 5 hp for each fomorian that can see or hear it, and also heals 5 hp if at least one unclean-one can see or hear it. This effect affects the fomori even if it’s dead, healing it from 0 hp.

Frogfolk
Special Abilities for All Frogspawn

You should certainly use one ability per frogspawn, occasionally two. For frogspawn monks, treat the abilities as usable once per battle.

Disgusting tongue: The frogspawn deals poison damage equal to its level to any character that pops free of it or successfully disengages from it. (Teleporting away is probably tongue-free unless the GM is hopping mad.)

Dunk and cover: If the battle is taking place in a swamp, lake, or river, whenever the frogspawn misses with a natural even attack roll, it can duck out of sight. Remove the frogspawn from the table until the start of its next turn. At the start of its next turn, place it anywhere nearby its previous location, but not engaged with an enemy.

Erratic leap (move action): If the frogspawn is unengaged at the start of its turn, choose a random nearby enemy the frogspawn can see. The frogspawn leaps into engagement with that enemy and its crit range with melee attacks expands by 3 until the end of the turn.

Paranoid destroyer: This frogspawn can’t be surprised. If there’s a surprise round, it gets to act. If there isn’t a surprise round at the start of combat, the frogspawn gets a surprise round if its natural initiative roll is 16+. On the down side, subtract 2 from this frogspawn’s MD, because it’s always sure it’s going to die. (Gamemaster: Don’t give this ability to all the frogspawn in a battle. Just one or two.)

Frogspawn Grunt

Normal	Initiative: +6	AC	16
2nd level		PD	15
Mook	Frogspear +6 vs. AC—6 damage	MD	11
Humanoid	<u>Nastier Special</u>	HP	7

	<i>Poisoned spears:</i> When using a <i>frogspear</i> , a natural attack roll of 16+ inflicts 3 ongoing poison damage.	
--	--	--

Frogspawn Monk

Normal	Initiative: +8	AC	18
3rd level		PD	18
Spoiler	Flailing frog fists +8 vs. AC—8 damage, or 12 damage if this is the first time the frogspawn monk has attacked the target this battle	MD	14
Humanoid		HP	45
	<i>Poison burst:</i> When a frogspawn monk is slain, it may make a <i>poison burst</i> attack as an interrupt action.		
	<i>[Special trigger] C: Poison Burst +8 vs. PD (all enemies engaged with the monk)—5 ongoing poison damage</i>		

Frogspawn Spellcroaker

Normal	Initiative: +8	AC	18
4th level		PD	19
Leader	Frogspear +9 vs. AC—13 damage	MD	17
Humanoid		HP	50
	R: Curseblast +9 vs. MD (one nearby or faraway enemy)—13 damage, and if a target is staggered by this attack, the spellcroaker may make another <i>curseblast</i> attack immediately against a different target		
	C: Eruption of Frogs +9 vs. PD (all engaged enemies)—15 ongoing poison damage, and the target pops free of the spellcroaker		
	<i>Limited use:</i> 1/battle		
	<i>Croaking chorus:</i> At the start of each round, all spellcroakers in a battle start to croak together in chorus. This imposes a special bonus or penalty depending on the croak generated by the chorus that round (roll 1d6).		
	<i>1-2: Croak of Dismay:</i> If the number of spellcroakers is equal to or greater than the value of the escalation die, then the player characters do not get the benefit of the escalation die, but all frogs and frogfolk may add the value of the escalation die to their attack rolls instead.		
	<i>3-4: Croak of Victory:</i> All attacks by frogfolk gain a bonus to damage equal to the number of croakers.		
	<i>5-6: Croak of Choking:</i> Over the course of the round, you may force the player characters to reroll a number of d20 rolls (attack rolls, saving throws, skill checks, death saves) equal to the number of croakers.		
	When a spellcroaker drops to 0 hit points, roll a d20—on a 11+, the remaining spellcroakers maintain the <i>croaking chorus</i> for		

the rest of the round. Otherwise, the chorus effect is cancelled for the rest of that round.

Nastier Specials

Croakmaster: This spellcroaker counts as two spellcroakers for the purposes of the *croaking chorus*.

Frog Curse: If a spellcroaker rolls a natural 18+ when using a curse, the target is transformed into a steadily shrinking frog-like humanoid and is hampered and weakened (save ends all effects). If the curse somehow ran its full course, the target would no doubt shrink down into a frog, but PCs are made of strong stuff and should be able to evade a fate that might affect common folk.

Frog Knight

Normal
5th level
Blocker
Humanoid

Initiative: +8

Knobbly club +10 vs. AC—18 damage

Lance +10 vs. AC—25 damage, and 5 ongoing damage (save ends)
Limited use: 1/battle

Leap to the defense: Once per round, if a frog knight is unengaged, and an ally is targeted by an attack against AC anywhere on the battlefield, the frog knight may immediately leap to its ally's side and give that ally a +2 bonus to AC for the rest of the round as an interrupt action.

Nastier Specials

Heavy armor: Once per battle, when struck by an attack that targets AC, take half damage from that attack instead.

Poisoned spikes: On a natural 16+, a hit from a frog knight's club inflicts 5 ongoing poison damage (save ends).

AC 22
PD 20
MD 14
HP 100

Frogspawn Deceiver

Normal
5th level
Spoiler
Humanoid

Initiative: +8

Hidden knife +8 vs. AC (or +12 vs AC if the frogfolk has a higher initiative)—20 damage

R: Poison darts +10 vs. AC—18 poison damage

Poison touch: This monster can coat items with poison. Once per battle on a hit their attack does an extra ongoing 10 poison damage (hard save ends). Outside battle they can coat objects

AC 21
PD 19
MD 16
HP 72

	<p>with a skin-contact poison—10 poison damage and 10 ongoing poison damage (save ends, or hard save if the target ingests the poison).</p> <p><i>Disguise:</i> Frogspawn deceivers are experts at disguising themselves as other less froggy races, it requires a DC 25 skill check to see the truth beneath their veils or deep cloaks and lifelike masks. Once they attack what they are becomes obvious.</p> <p><i>Jump:</i> These froggy assassins can jump huge distances. When the escalation die is even frogspawn deceivers can jump as a quick action, leaping over enemies and past obstacles in a way that can't be intercepted and that doesn't provoke attacks.</p> <p><u>Nastier Special</u></p> <p><i>Slippery customer:</i> Frogspawn deceivers do not take miss damage.</p>	
--	---	--

Mutant Bullfrog

Large 5th level Wrecker Beast	Initiative: +8	AC	18
		PD	20
	Gore +10 vs. AC—20 damage	MD	14
	<i>Natural even hit:</i> The bullfrog may also make a <i>bite</i> attack as a free action	HP	200
	<p>C: Tongue grab +10 vs. PD (one nearby target)—15 damage, and the target pops free of whoever it is engaged with now and moves to be engaged with the bullfrog</p> <p><i>Natural even hit:</i> The bullfrog may also make a <i>bite</i> attack as a free action.</p>		
	<p><i>[Special trigger]</i> Bite +10 vs. AC—20 damage</p> <p><i>Natural 16+:</i> If smaller than the mutant bullfrog, the target is partially-swallowed, and takes 10 ongoing damage (disengaging or popping free ends).</p>		
	<p><i>Roar of pain:</i> The bullfrog bellows as a free action when first staggered or when the escalation die becomes even...</p>		
	<p><i>[Special trigger]</i> C: Bellow +10 vs. PD (1d3 nearby enemies)—20 thunder damage</p>		
	<u>Nastier Special</u>		
	<p><i>Frenzy:</i> The bullfrog may add the escalation die to its attack rolls when staggered.</p>		

Frogspawn Champion

Normal 6th level Troop Humanoid	Initiative: +9	AC	22
		PD	20
	Feathered frogspear +11 vs. AC—22 damage	MD	16
		HP	90
	C: Whirling chains +11 vs. AC (one nearby enemy, or one faraway enemy at +5 vs AC)—18 damage and the target is stuck (save ends, as does the frogspawn making a <i>whirling chains</i> attack again) <i>Great leap:</i> The frogspawn champion can use its whole turn to leap high into the sky, taking it out of combat (or at least making it really hard to hit, your call). The following turn the great-one lands on top of or next to an enemy and makes the following attack: Death from above +14 vs. AC—30 damage <i>Miss:</i> 10 damage. <i>Long sticky tongue:</i> Nearby enemies who roll a natural 1 save or attack roll get an item of theirs stolen by the frogspawn champion—probably their weapon. <u>Nastier Special</u> <i>Longer stickier tongue:</i> Enemies now get their items taken away on a natural 1, 2, or 3.		

Frogspawn Thug

2× 6th level Mook Humanoid	Initiative: +9	AC	21
		PD	19
	Barbed spear +12 vs. AC—20 damage	MD	16
	<i>Natural 16+:</i> 5 ongoing poison damage.	HP	50
	<i>Double-strength mook:</i> This monster counts as two mooks when building battles.		

Frogspawn Old-One

Elite 7th level Leader Humanoid	Initiative: +10	AC	23
		PD	21
	Pulsing batrachite scepter +12 vs. PD (each engaged enemy)—30 force damage	MD	24
		HP	160
	C: Mental whip +12 vs. MD (one or two nearby creatures)—30 psychic damage <i>Hit against a frogspawn ally:</i> If it wasn't killed by the attack, the ally heals 60 hit points and immediately moves as a free action. <i>Miss against an enemy:</i> 15 ongoing psychic damage.		

C: Mindblast +12 vs. MD (one or two nearby or faraway enemies in a group)—35 psychic damage

Natural odd hit when the escalation die is odd: The target's next move action is controlled by the old one.

Natural even hit when the escalation die is even: The next time the target attacks, if it includes the old one in the attack the old one may make a free *mindblast* attack against the target.

Levitating throne: The old-one is much too ponderous to move on its own, but can levitate its throne slowly about. Allies of the old-one that are next to it can cling to the throne for a free ride. Engaged enemies that could make an opportunity attack against the frogspawn old one when it moves can instead roll a save (11+) to cling on as well.

Nastier Special

Hallucinogenic sweat: Enemies who miss with a melee attack must save (11+) or become confused until the end of their next turn. The save is easy (6+) for characters who missed with a longish weapon like a staff or spear, hard (16+) for those who missed with an unarmed attack.

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

Fomorian Brute

Large 5th level Mook Giant	Initiative: +8	AC	21
		PD	19
	Crude club +10 vs. AC—18 damage	MD	12
	<i>Dog pile:</i> If there are at least three other fomorians engaged with the target, the fomorian brute can make the following attack:	HP	36
	Bite +11 vs. AC (2 attacks)—12 damage		

Double-strength mook: The fomorian brute mook counts as two 5th level mooks when you are building battles.

Fomorian Bully

Large 6th level Troop Giant	Initiative: +9	AC	23
		PD	21
	Big club +11 vs. AC—40 damage	MD	13
		HP	180
	<i>Resist mental attacks 16+:</i> When an attack against MD targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.		
	<i>Too stupid to notice:</i> When the fomorian is moving, it only takes half damage from attacks—it isn't really tougher, it just doesn't notice some wounds.		

Fungaloid Creeper

Normal 1st level Troop Plant	Initiative: +3	AC	16
		PD	15
	Probing tendrils +6 vs. AC (1d3 attacks)—2 damage	MD	10
		HP	30
	<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
	C: Stinging tendrils +6 vs. PD (one nearby enemy)—4 poison damage, and the target is weakened until the end of its next turn	MD	13
		HP	7
	<i>Puffball exploder:</i> 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		

	<p>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.</p> <p>Spores: A creature choking from <i>puffball exploder</i> 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 <i>puffball exploder</i> again.</p> <p>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 faraway from the ground to use its tendrils can easily be blown about from strong winds or similar magical effects.</p>	
--	---	--

Sporrior

Normal	Initiative: +10	AC	18
2nd level		PD	16
Wrecker	Chitinous bite +7 vs. AC—5 damage	MD	12
Plant	<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 faraway 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	Initiative: +5	AC	19
3rd level		PD	17
Troop	Pitchfork +8 vs. AC—10 damage	MD	13
Plant	<i>Natural 16+:</i> The drudge can make a <i>fungus attack</i> this turn as a quick action.	HP	32
	Fungal attack—Make ONE fungal attack		

Braincap

2×	Initiative: +5	AC	19
3rd level		PD	13
Wrecker	Programmed brain: During its turn when one or more nearby enemies are staggered, the braincap uses <i>focused brain blast</i> .	MD	17
Plant		HP	90

	<p>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.</p> <p>R: Focused brain blast +8 vs. PD (1 nearby or faraway staggered enemy)—21 force damage <i>Miss</i>: 5 psychic damage.</p> <p>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).</p> <p>C: Psionic filaments +8 vs. MD (1d3 nearby enemies)—15 psychic damage</p> <p><i>Lost opportunity</i>: This creature can't make opportunity attacks.</p>	
--	--	--

Elder Spore

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

Fungaloid Empress

Huge	Initiative: +15	AC	20
4th level		PD	18
Wrecker	Crushing limbs +9 vs. AC (1d3 enemies engaged with the empress) —18 damage	MD	18
Plant		HP	170
	<p><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 faraway enemy or on its own, it's up to you.</p> <p><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.</p>		

Fungaloid Monarch

2×		AC	20
4th level	Initiative: +8	PD	14
Leader		MD	18
Plant	Mycotic scepter +9 vs. AC —24 damage	HP	98

	<p><i>Natural 12+</i>: One nearby fungaloid can make a <i>fungal attack</i> as a free action.</p> <p><i>Natural 16+</i>: Up to three nearby fungaloids can each make a <i>fungal attack</i> as a free action.</p> <p><i>Natural 20</i>: Up to five nearby fungaloids can each make a <i>fungal attack</i> as a free action.</p> <p><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).</p> <p><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.</p>	
--	---	--

Gargoyle

Normal	Initiative: +4	AC	24
5th level		PD	21
Troop	Furious claws and fangs +9 vs. AC—9 damage	MD	14
Construct	<p><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+).</p> <p><i>Flight</i>: As the standard monster ability.</p> <p><u>Nastier Specials</u></p> <p><i>Rocky hide</i>: The gargoyle has <i>resist damage 12+</i> against attacks targeting AC.</p> <p><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 (usually DC 20) to notice the gargoyles and avoid being surprised.</p>	HP	60

Gelahedron

For special abilities, see Ooze Abilities.

Gelatinous Tetrahedron

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

[Special trigger] **C: Spasms +9 vs. AC (up to 2 attacks, each against a different nearby enemy)—11 damage**

Engulf and dissolve: 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 faraway enemy)—42 damage, and the target is flung somewhere faraway 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 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; see below) if it's smaller than the cube	MD	15
	Miss: The cube can make a spasms attack as a free action.	HP	200
	<i>[Special trigger]</i> 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.

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 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.

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.
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).
3. The cubahedron spits an engulfed creature into the air above it and makes a *shlup'n'schlorp* attack against that creature with a +5 attack bonus. Then the creature is engulfed again.
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 *gel drop* attack 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

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.

6. The cubahedron spits out each enemy engulfed by it with great force in different directions; each of those creatures takes 50 damage.

Gelatinous Octahedron

Huge 6th level Blocker Ooze	Initiative: +5	AC	21
		PD	19
	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	MD	16
	<i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action.	HP	280

[Special trigger] **C: Spasms +11 vs. AC (up to 2 attacks, each against a different nearby enemy)—19 damage**

Engulf and dissolve: 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.

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 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.

1. C: Acid splash +11 vs. PD (1d3 nearby or faraway enemies in 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 faraway 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 faraway 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 faraway enemy)**—45 acid damage
Miss: 8 ongoing acid damage.
7. **C: Acid geyser +11 vs. PD (1d3 nearby or faraway 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
	<p>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.</p> <p>[Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)—15 damage</p> <p>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.</p> <p>Instinctive actions: 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 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.</p> <p>1. The dodecahedron makes a <i>squash</i> attack against 1d4 nearby enemies as it rolls and shlorps around the area. Any</p>		

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 faraway 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 faraway, 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
9th level
Spoiler
Giant

Initiative: +15

Greatsword +13 vs. AC (2 attacks)—40 damage

Natural 5, 10, 15, 20: Increase the escalation die by 1 (cumulative), and until the end of the battle, the djinn adds the escalation die to its attacks.

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

Natural 5, 10, 15, 20: The target is hampered until the end of its next turn.

Miss: 10 damage.

AC 25
PD 22
MD 21
HP 350

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.

Magic or Religious 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 Magic or Religious Icons.

Zealous Icon

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

Demonic Icon

Demonic taint: The djinn gains a random demonic feature from the Demonic Ability table.

Underground Icon

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.

Graceful or Draconic Icon

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

Leader or Undead Icon

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+).

Nature or Trickster Icon

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

Brute Icon

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
Vulnerability: cold (only while staggered)

**AC 25
PD 24
MD 23
HP 420**

Blade of the perfect warrior +15 vs. AC (3 attacks)—35 damage
Natural 5, 10, 15, 20: 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: Efreets 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.

Magic or Religious Icon

Reinforced aura/spirit: The efreet gains a +1 bonus to MD and has no vulnerability to cold while staggered.

Zealous Icon

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

Demonic Icon

Demonic taint: The efreet gains a random demonic feature from the Demonic Ability table.

Underground or Undead Icon

Stone slumbers: When the escalation die is 4+ at the start of a round, reset the escalation value by rolling it.

Graceful or Draconic Icon

Energy transformation: The efreet can choose to deal lightning damage instead of fire damage with its attacks.

Leader Icon

Iconic mark: While not staggered, the efreet gains *resist damage 16+* against enemies that have a positive or conflicted relationship with the efreet's icon.

Nature or Trickster Icon

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

Brute Icon

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

Ghost

Abilities for Most Ghosts

Most ghosts have several or all of the following abilities. Normally we use these sections to cover abilities possessed by all the monsters of a certain type, but there's enough variation in ghost stories that we figure we should provide tools for you to choose from rather than try to force ghosts into one style of haunting.

For the record, all ghosts also have some version of the *ghostly* ability, but its strength varies so we've put it into each stat block.

Bound hauntings: Most ghosts are bound to an area, usually the area of their death. This ability won't come up much in play, but it does make it seem likely that ghosts can be easier to get away from than other monsters. Move far enough fast enough and the ghost returns to the area it's bound to. Occasionally festivals for the dead or other rituals can call bound ghosts from their hauntings, but those are unusual and temporary circumstances.

Exceptions: There may be ghosts that are bound to people, or events, or phenomena that travel. There might even be ghosts that aren't bound to anything, but at that stage there are several other questions that surface and odd magical, iconic, or unique intervention seems likely.

Flight: Most ghosts fly, though some may be quite slow, seeming to drift or walking on air. Ghosts that fly in unusual ways will be flagged with their own abilities.

Exceptions: Not all ghosts fly. Some seem constrained to act much like they acted when they were alive, and flying wasn't part of their life package.

Unnatural touch: Many ghosts can alter the temperature of their environment to more closely match the underworld or afterlife that they've so far evaded. Sometimes that's icy cold, sometimes that's burning hot, and sometimes it's just kind of normal, which would go unnoticed unless the ghost is somewhere abnormal!

Exceptions: This is more of a special effect of ghost stories than part of a creature's combat abilities, and you can safely ignore it unless you find telling moments when it adds to the game.

Sadsack

Normal 2nd level Spoiler Undead	Initiative: +1	AC	19
		PD	16
	Jarring touch +7 vs AC—4 damage	MD	13
	<i>Natural 2-5: Target is hampered (save ends).</i>	HP	24
	<p>Contagious ennui: Each enemy that misses an attack with a natural odd roll this battle takes a -2 penalty to all its defenses until they score a critical hit or the sadsack is reduced to 0 hit points. (As usual, this ability does not stack.)</p> <p>Ghostly: This creature has <i>resist damage 12+</i> to all damage except holy damage. A ghost can move through solid objects, but can't end its turn inside them.</p> <p>Relic affinity: Sadsacks are also vulnerable to the type of weapon or attack that ended their lives. Interpret this liberally, GM.</p> <p>Flight: Gravity does not influence sadsacks unless they are staggered. When they're staggered, they sink to the ground and stay there.</p>		

Lesser Haunting

Normal 3rd level Mook Undead	Initiative: +6	AC	18
	Vulnerability: holy	PD	16
		MD	13
	Terrible touch +7 vs. PD—4 negative energy damage	HP	9

Mob-based: For every separate mob of lesser haunting mooks in the battle (mobs start with at least four mooks), add a +1 bonus to the lesser haunting's attacks and damage.

Ghostly: This creature has *resist damage 14+* to all damage except holy damage. A ghost can move through solid objects, but can't end its turn inside them.

Fear-boosters: While there are three or more lesser haunting mooks in a battle, the fear abilities of their allies affect enemies with half again as many hit points as usual. (For example, a 3rd level hungrymouth ghost normally has a fear threshold of 15 hit points. When there are three or more lesser haunting mooks in the battle, the hungrymouth ghost's fear threshold bumps up to 22 hit points.)

Hungry Mouth Ghost

Normal 5th level Blocker Undead	Initiative: +9	AC	20
	Vulnerability: holy	PD	17
		MD	17
		HP	50
	Horrible fingernails +10 vs. AC—14 damage <i>Natural even hit:</i> Target is stuck (save ends). Distending jaw +10 vs. PD (stuck target)—24 damage <i>Natural even hit:</i> 10 ongoing fire damage. R: Exploding pustules +10 vs. PD (2 random nearby enemies)—22 fire damage <i>Natural even hit:</i> 5 ongoing fire damage. <i>Limited use:</i> 1/battle while staggered. Ghostly: This creature has <i>resist damage 14+</i> to all damage except holy damage. A ghost can move through solid objects, but can't end its turn inside them. <u>Nastier Special</u> Fearsome jaws: After using its <i>distending jaw</i> attack, the hungry mouth ghost has a fear ability against engaged enemies with fewer than 30 hit points.		

Petulant Never-Was

2× 5th level Caster Undead	Initiative: +9	AC	19
	Vulnerability: holy	PD	15
		MD	18
		HP	123
	Ghostly staff +10 vs. PD—26 negative energy damage <i>Natural even hit:</i> Petulant never-was can make a <i>disparaging rummage</i> attack as a free action		

R: Flashy zaps +10 vs. PD (1 or 2 nearby targets)—28 energy damage (damage is either force OR a type of energy most recently used by an enemy spellcaster, as the petulant never-was demonstrates that they also control that energy type)
Natural odd miss: Petulant never-was takes 3d6 damage that ignores its ghostly resistance.

C: Disparaging rummage +10 vs. MD (nearby enemy)—10 ongoing psychic damage and hampered (save ends both); hampered part of the effect only affects spellcasters!
Quick use: 1/round, as a quick action.

Ghostly: This creature has *resist damage 16+* to all damage except holy damage AND force damage. A ghost can move through solid objects, but can't end its turn inside them.

Iconic sadsack: Each enemy that has one or more icon relationship points with the Magic Icon that misses an attack with a natural odd roll takes a -2 penalty to all its defenses until the end of the battle.

Disgraced Legionnaire

2× 6th level Wrecker Undead	Initiative: +12	AC	22
	Vulnerability: holy	PD	19
	Ghostly sword +13 vs. PD —40 negative energy damage	MD	16
	<i>Natural even hit or miss:</i> Disgraced legionnaire can make a <i>confusing orders</i> attack as a free action	HP	140
	C: Confusing orders +11 vs. MD (nearby enemy) —5 ongoing psychic damage and target's weapon attacks do not add the escalation die (save ends both) <i>Critical hit:</i> Target is also confused (same save ends). <i>Quick use:</i> 1/round, as a quick action.		
	<i>Ghostly:</i> This creature has <i>resist damage 12+</i> to all damage except holy damage. A ghost can move through solid objects, but can't end its turn inside them.		
	<i>Iconic sadsack:</i> Each enemy that has one or more icon relationship points with the Leader Icon that misses an attack with a natural odd roll takes a -2 penalty to all its defenses until the end of the battle.		

Major Haunting

Normal 6th level Mook Undead	Initiative: +9	AC	21
		PD	19
	Terrible touch +10 vs. PD —8 negative energy damage	MD	16
		HP	18

	<p><i>Mob-based:</i> For every separate mob of major haunting mooks in the battle (mobs start with at least four mooks), add a +1 bonus to the major haunting's attacks and +2 to its damage.</p> <p><i>Ghostly:</i> This creature has <i>resist damage 14+</i> to all damage except holy damage. A ghost can move through solid objects, but can't end its turn inside them.</p> <p><i>Fear-boosters:</i> While there are three or more lesser or major haunting mooks in a battle, the fear abilities of their allies affect enemies with half again as many hit points as usual.</p>	
--	---	--

Twisted Soul

2×	Initiative: +13	AC	23
7th level	Vulnerability: holy	PD	18
Spoiler		MD	20
Undead	<p>Disturbing caress +12 vs. PD—36 negative energy damage <i>Natural even hit:</i> Twisted soul can make a <i>weird muttering</i> attack as a free action.</p> <p>C: Weird muttering +12 vs. MD (one random nearby enemy)— 10 ongoing psychic damage and if engaged with an enemy, target must use its next move action on its turn attempting to disengage (save ends both) <i>Quick use:</i> 1/round, as a quick action.</p> <p><i>Ghostly:</i> This creature has <i>resist damage 12+</i> to all damage except holy damage. A ghost can move through solid objects, but can't end its turn inside them.</p> <p><i>Iconic sadsack:</i> Each enemy that has one or more icon relationship points with the Demonic Icon that misses an attack with a natural odd roll takes a -2 penalty to all its defenses until the end of the battle.</p>	HP	200

Epic Haunting

Normal	Initiative: +12	AC	24
9th level		PD	22
Mook	Terrible touch +13 vs. PD—20 negative energy damage	MD	19
Undead	<p><i>Mob-based:</i> For every separate mob of epic haunting mooks in the battle (mobs start with at least four mooks), add a +1 bonus to the epic haunting's attacks and +5 to its damage.</p> <p><i>Ghostly:</i> This creature has <i>resist damage 14+</i> to all damage except holy damage. A ghost can move through solid objects, but can't end its turn inside them.</p>	HP	36

Fear-boosters: While there are three or more lesser, major, or epic haunting mooks in a battle, the fear abilities of their allies affect enemies with half again as many hit points as usual.

Most Hungry Ghost

Normal	Initiative: +14	AC	25
10th level	Vulnerability: holy	PD	22
Blocker		MD	22
Undead	Horrible fingernails +15 vs. AC—50 damage <i>Natural even hit:</i> Target is stuck (save ends).	HP	160
	Distending jaw +15 vs. PD (stuck target)—85 damage <i>Natural even hit:</i> 15 ongoing fire damage.		
	R: Exploding pustules +15 vs. PD (2 random nearby enemies)—80 fire damage <i>Natural even hit:</i> 10 ongoing fire damage. <i>Limited use:</i> 1/battle while staggered.		
	<i>Ghostly:</i> This creature has <i>resist damage 14+</i> to all damage except holy damage. A ghost can move through solid objects, but can't end its turn inside them.		
	<u>Nastier Special</u>		
	<i>Fearsome jaws:</i> After using its <i>distending jaw</i> attack, the hungry mouth ghost has a fear ability against engaged enemies with fewer than 96 hit points.		

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. <i>Pound of flesh:</i> The newly-risen ghoul's <i>scrabbling claws</i> attack deals +2 damage against vulnerable targets.	HP	9

Ghoul

Normal	Initiative: +8	AC	18
3rd level	Vulnerability: holy	PD	16
Spoiler		MD	12
Undead	Claws and bite +8 vs. AC—8 damage <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. <i>Pound of flesh:</i> The ghoul's <i>claws and bite</i> attack deals +4 damage against vulnerable targets. <i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night. <u>Nastier Specials</u> <i>Paralyzing bite:</i> When the ghoul hits a vulnerable target with a natural even attack roll, the target is also stunned (save ends).	HP	36

Ghoul Fleshripper

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

Ghoul Licklash

Normal	Initiative: +8	AC	21
4th level	Vulnerable: holy	PD	17
Blocker		MD	13
Undead	Bloody claws +8 vs. AC—12 damage, and target is vulnerable (save ends) C: Flesh-seeking tongue +8 vs. PD (one nearby enemy)—8 damage	HP	48

	<p><i>Natural even hit:</i> The target pops free from each enemy it's engaged with and is pulled to the ghoulish 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> <p><i>Infected bite:</i> Any creature that is slain by a ghoulish and not consumed will rise as a ghoulish the next night.</p> <p><i>Tongue lash:</i> Once per round when a nearby enemy makes a ranged attack, the ghoulish licklash can make a <i>flesh-seeking tongue</i> attack against that enemy before the attack as a free action.</p>	
--	--	--

Ghoulish Pusbuster

Normal 4 th level Spoiler Undead	<p>Initiative: +7</p> <p>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)</p> <p><i>Natural even hit:</i> The target is hampered (save ends).</p> <p><i>Natural odd hit:</i> The target is dazed (save ends).</p> <p><i>Self-diminishing:</i> The ghoulish pusbuster takes 2d6 damage for each creature it targets with this attack.</p>	<p>AC 19</p> <p>PD 16</p> <p>MD 13</p> <p>HP 60</p>
--	--	---

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)</p> <p><i>Limited use:</i> 1/battle.</p>	<p>AC 22</p> <p>PD 18</p> <p>MD 14</p> <p>HP 74</p>
--	---	---

Giant

Hill Giant

Large 6 th level Troop Giant	<p>Initiative: +8</p> <p>Massive gnarled club +10 vs. AC—45 damage</p> <p><i>Miss that's a natural 6+:</i> Half damage.</p> <p>R: Two-handed boulder throw +8 vs. PD—35 damage</p>	<p>AC 20</p> <p>PD 20</p> <p>MD 14</p> <p>HP 200</p>
--	--	--

	<u>Nastier Specials</u>	
	<i>Big bully:</i> The giant deals double damage with its attacks against staggered targets.	

Ice Zombie

Normal	Initiative: +5	AC	22
6th level	Vulnerability: fire, holy	PD	22
Mook		MD	13
Undead	Chill claws +11 vs. AC—12 cold damage	HP	20
	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	Initiative: +7	AC	20
6th level		PD	18
Mook	Trampling hooves +8 vs. PD—6 damage	MD	13
Beast	<i>Natural 1-5:</i> The jotun auroch can make a <i>fiery or frosty breath</i> attack as a free action.	HP	70
	[Special trigger] C: Fiery or Frosty breath +10 vs. PD (1d4 nearby enemies)—5 fire or cold damage, 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	Initiative: +7	AC	22
6th level		PD	20
Troop	Fang, claw, or tusk +11 vs. AC—21 damage, and the beast's special ability triggers	MD	14
Beast		HP	170
	<u>Winter Beast Special Ability: Choose ONE</u>		
	<i>Armored polar bear:</i> The target takes 10 extra damage, and if the target makes an opportunity attack against the polar bear		

	<p>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.</p> <p><i>Giant walrus</i>: The target takes 14 extra damage and is stuck (save ends; also ends if the walrus moves).</p> <p><i>Winter wolf</i>: The target takes 14 extra damage, or 28 extra damage if another winter wolf is engaged with it.</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>	
--	---	--

Bergship Raider (Frost)

Large	Initiative: +10	AC	21
7th level	Vulnerability: fire	PD	20
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 <i>Miss</i>: 15 damage to each enemy engaged with the giant.</p> <p>R: Frost chain +13 vs. AC (one nearby enemy or faraway 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 Magician

Huge	Initiative: +12	AC	21
7th level		PD	19
Caster	Staff +10 vs. AC(2 attacks) —40 damage	MD	22

Giant	<p>R: Sleep, little ones +12 vs. MD (one nearby enemy, or 1d3 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 Miss: 20 force damage, and 20 ongoing lightning 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 (unconscious sleep, for instance).</p>	HP 280
--------------	---	---------------

Cloud Giant Thane

Huge 7th level Wrecker Giant	<p>Initiative: +11</p> <p>Cloud-forged morningstar +12 vs. AC—60 damage <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). <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>	AC 22 PD 21 MD 21 HP 290
--	---	---

Cloud Giant Warrior

Huge 7th level Troop Giant	<p>Initiative: +10</p> <p>Sword or spear +12 vs. AC (up to 2 enemies)—40 damage <i>Natural 16+:</i> The target is dazed (save ends).</p> <p>R: Hurlled spear +12 vs. AC (up to 3 enemies in a group with a single spear)—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>	AC 22 PD 22 MD 18 HP 300
--	--	---

Frost Giant

Large 7th level Spoiler Giant	<p>Initiative: +10</p> <p>Vulnerability: fire</p> <p>Ice-covered war axe +12 vs. AC—45 damage</p>	AC 23 PD 22 MD 17 HP 210
---	--	---

	<p><i>Natural even hit or miss:</i> The giant can make a <i>frost touch</i> attack against the target as a free action.</p> <p><i>[Special trigger]</i> Frost touch +11 vs. PD—10 cold damage, and the target is hampered until the end of its next turn</p> <p>R: Large rock or iceball +11 vs. PD (one nearby enemy or faraway enemy at -2 atk)—35 damage</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></p> <p><i>Strength of giants:</i> 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 7th level Caster Giant	Initiative: +10	AC	23
	Vulnerability: fire	PD	22
		MD	17
		HP	190
	<p>Icicle 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</p> <p><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><i>[Special trigger]</i> 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)</p> <p><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</p>		

	<p>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></p> <p><i>Ice armor:</i> The ice sorceress has <i>resist damage 16+</i> unless the attack deals fire damage.</p>	
--	--	--

Fire Giant

Large 8th level Wrecker Giant	<p>Initiative: +12</p> <p>Vulnerability: cold</p> <p>Flaming greatsword +13 vs. AC (2 attacks)—35 damage <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></p> <p><i>Burning blood:</i> When a fire giant becomes staggered, it deals 10 ongoing fire damage to each enemy engaged with it.</p> <p><i>Strength of giants:</i> Twice per battle, the giant can make a <i>slam</i> attack as a quick action (once per round).</p>	<p>AC 25</p> <p>PD 21</p> <p>MD 17</p> <p>HP 285</p>
---	--	--

	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.	
--	--	--

Frost Giant Adventurer

Large	Initiative: +13	AC	24
8th level	Vulnerability: fire	PD	23
Spoiler		MD	18
Giant	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. <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. <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+). <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.	HP	280

Stone Giant

Large	Initiative: +11	AC	24
8th level		PD	22
Troop	Stone club +13 vs. AC —50 damage	MD	18
Giant	<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. Stomp +13 vs. PD (each smaller enemy engaged with the giant) —30 damage, and the target is dazed (save ends) R: Thrown boulder +11 vs. PD (one nearby or faraway enemy) —40 damage <i>Natural even miss:</i> 20 damage. <i>Built of stone:</i> The stone giant has <i>resist weapons 16+</i> .	HP	270

Fire Giant Warlord

Large	Initiative: +14	AC	26
9th level	Vulnerability: cold	PD	22
Leader		MD	18
Giant	Flaming greatsword +15 vs. AC (2 attacks) —40 damage <i>Natural even hit or miss:</i> The target also takes 10 ongoing fire damage.	HP	355

	<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></p> <p><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	Initiative: +16	AC	26
	<p>Truly enormous greatsword +15 vs. AC—120 damage</p> <p><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.</p> <p><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 faraway enemies)—60 damage</p> <p><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 longbow attack.</p> <p><i>[Special trigger] C: Lightning bolt +15 vs. PD (one random nearby enemy)</i>—2d6 × 10 lightning damage</p> <p><i>Miss:</i> Half damage.</p> <p><i>[Special trigger] C: Release the thunder +15 vs. PD (all nearby creatures)</i>—1d10 thunder damage per <i>building thunder</i> point (see below).</p> <p><i>Miss:</i> Half damage.</p> <p><i>Building thunder:</i> Keep count of the number of times the storm giant uses its <i>lightning bolt</i> attack during the battle. Add that number to the escalation die to get the current building thunder value.</p> <p><i>Skystep:</i> A storm giant can use its standard action to walk or run through the air, using move actions to continue. If the storm</p>	PD	24
		MD	22
		HP	650

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+*.

Gibbering Mouter

Abilities for All Gibbering Mouters

Gibbering mouters have the following abilities:

Eyes everywhere: Gibbering mouters can't be ambushed or sneaked up on.

In addition, though gibbering mouters are aberrations they are ooze-like enough that they use the ooze abilities flows where it likes and ooze.

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

Ooze: The gibbering mouter is immune to effects. When an attack applies a condition to a gibbering mouter (dazed, hampered, weakened, ongoing damage, etc.), that condition doesn't affect it.

Gibbering Mouter

Normal	Initiative: +6	AC	20
		PD	17
4th level		MD	12
Spoiler	Tearing mouths +9 vs. AC (2 attacks)—4 damage	HP	54
Aberration	<i>Natural 19+:</i> Target is grabbed.		
	C: Pseudopod grasp +9 vs. PD (1 nearby enemy)— Target is grabbed and moved into engagement with the gibbering mouter		
	<i>Quick use:</i> 1/round, as a quick action		
	Absorb +9 vs. PD (one grabbed enemy)— 10 acid damage and the crit range for this attack expands by 1 until the end of the battle (down to a maximum of 16+)		
	<i>Miss:</i> 4 acid damage.		
	<i>Crit:</i> Target must begin making last gasp saves as it is slowly absorbed. Absorbed creatures can't be resurrected by normal means.		
	C: Gibbering insanity +9 vs. MD (one random nearby enemy)— Target is shocked (save ends)		
	<i>Aftereffect:</i> The next time this battle that the target saves against shocked it is an easy save (6+).		
	<i>Quick use:</i> 1/round, as a quick action.		
	<u>Nastier Specials</u>		
	<i>Insane terrain:</i> A gibbering mouter causes surrounding rocks and dirt to soften. On rounds when the escalation die is odd characters must succeed at a save (11+) when they attempt to		

	<p>move or their movement ends and they become stuck (save ends).</p> <p><i>Stone to flesh:</i> A gibbering mouther that also has the <i>insane terrain</i> nastier special slowly turns the softening terrain to flesh, then absorbs it. When the escalation die becomes 6, the die flips straight back to 1 and the gibbering mouther heals up to half its full hit points.</p>	
--	---	--

Atrocious Gibbering Mouther

Large	Initiative: +8	AC	22
6th level		PD	19
Spoiler	Tearing mouths +11 vs. AC (2 attacks) —11 damage	MD	14
Aberration	<i>Natural 19+:</i> Target is grabbed.	HP	180
	<p>C: Pseudopod grasp +11 vs. PD (1 nearby enemy)—Target is grabbed and moved into engagement with the gibbering mouther</p> <p><i>Quick use:</i> 1/round, as a quick action.</p>		
	<p>Absorb +11 vs. PD (up to two grabbed enemies)—20 acid damage and the crit range for this attack expands by 1 (to a maximum of 11+)</p> <p><i>Miss:</i> 10 acid damage.</p> <p><i>Crit:</i> Target must start making last gasp saves as they are slowly absorbed. Absorbed creatures can't be resurrected by normal means.</p>		
	<p>C: Gibbering insanity +11 vs. MD (2 random nearby enemies)—Target is shocked (save ends)</p> <p><i>Quick use:</i> 1/round, as a quick action.</p>		
	<u>Nastier Specials</u>		
	<p><i>Really insane terrain:</i> A gibbering mouther causes surrounding rocks and dirt to soften. On rounds when the escalation die is odd characters must succeed at a save (11+) when they attempt to move or their movement ends and they become stuck (save ends). On turns when the ground softens the gibbering mouther can move once on its turn as a quick action, as well as once as a move action.</p>		
	<p><i>Stone to flesh:</i> A gibbering mouther that also has the <i>insane terrain</i> nastier special slowly turns the softening terrain to flesh, then absorbs it. When the escalation die becomes 6, the die flips straight back to 1 and the gibbering mouther heals up to half its full hit points.</p>		

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 3rd level Troop Humanoid	Initiative: +7	AC	19
		PD	16
	Spear +7 vs. AC—10 damage	MD	13
	<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	42
	R: Thrown spear +6 vs. AC—8 damage		

Gnoll War Leader

Normal 4th level Leader Humanoid	Initiative: +8	AC	20
		PD	17
	Heavy flail +9 vs. AC—14 damage	MD	14
	<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.	HP	56
	<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.		

Gnoll Fiendfletcher

Normal 7th level Archer Humanoid	Initiative: +11	AC	23
		PD	19
	Infernal mace +12 vs. AC—18 damage	MD	15
		HP	75

	<p><i>Natural 16+</i>: The fiendfletcher can make a disengage check as a free action this turn after the attack.</p> <p>R: Hellbent bow +13 vs. AC—30 damage <i>Natural 16+</i>: The target is dazed until the end of its next turn as it suffers debilitating pain from a hellish arrow.</p> <p><i>Close-quarters archery</i>: While making a ranged attack, the fiendfletcher gains a +4 bonus to AC against opportunity attacks.</p> <p><u>Nastier Specials</u></p> <p><i>Duck and cover</i>: 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.</p> <p><i>Living arrows</i>: When the fiendfletcher rolls a natural 16+ with a <i>hellbent bow</i> attack and hits, the target is weakened (save ends) instead of dazed.</p>	
--	--	--

Gnoll Shredder

Normal 7th level Blocker Humanoid	Initiative: +9	AC	27
		PD	19
	Diabolical axe +12 vs. AC—25 damage, and one of the shredder's allies engaged with the target can pop free	MD	15
		HP	95
	<p><i>Battle lock</i>: Gnoll shredders gain a +2 bonus to opportunity attacks, and enemies take a -8 penalty to disengage checks against them.</p> <p><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.</p> <p><u>Nastier Specials</u></p> <p><i>Spoiling strike</i>: When the shredder hits with an opportunity attack, it can make a <i>spoiling strike</i> attack against that enemy as a free action.</p> <p>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).</p> <p><i>Vicious in-fighting</i>: 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 <i>diabolical axe</i> attack against that enemy as a free action.</p>		

Goblin

Goblin Grunt

Normal	Initiative: +3	AC	16
1st level		PD	13
Troop	Club +6 vs. AC—6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't.	MD	12
Humanoid		HP	22
	R: Shortbow +6 vs. AC—4 damage		
	<i>Shifty bugger:</i> Goblins gain a +5 bonus to disengage checks.		

Goblin Scum

Normal	Initiative: +3	AC	16
1st level		PD	14
Mook	Club +6 vs. AC—4 damage	MD	11
Humanoid		HP	5
	R: Shortbow +6 vs. AC—3 damage		
	<i>Shifty bugger:</i> Goblins gain a +5 bonus to disengage checks.		

Bugbear Scout

2×	Initiative: +8	AC	18
2nd level		PD	16
Troop	Flanged mace +7 vs. AC—10 damage	MD	15
Humanoid		HP	88
	R: Throwing axe +7 vs. AC—8 damage		
	<i>Limited use:</i> 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.		
	<i>Limited use:</i> 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		HP	34
	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		

	<p><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.</p> <p><i>Shifty bugger:</i> Goblins gain a +5 bonus to disengage checks.</p>	
--	--	--

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.	HP	32
	<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>		

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.	HP	55
	<i>Miss:</i> If the target is engaged with two or more foes, it takes 1d8 damage.		

Bugbear Schemer

Normal	Initiative: +7	AC	19
3rd level		PD	14
Leader	Big-ass warclub +9 vs. AC—8 damage	MD	17
Humanoid	<p><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.</p> <p><i>Natural odd miss:</i> 4 damage.</p> <p>R: Ridiculously heavy crossbow +7 vs. AC (one nearby or faraway enemy)—14 damage</p> <p><i>Natural even hit:</i> The target takes 1d6 extra damage.</p> <p><i>Limited use:</i> 1/battle.</p> <p>[Special trigger] C: Rebuke to fools +9 vs. MD (one nearby enemy)—2d6 psychic damage</p> <p><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>	HP	42

Fighting withdrawal: When the bugbear schemer successfully disengages, one of the enemies engaged with it takes 1d6 damage.

Nastier Specials

Flee is a four-letter word: 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).

Barbarous Bugbear

Normal 4th level Wrecker Humanoid	Initiative: +12 (see <i>ferocious start</i>)	AC	18
		PD	17
	Warclub +9 vs. AC—11 damage	MD	16
	<i>Natural even hit or miss:</i> Each enemy engaged with the barbarous bugbear takes 1d8 damage.	HP	51
	R: Throwing axe +8 vs. AC—10 damage <i>Limited use:</i> 2/battle. <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).		

Hobgoblin Captain

Normal 4th level Leader Humanoid	Initiative: +5	AC	20
		PD	17
	Longsword +10 vs. AC—14 damage, and <i>willing-underling</i> triggers	MD	14
	<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
	R: Throwing axe +8 vs. AC—10 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.		

Hobgoblin Warmage

Normal	Initiative: +6	AC	20
---------------	----------------	-----------	-----------

5 th level Caster Humanoid	Warstaff +8 vs. AC—15 damage	PD 14
	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	MD 19
	C: Concussive blast +10 vs. PD (all enemies engaged with the warmage)—10 force damage, and the warmage pops the target off of it	HP 70
	Natural 20: The target is also dazed (save ends).	

Golem

Flesh Golem

Large 4 th level Blocker Construct	Initiative: +5	AC 18
	Sweeping fists +9 vs. AC (2 attacks)—15 damage	PD 16
	Maddened battlefield repairs +11 vs. AC (one staggered living enemy)—20 damage, and the flesh golem heals 2d10 hit points	MD 14
	Miss: 10 damage, and the flesh golem heals 1d10 hit points.	HP 100
	Limited use: The flesh golem can only use this attack while it's staggered.	
	Energy magnet: 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.	
	Weakness of the flesh: Unlike other golems, flesh golems are not immune to effects.	

Clay Golem

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

Bronze Golem

Large 7th level Blocker Construct	Initiative: +11	AC	22
	Gong-like fists of bronze +12 vs. AC (2 attacks)—20 damage	PD	21
	<i>Natural even hit against a target in heavy armor:</i> The target is dazed (save ends).	MD	17
	<i>Natural odd hit against a target in light armor or no armor:</i> The target takes 10 extra damage.	HP	190
	<i>Miss:</i> 4d6 damage.		
	<p>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.</p> <p>Hidden flaw: 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).</p> <p>Resist damage 18+: When an 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>Percussion resonance: 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.)</p> <p>Spiky: When an enemy engaged with the bronze golem misses it with a melee attack, that enemy takes 2d12 damage.</p>		

Stone Golem

Large 8th level Blocker Construct	Initiative: +11	AC	25
	Massive stone fists +12 vs. AC (2 attacks)—35 damage	PD	23
	<i>Miss:</i> 15 damage.	MD	18
	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	HP	280
	<i>Natural even hit or miss:</i> 20 damage, and the target is hampered (save ends).		
	<i>Natural odd hit or miss:</i> 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.)

**AC 25
PD 20
MD 22
HP 340**

	<p><i>Hatred:</i> When an enemy is staggered by the marble golem’s 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 10th level Wrecker Construct</p>	<p>Initiative: +13</p> <p>Fists of iron +17 vs. AC (2 attacks)—50 damage <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]</i> C: Poison gas cloud +15 vs. PD (all nearby creatures)—25 ongoing poison damage</p>	<p>AC 28 PD 24 MD 20 HP 360</p>
--	---	---

Hag

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

Hag Abilities: Choose TWO

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 faraway 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 faraway) 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: Create ONE

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
	Iron claws +10 vs. AC (2 attacks)—9 damage	PD	19
	<i>Natural 14+:</i> The hag triggers one <i>hag ability</i> as a free action.	MD	15
	<i>Natural 18+:</i> The hag triggers two <i>hag abilities</i> as a free action (can't be the same ability twice).	HP	108
	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.		

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
	Longsword +10 vs. AC—12 damage	PD	18
	<i>Natural even hit:</i> The half-orc legionnaire gains a +2 bonus to all defenses until the start of its next turn.	MD	14
	<i>Natural odd hit:</i> The target takes +1d6 damage.	HP	56
	<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!		

	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.		

Hallowed Gargoyle

Nastier Specials for all Hallowed Gargoyles

These nastier specials also apply to temple lions.

Mirrored aggression: Hallowed gargoyles have some ability to sense intentions and a larger capacity to react appropriately! PCs with a negative or conflicted relationship with the Religious Icon are vulnerable to all the hallowed gargoyles' attacks.

Statues, statues, everywhere: Because they look so much like statues, and because most of the things that look like hallowed gargoyles are statues, hallowed gargoyles are capable of springing a surprise on inattentive PCs. When there's a chance of such an ambush, give the PCs a normal skill check (DC 20 at champion-tier, DC 25 at epic tier) to notice the gargoyles waking and avoid being surprised (13th Age core rulebook, page 164).

Beautiful Gargoyle

Normal	Initiative: +5	AC	21
4th level		PD	18

Troop Construct	Claws +9 vs. AC (two attacks)—6 damage <i>Miss: 2 damage.</i>	MD	17
		HP	60
	Drop like a stone +13 vs. AC—18 damage <i>Natural 16+ hit:</i> Target is weakened and hampered until the end of its next turn. <i>Limited use:</i> Only when the beautiful gargoyle starts its turn flying and ends its turn engaged on the ground.		
	<i>Flight:</i> Beautiful gargoyles can fly, but not gracefully. Mid-air, they take a -2 penalty to all their defenses, and it takes them two move actions to get airborne unless they can launch from above.		
	<i>Rocky hide:</i> The beautiful gargoyle has <i>resist damage 12+</i> against attacks targeting AC.		

Hallowed Gargoyle

Normal 6 th level Leader Construct	Initiative: +6	AC	24
		PD	20
	Claws +11 vs. AC (two attacks)—9 damage	MD	19
	Miss: 3 damage.	HP	100
	Drop like a stone +13 vs. AC—26 damage		
	Natural 16+ hit: Target is weakened and hampered until the end of its next turn.		
	Limited use: Only when the hallowed gargoyle starts its turn flying and ends its turn engaged on the ground.		
	Each hallowed gargoyle has one of the following attacks. Choose, or roll a d3; 1: bizarrely beautiful chant; 2: magic missiles; 3: denunciation.		
	C: Bizarrely beautiful chant +11 vs. MD (1d3 nearby enemies)—20 psychic damage		
	Natural even hit: One nearby ally can roll a save against a save ends effect. If no allies are affected by a save ends effect, one nearby ally can make a basic attack as a free action.		
	Limited use: 1/battle.		
OR			
R: Magic missiles (1d4 nearby enemies)—14 force damage			
Limited use: 1/battle.			
OR			
C: Denunciation +11 vs. MD (1 enemy that has attacked the hallowed gargoyle this battle)—30 psychic damage			
Natural even hit: The target is hampered (save ends).			

	<p><i>Limited use:</i> 1/battle.</p> <p><i>Flight:</i> Hallowed gargoyles can fly, but not gracefully. Mid-air, they take a -2 penalty to all their defenses, and it takes them two move actions to get airborne unless they can launch from above.</p> <p><i>Halo:</i> The first time the hallowed gargoyle is hit by an attack against MD, reroll the attack with a -2 attack penalty. (Sometimes the halo sputters, so if you forget to use it the first time, use the reroll later in the battle.)</p> <p><i>Rocky hide:</i> The gargoyle has resist damage 12+ against attacks targeting AC.</p>	
--	---	--

Temple Lion

Large 7th level Wrecker Construct	Initiative: +6	AC	25
		PD	22
	Stone claws +12 vs. AC (two attacks)—25 damage	MD	18
	<i>Natural even hit or miss:</i> The temple lion can make another <i>stone claws</i> attack against a different engaged enemy.	HP	180
	<p>Each temple lion has one of the following attacks. Choose, or roll a d3; 1: great roar; 2: magic missiles; 3: rumbling omens.</p> <p>C: Great roar +12 vs. PD (1d4 nearby enemies)—50 thunder damage <i>Natural even hit:</i> Target is weakened until the end of its next turn. <i>Limited use:</i> 1/battle.</p> <p>OR</p> <p>R: Magic missiles (1d4 nearby enemies)—36 force damage <i>Limited use:</i> 1/battle.</p> <p>OR</p> <p>C: Rumbling omens (1d3 nearby enemies) +12 vs. MD—15 ongoing thunder damage, and while target is taking ongoing thunder damage, the temple lion can reroll a missed attack against the target once per turn <i>Quick use:</i> This spell only requires a quick action to use. <i>Limited use:</i> 1/battle.</p> <p><i>Haloed mane:</i> The first time the hallowed gargoyle is hit by an attack against MD, reroll the attack with a -2 attack penalty. (Sometimes the halo sputters, so if you forget to use it the first time, use the reroll later in the battle.)</p>		

Rocky hide: The temple lion has resist damage 12+ against attacks targeting AC.

Harpy

Normal 4th level Spoiler Humanoid	Initiative: +7	AC	18
	Talons +6 vs. AC—10 damage	PD	14
	<i>Cull:</i> The harpy gains a +5 bonus to attack and damage with this attack against any enemy suffering from any <i>fiendish song</i> effect.	MD	17
	C: Fiendish song +10 vs. MD (1d3 nearby enemies)—5 psychic damage	HP	44
	<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> As the standard monster ability.		

Haunted Skull

Watch Skull

Normal 1st level Troop Undead	Initiative: +9	AC	16
	C: Screech +8 vs. MD (1d3 random nearby creatures)—4 psychic damage	PD	11
	<i>Natural 16+:</i> The target is stuck (save ends).	MD	16
	<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.	HP	20
	<i>Immobile:</i> The skull can't hop, jump, roll, or fly. It can't even move its jaw. <i>Lost opportunity:</i> This creature can't make opportunity attacks. <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.)		

Move-triggered: When an enemy near the skull uses a move action to move, the skull can make a *screech* 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 *screech* attack.

Slime-Skull

Normal 3rd level Spoiler Undead	Initiative: +5	AC	18
	Slam +10 vs. AC—7 damage	PD	10
	C: Grasping slime tendrils +10 vs. PD (one nearby enemy)—7 acid damage	MD	18
	<i>Natural 16+:</i> The target takes 3 extra acid damage and is stuck (hard save ends, 16+).	HP	36
	<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.		
	<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.		
	<i>Slow:</i> This creature is slow. It only moves when the escalation die 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

Normal 4th level Spoiler Undead	Initiative: +8	AC	19
	C: Puns +11 vs. PD (1d4 nearby enemies)—5 psychic damage, plus 1d6 ongoing psychic damage if the GM makes a horrible pun while rolling the attacks	PD	11
		MD	19
		HP	41

	<p><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.</p> <p><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.</p> <p><i>Lost opportunity:</i> This creature can't make opportunity attacks.</p>	
--	---	--

Screaming Skull

Normal	Initiative: +7	AC	19
4th level		PD	11
Troop	C: Treacherous scream +11 vs. MD (up to 2 nearby or faraway 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
	<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>		

Flaming Skull

Normal	Initiative: +10	AC	20
5th level	Vulnerability: holy OR negative energy, depending on the skull	PD	12
Caster		MD	20
Undead	R: Burning gaze +12 vs. PD (1d3 nearby enemies or one faraway enemy) —10 fire damage	HP	54
	<i>First natural even hit each battle:</i> The target is confused (easy save ends, 6+).		
	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		
	<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.		
	<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.		

Black Skull

Normal	Initiative: +13	AC	23
8th level		PD	15
Caster	R: Telekinetic grasp +15 vs. PD (1d3 nearby enemies) —28 force damage	MD	23
Undead		HP	110

	<p><i>Natural even hit:</i> The target is stuck (save ends).</p> <p><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>	
--	--	--

Skull of the Beast

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> <p><i>Fear:</i> 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.</p>	<p>AC 21 PD 13 MD 21 HP 400</p>
--	---	--

Hellbugs

Boombug

Normal 2nd level Troop Beast	<p>Initiative: +5</p> <p>Gnawing teeth +6 vs. AC—5 damage <i>Miss:</i> 2 damage.</p> <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 <i>Miss:</i> 5 thunder damage.</p> <p><u>Nastier Specials</u></p>	<p>AC 16 PD 15 MD 11 HP 36</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.	
--	---	--

Hellwasp

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

Normal 2nd level Blocker Beast	Initiative: +5	AC	20
		PD	15
	Claws and mandibles +7 vs. AC—8 damage	MD	14
	<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.	HP	30
	<p><u>Nastier Specials</u></p> <p><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.</p>		

Swarming Maw

Normal 2nd level Wrecker Beast	Initiative: +6	AC	17
		PD	15
	Serrated maw +8 vs. AC—6 damage	MD	14
	<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.	HP	38

	<p><i>Miss:</i> The first time each battle the serrated maw misses, the target takes 1d4 damage for each hellbug engaged with it.</p> <p><u>Nastier Specials</u></p> <p><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.</p>	
--	--	--

Hellcat (Bezekira)

Ember Imp

Normal 4th level Troop Devil	<p>Initiative: +4</p> <p>Frantic claw +9 vs. AC—8 damage, or 12 damage if the imp is not riding or next to a hellcat</p> <p>R: Flaming coal dust lugey +7 vs. PD—7 fire damage <i>Natural odd hit:</i> 5 ongoing fire damage. <i>Miss:</i> The imp's <i>flaming coal dust lugey</i> attack gains a cumulative +1 damage bonus.</p> <p><i>Burning skull:</i> The ember imp's skull constantly burns with flame, casting bright flickering light in the nearby area. In addition, any enemy that fumbles a melee attack against the imp takes 5 ongoing fire damage.</p> <p><i>Devil's due (flame):</i> When you choose to add the escalation die to an attack against an ember imp, the imp's <i>flaming coal dust lugey</i> attack gains a cumulative +1 damage bonus.</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 18</p> <p>PD 16</p> <p>MD 12</p> <p>HP 40</p>
--	---	---

Hellcat

Large 6th level Troop Devil	<p>Initiative: +12</p> <p>Claws and fangs +12 vs. AC (2 attacks)—15 damage</p> <p>Blazing pounce +12 vs. AC—13 damage, and the hellcat pops free from the target and uses its move action to engage a nearby enemy. It can't be intercepted during this movement. It then makes a second attack that also deals 10 ongoing fire damage on a hit. <i>Limited use:</i> The hellcat must have its move action available to use <i>blazing pounce</i>.</p> <p>C: Fiery breath +10 vs. PD (1d3 nearby enemies)—15 fire damage</p>	<p>AC 21</p> <p>PD 20</p> <p>MD 19</p> <p>HP 140</p>
---	--	--

Devil's due (stalker): When you choose to add the escalation die to an attack against a hellcat, during its next turn it gains a cumulative +2 bonus to attack if it's invisible. Otherwise, it gains a non-cumulative +2 bonus to all defenses until the start of its next turn as its form blurs.

Fire fur: When an enemy is engaged with the hellcat at the start of its turn, that enemy takes 5 fire damage.

Invisible: While in bright light, the hellcat is invisible; attacks against it have a 50% miss chance.

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

Corona aura: Fire attacks that target an enemy engaged with the hellcat gain:

Natural 16+: The target takes 5 extra fire damage.

Fearless pursuer: A hellcat takes only half damage from opportunity attacks.

Hellhound

Normal 3rd level Wrecker Beast	Initiative: +5	AC	18
		PD	16
		MD	11
		HP	58
	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.		
	[Special trigger] C: Fiery breath +9 vs. PD (1d3 nearby enemies in a group)—10 fire damage		
	<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 hellhound at the start of its turn takes 2d6 fire damage.		

Hellstone Gargoyle

Normal 7th level Wrecker Construct	Initiative +10	AC	22
	Vulnerability: thunder	PD	24
		MD	18
		HP	97
	Weathered claws +12 vs. AC (2 attacks)—10 damage		

Metamorphic talons: Whenever the hellstone gargoyle misses with a melee attack, *weathered claws* deals an additional 1d6 psychic damage until the end of the battle (maximum 4d6).

R: Foul waterspout +14 vs. PD (one nearby enemy that is dazed, weakened, stunned, or has not acted yet this battle)—15 damage and 25 ongoing psychic damage
Miss: 15 psychic damage.
Limited use: 1/battle.

Cloud of dust: Whenever an engaged enemy misses with an attack against AC or PD, the attacker is *vulnerable psychic* until the end of their next turn (fyi, that applies to *weathered claws* attacks that now have bonus psychic damage).

Not-quite-flight: The hellstone gargoyle can't fly per se, but a clumsy glide can be achieved.

Part of the scenery: When there's the chance of an ambush, give the PC's a hard champion-tier skill check (usually DC 25) to notice the gargoyle and avoid being surprised.

Nastier Specials

Grotesque visage: The hellstone gargoyle has a fear aura: enemies engaged with the hellstone gargoyle who are below 36 hit points are dazed and can't use the escalation die.

Extra-toxic: *Cloud of dust* is now save ends (11+).

Hellwarped Beast

Aberrant Attack Table

Roll a d6 to determine what type of additional attack(s) the hellwarped beast has, and its general characteristics. Use the first set of stats for the brutes, and the second for the spawn.

- 1. Biting mandibles +15/+11 vs. AC—**50/13 damage, and the target is stuck (save ends); while the target is stuck this way, at the start of the hellwarped's turn, it automatically deals 50/13 damage to the target but can't make an *aberrant attack* that turn.
- 2. Extra claw +15/+11 vs. AC—**75/19 damage (and the claw can benefit from the *dual miss* effect).
- 3. Lashing tentacle +15/+11 vs. PD—**20/5 damage, and the target is weakened (save ends); the first time the target fails this save, it becomes stunned instead (save ends).
- 4. C: Antennae waveburst +15/+11 vs. MD (one nearby enemy)—**20/5 psychic damage, and the target must roll an immediate save. If it fails, it's confused until the end of its next turn.

5. R: Shooting quills +15/+11 vs. AC (one nearby enemy not engaged with it)—40/10 damage. In addition, it takes only half damage from opportunity attacks thanks to the spikes covering it.

6. [use only when triggered as an aberrant attack] Charging horn slam +15/+11 vs. PD—50/13 damage, and the target is dazed (save ends).

Free charge: The hellwarped pops free from each enemy engaged with it after making its *claws* attacks, then moves to a nearby enemy as a free action and makes this attack.

Hellwarped Spawn

Large 6th level Wrecker Aberration	Initiative: +6 + 1d4	AC	21
		PD	20
	Piercing claws +11 vs. AC (2 attacks)—17 damage	MD	15
	<i>First natural odd hit each turn:</i> The hellwarped can make one <i>aberrant attack</i> as a free action.	HP	180
	<i>Dual miss:</i> The hellwarped gains a cumulative +1 attack bonus to its <i>claw</i> attacks until the end of the battle.		
	Aberrant attacks —While building a battle with a hellwarped beast, roll once on the Aberrant Attacks table to see what type of attack it has. The spawn can use its <i>aberrant attack</i> normally, or trigger it with a piercing claws attack.		
	<i>Infected by hell:</i> As creatures created by the energies of hellholes, hellwarped beasts are usually also affected by powers that affect demons. GM, it's your call. In exchange, feel free to allow the hellwarped to deal fire, cold, acid, lightning, or thunder damage with its aberrant attacks.		
	<i>Mutated form:</i> Since different creatures become hellwarped beasts, some are tougher or hardier than others. Before battle, roll a d6 and adjust the hellwarped's stats accordingly.		
	1. -2 to all defenses		
	2. +2 to all defenses		
	3. -10% to hit points (-18)		
	4. +10% to hit points (+18)		
	5. -1 to all attacks		
	6. +1 to all attacks		
	<u>Nastier Specials</u>		
	<i>Special movement:</i> The hellwarped has flight, burrow, an extra move action, the ability to teleport as a move action, or some		

	other movement related ability of your choice. Decrease all its defenses by 1 due to the weak points this anatomy creates.	
	<i>Tough for its kind:</i> For its mutated form ability, choose one instead of rolling.	

Hellwarped Brute

Huge 10th level Wrecker Aberration	Initiative: +10 + 1d4	AC	25
		PD	24
	Piercing claws +15 vs. AC (2 attacks)—70 damage	MD	19
	<i>First natural odd hit each turn:</i> The hellwarped can make one <i>aberrant attack</i> as a free action.	HP	650
	<i>Dual miss:</i> The hellwarped gains a cumulative +1 attack bonus to its claw attacks until the end of the battle.		
	<p>Aberrant attacks—While building a battle with a hellwarped brute, roll twice on the Aberrant Attacks table to see what types of attacks it has. Reroll if you get the same result. The brute can use its <i>aberrant attacks</i> normally, or trigger one of them with a <i>piercing claws</i> attack.</p> <p><i>Infected by hell:</i> As creatures created by the energies of hellholes, hellwarped beasts are usually also affected by powers that affect demons. GM, it's your call. In exchange, feel free to allow the hellwarped to deal fire, cold, acid, lightning, or thunder damage with its <i>aberrant attacks</i>.</p> <p><i>Mutated form:</i> Since different creatures become hellwarped beasts, some are tougher or hardier than others. Before battle, roll a d8 and adjust the hellwarped's stats accordingly.</p> <ol style="list-style-type: none"> 1. -2 to all defenses 2. +2 to all defenses 3. -10% to hit points (-65) 4. +10% to hit points (+65) 5. -1 to all attacks 6. +1 to all attacks 7. Only roll once on the Aberrant Attack table 8. Roll three times instead of twice on the Aberrant Attack table <p><u>Nastier Specials</u></p> <p><i>Special movement:</i> The hellwarped brute has flight, burrow, an extra move action, the ability to teleport as a move action, or</p>		

	some other movement related ability of your choice. Decrease all its defenses by 1 due to the weak points this anatomy creates.	
	<i>Tough for its kind:</i> For its mutated form ability, choose one instead of rolling.	

Horned Azinth

Due to the horned azinth's ability to move about undetected, it's likely that the adventurers are going to run into trouble with them by accidentally wandering into the midst of a herd. If that happens, the horned azinth will ambush the heroes. Use this variant on the standard ambush and surprise rules.

First, 1d3 + 1 horned azinth get to act before initiative is rolled instead of only two of the beasts. Second, if you normally advance the escalation die at the end of the surprise round, don't do it. The azinth are too well concealed for momentum to favor the heroes.

Horned Azinth Calf

2× 3rd level Wrecker Beast	Initiative: +8	AC	19
		PD	17
	Headbutt +8 vs. AC —18 damage, or 24 damage if the horned azinth first moves before attacking an enemy it was not engaged with at the start of its turn	MD	11
		HP	75
	<p><i>Natural blurring:</i> Attacks against the horned azinth calf have a 20% miss chance. An attacker must roll the miss chance before the attack roll. In addition, the azinth is nearly invisible while standing still or slowly grazing, as it blends in with its surroundings.</p> <p><u>Nastier Special</u></p> <p><i>Protect the young:</i> Each horned azinth adult gains a +1 attack bonus during a battle that includes one or more calves, +2 if any calves are attacked, and +4 if any calves are killed!</p>		

Horned Azinth Adult

Large 6th level Wrecker Beast	Initiative: +8	AC	22
		PD	20
	Thrashing horn +11 vs. AC —30 damage, or 50 damage if the horned azinth first moves before attacking an enemy it was not engaged with at the start of its turn	MD	14
		HP	160
	<p><i>Natural even hit:</i> The horned azinth adult can make a <i>trample</i> attack as a quick action this turn.</p> <p>Trample +10 vs. PD—10 damage, and the horned azinth pops free from the target and can move nearby.</p> <p><i>Natural blurring:</i> Attacks against the horned azinth adult have a 30% miss chance. An attacker must roll the miss chance before</p>		

	<p>an attack roll. In addition, the azinth is nearly invisible while standing still or slowly grazing, as it blends in with its surroundings.</p> <p><u>Nastier Specials</u></p> <p><i>Increasing blurriness:</i> Increase the miss chance from the azinth's <i>natural blurring</i> by an amount equal to 5 × the escalation die.</p> <p><i>Reactive camouflage:</i> The first time this battle the azinth is staggered, it becomes harder to detect until the end of the battle, gaining a +4 bonus to all defenses.</p>	
--	--	--

Human

Human Thug

Normal	Initiative: +3	AC	17
1st level		PD	14
Troop	Heavy mace +5 vs. AC—4 damage	MD	12
Humanoid	<i>Natural even hit or miss:</i> The thug deals +6 damage with its next attack this battle.	HP	27

Blue Sorcerer

Normal	Initiative: +9	AC	18
3rd level		PD	14
Caster	Nasty dagger or short spear +8 vs. AC—6 damage	MD	17
Humanoid	<p><u>Minor Spell</u></p> <p>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></p> <p>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>	HP	48

Gather power: 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 *intermittent breath* an additional use of its breath weapon this battle.

Nastier Specials

Escalating caster: Add the escalation die to the sorcerer's *power-monger* rolls and attack rolls.

Sorcerous evasion (kobold sorcerers only): 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.

Demon-Touched Human Ranger

**Normal
5th level
Archer
Humanoid**

Initiative: +10

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.

**AC 21
PD 14
MD 19
HP 80**

Hungry Star

**Normal
3rd level
Wrecker
Aberration**

Initiative: +8

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.

**AC 16
PD 12
MD 15
HP 54**

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

Huge 5th level Wrecker Beast	Initiative: +9	AC	20
		PD	19
	Gnashing teeth +10 vs. AC (5 attacks)—10 damage	MD	15
	<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.	HP	150
	<i>Miss:</i> 5 damage.		
	<i>Too tough to trick:</i> 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.		
	<i>Roiling swirl:</i> If the hydra has at least two <i>gnashing teeth</i> 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 opportunity attacks for doing so).		
	<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.		
	<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.		
	<u>Nastier Specials</u>		
	<i>Sprout eighth head:</i> You know the drill.		

Seven-Headed Hydra

Huge 7th level Wrecker Beast	Initiative: +11	AC	24
		PD	21
	Gnashing teeth +12 vs. AC (7 attacks)—12 damage	MD	17
	<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.	HP	200

	<p><i>Miss: 7 damage.</i></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...</p> <p><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></p> <p><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.</p> <p>C: Flame breath +12 vs. PD (1d2 nearby enemies)—2d12 fire damage <i>Miss: Half damage.</i></p>	
--	--	--

Chaos Hydra

This hydra starts with four heads, but they're not always the same heads! Roll a d6 four times before the fight begins to find out which heads the chaos hydra starts the battle with. A head that starts the fight may not finish the battle, heads shift mid-fight, and as usual for hydras, new heads sprout when the creature takes serious damage.

One attack per head: As for the more generic hydras, each of the chaos hydra's heads can make an attack when it uses a standard action. Unlike those other hydras, each separate head is going to have its own attack style, though it's possible that the hydra will randomly have two or more of the same type of head for a couple rounds!

Heads with bonuses: A few of the heads provide abilities or bonuses as well as one or two possible attacks. For a change, these bonuses are cumulative. For example, a chaos hydra with two draconic heads would have a +4 bonus to its AC. Since the heads shift frequently, those bonuses won't last forever.

<p>Huge 8th level Wrecker Beast</p>	Initiative: +14	AC	23
	<u>1-2: Reptile head</u> —no bonus	PD	22
	Cutting teeth +13 vs. AC—46 damage	MD	20
	<i>Natural odd miss:</i> After the attack, this head may shift into a new head; roll 1d6 to determine the new (or maybe repeated!) head.	HP	300
	<i>Miss: 15 damage.</i>		

3: Serpent head—hydra gains +2 PD

Serpent teeth +13 vs. AC—30 damage, and 10 ongoing poison damage

Natural odd miss: After the attack, this head may shift into a new head; roll 1d6 to determine the new (or maybe repeated!) head.

Miss: 10 damage.

3: Great monstrous head—Hydra gains fear aura, dazing engaged enemies with fewer than 48 hit points and preventing them from using the escalation die (for each additional great monstrous head, add +20 points to the threshold)

Monstrous teeth +11 vs. AC—60 damage

Natural odd miss: After the attack, this head may shift into a new head; roll 1d6 to determine the new (or maybe repeated!) head.

Miss: 20 damage.

5: Draconic head—hydra gains +2 AC and adds the escalation die to its attack rolls for either its draconic teeth attack or its minor breath weapon attack

Draconic teeth +13 vs. AC—30 damage

Natural odd miss: After the attack, this head may shift into a new head; roll 1d6 to determine the new (or maybe repeated!) head.

OR

C: Minor breath weapon +13 vs. PD (1 nearby enemy)—40 random energy damage (roll 1d4; 1: acid, 2: cold; 3: fire; 4: lightning)

Natural even hit: Make a second minor breath weapon attack against a random different nearby enemy. This second attack lacks this *natural even hit* trigger.

Natural odd miss: After the attack, this head may shift into a new head; roll 1d6 to determine the new (or maybe repeated!) head.

6: Chaos ray head—hydra can either bite with *chaotic teeth* or use *chaos ray* attack

Chaotic teeth +13 vs. AC—35 damage

Natural even hit: Target is weakened (save ends).

Natural odd miss: After the attack, this head may shift into a new head; roll 1d6 to determine the new (or maybe repeated!) head.

OR

R: Chaotic ray +13 vs. PD (1 nearby or faraway enemy)—50
random energy damage (roll 1d4; 1: acid, 2: cold; 3: fire; 4: lightning)

Natural even hit: Roll 1d4; 1: Later this turn, hydra can teleport somewhere nearby as a quick action, 2: Hydra gains flight until the end of its next turn, 3: The next attack which hits the hydra must be rerolled with a -2 attack penalty, 4: GM: roll on the High Weirdness Table and apply the result in the most amusing way possible.

Natural odd miss: After the attack, this head may shift into a new head; roll 1d6 to determine the new (or maybe repeated!) head.

Reaching necks: On its turn, the chaos hydra can use any of its teeth attacks against nearby creatures it can see and get to, but has a -2 attack penalty when using teeth attacks against creatures it not engaged with.

Wild thrasher: The chaos hydra's attacks deal full damage against creatures it has not already hit this turn. If the chaos hydra attacks a creature it has hit earlier in the turn, the attack only deals half damage, hit or miss or crit.

Too tough to trick: Whenever the chaos hydra would suffer any of the following conditions, it ignores the condition and takes 10 damage instead: confused, dazed, hampered, stunned, or weakened.

Sprout fifth head: The first time the hydra is staggered, as a free action it gains 70 hit points and a random fifth head. Roll 1d6 to determine which head. The chaos hydra 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.

Sprout sixth head: The second time the hydra is staggered, as a free action it gains 70 hit points and a random sixth head, etc. Use a new hit point baseline as before, but there is no seventh head waiting to sprout.

Intellect Devourer

Intellect Devourer

Normal	Initiative +5	AC	19
3rd level		PD	15
Spoiler	C: Recall trauma +8 vs. MD (one nearby enemy)—16 psychic	MD	19
Aberration	damage	HP	56

	<p><i>Natural even hit:</i> The target can't add the escalation die to its attacks (save ends).</p> <p>C: Ego scourge +8 vs. MD (one nearby or faraway 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</p> <p>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.</p> <p><i>Exploit trauma:</i> The intellect devourer's crit range with attacks against MD expands by 2.</p> <p><i>Lost opportunity:</i> This creature can't make opportunity attacks.</p> <p><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.</p> <p><u>Nastier Specials</u></p> <p><i>Increased trauma:</i> Add the following extra effect trigger to the intellect devourer's <i>recall trauma</i> attack.</p> <p><i>Natural 5, 10, 15, 20:</i> The target can't cast spells until the end of its next turn.</p>	
--	---	--

Intellect Assassin

Normal 6th level Blocker Aberration	Initiative +9	AC	22
		PD	16
		MD	20
		HP	90
	<p>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 <i>Quick use:</i> The assassin can take 15 damage to make this attack as a quick action (once per round).</p> <p>C: Insidious domination +11 vs. MD (one enemy)—14 damage, and the opponent is locked in a <i>psychic duel</i> with the assassin (see below)</p> <p>C: Mind thrust +10 vs. MD (one confused enemy)—35 damage (but only 50 damage on a crit)</p>		

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

Normal 3 rd level Spoiler Humanoid	Initiative: +5	AC	19
		PD	17
	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)	MD	13
		HP	45
	Infatuated: 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		

	<p>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.</p> <p>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 opportunity attacks), who engages it</p> <p>C: Stop in the name of love +8 vs. MD (each nearby <i>infatuated</i> enemy)—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>	
--	--	--

Lethal Lothario

Normal	Initiative: +7	AC	20
4th level		PD	18
Leader	Brutal kiss +9 vs. AC—10 damage	MD	17
Humanoid	<p><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.</p> <p><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 his 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>	HP	50

The Woven

Normal	Initiative: +6	AC	18
4th level		PD	16
Mook	Clumsy strike +9 vs. AC—7 damage	MD	12

Humanoid	R: Why aren't you happy for ussss +8 vs. MD (1d3 nearby enemies) —5 psychic damage as the target's mind reels against the horror of the truth	HP 13
----------	--	-------

Binding Bride

Normal	Initiative: +8	AC 21
5 th level		PD 15
Spoiler	Biting kiss +10 vs. AC —18 damage	MD 19
Humanoid	<i>Natural 16+</i> : The target takes 10 ongoing poison damage.	HP 72
	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.	
	R: A bouquet of webs +10 vs. PD (up to 2 enemies in a group) —The target is hampered (save ends)	
	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.	
	Give me your heart : 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.	

Swarm Prince

Normal	Initiative: +9	AC 19
5 th level		PD 18
Spoiler	Palm strike +10 vs. PD —10 damage, and 10 ongoing poison damage	MD 16
Humanoid	<i>Miss</i> : 5 damage.	HP 80
	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.	
	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)	

	<p><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>	
--	---	--

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

Kobold Archer

Normal 1st level Mook Humanoid	Initiative: +4	AC	16
	Simple knife +6 vs. AC—3 damage	PD	14
		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 1st level Troop Humanoid	Initiative: +4	AC	18
	Spear +8 vs. AC—4 damage	PD	15
	<i>Natural even hit or miss:</i> The kobold warrior can pop free from the target.	MD	12
		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 2nd level Leader Humanoid	Initiative: +3	AC	18
		PD	16
	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
	<i>Natural even miss:</i> 3 damage.	HP	34
	<i>Evasive:</i> Kobolds take no damage from missed attacks.		

Kobold Skyclaw

Normal 2nd level Mook Humanoid	Initiative: +9	AC	18
	Spike-toed boots +5 vs. AC—4 damage	PD	16
		MD	13
		HP	7
	C: Alchemical flask +6 vs. PD (one nearby enemy or a faraway enemy at -2 atk)—3 damage, and roll a d4 for the effect of the flask's contents		
	1. Distilled ankheg spit: The target takes 3 ongoing acid damage.		
	2. Reconstituted remorhaz lymph: The target takes 3 ongoing fire damage.		
	3. Essence of giant spider web: The target is stuck (save ends).		
	4. Kobold blasting powder: 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.		

	<p><i>Natural 1:</i> The kobold explodes (see <i>mook</i>).</p> <p><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.</p> <p>1: It crashes and explodes (see <i>mook</i>).</p> <p>2-15: It lands safely.</p> <p>16+: It stays aloft and can keep flying.</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p> <p><i>Mook:</i> If an attack roll against a skyclaw is a natural 20 or a skyclaw rolls a natural 1 attack roll or flight roll, it triggers a chain reaction that ripples through all nearby skyclaws in the mob; each one makes an <i>alchemical flask</i> attack as a free action as it explodes and dies.</p>	
--	---	--

Protector Icon Warrior (Gold)

Normal 2nd level Archer Humanoid	Initiative: +7	AC	17
	Snaggle sword +7 vs. AC—6 damage	PD	15
	R: Shortbow +7 vs. AC (1 nearby enemy)—7 damage	MD	12
	<i>Natural even hit:</i> One ally engaged with the target can attempt to disengage as a free action.	HP	38
	R: Longshot +6 vs. AC (1 faraway enemy)—5 damage <i>Mutually destructive:</i> This creature's critical hit range against an enemy with icon relationship points with the Protector Icon is increased by that enemy's number of relationship points. It's mutual: for every point of relationship with the Protector Icon, expand the critical hit range of attacks against the Protector Icon warrior by 1.		

Kobold Berserker (Red)

Normal 3rd level Mook Humanoid	Initiative: +7	AC	18
	Two-handed chopper +8 vs. AC—6 damage	PD	16
	<i>Natural 20:</i> This kobold berserker mook transforms into an undamaged really angry kobold after the attack.	MD	13
	<i>Group ability:</i> Each time an enemy attack reduces one or more kobold berserkers to 0 hit points, roll a single berserker transformation save for the entire mob of all kobold berserker mooks left in the battle. Add the number of kobold berserker mooks that were slain with the attack to the save (i.e., one big attacks slays three kobold berserker mooks, roll a d20 save and add 3.)	HP	12

	<p>Berserker transformation: If the save result is 6+, transform one of the remaining kobold berserker mooks into a really angry kobold. If the save result is 16+, instead transform one of the remaining kobold berserker mooks into a red haze berserker.</p> <p><u>Nastier Special</u></p> <p>Red rage: Roll 2d20 for each of the kobold's attacks and use the higher result.</p>	
--	---	--

Kobold Dog-Rider

Normal	Initiative: +8	AC	19
3rd level		PD	16
Troop	Flaming lance +8 vs. AC —6 damage, and 3 ongoing fire damage	MD	12
Humanoid	<p><i>Natural 16+:</i> The kobold and its steed pop free from all enemies and can move as a free action.</p> <p>R: Tiny crossbow +8 vs. AC—9 damage, and the kobold and its steed can move as a free action.</p> <p><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 <i>trapster</i> kobold ability.</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p> <p><i>Canine steed:</i> The steed can't be targeted separately from the kobold. If the kobold dies the dog runs away.</p>	HP	41

Kobold Engineer

Normal	Initiative: +8	AC	19
3rd level		PD	17
Leader	Wrench, pick, or shovel +8 vs. AC —8 damage	MD	13
Humanoid	<p><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.</p> <p>R: Explosive flask +5 vs. PD—The target is vulnerable to non-magical attacks (easy save ends, 6+)</p> <p><i>Natural roll is above target's Wisdom (trapster):</i> The blast knocks the target into a trap. See <i>trapster</i> kobold ability.</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p>	HP	45

Protector Icon Cultist (Gold)

2×	Initiative: +8	AC	19
3rd level		PD	17
Mook	Sword tooth +8 vs. AC (2 attacks) —3 damage	MD	13
Humanoid	R: Dart +7 vs. AC (1 nearby enemy) —4 damage	HP	18

	<p><i>Mutually destructive:</i> This creature's critical hit range against an enemy with icon relationship points with the Protector Icon is increased by that enemy's number of relationship points. It's mutual: for every point of relationship with the Protector Icon, expand the critical hit range of attacks against the Protector Icon cultist by 1.</p> <p><i>Mystically expendable:</i> If a nearby Protector Icon priest or Protector Icon demon drake takes miss damage, the Protector Icon cultist can take it instead.</p>	
--	---	--

Protector Icon Priest (Gold)

Normal 3rd level Leader Humanoid	Initiative: +6	AC	18
		PD	14
	Demon staff +9 vs. AC—8 damage	MD	17
	<i>Natural even hit or miss against a 5th or lower level enemy:</i> Demons gain a +2 attack bonus and a +7 damage bonus against the target (hard save ends, 16+).	HP	40
	R: Flaring staff +9 vs. PD (1 nearby enemy, and 1 other nearby enemy engaged with a demon)—6 fire damage <i>Natural even hit or miss against a 5th or lower level enemy:</i> Demons gain a +2 attack bonus and a +7 damage bonus against the target (hard save ends, 16+).		
	R: Fireburst +9 vs. PD (1 nearby or faraway enemy)—12 fire damage <i>Miss:</i> Deal 6 fire damage to the Protector Icon priest.		
	<p><i>Mutually destructive:</i> This creature's critical hit range against an enemy with icon relationship points with the Protector Icon is increased by that enemy's number of relationship points. It's mutual: for every point of relationship with the Protector Icon, expand the critical hit range of attacks against the Protector Icon priest by 1.</p> <p><i>Somewhat evasive:</i> This creature takes no damage from enemies' misses.</p>		

Really Angry Kobold (Red)

Weakling 3rd level Troop Humanoid	Initiative: +7	AC	17
		PD	17
	Two-handed chopper +9 vs. AC—9 damage	MD	14
	<i>Natural 20:</i> This really angry kobold transforms into an undamaged red haze berserker after the attack.	HP	26
	<p><i>Weakling:</i> When building battles using this monster, it only counts as half a normal monster.</p>		

	<u>Nastier Special</u>	
	<i>Red rage:</i> Roll 2d20 for each of the kobold's attacks and use the higher result.	

Red Haze Berserker (Red)

Normal	Initiative: +7	AC	16
3rd level		PD	18
Wrecker	Two-handed chopper +10 vs. AC—10 damage	MD	15
Humanoid	<i>Natural even hit or miss:</i> Deal 2d6 bonus damage to the target.	HP	44

Demon Drake (Gold)

Normal	Initiative: +10	AC	21
4th level		PD	18
Troop	Flashing jaws +9 vs. AC—12 damage	MD	14
Demon	<i>Natural even hit:</i> 5 ongoing fire damage.	HP	50
	C: Borrowed fire +9 vs. PD (1 nearby enemy)—20 fire damage		
	<i>Limited use:</i> 1/battle, and only targeting a creature that is presently saving against the effect of a Protector Icon priest's staff attack.		
	<i>Mutually destructive:</i> This creature's critical hit range against an enemy with icon relationship points with the Protector Icon is increased by that enemy's number of relationship points. It's mutual: for every point of relationship with the Protector Icon, expand the critical hit range of attacks against the demon drake by 1.		
	<i>Flight:</i> Demon drakes fly like bat-winged dragons. Funny that.		

Kobold Assassin (Black)

Normal	Initiative: +10	AC	22
4th level		PD	19
Spoiler	Black acid blade +9 vs. AC—7 damage, and 5 special acid ongoing damage (no save; this special damage only ends if the creature affected uses a standard action to shake off all the special ongoing damage)	MD	17
Humanoid	<i>Miss:</i> 4 damage.	HP	46
	R: Blackscale throwing star +9 vs. AC (one nearby enemy)—5 damage, or 10 damage against a creature taking special ongoing acid damage.		
	<i>Natural 2-5:</i> Make another <i>blackscale throwing star</i> attack against a different nearby enemy.		
	<i>Skitter:</i> The kobold assassin can choose to roll an 11 whenever it rolls a disengage check. (In other words, it can get away from any one normal enemy, it takes two enemies and/or the need		

	to roll at least a 12 to force the kobold assassin to actually roll the check.)	
--	---	--

Kobold Bravescale

Normal 4th level Blocker Humanoid	Initiative: +9	AC	20
		PD	18
		MD	14
		HP	55
	Spear +9 vs. AC—13 damage <i>Natural roll is above target's Wisdom (trapster):</i> The kobold pushes or trips the target into a trap. See <i>trapster</i> kobold ability. <i>Disciplined maneuver:</i> 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. 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

2× 4th level Caster Humanoid	Initiative: +9	AC	19
		PD	17
		MD	15
		HP	110
	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 <i>trapster</i> kobold ability. 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 <i>trapster</i> kobold ability. <i>Miss:</i> The target is stuck and hampered (save ends both). <i>Evasive:</i> Kobolds take no damage from missed attacks.		

Kobold Shadow-Warrior

Normal 4th level Mook Humanoid	Initiative: +9	AC	20
		PD	13
		MD	17
		HP	14
	C: Throwing star +9 vs. AC (one nearby enemy)—7 damage 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 <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		

	<p>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.</p> <p>C: Elusive strike +13 vs. AC (one nearby creature)—18 damage</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p> <p><i>Wall-crawler:</i> A kobold shadow-warrior can climb on ceilings and walls as easily as it moves on the ground.</p>	
--	---	--

Kobold Dragon-Soul

Normal	Initiative: +10	AC	22
5th level		PD	19
Troop	Claws +10 vs. AC—17 damage	MD	14
Humanoid	<i>Natural even hit:</i> The target also takes 8 ongoing acid damage.	HP	70
	<p>R: Fire spit +10 vs. PD—18 fire damage</p> <p><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.</p> <p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p> <p><i>Flight:</i> 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 <i>fire spit</i>).</p>		

Kobold Glimmer (Blue)

Normal	Initiative: +8	AC	21
5th level		PD	21
Mook	Slick, stabby blade +10 vs. AC—9 damage	MD	16
Humanoid	<i>Natural 16+:</i> Each other glimmer in the battle gains a +1 attack bonus (cumulative) until the end of the turn.	HP	15
	<p>R: Stick-launched dart +10 vs. AC—9 damage</p> <p><i>Limited use:</i> A mob of glimmers can use this attack only once during the battle. On the turn that they use the attack, each glimmer in the mob can choose whether to make the attack or not. Any who don't use it, lose it.</p> <p><i>Home turf tricks:</i> The first time each enemy in a battle attacks a glimmer mob, it must roll a save; on a failure, that attack is negated. The glimmers have traps, hidden weapons, trick furniture, and other resources that they can use against</p>		

attackers. Improvise some trick, ideally involving scorpions, that either protects the kobolds from the attack or interferes with the attacker, assuming the glinters are on familiar ground.

Stubborn resilience: Whenever three or more glinters drop from a single attack (possibly involving multiple attack rolls), one-third of those glinters are undamaged instead (round down).

Free-form ability—Unstoppability: Glinters can pour through small openings in large numbers, crowd into tight spaces, scramble over or through obstacles, and otherwise get into places faster than you would believe. This trait helps them overwhelm enemies with numbers that the unfortunate targets don't believe is possible.

Nastier Specials

Bitter resolve: When a glinter mob is reduced to half its number or less, the surviving glinters gain a +4 bonus to all defenses until the end of the battle.

Coordinated strike: Once per battle as a free action, the glinter mob can utter a war cry in unison and each member of the mob gains a +4 attack bonus that turn.

Kohwa

Abilities for all kohwa

Flight: Kohwa are winged, and therefore capable of flight. While they are strong fliers and able to travel great distances in this way, they are acutely aware of how ungainly they look while doing so, and therefore prefer to walk or run unless they are certain no one is watching.

Swimming: Unlike many cat species, kohwa are perfectly at home in the water, so diving into a lake or river is a poor defense against them.

Telepathy: Kohwa are capable of short-range telepathy with non-kohwa. It is assumed (although no one is entirely sure) that they are capable of communicating with others of their species at greater distances, as when one is in trouble, others are sure to appear—eventually.

Kohwa Messenger

Large 5th level Caster Beast	Initiative: +12	AC	21
		PD	20
	Jaws of steel +9 vs. AC—30 damage	MD	19
	R: Piercing gaze +9 vs. PD—24 lightning damage	HP	162
	<i>Natural odd roll:</i> Each time the kohwa messenger makes a natural odd roll when using this attack, it can immediately make another <i>piercing gaze</i> attack roll against a different target it has not already targeted this turn.		

C: Judgment of the gods +11 vs. PD (1d4 nearby enemies)—40
 psychic damage
Natural roll above Wisdom: The target is dazed (normal save ends).
Limited use: 1/battle while staggered.

Nastier Specials

Invocation of the gods' protection: Once per battle, as a quick action, the kohwa messenger can invoke the protection of their unknown gods. Once the invocation has been made, at the start of each of the messenger's turns, roll 1d6. As long as the roll is equal to or less than the escalation die, critical hits against the messenger and its allies only inflict normal damage (although they do still trigger the kohwa enforcer's *acid rain* attack, if appropriate). As soon as the roll fails, the protection lapses.

R: Implacable dread +11 vs. MD—The target is weakened (normal save ends). During the next round, if the target is unengaged, it takes no action other than to move away from the messenger. If engaged, then the target's first action is to attempt to disengage from its foe, moving away if successful. If the target fails the disengage check, they use their second action to move away, inviting opportunity attacks
Limited use: Cannot be used until the escalation die reaches 4+.
Miss: The target develops a deep and abiding mistrust of all kohwa.

Kohwa Enforcer

Large 7th level Troop Beast	Initiative: +14	AC	23
		PD	22
	Tooth and claw +12 vs. AC (2 attacks)—24 damage	MD	21
	<i>Miss:</i> Half damage.	HP	230
	<p>R: Spit shot +10 vs. PD (1 nearby or faraway enemy)—42 cold damage. One of the few times a kohwa can be heard to make a noise, the horrific yowl that accompanies this attack heralds a stinging barrage of freezing hailstones</p> <p><i>Fury of the gods:</i> When staggered, the kohwa enforcer gains a bonus to damage equal to triple the escalation die.</p> <p><i>Acid rain:</i> The first time the enforcer is struck by a critical hit, provided it survives the blow, it sprays horrible acidic urine on its enemies using its <i>pitter patter</i> attack as a free action.</p>		

[Special trigger] **Pitter patter +12 vs. PD (1d4 nearby enemies)**—20 acid damage and 15 ongoing acid damage (normal save ends)

Nastier Special

Leaps and bounds: If the enforcer is unengaged and moves to engage an enemy, it can make a *leaping strike* attack as a standard action.

[Special trigger] **Leaping strike +12 vs. AC**—54 damage and target is hampered while still engaged

Koruku

Koruku Larva

Normal 5th level Wrecker Beast	Initiative: +8	AC	21
	Snapping claws +10 vs. AC (3 attacks) —7 damage	PD	18
	<i>Natural even hit:</i> The koruku larva can make a <i>blood-sucking proboscis</i> attack against the target as a quick action this turn.	MD	16
	Blood-sucking proboscis +10 vs. AC —9 damage	HP	60
	<i>Natural 16+ hit:</i> The target takes 5 additional damage and the koruku larva can heal 5 hit points.		
	<i>Acid blood:</i> Each creature engaged with a damaged koruku larva at the start of its turn takes 2d6 acid damage.		
	<i>Join with us:</i> The koruku larva can physically and magically bond with a willing humanoid, or a humanoid it has reduced to 0 hp, and evolve over the course of a day into a koruku symbiont.		

Koruku Symbiont

Normal 7th level Spoiler Humanoid	Initiative: +10	AC	23
	Crashing fist or weapon +12 vs. AC —25 damage	PD	19
	<i>Natural 16+ hit:</i> The target is weakened (normal save ends) and the koruku symbiont can pop free of the target.	MD	21
	Stinging tentacles +12 vs. AC (2 attacks) —15 damage	HP	94
	<i>Natural even hit:</i> The target takes 8 ongoing poison damage (normal save ends).		
	<i>Natural 1-5:</i> The koruku symbiont can make an <i>acid spew</i> attack as a quick action.		
	<i>Limited use:</i> When the escalation die 2+.		
	[Special trigger] C: Acid spew +12 vs. PD —20 acid damage		
	<i>Natural even hit:</i> The target is hampered (normal save ends).		

C: Wrathful tsunami +12 vs. PD (1d3 nearby enemies in a group)—28 damage

Natural even hit: The target is stunned until the end of its next turn.

Limited use: 1/battle when the escalation die is 4+.

Scuttle forth: When the koruku symbiont drops to 0 hit points, it rolls a normal save (11+). If the save succeeds, place a 5th level koroku larva with 30 hit points on the battlefield where it has detached itself from its former host. The staggered larva maintains the initiative of its host, but any conditions placed upon the host end. (If the save fails, the larva gets squashed along with its host!)

It's been fun: When the koruku symbiont is nearby a behemoth, the koruku detaches itself from its host and leaps onto the behemoth. Once it finds a likely spot for hibernation it secretes a slime which hardens into a cocoon. The host reverts back to its original stats, losing all of the benefits it gained as a symbiont, but takes no damage.

Koroku Landkiller

**Huge
8th level
Leader
Beast**

Initiative: +17

Thrashing tail +13 vs. AC (one nearby enemy)—80 damage

Miss: 40 damage.

First miss: The koroku landkiller makes a second *thrashing tail* attack against a different target.

Natural 1-5 on either attack: The koroku landkiller regains its *stolen magic* attack if it's expended.

Earth-gouging plates +13 vs. PD (2 attacks)—55 damage

Escalating saves: The koroku landkiller adds twice the escalation die to its saves.

Stolen magic: Once per battle as a standard action, a koroku landkiller can make one of the following magical attacks. The first five attacks can add the escalation die when rolled against a target that has an icon relationship with the icon the power has been stolen from! Feel free to roll a d6 if you don't want to spend time choosing between attacks. (If its *thrashing tail* attack roll allows the landkiller to regain *stolen magic*, it doesn't have to choose which magical attack it will use until it actually uses the attack.)

C: Flame of the Magic Icon +13 vs. PD (1d3 nearby or faraway enemies in a group)—114 fire damage

**AC 24
PD 22
MD 19
HP 432**

Natural even hit: One nearby koruku servitor can make a *wild magic blast* attack (fire damage) as a free action.

C: Snare of the Nature Icon+13 vs. PD (1d3 nearby enemies in a group)—90 damage and the target is stuck (normal save ends)
Natural 16+ hit: All nearby koruku servitors gain a +4 attack bonus against stuck targets on their next turn.

C: Roar of the Brute Icon +13 vs. MD (1d4 nearby enemies)—90 thunder damage, and koruku servitors gain a +4 attack bonus against the target on their next turn

C: Treachery of the Draconic Icon +13 vs. MD (1d3 nearby enemies)—80 psychic damage and the target is confused (normal save ends)
Natural 16+ hit: Add a cumulative +2 to the defenses of all koruku servitors until the end of the servitors' next turn.

C: Storm of the Zealous Icon +13 vs. AC (1d3 nearby enemies)—114 damage
Natural 16+ hit: All nearby koruku servitors gain a +4 damage bonus until the end of their next turn.

C: Wrath of the sea +13 vs. PD (all nearby enemies)—70 lightning damage
Natural 16+ hit: Add a koruku servitor to the battle.
Miss: 35 lightning damage.

Nastier Special

So many servitors: When the koruku landkiller is hit by an attack, add a koruku servitor to the battle.

Koruku Servitor

Normal 8th level Mook Spirit	Initiative: +16	AC	24
		PD	19
	Wild magic touch +13 vs. AC —23 damage	MD	23
	<i>Natural 1-5:</i> The koruku servitor takes 10 damage and the target gains a random Wild Magic Benefit from the table below.	HP	40
	<i>Wild Magic Benefit</i>		
	1-2: You gain a +2 bonus to all defenses until the start of your next turn.		
	3-4: Heal hit points equal to your level + twice your Charisma, Intelligence, or Wisdom modifier (whichever is highest).		
	5-6: Roll to recharge a single expended magic item power or expended recharge power.		

C: Wild magic burst +13 vs. PD (all enemies engaged with the koruku servitor)—36 damage and deal 40 damage to this koru servitor

Limited use: When the escalation die is 4+.

R: Wild magic blast +13 vs. PD (one nearby enemy)—23 damage

Flight: Koruku servitors fade away if they fly too far from their koruku landkiller, but are quick and agile fliers in battle.

Kroma Dragonic

Nastier Specials for All Kroma Dragonics

If you'd like to make your dragonic wyrmspawn more deadly, give them wings and limited flight. Or if your dragonics have the blood of the mighty wyrms flowing through them (or the magic of dragons has worn off on them), consider giving some of them a random dragon ability.

Limited flight: At the start of each turn, roll a d6. If the result is less than or equal to the escalation die, the dragonic gains flight as a move action during its turns thanks to a pair of wings it unfurls from its back. The flight tends to be more power-flapping or gliding from one place to another rather than hovering. Flamewings who also have limited flight prefer to use their burning wings to fly in combat wherever possible, resorting to their physical wings only if needed.

Blood of the wyrm: This dragonic displays traits of its forebears, the mighty wyrms. Roll a d10 and consult the random dragon ability table, or choose one of the first ten options that looks likely to shape the story or battle.

Greenscale Wild Stalker

**Normal
3rd level
Archer
Humanoid**

Initiative: +6

Poisoned claws +8 vs. AC—4 damage, and 3 ongoing poison damage

First failed save: The ongoing poison damage increases by 2.

Second failed save: The target is also weakened (save ends both).

R: Poisonous spit +8 vs. PD—8 poison damage

Natural even hit: The target is partially blinded and takes a -2 penalty to attacks and defenses until the end of its next turn.

Superior camouflage: The wild stalker's scales naturally change to blend with its surroundings, allowing it to hide in plain sight and making checks to detect it take a -5 penalty. When it attacks from concealment without being seen first, the target is vulnerable to its attack. It can regain its camouflage by moving out of direct sight and hiding (hard DC to spot).

**AC 19
PD 16
MD 12
HP 42**

	<i>Resist poison 14+</i> : When a poison attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.	
--	--	--

Bluescale Lightning Caller

Normal 4 th level Caster Humanoid	Initiative: +5	AC	19
		PD	14
	Sharp claws +8 vs. AC (2 attacks)—6 damage	MD	18
		HP	46
	R: Jagged lightning +10 vs. PD (up to 2 nearby enemies)—6 lightning damage <i>First natural even hit each turn</i> : The lightning caller can target another nearby enemy with <i>jagged lightning</i> .		
	C: Lightning breath +10 vs. PD (each enemy engaged with the lightning caller)—2 lightning damage, and the target pops free from the lightning caller <i>Limited use</i> : 1/battle, as a quick action.		
	<i>Call lightning minion</i> : Once per battle as a move action, the lightning caller can summon 1d2 small lightning minions that protect it. They look like small dragons made of lightning that circle around the caller and can't be attacked directly. When an enemy attacks the lightning caller, one minion makes a <i>lightning zap</i> attack against it as an interrupt action. All minions dissipate at the end of battle.		
	Lightning zap +10 vs. PD (one enemy attacking the lightning caller)—3 lightning damage, the target takes a -2 penalty to the attack, and the minion dissipates.		
	<i>Resist lightning 14+</i> : When a lightning attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.		

Whitescale Rime Walker

Normal 5 th level Troop Humanoid	Initiative: +7	AC	20
		PD	18
	Rime-coated spear +10 vs. AC—10 damage and 5 cold damage	MD	13
		HP	65
	<i>Natural even hit</i> : The rime walker can make a <i>frost breath</i> attack against the target as a free action. This use of <i>frost breath</i> doesn't count toward the 1/battle limit.		
	C: Frost breath +10 vs. PD (1d3 nearby enemies)—8 cold damage <i>Natural 16+</i> : The target is stuck (save ends). <i>Limited use</i> : 1/battle, as a quick action.		

	<p><i>Coated in rime:</i> As a free action at the start of the battle, the rime walker breathes a cloud of frost that coats it in rime. The next attack that hits it this battle deals only half damage.</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>	
--	---	--

Blackscale Shadow Dancer

Normal 6th level Troop Humanoid	Initiative: +12	AC	21
		PD	21
	Scale blade +11 vs. AC—18 damage, and the shadow dancer can pop free from the target	MD	16
		HP	80
	<p>C: Shadow vapors +11 vs. PD (1d3 nearby enemies)—10 acid damage</p> <p><i>Shadows everywhere:</i> Hit or miss, the nearby area around the shadow dancer is filled with shadowy vapors until the end of the battle that make it difficult to see. Other creatures besides shadow dancers in the vapors take a -2 penalty to attacks and defenses.</p> <p><i>Limited use:</i> 1/battle, as a quick action.</p>		
	R: Hand crossbow +11 vs. AC—20 damage		
	<p><i>Step into the shadows:</i> Twice per battle as a move action, a shadow dancer can step in heavy shadows, or shadows created by its shadow vapors, and step back out of nearby or faraway shadows. It often uses this ability to move next to a target. When it attacks an enemy after stepping out of the shadows, it gains a +2 bonus for that attack.</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>		
	AC 21		
	PD 21	HP 80	
	MD 16		

Redscale Fiery Vanquisher

Normal 7th level Wrecker Humanoid	Initiative: +9	AC	23
		PD	21
	Heavy axe +12 vs. AC—26 damage	MD	15
		HP	110

	<p><i>Natural even hit or miss:</i> The fiery vanquisher can make a <i>burning breath</i> attack against the target as a free action.</p> <p>[Special trigger] C: Burning breath +11 vs. PD (one nearby enemy)—3 fire damage, and 5 ongoing fire damage</p> <p><i>Red rage:</i> When the escalation die is odd, the fiery vanquisher can roll two d20s for its <i>heavy axe</i> attack and use the best result.</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>	
--	---	--

Whitescale Blighter

Normal	Initiative: +13	AC	24
8th level	Vulnerability: fire	PD	22
Leader		MD	19
Humanoid	<p>Frost claws +13 vs. AC—20 damage, and 15 cold damage</p> <p><i>Natural even hit or miss:</i> The damage for all subsequent cold attacks this battle increases by 1 (to a maximum of 4 extra cold damage).</p> <p><i>Crit:</i> Each enemy that doesn't have resistance to cold damage becomes vulnerable to cold damage until the end of the battle, and the cold damage increase for all cold damage attacks resets.</p> <p><i>Miss against a stuck target:</i> 10 cold damage.</p> <p>C: Blizzard breath +13 vs. PD (1d3 nearby enemies)—18 cold damage</p> <p><i>Natural even hit or miss:</i> The target is stuck (save ends).</p> <p><i>Escalating cold:</i> All whitescale dragonics in the battle can use the escalation die. This monster's escalating cold ability ends for this battle if it takes fire damage.</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></p> <p><i>Gift of rime:</i> As a free action at the start of the battle, and also once per turn as a quick action, the whitescale blighter breathes a cloud of frost that coats it or a nearby whitescale dragonic in rime. The next attack that hits the rime-covered whitescale this battle deals only half damage.</p> <p><i>Tail whip:</i> The dragonic deals 2d4 extra damage to a target it misses with a melee attack.</p>	HP	140

Undead killer: The whitescale blighter hates undead and necromancers, and its crit range expands by 1 against them.

Greenscale Spineback

Normal 9th level Spoiler Humanoid	Initiative: +14	AC	24
		PD	23
		MD	19
		HP	162
	Needle teeth +14 vs. AC —20 poison damage, and 15 ongoing poison damage <i>Natural 16+:</i> The target becomes vulnerable to poison damage until the end of the battle. Creatures that resist poison damage ignore this effect. <i>Crit:</i> The target loses all its resistances and is weakened until the end of its next turn.		
	R: Spine barrage +16 vs. AC —25 damage, and 25 ongoing poison damage <i>Limited use:</i> 1/battle, but missing with the attack doesn't expend it.		
	C: Poison cloud +14 vs. PD (1d3 nearby enemies in a group) —25 poison damage <i>Natural even hit:</i> The crit range for this attack expands by 1 (to a maximum of 16+). <i>Miss:</i> 10 poison damage.		
	<i>Hallucinogenic exhalation:</i> The first time this greenscale spineback becomes staggered, each nearby enemy must roll a save. If it fails, it's confused and takes 10 ongoing poison damage (save ends both). Enemies who resist poison are immune to this effect.		
	<i>Resist poison 16+:</i> When a poison 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>Elf killer:</i> The spineback hates elves, and its crit range expands by 1 against them.		
	<i>Tail whip:</i> The dragonic deals 2d6 extra damage to a target it misses with a melee attack.		
	<i>Toxic skin:</i> This spineback is not so much scaly as slimy like a rare toxic frog. When an enemy makes an unarmed attack against it or otherwise grapples with the dragonic, that enemy takes 2d6 poison damage.		

Blackscale Light-Killer

Normal 10th level Archer Humanoid	Initiative: +15	AC	25
		PD	25
	Blackened blade +14 vs. AC—40 damage	MD	19
	<i>Natural even hit:</i> 10 ongoing acid damage.	HP	206
	<i>Natural even miss:</i> The blackscale light-killer gains a darkness token (see below).		
	R: Acidic breath +16 vs. PD (1d3 nearby enemies)—25 acid damage		
	<i>Natural even hit:</i> 12 ongoing acid damage.		
	<i>First natural even miss each turn:</i> The blackscale light-killer gains a darkness token (see below).		
	<i>Darkness spreads:</i> The light-killer can expend a darkness token as a quick action to make a nearby enemy weakened until the end of its next turn. Enemies that don't need to see to fight or who can pierce magical darkness ignore this effect.		
	<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.		
	<u>Nastier Specials</u>		
	<i>Darkling maw:</i> The blackscale light-killer gains a darkness token on odd misses too.		
	<i>Speed of dark:</i> Instead of a quick action to use darkness spreads, it's a free action. Wait and use it just before a PC attacks.		
	<i>Tail whip:</i> The dragonic deals 2d8 extra damage to a target it misses with a melee attack.		

Bluescale Orb-Bearer

Normal 11th level Caster Humanoid	Initiative: +16	AC	26
		PD	23
	Crackling energy +16 vs. PD—40 force damage	MD	26
	<i>Natural 16+:</i> 16 ongoing lightning damage.	HP	260
	C: Lightning breath +20 vs. PD (one nearby enemy)—30 lightning damage, and 30 ongoing lightning damage		
	<i>Aftereffect:</i> If the target rolled an even save against the ongoing lightning damage, the target's nearest ally takes 10 ongoing lightning damage.		
	<i>Miss:</i> 10 lightning damage.		
	R: Force barbs +16 vs. PD (up to 3 nearby or faraway enemies in a group)—40 force damage		

Absorb magic: The first time this battle that the bluescale orb-bearer is hit by a magic spell or spell-like power it has no effect—the attack hits but does no damage, imposes no conditions, etc. Each time it's hit this way thereafter, the bluescale takes no damage and can make the following attack as a free action:

C: Arcane discharge +20 vs. PD (one nearby or faraway enemy)—24 damage and 24 ongoing damage, both of the same damage type of the spell that it absorbed

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

Nastier Specials

Tail whip: The draconic deals 2d10 extra damage to a target it misses with a melee attack.

Esoteric expulsion: When the orb-bearer dies having absorbed a spell but not having released the energy via arcane discharge, roll a d6:

1: Spatial bend—Whoever made the attack that finished the orb-bearer swaps places with the ally or enemy furthest from them.

2: Time twist—The last character to act disappears, and reappears in the same place at the end of their next turn.

3: Esoteric detonation—The 1d3 + 1 closest creatures take 10 force damage and 10 ongoing lightning damage.

4: Weird expulsion—Something harmlessly odd happens, centered on the area around the body: a rain of frogs, or colored lights start to dance, or a glowing cloud appears, etc.

5: Bizarre expulsion—Something distractingly odd happens that causes one random enemy and one random ally to be dazed until the end of their next turns: their local gravity becomes warped, they blaze with coruscating light, they briefly turn inside out, etc.

6: Stranger expulsion—Something dangerously odd happens, dealing 40 ongoing damage to the nearest enemy to the orb-bearer and perhaps having a lingering effect after the battle: target ages or becomes younger rapidly, target enveloped in ice, target's skin catches fire, etc.

Redscale Flamewing

Normal 12th level Wrecker Humanoid	Initiative: +17	AC	28
		PD	26
		MD	21
		HP	380
	Burning mace +17 vs. AC (1 or 2 attacks)—45 damage and 45 fire damage, divided between the targets if two different enemies are hit, or piled onto one target if only one target is hit.		
	R: Fireball breath +17 vs. AC (1d3 nearby or faraway enemies in a group)—60 fire damage <i>Miss:</i> 10 fire damage. <i>Special:</i> The redscale flamewing can instead target 2d3 enemies in a group, but with a different miss effect: <i>Special miss:</i> Any ally of the flamewing engaged with the missed target takes 20 fire damage, and the flamewing loses its ability to fly using its <i>fiery wings</i> until the end of the battle.		
	C: Fiery wings +17 vs. AC (1d3 closest nearby enemies)—60 fire damage		
	<i>Attack on the wing:</i> The flamewing can make attacks mid-movement as it flies past without taking opportunity attacks, but at a -2 attack penalty. It can split its <i>burning mace</i> attack between two enemies in two locations as it flies past. As its wings are made of fire, the flamewing might accidentally set the environment ablaze, which might benefit one side or the other in the battle (or harm both).		
	<i>Fiery temper:</i> When the flamewing is forced to land, it rolls 3d20 for its next attack roll and takes the best result.		
	<i>Flight:</i> The flamewing can fly, and fly fast—soaring on wings of flame. However, its turning circle isn't great and it can't hover, so in tight quarters it needs to land. Also, its wings are made of fire, and overusing its <i>fireball breath</i> can cause the wings to gutter and fade.		
	<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>Healed by fire:</i> The first time each battle the flamewing is hit by a fire attack, instead of taking the fire damage it heals that many hit points.		
	<i>Tail whip:</i> The dragonic deals 2d12 extra damage to a target it misses with a melee attack.		

Lammasu

Flight: All lammasu fly. Warrior lammasu fly with upright dignity, sometimes a bit slower than is wise. Fallen lammasu fly well enough to keep up with all but the quickest demons. Lammasu wizards and priests fly more gracefully than the warriors, but only because they're less eager to run into things.

Minor servitors: When a lammasu isn't in combat or resting in stone-form, it's usually surrounded by a fawning retinue of spirit servants. The servants look like people from ages the world no longer remembers. They stick close to the lammasu, seldom or never speak, and in truth may be a projection of the lammasu's spirit or will. The spirits are no use in combat, but they can manipulate small objects such as combs and scented perfumes to use upon the lammasu's beard, hair, and jewelry.

Stone rest: Outside the overworld, lammasu who wish to rest can transform themselves into solid stone. A lammasu can see and hear as if it were still made of flesh. It can change back to flesh as a free action, but must wait a day before returning to stone, which is no great delay for lammasu guardians whose positions extend for decades or centuries. Considering that many sculptors carve stone lammasu to place in front of or within important structures, it's deliberately difficult for a thief or assassin to know whether he is facing a stone statue or a transformed beast.

Note that this form of solid stone is different from the living stone form sometimes adopted by the lammasu warrior, wizard, and priest during battle.

Fallen Lammasu

Large 7th level Wrecker Beast	Initiative: +11	AC	22
	Fiery hoof +12 vs. AC—30 damage	PD	16
	<i>Natural even hit:</i> The target takes 20 ongoing fire damage.	MD	21
	<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.	HP	205
	R: Rain of hellfire +11 vs. PD (1d4 random nearby creatures)—20 fire damage <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. <i>Natural even hit against an enemy:</i> The target also takes 15 ongoing fire damage. <i>Blessing of hellfire:</i> When the fallen lammasu fails a save against an effect created by an enemy, each enemy engaged with it takes 3d10 fire damage. <u>Nastier Specials</u> <i>Curse of the fallen:</i> The lammasu gains an <i>Abyssal curse</i> attack.		

	<p>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+)</p> <p><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>	
--	--	--

Lammasu Warrior

Large 7th level Troop Beast	Initiative: +10	AC	23
		PD	20
		MD	17
		HP	220
	<p>Hooves +12 vs. AC (2 attacks)—28 damage, and lammasu can pop free from the target</p> <p><i>Natural even hit or miss while the warrior is staggered:</i> The target is hampered (save ends).</p> <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>		

Lammasu Wizard

Large 8th level Spoiler Beast	Initiative: +14	AC	22
		PD	18
		MD	23
		HP	275
	<p>Disdainful hoof +12 vs. AC—60 damage</p> <p>R: Perfect energy sphere +13 vs. PD (1d3 nearby or faraway enemies in a group)—40 damage of an energy type of the lammasu's choice: cold, fire, lightning, or thunder</p> <p><i>Natural 18+:</i> The target can't cast spells (easy save ends, 6+).</p>		

C: Superior words of power +13 vs. MD (one nearby or faraway enemy)—65 psychic damage

Natural even hit: One spell or effect created by the target this battle is canceled (lammasu's choice).

[Special trigger] C: Master wizard's rejoinder +12 vs. MD (one enemy spellcaster)—30 damage, the triggering attack misses and has no effect against the lammasu wizard, and the target is hampered (save ends)

Limited use: 1/round, as an interrupt action when an enemy attacks the lammasu wizard with a spell and rolls a natural odd attack roll.

Refuge of stone: 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 *resist damage 16+* 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

**Large
9th level
Caster
Beast**

Initiative: +13

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 turn

R: Righteous ray of faith +13 vs. PD (one nearby or faraway enemy)—80 holy damage

Natural 16+: The lammasu priest can make a *righteous ray of faith* attack against a different target.

C: Judgment of the lammasu +14 vs. MD (each nearby conscious enemy that's staggered)—50 holy damage

Natural even miss: Half damage.

Limited use: 2/battle.

Invocation of the world unseen: 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+).

Invocation of the highest court: Once per battle, the lammasu priest can make this invocation as a quick action if it has used *invocation of the world unseen*. 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 *overworld's rebuke* attack as a free action that turn.

**AC 25
PD 17
MD 23
HP 330**

[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)
Natural even miss: Half damage.

Refuge of stone: 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 priest gains *resist damage 16+* 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.

Lich

Lich Baroness

Normal 4th level Spoiler Undead	Initiative: +6	AC	20
	Crystal scepter +9 vs. AC —12 damage	PD	14
	<i>Natural even hit:</i> The target is dazed (save ends).	MD	18
	R: Soul blast +9 vs. PD —10 negative energy damage, and 5 ongoing psychic damage (hard save ends, 16+)	HP	54
	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)		
	<i>I drink your death save:</i> 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.		
	<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.		

Lich Count

2× 8th level Spoiler Undead	Initiative: +11	AC	24
	Touch of the grave +13 vs. AC —50 cold damage, and the target is dazed (hard save ends, 16+)	PD	18
	<i>Natural even hit:</i> The target is weakened instead of dazed (hard save ends, 16+)	MD	22
	<i>Miss:</i> 25 cold damage.	HP	240

R: Shadow rays +12 vs. PD (2 attacks)—35 negative energy damage

Natural 16+: 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

Natural even hit: The target takes 20 ongoing fire damage instead of 10.

Miss: 15 fire damage, and 5 ongoing fire damage.

Limited use: 2/battle.

Thank you for the best ten years of your life: 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.

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.

Nastier Specials

C: Look upon your doom +13 vs. MD (up to 3 nearby enemies)—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 48 hp or fewer, it's dazed (-4 attack) and does not add the escalation die to its attacks.

Lich Prince

2×
12th level
Spoiler
Undead

Initiative: +17

Draining bone rod +17 vs. AC—40 damage, 60 negative energy damage, and the target is dazed (hard save ends, 16+)

Natural even hit: The target is weakened instead of dazed (hard save ends, 16+).

Miss: 40 damage.

R: Arcane blast +16 vs. PD (up to 3 nearby or faraway enemies in a group)—50 force damage, and the target must roll a normal save; on a failure, it loses its next move action

AC 28
PD 24
MD 26
HP 620

Natural even hit or miss: Each enemy engaged with the lich prince pops free from it as a bubble of arcane energy pushes them away.

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)

Ghostly grasping hands: 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.

Limited use: 2/battle.

Blink and you missed it: 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.

Heartstopper: 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.

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.

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	Initiative: +6	AC	17
2 nd level		PD	16
Wrecker	Stone-tip spear (or club) +7 vs. AC—7 damage	MD	12

Humanoid	<p><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.</p> <p>[<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</p> <p>[<i>Special trigger</i>] Ripping frenzy +9 vs. AC (3 attacks)—5 damage</p> <p>R: Thrown spear +6 vs. AC—5 damage</p>	HP 32
----------	---	-------

Manticore

Manticore Bard

Large 5 th level Caster Beast	<p>Initiative: +12</p> <p>Battering paws +10 vs. AC (2 attacks)—18 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 without taking an opportunity attack.</p> <p>Crushing leonine jaws +10 vs. AC—30 damage, or 40 damage against a creature taking ongoing poison damage</p> <p>C: Musical voice +13 vs. MD (1d3 nearby enemies)—20 psychic damage, and the target is dazed (hard save ends, 16+)</p> <p><i>Natural 16+:</i> In addition, the target can't use the escalation die until it saves.</p> <p><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.</p> <p>R: Volley of tail spikes +11 vs. AC (1d3 nearby or faraway enemies in a group)—5 ongoing poison damage (hard save ends, 16+)</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's staggered.</p> <p><u>Nastier Specials</u></p> <p><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):</p> <p>1: Fortissimo—Each of the manticore's allies gains a +2d6 damage bonus with attacks that hit until the end of the battle (non-cumulative).</p>	AC 21 PD 19 MD 15 HP 150
---	--	-----------------------------------

2: *Profundo*—The manticore’s *musical voice* attack now deals 40 psychic damage instead of 20 until the end of the battle.

3: *Furioso*—The target is confused instead of dazed.

4: *Largo*—The manticore can make a *musical voice* attack during its next turn as a free action, but with a +3 attack bonus. This free attack won’t trigger another *battle music* effect.

Mantikumhar

Large
5th level
Spoiler
Beast

Initiative: +14

AC 23
PD 19
MD 15
HP 119

Pincer claws +11 vs. AC (2 attacks)—18 damage

Natural 16+: The mantikumhar pulls its target under the soil/ground. The target is stuck, hampered, and takes 5 ongoing damage from suffocation (save ends all).

Miss: 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.

Crushing leonine jaws +10 vs. AC—30 damage, or 40 damage against a creature taking ongoing poison damage

C: Serpent sting +12 vs. AC—10 damage, and 5 ongoing poison damage (hard save ends, 16+)

Burrowing: 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*.)

Can’t be blinded: 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.

Poison reservoirs: Each time the mantikumhar uses its *serpent sting* attack, it takes 1d6 damage, or 2d6 damage if it’s staggered.

Nastier Specials

Hunker down: 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 *crushing leonine jaws*.

Sand ambush: The mantikumhar’s extensible tail can strike by surprise like a cobra from anywhere in its pit.

C: Serpent sting +15 vs. AC (one nearby enemy)—10 damage, and 5 ongoing poison damage (hard save ends, 16+)

Coursing Manticore

Large 6th level Spoiler Beast	Initiative: +13	AC	23
		PD	21
	Battering paws +11 vs. AC (2 attacks) —20 damage	MD	15
	<i>Natural 16+:</i> The manticore can make a scorpion sting attack against a different target as a free action.	HP	170
	Crushing leonine jaws +11 vs. AC —30 damage, or 50 damage against a creature taking ongoing poison damage		
	C: Scorpion sting +13 vs. AC —10 damage, and 5 ongoing poison damage (hard save ends, 16+)		
	<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.		
	<i>Flight:</i> Giant batlike dragon wings put the final horrid touch on the coursing manticore’s “everything awful” design aesthetic.		
	<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.		
	<u>Nastier Specials</u>		
	<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.		
	R: Volley of tail spikes +13 vs. AC (1d3 nearby or faraway enemies in a group) —5 ongoing poison damage (hard save ends, 16+)		
	<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.		

Manticore

Large 6th level Archer Beast	Initiative: +13	AC	22
		PD	20
	Battering paws +11 vs. AC (2 attacks) —20 damage	MD	16
	<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.	HP	182

	<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 faraway enemies in a group)—5 ongoing poison damage (hard save ends, 16+)</p> <p><i>Flight:</i> As the standard monster ability.</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>	
--	--	--

Medusa

Medusa Outlaw

2× 6th level Wrecker Humanoid	<p>Initiative: +11</p> <p>Snakes and daggers +11 vs. AC (2 attacks)—10 damage, and 10 ongoing poison damage <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 faraway enemy)—15 damage, and 10 ongoing poison damage <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)</i>—20 psychic damage, and the target must start making last gasp saves as it turns to stone</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>	<p>AC 22</p> <p>PD 16</p> <p>MD 20</p> <p>HP 150</p>
---	---	--

Medusa Noble

2× 11th level Caster Humanoid	<p>Initiative: +17</p> <p>Snakes and swords +17 vs. AC (3 attacks)—30 damage, and 15 ongoing poison damage <i>Natural 18+:</i> The medusa can make a <i>petrifying gaze</i> attack against the target as a free action.</p>	<p>AC 27</p> <p>PD 21</p> <p>MD 25</p> <p>HP 500</p>
---	---	--

R: Lightning fork +17 vs. PD (one nearby or faraway enemy)—80 lightning damage
Natural odd hit or miss: The medusa deals 1d6 × 10 lightning damage to all nearby enemies.
Natural even hit or miss: The medusa can make a *lightning fork* attack against a different target as a free action; keep making *lightning fork* attacks until you run out of targets that have taken damage from *lightning fork* or roll a natural odd attack.

[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

Caught by an eye: Whenever a nearby enemy attacks the medusa noble and rolls a natural 1-5, the medusa can make a *petrifying gaze* attack against that attacker as a free action.

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.

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.

Minotaur

City Minotaur Guard

Large 3rd level Archer Humanoid	Initiative: +8	AC	19
	Cestus and shortsword +9 vs. AC —12 damage	PD	17
	<i>Natural even miss:</i> 8 damage.	MD	15
	R: Repeating crossbow +9 vs. AC (1d4 nearby or faraway enemies) —16 damage if the target is nearby, 8 damage if the target is faraway	HP	70
	<i>Limited use:</i> Requires a standard action to reload, starts the battle loaded.		
	R: Sling +9 vs. AC (1 nearby or faraway enemy) —12 damage		
	<i>Stand strong:</i> Once per battle when any minotaur is popped free or is otherwise forced to move, all city minotaur guards can move into engagement as an immediate free action.		

Minotaur

Large 4th level	Initiative: +8	AC	19
		PD	17

Troop Humanoid	<p>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</p> <p><i>Furious charge:</i> 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><i>Blood frenzy:</i> Minotaurs gain a +4 melee attack bonus against staggered enemies.</p> <p><u>Nastier Specials</u></p> <p><i>Durable:</i> The first time each round the minotaur takes damage, prevent 2d6 of it.</p> <p><i>Fear:</i> 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>	MD	13
		HP	94

Minotaur Adept

Large 5th level Caster Humanoid	<p>Initiative: +18</p> <p>Horn or hand +9 vs. PD—20 damage, and the target pops free from the minotaur adept, is stuck, and takes 10 ongoing damage (save ends all)</p> <p><i>Natural even roll:</i> This attack only uses a quick action rather than a standard action.</p> <p>R: Sun beams +11 vs. PD (1 or 2 nearby or faraway enemies)—30 fire damage</p> <p>C: Jagged spark +11 vs. PD (one nearby or faraway enemy)—36 lightning damage, or 50 lightning damage against a creature that is flying</p> <p><i>Natural move:</i> As a move action, the minotaur adept teleports somewhere nearby that it can see. Through the earth it looks like burrowing, through air like teleporting, etc.</p> <p><i>Limited use:</i> 1d3 times per battle.</p> <p><i>Circle's strength:</i> The adept gains a bonus to saves equal to the escalation die.</p>	AC	20
		PD	19
		MD	19
		HP	150

Tribal Minotaur Berserker

Large 5th level Wrecker Humanoid	<p>Initiative: +11</p> <p>Head-butt +10 vs. AC—32 damage, or 40 damage if the minotaur has just moved into engagement with the target</p> <p><i>Natural even hit:</i> The target becomes stunned until the start of its next turn.</p>	AC	21
		PD	19
		MD	15
		HP	140

	<p>Stampede +10 vs. PD (1d4 nearby enemies, the minotaur can move between each attack as part of the attack provided the enemies are sort of in a line)—27 damage, and target cannot make an opportunity attack against the minotaur this turn.</p> <p><i>Blood frenzy</i>: +4 bonus to attack staggered enemies.</p> <p><u>Nastier Specials</u></p> <p><i>Gore</i>: This minotaur does 10 miss damage.</p> <p><i>Prey or predator</i>: The minotaur’s crit range against staggered enemies expands by 2 (to 18+).</p> <p><i>Gladiator’s brand</i>: The minotaur is a gladiator (perhaps an escaped one), and gains +1 to its attacks against armed enemies (but not against magic-users).</p>	
--	---	--

Mummy

<p>2× 8th level Wrecker Undead</p>	<p>Initiative: +9 Vulnerability: fire</p> <p>Unholy grasp +11 vs. PD—40 ongoing negative energy damage and the target is affected by <i>mummy rot</i> (save ends both) <i>Each failed save (mummy rot)</i>: 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. <i>Natural 16+</i>: The target also takes 20 damage.</p> <p>C: Sepulchral glare +11 vs. MD (one nearby enemy)—The target is hampered until the start of the mummy’s next turn <i>Crit</i>: If the target is already affected by <i>mummy rot</i>, increase the ongoing negative energy damage by 40. If the target isn’t affected by <i>mummy rot</i> already, it takes 40 ongoing negative energy damage and is affected by <i>mummy rot</i> (save ends both). <i>Limited use</i>: 1/round, as a quick action.</p> <p><i>Mortal terror</i>: The presence of a mummy unnerves opponents, giving it an unusual <i>fear aura</i>. 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 <i>fear aura</i> effects of any mummy in the battle.</p>	<p>AC 21 PD 17 MD 22 HP 350</p>
---	---	---

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

Nastier Special for all naga:

Arcane balance: Whenever the naga rolls a natural 1-5 with an attack roll, it can cancel one magical effect created by a spell or magic item that is affecting the naga or a nearby creature (including beneficial effect on a PC). It can be an ongoing effect, an effect that only lasts a round, or even an effect that was supposed to last until the end of the battle. Use your sense of what is magical and what isn't: a bard's song is clearly magical, but a rogue's Shadow Walk talent probably isn't, despite the wizard's arguments that it *should* be.

Swaysong Naga

Large 5th level Leader Beast	Initiative: +8	AC	21
	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 faraway 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) <i>Arcane mirror:</i> When an enemy targets the 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	PD	16
		MD	18
		HP	144

	<p>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>	
--	--	--

Sparkscale Naga

Large 6th level Leader Beast	Initiative: +10	AC	21
		PD	20
		MD	16
		HP	190
	Bite +11 vs. AC—30 damage <i>Natural 16+:</i> Each nearby enemy takes 10 thunder damage. <i>Miss:</i> 20 damage.		
	R: Bloom of lightning +10 vs. PD (1d3 nearby or faraway 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.		
	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><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>		

Manafang Naga

Large 7th level Leader Beast	Initiative: +14	AC	23
		PD	17
		MD	21
		HP	210
	Bite +12 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.		
	R: Force missiles (1d4 nearby or faraway enemies)—25 force damage <i>Limited use:</i> 1/battle.		

C: Ritual movements +12 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if *mystic escalator* benefit is active)—40 psychic damage, and the target can't cast spells or use the activated powers of true magic items (save ends)

Arcane mirror: When an enemy targets the manafang naga with a spell, the naga regains the use of *force missiles* 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.

Mystic escalator: 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.

Elder Swaysong Naga

**Normal
8th level
Leader
Beast**

Initiative: +12

Bite +13 vs. AC—24 damage

Natural 16+: The target also takes 15 ongoing poison damage.
Miss: 12 damage.

R: Song of reversals +13 vs. MD (1d3 nearby or faraway enemies)—25 psychic damage

Natural 16+: The target is confused (save ends).

Miss: 10 psychic damage.

Limited use: 1/battle.

C: Hypnotic movements +13 vs. MD (one nearby enemy, or one nearby enemy per point of esc. die if *supreme mystic escalator* 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

Arcane mirror: Whenever an enemy targets the elder swaysong naga with a spell, the naga regains the use of *song of reversals* 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.

Supreme mystic escalator: 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.

**AC 24
PD 19
MD 21
HP 144**

Elder Sparkscale Naga

Normal	Initiative: +15	AC	24
9th level		PD	23
Leader	Bite +14 vs. AC—30 damage	MD	19
Beast	<i>Natural 16+:</i> Each nearby enemy takes 10 thunder damage. <i>Miss:</i> 20 damage.	HP	190
	R: Bloom of lightning +14 vs. PD (1d3 nearby or faraway 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.		
	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)		
	<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

Normal	Initiative: +18	AC	26
10th level		PD	20
Leader	Bite +15 vs. AC—45 damage	MD	24
Beast	<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.	HP	210
	R: Force missiles (1d4 nearby or faraway enemies)—45 force damage <i>Limited use:</i> 1/battle.		
	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.		

Arcane mirror: Whenever an enemy targets the elder manafang naga with a spell, the naga regains the use of *force missiles* 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.

Supreme mystic escalator: 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.

Naiad

Kelplet

Normal	Initiative: +7 (keeps same initiative if created by a dying kelpling)	AC	18
4th level		PD	16
Mook		MD	18
Plant	Slimy scratch +11 vs. AC—4 damage plus 2 ongoing acid damage (normal save ends)	HP	18

Kelpling

2×	Initiative: +10	AC	19
5th level		PD	18
Wrecker	Slashing fronds +10 vs. AC (2 attacks)—15 damage	MD	16
Plant	<i>Miss: 7 damage.</i>	HP	130
	<i>Bladderwreck!:</i> The first time the kelpling is staggered during a fight, various bladders and blebs on its component symbionts rupture in self-defense, causing 4 acid damage plus 2 ongoing acid damage to all nearby enemies (normal save ends). The kelpling can then perform its <i>stings a bit</i> attack as a free action on the creature it is engaged with.		
	<i>[Special trigger] Stings a bit +10 vs PD—4 acid damage plus 5 ongoing acid damage (normal save ends)</i>		
	<u>Nastier Special</u>		
	<i>The sum of its parts:</i> When the kelpling reaches 0 hp, it doesn't die. Instead, it separates into 1d3 + 1 constituent symbionts, known as kelplets.		

Waterhorse

2×	Initiative: +11	AC	22
6th level		PD	19
Spoiler	Hoofbeating +11 vs. AC (2 attacks)—19 damage	MD	14
Humanoid	<i>Limited use:</i> Beast form only, but OK while hampered.	HP	162

Crushing grasp +11 vs. AC—22 damage plus 10 ongoing damage (no save, ends when the victim is no longer engaged with the water horse)

Limited use: Humanoid form only, but OK while hampered.

C: A truly wild ride +13 vs. MD (one nearby enemy)—The victim is drawn to the waterhorse in its black charger form and happily mounts the beast (treat it as a teleport for simplicity's sake). Once they are astride, the waterhorse attempts to flee into the nearest body of water, taking the rider with them. To prevent this, the rider can attempt a DC 25 Strength-based control check as a quick action (1d20 + level + Strength modifier + any relevant background + escalation die). If they succeed, the rider gains control of the creature and can either dismount or steer it to where they wish, potentially with a view to stealing its bridle on their next turn (requiring a successful attack roll with that specified aim). If the rider does not attempt to steal the bridle on their next turn, they must make another DC 25 check to remain in control. Stealing the bridle turns the waterhorse into its humanoid form and throws the rider clear. If the rider fails to control the creature at any point, it converts its next standard action to a move action, using it and any other move actions it may have to enter the water and trigger its watery grave attack 1 round later. The rider can continue to make control checks until *watery grave* is activated.

Limited use: Beast form only, and only when the escalation die is 3+.

[Special trigger] Watery grave—Any creature not in control of the waterhorse is dragged beneath the surface of the lake. They no longer make control checks and instead begin to make last gasp saves. If they accrue five failures, they drown. Their bones will make a nice addition to the pile, as soon as the waterhorse has finished gnawing on them.

Shapechanger: As a standard action, the waterhorse can change between its true hairy humanoid appearance and its black charger disguise. A successful DC 25 skill check is required to see through the shapechange. If the waterhorse loses its bridle, it cannot change shape again until it recovers it. Blame the creature's lack of imagination for its limited forms.

Nastier Special

Not the first rodeo: The DC for a truly wild ride is now DC 30.

Melusine

2×

Initiative: +10

AC 21

7th level		PD	21
Spoiler	Cold, wet slap +10 vs. AC (2 attacks, or 1 attack if in humanoid form)—24 damage, or 30 damage vs. a confused target	MD	19
Humanoid	<p>R: Dread wail +12 vs. MD (1d4 nearby enemies)—40 psychic damage <i>Natural even hit:</i> Target is confused (save ends). <i>Limited use:</i> Only in her true form when no enemy is confused.</p> <p><i>Flight:</i> If in her true form, the melusine has limited flight capability, which she uses to effect an escape if sufficiently close to a convenient source of fresh water.</p> <p><i>Invisibility:</i> The first time the melusine is staggered in battle, she becomes invisible and attempts to extricate herself from the fight. She remains invisible until she either attacks someone, or performs a flashy maneuver (such as regaining her true form and flying away).</p> <p><i>Shapechanger:</i> As a standard action, the melusine can change her form to that of any humanoid or fish (the latter usually only if already in water), or turn back into her true form. A successful DC 25 skill check is required to see through the shapechange.</p>	HP	199

Nix

Normal	Initiative: +11	AC	23
8th level		PD	19
Spoiler	Bop on, or straight through, the nose +13 vs. AC—30 damage	MD	20
Humanoid	<p>C: Mellifluous music +13 vs. MD (one nearby enemy)—20 psychic damage and the target is entranced and becomes confused (save ends). Often, instead of attacking their fellows, the hapless sap rushes to the creature's side, permitting the nix/nixie to use their what lies beneath attack on their next turn provided they are close to a suitable water source <i>Limited use:</i> Can only be used when the escalation die is even.</p> <p><i>[Special trigger] What lies beneath—Any creature drawn to the nix/nixie's side and still confused falls into the creature's arms and lets themselves be dragged under the water by their new paramour. They begin to make last gasp saves (in place of those for being confused), drowning when they reach their fifth failure.</i></p> <p><i>Shapechanger:</i> As a standard action, the nix/nixie can change its form to that of any humanoid, or turn back into their true form. A successful DC 25 skill check is required to see through the shapechange. Whether or not the old wives' tale about nix/nixies always having wet hems is true in your game is up to you; but if it is, the DC check may be lowered to 20 as a result.</p>	HP	160

Nymph

Standard powers for all nymphs

Domain bound: Nymphs are tied to an area of land or water. Land areas will be at most a couple miles wide; water areas might be much larger. As a rule, nymphs can't leave the area they're bound to.

Limited immortality: A nymph that drops to 0 hit points or is otherwise slain will eventually return to life in its domain, so long as its domain and its secret survives. After an hour, a nymph needs a hard save to return to life. After eight hours, a nymph needs a normal save to return to life. If the nymph has still not returned, roll an easy save at the end of each 24 hours until the nymph succeeds.

Note on types: The following nymphs with the humanoid type probably remember themselves. Nymphs that have probably forgotten their original selves have the elemental type.

Wood Nymph (Dryad)

2×	Initiative: +6	AC	18
2nd level	Vulnerability: fire	PD	15
Spoiler		MD	13
Humanoid	Sharp wooden fingers +7 vs. AC—12 damage	HP	76
	R: Spiked acorn +6 vs. AC—11 damage		
	C: Willowy words +7 vs. MD (1d2 nearby enemies) —The target is confused (save ends) <i>Natural 16+:</i> The save is hard (16+) instead. <i>Environmental boost:</i> The dryad gains a +4 bonus to the attack against targets that have consumed natural food or water within the dryad's domain within the last day.		
	Tree stride: As a move action, a dryad can enter any living tree within its domain it's touching and teleport to another tree within that region. This movement doesn't provoke opportunity attacks.		
	<u>Nastier Specials</u>		
	Call tree friends: Before the start of the battle, the dryad summons 2d4 awakened trees that fight with it.		
	Entrancing beauty: The dryad can appear as a beautiful wood elf. While speaking with creatures outside of battle, the dryad can choose to add power to its words to try to charm those listening. Make a <i>willowy words</i> attack against each creature that can hear the dryad. On a hit, instead of being confused, the target is charmed (as per the charm person spell). It then considers the dryad a friend. Creatures missed by the attack only notice the charm attempt if it misses by 4 or more. A dryad can attempt to charm a creature only once per day.		

Woodland grace: The dryad can take an extra standard action during its turn when the escalation die is even.

River Nymph (Naiad)

2×	Initiative: +9	AC	18
3rd level		PD	18
Spoiler	Fist of water +8 vs. AC—17 damage, and the target pops free from the naiad	MD	14
Humanoid		HP	80
	R: Skipped river stone +7 vs. AC—12 damage <i>Natural even hit or miss:</i> The attack targets another nearby enemy unless it's already targeted three enemies this way.		
	C: Watery words +8 vs. MD (one nearby enemy)— The target is confused (save ends; see <i>the river's song</i> below)		
	<i>The river's song:</i> When a creature is confused from the naiad's <i>watery words</i> attack, it immediately moves into the water next to the naiad as a free action to defend the naiad. The target takes half the damage of the next attack that hits the naiad. During its turn, it doesn't attack, instead moving to stay next to the naiad. Each time the target fails its save, it will again defend the naiad against the next attack that hits it, taking half damage.		
	<i>One with the river:</i> A naiad can walk on the surface of water, making it seem shallow, and it can swim through the water and breathe underwater with ease. Its enemies might have a more difficult time engaging it.		
	<u>Nastier Special</u>		
	<i>Naiad's cleansing:</i> Each time a target confused by <i>watery words</i> fails its save, it will forget something important. GM's choice or player's suggestion!		

Wild Dryad

2×	Initiative: +8	AC	19
3rd level	Vulnerability: fire	PD	17
Wrecker		MD	15
Elemental	Branching clubs and flailing branches +8 vs. AC (1d4 attacks)—15 damage	HP	100
	C: Unexpected natural hazards +8 vs. PD (1d3 nearby enemies)—24 damage (representing things like bees erupting from underground hives, branches falling from other trees, cave-ins, and whatever else seems available in nature's arsenal) <i>Limited use:</i> 1/battle.		

	<p><i>Environmental boost:</i> The dryad gains a +4 bonus to attacks against targets that have consumed natural food or water within the dryad's domain within the last day.</p> <p><i>Tree stride:</i> As a move action, a dryad can enter any living tree within its domain it's touching and teleport to another tree within that region. This movement doesn't provoke opportunity attacks.</p> <p><u>Nastier Specials</u></p> <p><i>Call tree friends:</i> Before the start of the battle, the dryad summons 2d4 awakened trees that fight with it.</p> <p><i>Woodland grace:</i> The dryad can take an extra standard action during its turn when the escalation die is even.</p>	
--	---	--

Hill Nymph (Oread)

2×	Initiative: +6	AC	21
4 th level	Vulnerability: thunder	PD	17
Spoiler		MD	12
Humanoid	<p>Hardened fist +9 vs. AC—25 damage</p> <p><i>Natural 14+:</i> The target is stuck until the end of its next turn as a stone hand rises from the ground to grasp it.</p> <p><i>Natural 18+:</i> As above, but save ends.</p> <p>C: Hard words +9 vs. MD (1d3 nearby enemies)—20 psychic damage, and the target is overcome by the cold beauty and piercing words of the oread (save ends); while overcome, the target takes a penalty to all defenses equal to the escalation die</p> <p><i>Natural 16+:</i> The target also takes the penalty to attacks.</p> <p><i>Miss:</i> 10 psychic damage.</p> <p><i>Limited use:</i> 1/battle.</p> <p><i>Earth's embrace:</i> Once per battle as a move action, the oread can pull one creature currently overcome by its <i>hard words</i> attack under the ground into an embrace with a part of its consciousness. The oread's physical form remains above ground and continues to battle. The target remains underground, taking no actions except to bond with the oread and telepathically reveal its secrets to the oread until it saves. While underground, it can't be seen or targeted by allies. Saving from being overcome releases the target from underground.</p> <p><u>Nastier Special</u></p> <p><i>Resist weapon damage 12+:</i> When a weapon attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p>	HP	100

Sea Nymph (Nereid)

2×	Initiative: +8	AC	20
5th level	Vulnerability: fire	PD	20
Spoiler		MD	16
Humanoid	Coral claws +10 vs. AC (2 attacks)—16 damage	HP	135
	<p>C: Rippling words +9 vs. MD (up to 2 nearby enemies)—The target falls unconscious as it begins to slumber (save ends; an ally next to the target can also use a standard action to wake the target) <i>Limited use:</i> When the escalation die is odd.</p> <p><i>Call of the sea:</i> Twice per battle as a quick action (once per round), the nereid can call to a slumbering creature, and during its next turn (while still unconscious), that creature will swim under the water seeking the nereid. The creature must start making last gasp saves, which replace its save against being unconscious. After the fourth failure, it drowns.</p> <p><i>Child of the sea:</i> The nereid can walk atop the waves and move (and breathe) underwater without restraint. Its enemies might have a more difficult time engaging it.</p>		

Wild Naiad

2×	Initiative: +11	AC	20
5th level		PD	20
Spoiler	Fist of water +10 vs. AC—32 damage, and the target pops free from the naiad	MD	16
Elemental		HP	130
	<p>R: Skipped river stone +9 vs. AC—20 damage <i>Natural even hit or miss:</i> The attack targets another nearby enemy unless it's already targeted three enemies this way.</p> <p>C: Watery words +10 vs. MD (one nearby enemy)—The target is confused (save ends; see <i>the river's song</i> below)</p> <p>The river's song: When a creature is confused from the naiad's <i>watery words</i> attack, it immediately moves into the water next to the naiad as a free action to defend the naiad. The target takes half the damage of the next attack that hits the naiad. During its turn, it doesn't attack, instead moving to stay next to the naiad. Each time the target fails its save, it will again defend the naiad against the next attack that hits it, taking half damage.</p> <p><i>One with the river:</i> A naiad can walk on the surface of water, making it seem shallow, and it can swim through the water and breathe underwater with ease. Its enemies might have a more difficult time engaging it.</p>		

	<p><u>Nastier Special</u></p> <p><i>Naiad's cleansing:</i> Each time a target confused by <i>watery words</i> fails its save, it will forget something important. GM's choice or player's suggestion!</p>	
--	---	--

Wild Oread

2×	Initiative: +8	AC	23
6 th level	Vulnerability: thunder	PD	19
Spoiler		MD	14
Elemental	<p>Hardened fist +11 vs. AC—38 damage</p> <p><i>Natural 14+:</i> The target is stuck until the end of its next turn as a stone hand rises from the ground to grasp it.</p> <p><i>Natural 18+:</i> As above, but save ends.</p> <p><i>Stoneflow:</i> As a move action once per round, the oread can sink into the ground and emerge somewhere nearby. This movement doesn't provoke opportunity attacks.</p> <p><u>Nastier Special</u></p> <p><i>Resist weapon damage 14+:</i> When a weapon attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.</p>	HP	170

Wild Nereid

2×	Initiative: +10	AC	22
7 th level	Vulnerability: fire	PD	22
Spoiler		MD	18
Elemental	<p>Coral claws +12 vs. AC (2 attacks)—25 damage</p> <p>R: Rising wave +12 vs. PD (1d3 nearby enemies in a group)—24 damage, and the target loses its next move action</p> <p><i>Escalation die is 3+:</i> The attack targets 1d3 + 1 nearby enemies in a group instead.</p> <p><i>Child of the sea:</i> The nereid can walk atop the waves and move (and breathe) underwater without restraint. Its enemies might have a more difficult time engaging it.</p>	HP	200

Ogre

Ogre

Large	Initiative: +5	AC	19
3 rd level		PD	16
Troop	Big honkin' club +7 vs. AC —18 damage	MD	12
Giant	<i>Miss:</i> Half damage.	HP	90
	Big shove +9 vs. PD (each enemy engaged with ogre) —1d6 damage, and the target pops free from the ogre		

	<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

Large 3rd level Blocker Giant	Initiative: +4	AC	18
	Remorseful flail +6 vs. AC—20 damage	PD	16
	<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.	MD	14
	<i>Miss:</i> Half damage to a different nearby enemy.	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

Large 4th level Spoiler Giant	Initiative: +8	AC	20
	Demon-kissed blade +9 vs. AC—24 damage	PD	16
	<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.	MD	16
	<i>Miss:</i> Half-damage.	HP	100
	<p>R: Flaming spear +9 vs. AC—20 damage</p> <p><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.</p> <p>1: The ogre gains <i>resist energy 16+</i>.</p> <p>2: Once per battle, the ogre can teleport anywhere it can see as a move action.</p> <p>3: The ogre's attacks deal +1d8 damage, hit or miss.</p>		

	<p>4: At the start of the ogre's turn, each enemy engaged with it takes 2d6 negative energy damage.</p> <p>5: The ogre gains a +5 bonus to saves this battle.</p> <p>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></p> <p><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>	
--	--	--

Ogre Berserker

Large 4th level Wrecker Giant	Initiative: +9	AC	18
	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.	PD	18
		MD	15
		HP	120
	<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> <p><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.</p>		

Ogre Crusader

Large 4th level Troop Giant	Initiative: +6	AC	21
	Jagged greatsword or greataxe +10 vs. AC (2 attacks)—18 damage <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.	PD	17
		MD	15
		HP	106
	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

Special hate: 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.

Ogre Champion

Large 5th level Wrecker Giant	Initiative: +10	AC	21
		PD	19
	Champion's battle-axe +10 vs. AC—30 damage	MD	18
	<i>Natural 5, 10, 15, or 20:</i> The ogre champion gains a second standard action this turn, but not a third.	HP	140
	<i>Miss:</i> Half damage.		
	R: Heavy javelin +10 vs. AC (one nearby or faraway 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.		

Ogre Minion

Large 9th level Mook Giant	Initiative: +11	AC	24
		PD	23
	Ogre-sized chopper +14 vs. AC—35 damage	MD	19
	<i>Miss:</i> Half damage.	HP	80
	R: Ogre-sized javelin +14 vs. AC (one nearby or faraway 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.		

Nastier Specials

Punching above its weight: 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

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 faraway 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		
	<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.		
	<i>Trollish regeneration 15:</i> 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 <i>regeneration</i> 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 <i>regeneration</i> , 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

AC 23
PD 19
MD 21
HP 170

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 16+ on the attack roll or it only deals half damage.

Trollish regeneration 20: 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 *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.

Ogre Lightning Mage

Large 8 th level Caster Giant	Initiative: +15	AC	24
		PD	20
	Naginata +14 vs. AC (2 attacks)—40 damage	MD	22
	Miss: 15 damage.	HP	230
<p>R: Lightning from torn sky +14 vs. PD (up to 2 nearby enemies, plus one faraway 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>Dropping an ogre mage to 0 hp doesn't kill it if it has any uses of <i>regeneration</i> left.</p>			

Prismatic Ogre Mage

Large 9 th 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>			

Quick use: This power only requires a quick action (once per round) instead of a standard action when the escalation die is odd.

R: Prismatic blast +15 vs. PD (1d3 nearby or faraway enemies in a group)—Roll a d8 against each hit target to determine the type of ray and effect

1. *Red:* 75 fire damage; *Miss:* 40 fire damage.
2. *Orange:* 50 damage, and the target is confused (save ends).
3. *Yellow:* 40 ongoing poison damage.
4. *Green:* The target loses a recovery, and the prismatic ogre mage heals 70 hp.
5. *Blue:* 60 lightning damage, and make a secondary attack: **+15 vs. PD (one enemy near the target)**—20 lightning damage.
6. *Cyan:* The target is stunned (save ends).
7. *Purple:* The target is dazed and confused (save ends both). When the target saves, it takes 40 psychic damage.
8. *Magenta:* 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.

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.

Warp: The prismatic ogre mage warps reality with its presence. Each character hit by the *prismatic blast* 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.

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.

Ochre Jelly

Large 3rd level Wrecker Ooze	Initiative: +2	AC	18
		PD	17
		MD	16
		HP	90
<p>C: Acid-drenched pseudopod +8 vs. PD (1d4 attacks, each against a different nearby enemy)—6 acid damage <i>Natural even hit or miss: 3 ongoing acid damage.</i></p> <p><i>Splitter:</i> 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 the new jellies as undamaged jellies at their new hit point totals without the <i>splitter</i> ability.</p>			

Gelatinous Cube

Huge 5th level Blocker Ooze	Initiative: +4	AC	20
		PD	18
		MD	15
		HP	200
<p>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 <i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action.</p> <p><i>[Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)—15 damage</i></p> <p><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.</p>			

Black Pudding

Huge 9th level Wrecker Ooze	Initiative: +8	AC	23
		PD	20
		MD	19
		HP	470
<p>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 <i>Miss:</i> 10 acid damage.</p> <p><i>Climber:</i> A black pudding sticks to ceilings and walls when it wishes, sliding along as easily as on the floor.</p> <p><i>Slippery:</i> The pudding has <i>resist weapons</i> 12+.</p>			

Orc

Orc Warrior

Normal 1st level Troop	Initiative: +3	AC	16
		PD	14
	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
-----------------	---	--------------

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

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

Pit-Spawn Orc

2×	Initiative: +2	AC 17
2nd level		PD 15
Mook	Punch or bludgeon +7 vs. AC—5 damage	MD 12
Humanoid	<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	HP 18

	the battle gains a +1 cumulative bonus to damage until the end of the battle.	
	<u>Nastier Specials</u>	
	<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.	

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
	R: Rock +7 vs. AC—5 damage		
	<i>Hears everything:</i> Increase the DC to sneak past cave orcs silently by +5.		
	<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.		

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
	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. 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 and experience 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.		
	Disease Type (d4)		
	1: Filthy Fever		
	2: Chatter Pox		
	3: Slug Scourge		
	4: Red Fever		

Disease Severity (Con check each day; result affects d6 symptoms roll)

1-14:	d6 + 3
15-19:	d6 + 2
20-24:	d6 + 1
25-29:	d6 + 0
30+:	Cured

Filthy Fever Symptoms (d6 roll for symptoms that day)

- 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 roll for symptoms that day)

- 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 roll for symptoms that day)

- 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 roll for symptoms that day)

- 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).

Orc Battle Screamer

Normal	Initiative: +8	AC	22
3rd level		PD	15
Leader	Sharpened flute or club-like drumstick +9 vs. AC—10 damage	MD	15
Humanoid	<u>Orcish Instruments: Choose ONE</u>	HP	33

	<p>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)</p> <p>R: Bone flute +7 vs. MD—8 damage, and one nearby orc ally deals +1d6 damage on a hit during its next turn</p> <p>R: War bagpipes—1d3 nearby or faraway 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</p>	
--	---	--

Orc Tusker

Normal	Initiative: +7	AC	22
3rd level		PD	17
Troop	Club'n'tusk +5 vs. AC—7 damage	MD	13
Humanoid	<p><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.</p> <p><i>Miss:</i> 4 damage, and the orc tusker pops free from all enemies.</p>	HP	45

Orc Rager

Normal	Initiative: +12	AC	22
7th level		PD	20
Mook	Greataxe +12 vs. AC—16 damage	MD	16
Humanoid	<p><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.</p> <p><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.)</p>	HP	27

Great Fang Cadre

Normal	Initiative: +13	AC	27
10th level		PD	25
Mook	Double axe +15 vs. AC—25 damage	MD	21
Humanoid	<p><i>Natural 11+:</i> The cadre can make a second <i>double axe</i> attack (no more) as a free action.</p> <p><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.</p> <p>R: Big, black, creaking bow +15 vs. AC—37 damage</p> <p><i>Natural even hit or miss:</i> The attack targets PD instead of AC.</p> <p><u>Nastier Specials</u></p> <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,</p>	HP	50

	damage aura: 1d20 damage vs. any enemy that starts its turn engaged with the orc, or +4 bonus to AC.	
--	--	--

Otyugh

Large	Initiative: +5	AC	19
3rd level		PD	17
Blocker	Grasping tentacles +8 vs. PD (2 attacks) —5 damage	MD	13
Aberration	<i>Natural even hit:</i> The otyugh can grab the target. <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.	HP	84

Owlbear

Snowy Owlbear

Large	Initiative: +8	AC	19
3rd level		PD	17
Spoiler	Peck & tear +8 vs. AC (2 attacks) —8 damage, and until the end of the owlbear's next turn, the target is hampered while engaged with the owlbear	MD	14
Beast	<i>Natural even hit:</i> Until the end of the snowy owlbear's next turn, the target is hampered while engaged with the owlbear. <i>Feed the cubs:</i> A snowy 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, screeching to its cubs to flee with it. The torn-up enemy is stunned until the end of its next turn. <i>Protect the cubs:</i> The snowy owlbear's crit range expands by 1 for each owlbear cub that has dropped this battle. <i>Resist cold 14+:</i> Attacks that deal cold damage deal half damage to the snowy owlbear unless they roll a natural 14+. <i>Silent hunter:</i> Checks to hear a snowy owlbear take a -5 penalty.	HP	94

Snowy Owlbear Cub

Weakling	Initiative: +6	AC	18
-----------------	----------------	-----------	-----------

3rd level Troop Beast	Beak or claw +7 vs. AC—6 damage	PD	15
		MD	11
		HP	30
	<p><i>Rolly-polly:</i> Gains a +3 bonus on disengage checks, or adds the escalation die, whichever is higher.</p> <p><i>Resist cold 12+:</i> Attacks that deal cold damage deal half damage to the snowy owlbear cub unless they roll a natural 14+.</p> <p><i>Weakling:</i> This monster only counts as half a normal monster when building battles.</p>		

Owlbear

Large 4th level Wrecker Beast	Initiative: +8	AC	19
		PD	17
		MD	13
		HP	101
<p>Rip and peck +9 vs. AC—15 damage, and until the end of the owlbear's next turn, the target is hampered while engaged with the owlbear</p> <p><i>Vicious hybrid:</i> If the escalation die is even, make another <i>rip and peck</i> attack.</p> <p><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.</p> <p><i>Silent hunter:</i> Owlbears are nearly silent until they strike. Checks to hear them approaching take a -5 penalty.</p>			

Great Horned Owlbear

Large 5th level Spoiler Beast	Initiative: +10	AC	20
		PD	18
		MD	14
		HP	120
<p>Rip and peck +11 vs. AC—20 damage, and until the end of the owlbear's next turn, the target is hampered while engaged with the owlbear</p> <p><i>Savage hybrid:</i> If the escalation die is odd, make another <i>rip and peck</i> attack.</p> <p><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, screeching to its cubs to flee with it. The torn-up enemy is stunned until the end of its next turn.</p> <p><i>Silent hunter:</i> Checks to hear a great horned owlbear take a -5 penalty.</p>			

Half owl, half bear, half marvel: Until the escalation die is 5+, if no enemies are hampered at the start of the great horned owlbear's turn, it regenerates 3d6 hit points.

Phase Spider

Large 7th level Spoiler Beast	Initiative: +16	AC	23
		PD	22
		MD	18
		HP	200
	Phasing fangs +11 vs. PD (2 attacks) —25 damage <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 staggered. Rummage and filch +11 vs. MD (one staggered creature) —The phase spider steals a random true magic item from the target (see below). <i>Phasing abilities:</i> 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 faraway. 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. <i>Stolen items:</i> 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.		

Phoenix

Flamebird Phoenix

2× 3rd level Wrecker Elemental	Initiative: +11	AC	19
	Vulnerability: cold	PD	15
		MD	15
		HP	78
	Fly-by flaming talons +8 vs. AC —16 damage, and 5 ongoing fire damage <i>Natural even hit or miss:</i> The phoenix may move again this turn as a free action if it has already made a flying move on its turn.		

Miss: The flamebird phoenix can use a *flaming screech* attack as a quick action, either this turn, or on its next turn.

[Usually special trigger, but also possible as a standard action]

C: Flaming screech +8 vs. PD (1d3 nearby enemies)—5 fire damage, and 5 ongoing fire damage

Flight: The flamebird phoenix can fly extremely well.

Flaming wings: The flamebird phoenix deals 4 fire damage to each enemy that ends its turn engaged with the phoenix.

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.

Spectacular effects: When the phoenix is dealt a critical hit, it must roll an easy save (6+). If the save fails, the phoenix drops to 0 hit points; see the *reborn in fire* ability below!

Reborn in fire: Whenever the phoenix drops to 0 hit points, roll a d20 and add the escalation die. For each time this phoenix has rolled its *reborn in fire* ability earlier this battle, subtract 10 from the roll. For example, a phoenix making its second *reborn in fire* roll (because its first roll ended up being 20+!) when the escalation die is 6 would roll the d20 and subtract 4.

20+: The flamebird phoenix is immediately reborn, healing to 40 hit points, and keeps fighting!

15-19: The phoenix is reborn in fire, but vaults into the overworld, removed from the battle. On the other hand, it's not done with the PCs! Add the phoenix to an upcoming battle by surprise, adding it as an additional monster not accounted for by the usual encounter-building calculations.

8-14: The flamebird phoenix is reborn in fire but wants nothing more to do with this battle. It makes the following attack, but when the attack is over it shoots off into the overworld so quickly that it's a teleport effect, and does not return to the battle, nor to the adventure.

Conflagration of rebirth +9 vs. PD (every nearby enemy)—10 fire damage

7 or less: The phoenix flares back to life somewhere nearby in a few hours, days, months, or years. Probably not relevant to the PCs unless they or the phoenix bear a special grudge.

Nastier Special

Fire eater: If a fire attack against the flamebird phoenix fails to beat its resistance, then instead of taking damage the flamebird phoenix heals that amount instead.

Resurgent Phoenix

Large	Initiative: +13	AC	20
5th level	Vulnerability: cold	PD	17
Leader		MD	17
Elemental	<p>Fly-by flaming talons +10 vs. AC—25 damage, and 10 ongoing fire damage</p> <p><i>Natural even hit or miss:</i> The phoenix may move again this turn as a free action if it has already made a flying move on its turn.</p> <p><i>Miss:</i> The resurgent phoenix can use a <i>victory screech</i> attack as a quick action, either this turn, or on its next turn.</p> <p><i>[Usually special trigger, but also possible as a standard action]</i></p> <p>C: Victory screech +10 vs. MD (1d3 nearby or faraway enemies)—10 psychic damage, and the resurgent phoenix and its allies can add +1 to their attacks until the start of the resurgent phoenix's next turn; the bonus is cumulative if more than one <i>victory screech</i> attack hits.</p> <p>Ignition +10 vs. PD (the creature that triggered the attack)—8 fire damage and 8 ongoing fire damage</p> <p><i>Limited use:</i> 1/battle, as an interrupt action when an enemy makes a melee attack against the phoenix.</p> <p><i>Flight:</i> The resurgent phoenix can fly as well or better than anything you've seen airborne.</p> <p><i>Flaming wings:</i> The resurgent phoenix deals 7 fire damage to each enemy that ends its turn engaged with the phoenix.</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>Spectacular effects:</i> When the phoenix is dealt a critical hit, it must roll an easy save (6+). If the save fails, the phoenix drops to 0 hit points; see the <i>reborn in fire</i> ability below!</p> <p><i>Reborn in fire:</i> Whenever the phoenix drops to 0 hit points, roll a d20 and add the escalation die. For each time this phoenix has rolled its <i>reborn in fire</i> ability earlier this battle, subtract 10 from the roll. For example, a phoenix making its second <i>reborn in fire</i> roll (because its first roll ended up being 20+!) when the escalation die is 6 would roll the d20 and subtract 4.</p>	HP	124

20+: The resurgent phoenix is immediately reborn, healing to 70 hit points and keeps fighting!

15-19: The phoenix is reborn in fire, but vaults into the overworld, removed from the battle. On the other hand, it's not done with the PCs! Add the phoenix to an upcoming battle by surprise, adding it as an additional monster not accounted for by the usual encounter-building calculations.

8-14: The resurgent phoenix is reborn in fire but wants nothing more to do with this battle. It makes the following attack, but when the attack is over it shoots off into the overworld so quickly that it's a teleport effect, and does not return to the battle, nor to the adventure.

Conflagration of rebirth +11 vs. PD (every nearby enemy)—15 fire damage

7 or less: The phoenix flares back to life somewhere nearby in a few hours, days, months, or years. Probably not relevant to the PCs unless they or the phoenix bear a special grudge.

Void Phoenix

Large
8th level
Spoiler
Elemental

Initiative: +16

AC	23
PD	18
MD	22
HP	230

Fly-by talons +13 vs. AC—60 damage, and 10 ongoing negative energy damage (hard save ends, 16+)

Natural even hit or miss: The phoenix may move again this turn as a quick action if it has already made a flying move on its turn.

Miss: The void phoenix can use a *void calling* attack as a quick action, either this turn, or on its next turn.

[Usually special trigger, but also possible as a standard action]

C: Void calling +13 vs. PD (1d3 nearby or faraway enemies in a group)—35 negative energy damage

Natural even hit: Target is dazed (save ends). Target takes 10 negative energy damage each time it fails the save.

Flight: The void phoenix can fly amazingly well for a creature that is turning itself spiritually inside out.

Void aura: Enemies that end their turns engaged with the void phoenix must attempt an easy save (6+). If the save fails, they're dazed until the end of their next turn.

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

Spectacular effects: When the phoenix is dealt a critical hit, it must roll an easy save (6+). If the save fails, the phoenix drops to 0 hit points; see the *reborn in void* ability below!

Reborn in void: Whenever the phoenix drops to 0 hit points, roll a d20 and add the escalation die. For each time this void phoenix has rolled its *reborn in void* ability earlier this battle, subtract 10 from the roll. For example, a void phoenix making its second *reborn in void* roll (because its first roll ended up being 20+!) when the escalation die is 6 would roll the d20 and subtract 4.

20+: The void phoenix is immediately reborn, healing to 120 hit points above staggered and keeps fighting!

15-19: The void phoenix is reborn in a blast of cold and fire and negative energy, but vaults into the overworld, removed from the battle. On the other hand, it's not done with the PCs! Add the phoenix to an upcoming battle by surprise, adding it as an additional monster not accounted for by the usual encounter-building calculations. Add a level if you feel like it, because it's angry.

8-14: The void phoenix is reborn in a blast of negative energy but wants nothing more to do with this battle. It makes the following attack, but when the attack is over it shoots off into the overworld so quickly that it's a teleport effect, and does not return to the battle, nor to the adventure.

Void rebirth +13 vs. PD (every nearby enemy)—35 fire and negative energy damage

7 or less: The phoenix flares back to life somewhere nearby in a few hours, days, months, or years. Probably not relevant to the PCs unless they or the phoenix bear a special grudge.

Solar Phoenix

Large
12th level
Caster
Elemental

Initiative: +20

Fly-by talons +17 vs. AC—140 damage, and 20 ongoing fire damage (hard save ends, 16+)

Natural even hit or miss: The phoenix may move again this turn as a quick action if it has already made a flying move on its turn.

Miss: The solar phoenix can use a *solar wind* attack as a quick action, either this turn, or on its next turn.

[Usually special trigger, but also possible as a standard action]

Solar wind +17 vs. PD (1d4 nearby or faraway enemies)—70 fire damage, or 120 fire damage if used as a standard action.

AC 27
PD 24
MD 24
HP 640

Natural even hit or miss: The solar phoenix teleports to a point nearby or faraway.

Flight: The solar phoenix flies like the sun unleashed.

Flaming wings: The solar phoenix deals 20 fire damage to each enemy that ends its turn engaged with the phoenix.

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.

Spectacular effects: When the solar phoenix is dealt a critical hit, it must roll an easy save (6+). If the save fails, the phoenix drops to 0 hit points; see the *reborn in fire* ability below!

Reborn in fire: Whenever the phoenix drops to 0 hit points, roll a d20 and add the escalation die. For each time this phoenix has rolled its *reborn in fire* ability earlier this battle, subtract 10 from the roll. For example, a phoenix making its second *reborn in fire* roll (because its first roll ended up being 20+!) when the escalation die is 6 would roll the d20 and subtract 4.

20+: The solar phoenix is immediately reborn, healing to 400 hit points and keeps fighting!

15-19: The phoenix is reborn in fire, but vaults into the overworld, removed from the battle. On the other hand, it's not done with the PCs! Add the phoenix to an upcoming battle by surprise, adding it as an additional monster not accounted for by the usual encounter-building calculations.

8-14: The solar phoenix is reborn in fire but wants nothing more to do with this battle. It makes the following attack, but when the attack is over it shoots off into the overworld so quickly that it's a teleport effect, and does not return to the battle, nor to the adventure.

Conflagration of rebirth +17 vs. PD (every nearby enemy)—90 fire damage

7 or less: The phoenix flares back to life somewhere nearby in a few hours, days, months, or years. Probably not relevant to the PCs unless they or the phoenix bear a special grudge. But who are we kidding? This is a solar phoenix. It has its own agenda, and the PCs just got onto the agenda, one way or another.

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
	Diminutive sparkly sword +8 vs. PD—5 psychic damage	PD	13
	<i>Natural 16+:</i> The pixie warrior can make a <i>madness</i> attack against the target as a free action.	MD	17
	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.	HP	24

[Special trigger] **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 2nd level Spoiler Plant	Initiative: +6	AC	16
		PD	12
	Serrated claw +7 vs. AC—8 damage	MD	15
	<i>Natural 1-5:</i> The claw flower takes 1d4 damage from burst roots.	HP	40
	<p>C: Bumble spores +4 vs. MD (1d2 nearby random non-plant creatures)—The effect depends on the roll</p> <p><i>Natural even hit:</i> 4 psychic damage, and the target is confused until end of its next turn.</p> <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>		

Pixie Pod

2× 3rd level Leader Plant	Initiative: +7	AC	17
		PD	13
	C: Peripheral summoning +8 vs. MD (one random nearby enemy) —8 psychic damage	MD	16
	<i>Natural even hit:</i> Add a new podling into the battle in a random location.	HP	40
	<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>		

Immobile: 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.

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

Lurching teleport: 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.

Magical concealment: 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.

Start with mooks: The pixie pod is normally accompanied by five active podlings that don't count toward the total when building a battle with the pod. Additional podlings do count, however.

Podling

Normal 3rd level Mook Plant	Initiative: +9	AC	18
		PD	17
		MD	13
		HP	10
	Needle sword +8 vs. AC—6 damage <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.		
	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, can be a real pain in the pate.		

Purple Worm

Parasitic Lightning Beetle

Normal 8th level Mook Beast	Initiative: +14	AC	27
		PD	22
		MD	17
		HP	36
	Mouthparts +12 vs. AC—10 damage <i>Natural even hit or miss:</i> The target also takes 5 lightning damage.		

	<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

Normal 8th level Mook Beast	<p>Initiative: +9</p> <p>Bitey maw +13 vs. AC—20 damage <i>Natural even hit or miss:</i> The larvae can make a <i>tail sting</i> attack against a random enemy engaged with it as a free action.</p> <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>	<p>AC 22 PD 20 MD 16 HP 44</p>
---	---	---

Purple Worm

Huge 8th level Wrecker Beast	<p>Initiative: +11</p> <p>Devouring maw +13 vs. PD—50 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.</p> <p>Tail sting +13 vs. AC (one random nearby enemy)—20 damage, and 20 ongoing poison damage</p> <p>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).</p>	<p>AC 23 PD 22 MD 17 HP 440</p>
--	---	--

Limited use: The worm can make this attack as a free action if it has no enemies swallowed after using its standard action during its turn.

Swallow whole: 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 *and* 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 (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.

Burrow: As the standard monster ability.

Nastier Specials

Larval feeding: 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.

Resist most energy damage 16+: 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.

Ancient Purple Worm

Huge 12th level Wrecker Beast	Initiative: +17	AC	27
		PD	25
	Devouring maw +18 vs. PD—100 damage	MD	21
	<i>Natural even hit:</i> The target is swallowed whole if it's smaller than the worm (see below).	HP	1200
	<i>Miss:</i> Half damage.		

Tail sting +18 vs. AC (up to 2 random nearby enemies)—40 damage, and 40 ongoing poison damage
Miss: 20 damage.

Prodigious thrash +18 vs. AC (1d4 random nearby enemies)—50 damage
Miss: Half damage.
Natural 1-2: The worm and any creatures it has swallowed take 8d6 damage (but it still deals miss damage on a 2).
Limited use: 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.

Swallow whole: 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 *and* 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 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.

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.

Burrow: As the standard monster ability, but with a +5 bonus to the check.

Nastier Specials

Resist most energy damage 16+: 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.

Rakshasa

Nastier Special for all rakshasas

Lockheart: The first time a rakshasa is dropped to 0 hit points, it dies but will definitely be reborn, even if the PCs attempt to use an icon die result to prevent the resurrection. A PC who scores a critical hit against the rakshasa can attempt to nullify *lockheart* by choosing to ignore all other effects of the critical hit (all damage, not just the doubling) and attempting a normal save. If the save succeeds, *lockheart* is ignored this battle. If the save fails, *lockheart* is still in effect. A rakshasa can only use *lockheart* once in its lifetime.

Alternatively, instead of rolling saves, the PCs could go on a quest to find the lockheart's key before confronting the rakshasa! That's a story angle you get to manipulate as you choose.

Backwards palms: When staggered, the rakshasa's hands shapeshift so that its palms trade places with the backs of its hands. It not only looks extremely weird, it also presents the player characters with an odd choice: The next time the escalation die would advance, the PCs have to choose whether the escalation die will decrease by 1 (minimum 0) or whether this rakshasa gets to use the escalation die until the end of the battle. If the PC group is split, the decision goes to the character with the highest initiative.

Rakshasa Sybarite

2× 6th level Caster Humanoid	Initiative: +11	AC	20
	Silver-shod claws +11 vs. AC (2 attacks)—12 damage <i>Attack also beats the target's PD: 12 ongoing poison damage.</i>	PD	20
		MD	19
		HP	230
	C: Powders, potions, and lotions +11 vs. PD (1d3 nearby enemies in a group)—20 poison damage <i>Natural 2 or 12 hit:</i> Target is weakened until they next take damage. <i>Natural 3 or 13 hit:</i> Target is vulnerable to poison attacks until the end of the battle. <i>Natural 4 or 14 hit:</i> Target is hampered until they next heal or gain temporary hp. <i>Natural 5 or 15 hit:</i> Target is hampered until they next hit with an attack. <i>Natural 6 or 16 hit:</i> Target is stuck, save ends. <i>Natural 7 or 17 hit:</i> Target is dazed, easy save ends. <i>Natural 8 or 18 hit:</i> Target is stunned until the end of its next turn. <i>Natural 9 or 19 hit:</i> Target is confused, easy save ends. <i>Miss:</i> 7 poison damage.		
	C: Psychic seduction +11 vs. MD (1d3+1 nearby or faraway enemies in a group, group must contain at least two targets)—20 psychic damage, and the target is confused (hard save ends) <i>Miss, but another target in the group was hit:</i> Target is confused until the end of its next turn. <i>All targets missed:</i> The <i>psychic seduction</i> attack is not expended can be used again this battle. <i>Limited use:</i> 1/battle.		

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 20 skill check.

Nastier Specials

Contrabando: The rakshasa has a stash of illicit substances—once per battle as a quick action, it can either deal 20 ongoing poison damage to one enemy that it has just left engagement with OR become dazed but heal 30 hit points at the end of each of its turns (save ends).

Shapechanger's surprise: Once per battle as a quick action the rakshasa changes forms to something that causes consternation and misunderstanding among its enemies—causing each enemy to become dazed until the enemy with the lowest MD saves.

Rakshasa, Devourer of Wizards

2× 7th level Caster Humanoid	Initiative: +12	AC	21
		PD	20
	Terrible claws +11 vs. AC (3 attacks)—15 damage, and target is hampered (save ends)	MD	21
	Miss: 5 damage.	HP	250
	R: Psychic freeze +11 vs. MD (1d3 nearby enemies)—40 psychic damage, and 10 ongoing psychic damage and target is stuck (save ends both)		
	<i>A taste for high magic</i> : The devourer of wizards adds the escalation die to its attacks and damage when it targets a creature that has one or more icon relationship points with the Magic Icon.		
	<i>Unstoppable pounce</i> : The first time an enemy tries to intercept the devourer of wizards each round, the devourer of wizards can roll a single rending claws attack against the would-be interceptor. If the attack hits, the interception is ignored and the devourer of wizards can continue moving to its target unimpeded.		
	<i>Shapechange</i> : 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 20 skill check.		

Rakshasa

2× 8th level Caster Humanoid	Initiative: +16	AC	23
		PD	20
	Claws and bite +11 vs. AC (2 attacks)—25 damage	MD	22
		HP	280

	<p><i>Natural even hit:</i> The rakshasa can make a <i>rend mind</i> attack as a free action.</p> <p>R: Striped lightning bolts +13 vs. PD (1d3 nearby enemies)—25 lightning damage, or 50 lightning damage against a staggered target</p> <p><i>Natural even hit:</i> The rakshasa can make a <i>rend mind</i> attack as a free action.</p> <p>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</p> <p><i>Shapechange:</i> 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.</p> <p><u>Nastier Specials</u></p> <p><i>Master of chaos:</i> The rakshasa gains a bonus to all defenses equal to the current number of confused enemies in the battle.</p> <p><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.</p>	
--	--	--

Rakshasa Delver

2× 8th level Caster Humanoid	Initiative: +12	AC	25
		PD	23
		MD	20
		HP	230
	<p>Awful bite +14 vs. AC (3 attacks)—25 damage, and target is hampered (save ends)</p> <p><i>Miss:</i> 8 damage.</p> <p>C: Ten-foot collapsing staff +14 vs. AC (one nearby enemy, or +10 attack against two nearby enemies)—60 damage, and if there is a pit or ledge next to the target it must save or be pushed off and potentially take falling damage</p> <p>R: Mesmerizing magic +14 vs. MD (1d3 nearby or faraway enemies that can see the rakshasa)—25 psychic damage, and if it is the first time this battle this target is hit it becomes confused until the end of its next turn</p> <p><i>Aftereffect:</i> When the target is no longer confused it takes 50 psychic damage.</p> <p><i>Shadowy step:</i> When the escalation die advances the rakshasa teleports as a free action to any spot it can see nearby or faraway. If the rakshasa is engaged with a PC, that character’s</p>		

	<p>player can choose to prevent the teleportation at the cost of the escalation die not advancing.</p> <p><i>Shadow pounce:</i> Once per round as a free action when an enemy moves into engagement with the rakshasa it can roll a save (11+), on a success the rakshasa teleports into engagement with the enemy with the fewest hit points.</p> <p><i>Shapechange:</i> 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 20 skill check.</p> <p><u>Nastier Special</u></p> <p><i>Allies:</i> The rakshasa isn't alone—it bought a team of hirelings and hangers-on into the dungeon with it, though they are currently elsewhere. When the escalation die reaches 3+ these allies rush into the fight and act at the start of the round.</p>	
--	--	--

Rakshasa Mastermind

2× 9 th level Caster Humanoid	<p>Initiative: +13</p> <p>Decisive bite +14 vs. AC—75 damage <i>Miss:</i> 45 damage.</p> <p>R: Striped lightning bolts +14 vs. PD (1d3 nearby enemies)—40 lightning damage, or 80 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.</p> <p>C: Rend mind +14 vs. MD (one nearby enemy)—30 psychic damage, and the target is confused (save ends)</p> <p><i>Hidden plans:</i> As a standard action, the rakshasa mastermind rolls a d4 or a d6, your choice. If the roll is equal to or less than the escalation die, a number of the rakshasa mastermind's allies equal to the die roll will enter the battle in the <i>next</i> round. Each new ally should be about as tough as a single PC according to the building battles table. Explain this ability as the culmination of the rakshasas' cunning plans.</p> <p><i>Shapechange:</i> 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 20 skill check.</p>	<p>AC 25</p> <p>PD 20</p> <p>MD 23</p> <p>HP 330</p>
---	--	--

Rakshasa Saint

2× 10 th level Caster	<p>Initiative: +16</p> <p>Vulnerability: holy</p>	<p>AC 25</p> <p>PD 22</p> <p>MD 24</p>
--	---	--

Humanoid	<p>Dreadful claws +15 vs. AC (1d3 attacks)—40 damage and 40 ongoing damage <i>Two attacks hit the same target on the same turn:</i> The target's saves against ongoing damage become hard (16+) until the end of the battle.</p> <p>R: Arrows of radiance +15 vs. MD (1d3 nearby enemies)—40 force damage, and target is stuck <i>Aftereffect:</i> Enemies who are no longer stuck take 40 ongoing force damage.</p> <p><i>Faked miracle, real magic:</i> Once per battle the rakshasa does something miraculous. Of course the 'miracle' is artful illusion together with some cleverly used basic spells, but all who witness it must save (11+) or become confused until the end of the rakshasa's next turn. <i>Aftereffect:</i> Enemies who are no longer confused become hampered (save ends).</p> <p><i>Commanding presence:</i> The rakshasa saint can use a quick action to command 1d3 confused enemies to move as a free action, or take another non-attack action (drop a weapon, destroy a potion, unlock a door) as a free action.</p> <p><i>Shapechange:</i> 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.</p> <p><u>Nastier Special</u></p> <p><i>Real miracles?:</i> The rakshasa has a real link to the divine (or maybe it's actually a link to the infernal realms, or a bargain with the chaos of the outer dark). Twice per battle as a free action the rakshasa can cause itself or a nearby ally to heal an amount equal to half that creature's maximum hit points.</p>	HP 480
----------	--	--------

Rakshasa Magician

Normal 11 th level Caster Humanoid	<p>Initiative: +19</p> <p>Claws and bite +14 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.</p> <p>R: Striped lightning bolts +16 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.</p>	<p>AC 26 PD 23 MD 25 HP 280</p>
--	--	--

C: Rend mind +16 vs. MD (one nearby enemy)—15 psychic damage, and the target is confused 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.

Master of chaos: The rakshasa gains a bonus to all defenses equal to the current number of confused enemies in the battle.

Nastier Special

Reversal of fate: 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.

Reaver

Death Marker

Normal 6th level Mook Undead	Initiative: +9	AC	22
	Vulnerability: holy	PD	16
		MD	20
		HP	25
	Marked for death +10 vs. PD —7 negative energy damage <i>Target is hit by a marked for death attack for the second time this battle:</i> Until the end of the battle, when the target tries to spend a recovery they have to succeed at a save (11+) first. If they fail, they haven't used their action but can't spend recoveries that turn. <i>Target is hit for the third time this battle:</i> The save to spend a recovery is now a hard save (16+). <i>Target is hit for the fourth time this battle:</i> Until the end of the battle the target cannot spend recoveries. <i>Phasing flight:</i> Death markers can float on unseen winds, moving through solid objects and creatures as though they were not there. The death marker must still end its move on solid ground and not inside an object or creature.		

Death Shade

Normal 7th level Mook Undead	Initiative: +7, or immediately after the reaver that created it	AC	22
	Vulnerability: holy	PD	21
		MD	13
		HP	25
	Soul-grab +11 vs. PD —11 ongoing negative energy damage <i>Natural 18+:</i> The target is dazed (-4 attack) until the end of its next turn. <i>Flight:</i> Death shades can hover and fly about easily.		

Partial phasing: As a quick action, a death shade can pass through a small or narrow solid object or pop free from all enemies engaged with it. When a creature intercepts a death shade, that creature takes 11 negative energy damage.

Shadow of death: A death shade gains a +2 attack bonus against the last creature in the battle to roll a death save. Death shades specifically target dying or helpless creatures unless somebody is actively attacking them while standing over the body of the dying or helpless creature.

Reaver

2× 7 th level Spoiler Undead	Initiative: +13	AC	23
	Vulnerability: holy	PD	18
		MD	20
		HP	185
	Reaping scythe +12 vs. AC (2 attacks)—26 negative energy damage <i>Both attacks hit the same target:</i> Until the end of its next turn, the target is affected by the reaver's <i>fear aura</i> even if it has more than 36 hp.		
<i>Phasing:</i> While the escalation die is odd, the reaver takes no damage and suffers no effects from attacks with natural attack rolls less than 18+ (or 16+ for attacks that deal holy damage). It does take full damage and effects from attacks that are able to affect it. While phasing, the reaver can move but creatures can't intercept it, and it can travel through solid objects but not end its turn in them. In addition, while phasing the reaver can't attack (including opportunity attacks) or affect the physical world except in the following way: When an enemy starts its turn engaged with the phased reaver, it takes 13 negative energy damage. The reaver can also use <i>phasing</i> outside of battle, but only for a short time.			
<i>Call upon death shades:</i> Until the reaver drops to 0 hp, when one of its living (not undead or construct) enemies or non-mook allies rolls a death save or dies, a death shade enters the battle. Death shades act immediately after the reaver in initiative order.			
<i>Fear aura:</i> While engaged with this creature, enemies with 36 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.			
<i>Flight:</i> Reavers ignore the bonds of gravity while they're phasing.			

Gruesome Death Shade

Normal 10th level Mook Undead	Initiative: +10, or immediately after the reaver that created it	AC	25
	Vulnerability: holy	PD	24
		MD	16
		HP	50
	Soul-grab +14 vs. PD—25 ongoing negative energy damage <i>Natural 18+:</i> The target is dazed (-4 attack) until the end of its next turn.		
	<i>Flight:</i> Death shades can hover and fly about easily.		
	<i>Partial phasing:</i> As a quick action, a death shade can pass through a small or narrow solid object or pop free from all enemies engaged with it. When a creature intercepts a death shade, that creature takes 25 negative energy damage.		
	<i>Shadow of death:</i> A death shade gains a +2 attack bonus against the last creature in the battle to roll a death save. Death shades specifically target dying or helpless creatures unless somebody is actively attacking them while standing over the body of the dying or helpless creature.		

Gruesome Reaper

2× 10th level Spoiler Undead	Initiative: +16	AC	26
	Vulnerability: holy	PD	24
		MD	20
		HP	380
	Reaping scythe +15 vs. AC (2 attacks)—50 negative energy damage <i>Both attacks hit the same target:</i> Until the end of its next turn, the target is affected by the reaver's <i>fear aura</i> even if it has more than 72 hp.		
	<i>Phasing:</i> While the escalation die is odd, the reaver takes no damage and suffers no effects from attacks with natural attack rolls less than 18+ (or 16+ for attacks that deal holy damage). It does take full damage and effects from attacks that are able to affect it. While phasing, the reaver can move but creatures can't intercept it, and it can travel through solid objects but not end its turn in them. In addition, while phasing the reaver can't attack (including opportunity attacks) or affect the physical world except in the following way: When an enemy starts its turn engaged with the phased reaver, it takes 25 negative energy damage. The reaver can also using phasing outside of battle, but only for a short time.		
	<i>Call upon death shades:</i> Until the reaver drops to 0 hp, when one of its living (not undead or construct) enemies or non-mook allies rolls a death save or dies, a death shade enters the		

	<p>battle. Death shades act immediately after the reaver in initiative order.</p> <p><i>Death aura:</i> When the escalation die is 6+, all normal saves made during the battle become hard saves (16+).</p> <p><i>Fear aura:</i> 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.</p> <p><i>Flight:</i> Reavers ignore the bonds of gravity while they're phasing.</p> <p><i>Marked by death:</i> When a creature disengages or moves away from a reaver that's phasing, that creature is vulnerable to negative energy until the end of its next turn.</p> <p><i>Unholy backlash:</i> Deal 3d10 negative energy damage to any creature that targets the gruesome reaver with an attack that deals holy damage.</p>	
--	--	--

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.

Splotchcap

Normal 2nd level Archer Humanoid	Initiative: +8	AC	16
		PD	17
	Stabby knife +5 vs. AC—6 damage	MD	14
	<i>Natural 16+:</i> The target also takes 2 ongoing damage.	HP	32
	R: Smashy slingstone +7 vs. AC—7 damage		
	<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.		
	[Special trigger] C: Pop-out and stab 'em +7 vs. AC (one nearby enemy)—8 damage		
	<i>Miss:</i> Damage equal to the escalation die.		
	Impossible teleport: 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.		
	Pop-out surprise: 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.		

Redcap

Normal 3rd level Wrecker Humanoid	Initiative: +9	AC	17
		PD	18
	Twin skinning knives +8 vs. AC (2 attacks)—6 damage	MD	15
	<i>Miss: Damage equal to the escalation die.</i>	HP	42
	Stompy iron boots +8 vs. PD (one staggered or unconscious enemy)—12 damage <i>Miss: 5 damage.</i> [Special trigger] C: Pop-out and ride ‘em +10 vs. AC (one nearby enemy)—10 damage, and 5 ongoing damage <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). <i>Miss: 5 damage.</i> <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. <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.		

Crimsoncap

Normal 6th level Spoiler Humanoid	Initiative: +11	AC	20
		PD	21
	Huge bloody cleavers +11 vs. AC (2 attacks)—13 damage, and the crimsoncap can pop free from the target	MD	18
		HP	84
	Horrible stompy boots +11 vs. PD (one staggered or unconscious enemy)—20 damage, and the target is hampered (save ends) <i>Miss: 5 damage.</i> [Special trigger] C: Pop-out and slash ‘em +11 vs. AC (1d4 nearby enemies)—15 damage, and 5 ongoing damage <i>Miss: 10 damage.</i> <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.		

Pop-out surprise: When the crimsoncap starts its turn and no enemy can see it, it can make a *pop-out and slash 'em* attack that turn as a standard action

Nastier Specials

*F*** T***:* The crimsoncap has two *bad words* instead of one. And the PCs find that out the hard way. Write the words down ahead of time to prove you're not *just* being a mean GM.

Crustycap

Normal
7th level
Wrecker
Humanoid

Initiative: +14

AC 21
PD 22
MD 19
HP 100

Big bloody axe +12 vs. AC (2 attacks)—10 damage

Natural even hit: The crustycap can make a single *big bloody axe* attack against a different nearby enemy as a free action.

Miss: 5 ongoing damage.

Devastating stompy boots +12 vs. PD (one staggered or unconscious enemy)—40 damage

Miss: 10 damage.

Oh no oh no: When a PC or a player at the table says the *bad word*, 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.

Nastier Specials

Just plain mean: When the crustycap scores a critical hit OR when a PC or a player at the table says the *bad word*, the crustycap can teleport away as a free action. Faraway, 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.

Remorhaz

Squib Swarm

Normal
0 level
Mook
Beast

Initiative: +0

AC 14
PD 12
MD 8
HP 5

Sharp nibbling beaks +5 vs. AC—3 cold damage

Heat absorption: When a creature is engaged with the squib swarm at the start of its turn, it takes cold damage equal to the escalation die.

Barbellite

Normal 3 rd level Troop Beast	Initiative: +7	AC	18
		PD	16
	Arctic bite +11 vs. AC—7 cold damage	MD	12
		HP	36
<p><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.</p> <p><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.</p>			

Frost-Würm

Large 6 th level Troop Beast	Initiative: +9	AC	22
		PD	20
	Würm glaciation +11 vs. AC—18 damage	MD	16
		HP	180
<p><i>Natural even hit:</i> The target and one other nearby enemy takes 18 cold damage as the area freezes over.</p> <p><i>Miss:</i> The target and one other nearby enemy takes 6 cold damage.</p> <p>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.</p> <p><i>Burrow:</i> As the standard monster ability, except the remorhaz only needs to roll 6+ in snow.</p> <p><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.</p> <p><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.</p>			

Adult Remorhaz

Large 8 th 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)	MD	18
		HP	280
<p><i>Miss:</i> 15 damage.</p> <p><i>Limited use:</i> 1/battle, during the remorhaz's first turn or if appearing on the surface after burrowing.</p>			

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.

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 × the escalation die.

Nastier Specials

Bejeweled remorhaz: The remorhaz has glowing “jewels” on its armored plates. When a nearby or faraway 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 faraway.

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

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	MD	22
	<i>Miss:</i> The target and each other creature engaged with the remorhaz takes 20 fire damage.	HP	580
	R: Nova blast +16 vs. PD (1d3 nearby enemies) —100 fire damage <i>Miss:</i> 25 fire damage.		
	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 × 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 faraway 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 faraway.

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

Normal 3rd level Spoiler Aberration	Initiative: +5	AC	19
		PD	17
	Caustic bite +8 vs. AC (one creature wearing light armor or no armor)—10 damage, and 5 ongoing acid damage	MD	13
	<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.		

Rust's targets: 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

**Normal
5th level
Spoiler
Demon**

Initiative: +8

Caustic bite +10 vs. AC (one creature wearing light armor or no armor)–18 damage, and 5 ongoing acid damage

Natural 14+: 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.

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.)

Corrupting body: 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.

**AC 21
PD 19
MD 15
HP 72**

Rust's targets: 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).

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 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 2nd level Troop Humanoid	Initiative: +4	AC	18
		PD	14
	Coral-tipped spear +6 vs. AC—6 damage	MD	13
	<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

Normal 2nd level Mook Beast	Initiative: +6	AC	17
		PD	14
	Razortoothed jaws +7 vs. AC—4 damage	MD	11
	<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.		

Frenzy (group): 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.

Water breather: 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 5th level Wrecker Humanoid	Initiative: +9	AC	20
		PD	19
	Trident and bite +10 vs. AC (2 attacks)—10 damage	MD	16
	<i>Natural 20:</i> Increase the escalation die by 1, and the target is hampered until the end of its next turn.	HP	70
	R: Barbed crossbow +9 vs. AC (one nearby enemy, or a faraway enemy at -2 atk)—10 damage, and 5 ongoing damage		
	<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.		
	<i>Water breather:</i> Sahuagin breathe underwater and swim very well.		
	<u>Nastier Specials</u>		
	<i>Demon-touched:</i> Roll a d6 on the demon abilities table. The sahuagin gains that ability.		

Sahuagin Glow Priest

Normal 5th level Caster Humanoid	Initiative: +10	AC	21
		PD	16
	Coral rod +10 vs. AC—12 damage	MD	19
	<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).	HP	70
	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		
	<i>1-2 (Hymn of hate):</i> One random nearby conscious enemy takes 4d6 negative energy damage.		

	<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>	
--	---	--

Iron Sea Shark

2× 5 th level Mook Beast	<p>Initiative: +6</p> <p>Massive iron jaws +10 vs. AC—14 damage Miss: 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>	<p>AC 22</p> <p>PD 19</p> <p>MD 14</p> <p>HP 32</p>
--	---	---

Sahuagin Mutant

Large 6 th 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 faraway 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>AC 22</p> <p>PD 20</p> <p>MD 15</p> <p>HP 200</p>
---	--	--

Nastier Specials

Punisher: When an enemy intercepts the sahuagin mutant, it takes 4d8 damage from the mutant's claws and teeth.

Ripper: When an enemy makes a melee attack against the sahuagin mutant and rolls a natural odd miss, that enemy takes 2d8 damage.

Salamander

Abilities for All Salamanders

Escalating inferno: If the salamander is in an area with flames, lava, or that it has set on fire, it gets to use the escalation die, adding it to its attack rolls. Even when not fighting in such an environment, a salamander attacked with a spell or attack that deals fire damage gets to use the escalation die until the end of its next turn, or longer if it's a powerful or lingering spell. Avoid casting fireball in battle with a salamander!

Resist fire 16+: Fire attacks against the salamander must roll a natural 16+ attack roll or the attack does half damage. Whether or not such an attack hits, see escalating inferno!

Nastier Special

Heat metal: Enemies who make a melee attack with a non-magical weapon against a salamander and who roll a natural 1 or 3 take ongoing fire damage equal to twice the salamander's level unless they drop their weapon as a free action.

Extreme Heat Environments

Adventurer Tier: Burning Tavern

Fire (DC 20 to avoid).

Burning alive +5 vs. PD (adventurers who failed the skill check)—2d4 fire damage
Miss: Half damage.

Falling timbers (DC 15 to avoid).

Crushed +10 vs. AC (adventurers who failed the skill check)—10 damage

Smoke inhalation (DC 25 to avoid).

Choking smoke +15 vs. PD (adventurers who failed the skill check)—2d8 poison damage
Miss: Half damage.

Champion Tier: Forest Fire

Fire (DC 25 to avoid).

Burning alive +15 vs. PD (adventurers who failed the skill check)—2d8 fire damage

Miss: Half damage.

Smoke inhalation (DC 30 to avoid).

Choking smoke +20 vs. PD (adventurers who failed the skill check)—4d8 poison damage
Miss: Half damage.

Heat (DC 20 to avoid).

Scalding air +10 vs. PD (adventurers who failed the skill check)—15 fire damage

Epic Tier: Volcano

Noxious fumes (DC 35 to avoid).

Noxious fumes +25 vs. PD (adventurers who failed the skill check)—20 fire damage
Miss: Half damage.

Heat (DC 25 to avoid).

Scalding air +10 vs. PD (adventurers who failed the skill check)—20 ongoing fire damage
Miss: Half damage.

Slow lava flow (DC 20 to avoid).

Burned away +25 vs. PD (adventurers who failed the skill check)—50 fire damage and possible loss of limb
Miss: Half damage, and permanent scarring.

Blueflame Salamander

Huge 2nd level Troop Elemental	Initiative: +8	AC	17
		PD	16
	Blueflame tongue +7 vs. AC—7 damage	MD	13
		HP	100
	<i>Heat haze aura:</i> All enemies who start their turn nearby the salamander take 7 fire damage. All enemies who do not resist fire and who end their turn nearby the salamander take 7 fire damage. Salamanders ignore damage from <i>heat haze aura</i> .		
	<u>Nastier Special</u>		
	<i>Enduring flame:</i> Staggered enemies who are hit by blueflame tongue also take 3 ongoing fire damage.		

Doomlantern Salamander

Huge 4th level Blocker Elemental	Initiative: +9	AC	19
	Vulnerability: cold	PD	19
		MD	15
	Fearful flame +8 vs. PD—14 fire damage and ongoing fire damage equal to the escalation die value times seven (so the amount keeps going up as the escalation die goes up, to a maximum of 42 ongoing fire damage)	HP	160

	<p><i>Special save:</i> The save against ongoing damage has different effects depending on the roll:</p> <p>1-10: Save is failed, and the burning target's closest ally takes 7 fire damage.</p> <p>11-15: Save is successful (ongoing damage ends), but burning target's closest ally takes 7 fire damage.</p> <p>16+: Save is successful (ongoing damage ends).</p> <p>R: Lure of the flames +8 vs. MD (two nearby or faraway enemies)—25 psychic damage</p> <p><i>Natural roll higher than the target's Wisdom attribute:</i> Until the target is engaged with the salamander, it will use its move and standard actions to move and become engaged with the salamander!</p> <p><u>Nastier Special</u></p> <p><i>Ignite:</i> Any unattended flammable objects ignite (straw in a stable, the party's tents, trees, etc.) and nearby liquids boil. Provided that there was anything flammable in the area the salamander gets to use its escalating inferno power.</p>	
--	---	--

Horned Salamander

Huge	Initiative: +13	AC	23
8th level	Vulnerability: cold	PD	23
Troop		MD	19
Elemental	<p>Glowing horns +13 vs. PD (1d3 attacks)—30 fire damage</p> <p><i>Miss:</i> 10 fire damage.</p> <p>R: Burning gaze +13 vs. PD (two enemies in a rough line, one further away than the other)—30 ongoing fire damage, hard save (16+) ends</p> <p><i>Heat haze aura:</i> All enemies who start their turn nearby the salamander take 15 fire damage. All enemies who do not resist fire and who end their turn nearby the salamander take 15 fire damage. Salamanders ignore damage from <i>heat haze aura</i>.</p> <p><u>Nastier Special</u></p> <p><i>Ferrous furnace:</i> All enemies wearing metal armor who start their turn nearby the salamander take 2d12 fire damage. All enemies wearing metal armor who do not resist fire and who end their turn nearby the salamander take 2d12 fire damage.</p>	HP	440

Pyroclastic Salamander

Huge	Initiative: +17	AC	28
12th level	Vulnerability: cold	PD	26
Troop		MD	23
Elemental		HP	1080

Furnace skin +17 vs. PD (each creature engaged with the salamander)—100 fire damage

Natural even miss: 60 fire damage.

Natural odd miss: 30 ongoing fire damage.

R: Pyroclastic roar +17 vs. PD (1d3 nearby or faraway enemies in a group)—10 damage and 35 ongoing fire damage

Quick use: 1/round, as a quick action.

Spreading flames: Any enemy of the salamander who is not taking ongoing fire damage, and who during any point on their turn is next to or engaged with a creature taking ongoing fire damage, must roll a save (11+) or take 50 ongoing fire damage.

Nastier Specials

Building fire: Enemies take a penalty to saves against ongoing fire damage equal to the escalation die.

Igneous aura: Ranged weapon attacks with non-magical weapons or non-magical ammunition against the salamander fail—the missiles simply burn up mid-air.

Shadow Mongoose

Shadow Mongoose Destroyer of Fate

Normal 4th level Spoiler Spirit	Initiative: +11	AC	17
		PD	14
	Cloud of claws +9 vs. AC—7 damage	MD	18
	<i>Natural even hit:</i> After the current battle is over, the next time this day that the target takes ongoing damage, the shadow mongoose gets to make a <i>destruction of fate</i> attack against the target.	HP	80
	<p>[Triggered action] R: Destruction of fate +9 vs. MD (one target that has been hit twice by the shadow mongoose this battle)—The target rolls their icon dice, and any that come up 1-4 the shadow mongoose steals until the end of the day. At the start of the next day the target rolls a save (11+) for each stolen icon relationship, on a success the icon relationship die returns to them.</p> <p><i>Crit:</i> ...and the shadow mongoose steals an item belonging to the target, preferably a magic one but sometimes the most vital one (a key, a map).</p> <p><i>Shadow's slide:</i> The shadow mongoose can move over any solid surface, slithering like a shadow.</p>		

Play dead: Once per battle the shadow mongoose may fake being dead. Only magical senses and a DC 25 skill roll from the PC who struck the ‘killing blow’ will detect that the creature is still alive. Shadow mongooses like to fake their deaths so that they can escape battle with their stolen icon relationships. Since shadow anatomy isn’t entirely biological, this ability functions like fleeing the battle if it succeeds, the PCs can go ahead and blast away at what they think is the corpse, but they’ll be fragging the mongoose’s shadows, not the mongoose itself.

Trapper: The shadow mongoose can change shape, though not mid-battle. Shadow mongoose destroyers of fate use this ability to seem innocuous until they are ready to strike.

Shadow fate: When the shadow mongoose dies all the icon relationship dice that it stole return to their owners. The person who killed the shadow mongoose gains a magic item that the shadow mongoose had stolen (though maybe not one that it had stolen from the party).

Nastier Specials

Drop the loot: The shadow mongoose flees the battle. One nearby enemy of the shadow mongoose has their icon relationships flip positive to negative and vise-versa (conflicted relationships are unaffected). This relationship inversion is temporary, lasting only until the end of the next game session.

Shadow dancer: If the shadow mongoose doesn’t attack on its turn it can turn into a flat shadow, and cannot be intercepted or attacked it is moving in this form. When it returns to its normal form, it deals double damage with its next attack, hit or miss.

Shadow Mongoose Subverter of Fate

Normal 6th level Spoiler Spirit	Initiative: +13	AC	19
		PD	16
	Cloud of claws +11 vs. AC—18 damage	MD	20
	<i>Natural even hit:</i> 1d12 damage to a nearby target not engaged with the shadow mongoose.	HP	116
	Subversion of fate +11 vs. MD (one target that has been hit twice by the shadow mongoose this battle)— The shadow mongoose steals the escalation die until the end of its next turn. While the escalation die is stolen, all shadow mongooses and their allies use it, and the adventurers do not. Crit: ...and the shadow mongoose steals an aspect belonging to the target. The target might lose their age, or lose part of		

their appearance, or an outward personality quirk. The character's race, class, attributes etc. remain intact, as does their core personality and their memories.
Quick use: 1/round, as a quick action.

Shadow's flight: The shadow mongoose may become a thing of dark smoke and shadow, flying swiftly through the air or through the smallest cracks.

Play dead: Once per battle the shadow mongoose may fake being dead. Only magical senses and a DC 30 skill roll from the PC who struck the 'killing blow' will detect that the creature is still alive. Shadow mongooses like to fake their deaths so that they can escape battle with their stolen icon relationships. Since shadow anatomy isn't entirely biological, this ability functions like fleeing the battle if it succeeds, the PCs can go ahead and blast away at what they think is the corpse, but they'll be fragging the mongoose's shadows, not the mongoose itself.

Trader: The shadow mongoose can change shape, though not mid-battle. Shadow mongoose subverters sometimes take on non-shadowy visages so that they can set up shop as traders, offering to take aspects that others do not want, or selling stolen or traded aspects to those that do desire them.

Shadow fate: When the shadow mongoose dies all the aspects that it stole return to their owners. Stolen aspects that have been traded away also return, but slowly. The person who killed the shadow mongoose gains a random aspect chosen by the GM.

Nastier Specials

Drop the loot: The shadow mongoose flees the battle. One nearby enemy of the shadow mongoose gains an unwanted aspect. This new unwanted aspect is temporary, lasting only until the end of the next game session.

Shadow dancer: If the shadow mongoose doesn't attack on its turn it can turn into a flat shadow, and cannot be intercepted or attacked if it is moving in this form. When it returns to its normal form, it deals double damage with its next attack, hit or miss.

Shadow Mongoose Thief of Fate

Normal	Initiative: +15	AC	21
8 th level		PD	18
Spoiler	Tenebrous claws +13 vs. AC—24 damage	MD	22
Spirit		HP	188

Natural even hit: Make a second *tenebrous claws* attack as a free action.

Theft of fate +13 vs. MD (one target that has been hit twice by the shadow mongoose this battle)—The shadow mongoose steals an icon die from the target. The target may not use the stolen icon die, until the shadow mongoose gives it back, or the shadow mongoose dies.

Crit: ...and the relationship that the adventurer has with that icon flips from positive to negative or negative to positive. Conflicted relationships are unaffected.

Quick use: 1/round, as a quick action.

Shadow speed: As a move action the shadow mongoose may teleport into engagement with a target that it missed the previous round.

Play dead: Once per battle the shadow mongoose may fake being dead. Only magical senses and a DC 35 skill roll from the PC who struck the 'killing blow' will detect that the creature is still alive. Shadow mongooses like to fake their deaths so that they can escape battle with their stolen icon relationships. Since shadow anatomy isn't entirely biological, this ability functions like fleeing the battle if it succeeds, the PCs can go ahead and blast away at what they think is the corpse, but they'll be fragging the mongoose's shadows, not the mongoose itself.

Trickster: The shadow mongoose can change shape, though not mid-battle. Shadow mongooses sometimes join adventuring parties as helpful hirelings, love interests, or local guides to repeatedly steal icon relationships from adventurers.

Shadow fate: When the shadow mongoose dies all the icon relationship dice that it stole return to their owners. The person who killed the shadow mongoose gains 1d3 '5' icon dice results with a random icon that they do not have a relationship with OR a 6 with the Trickster Icon if they do not have a relationship with him (roll 1d3 for relationship type: 1= Negative, 2= Conflicted, 3= Positive).

Nastier Specials

Drop the loot: The shadow mongoose flees the battle. One nearby enemy of the shadow mongoose gains an unwanted icon relationship worth 1d3 icon dice. This new relationship is temporary, lasting only until the end of the next game session.

Shadow dancer: If the shadow mongoose doesn't attack on its turn it can turn into a flat shadow, and cannot be intercepted or attacked if it is moving in this form. When it returns to its

	normal form, it deals double damage with its next attack, hit or miss.	
--	--	--

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	Initiative: +6	AC	16
1st level	Vulnerability: holy	PD	14
Mook		MD	10
Undead	Sword +6 vs. AC—3 damage	HP	7

Skeletal Hound

Normal	Initiative: +7	AC	15
1st level	Vulnerability: holy	PD	13
Blocker		MD	13
Undead	Bite +6 vs. AC—5 damage	HP	24
	<i>Natural even hit:</i> The hound leaves teeth in the wound; the target takes 5 ongoing damage, and the hound takes 1d6 damage.		
	<i>Chomp chomp chomp:</i> Enemies with a lower initiative than the hound take a -5 penalty to disengage checks against it.		
	<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.		

Skeleton Archer

Normal	Initiative: +7	AC	16
1st level	Vulnerability: holy	PD	14
Archer		MD	11
Undead	Jabby bones +5 vs. AC—4 damage	HP	26
	R: Shortbow +7 vs. AC—6 damage		

Skeleton Warrior

Normal	Initiative: +8	AC	16
2nd 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
4th level	Vulnerability: holy	PD	15
Troop		MD	17
Undead	Shortsword +10 vs. AC—14 damage	HP	48

	<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>	
--	---	--

Spell Golem

Spell Golem Warder

Normal	Initiative: +7	AC	20
6th level		PD	23
Blocker	Mighty slam +11 vs. AC —18 damage	MD	18
Construct	<p><i>Natural 16+</i>: The target is dazed until the end of its next turn.</p> <p><i>[Special trigger] Empowered slam +12 vs. AC</i>—27 damage</p> <p><i>Natural even hit</i>: The warder pops free from each enemy engaged with it and can move as a free action, usually next to an ally.</p> <p><i>Limited golem immunity</i>: A golem warder can't be dazed, weakened, confused, or made vulnerable. Ongoing damage doesn't harm it either, unless it's acid, fire, or lightning.</p> <p><i>Protect the master</i>: While the golem warder is next to an ally, once per round when a melee attack targets that ally, it can try to intercept the attack as a free action. Roll an easy save (6+); if it succeeds, the warder becomes the target of the attack instead.</p> <p><i>Spellward</i>: Twice per battle when a spell attack hits a nearby ally, the warder can have the attack target itself instead as an interrupt action. If the attack roll doesn't hit against the warder's defenses, the attack misses. Otherwise, the warder takes all damage and effects of the spell for that ally. When the warder takes damage this way, it can make an <i>empowered slam</i> attack during its next turn.</p> <p>Golem warders are usually linked to a master through a ritual. Unless instructed otherwise, they use <i>spellward</i> only to protect that master.</p> <p><u>Nastier Special</u></p> <p><i>Hard to destroy</i>: Only natural even spell attack rolls deal damage to the golem.</p>	HP	80

Spell Golem Mage Hunter

Large	Initiative: +11	AC	25
9th level		PD	22

Spoiler Construct	<p>Negating strike +14 vs. AC (2 attacks)—40 damage, and the target is hampered until the end of its next turn <i>Natural roll is above target's Intelligence:</i> The target is hampered (hard save ends, 16+) instead.</p> <p>R: Ray of disjunction +14 vs. PD—70 damage, and the target is hampered (save ends) <i>Natural 16+:</i> 1d2 random magic items on the target are also affected. One-shot items like potions and oils are ruined; true magic items lose their default bonus and any powers until the end of the battle. <i>Limited use:</i> 2/battle.</p> <p><i>Limited golem immunity:</i> A golem warder can't be dazed, weakened, confused, or made vulnerable. Ongoing damage doesn't harm it either, unless it's acid, fire, or lightning.</p> <p><i>Spell deflection:</i> When a spell attack targets the mage hunter, roll a d20. On a 1-7, the attack or effect hits normally. On an 8-15, the attack or effect is negated. On a 16+, the attack or effect is reflected back at the caster as if that enemy had been targeted instead of the golem (so it must overcome defenses and resistances, as normal).</p> <p><u>Nastier Special</u></p> <p><i>Made of tougher stuff:</i> Instead of wood, stronger materials were used to create the golem, such as crystal or brass. This golem is non-organic and has golem immunity (so ongoing acid, fire, and lightning don't harm it).</p>	MD 19
		HP 300

Stirge

Stirge

Normal 0 level Troop Beast	<p>Initiative: +4</p> <p>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 engaged with the target</p> <p><i>[Special trigger]</i> Draining probe +7 vs. AC (one enemy hit by claws last turn)—5 damage, and 5 ongoing damage</p> <p><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.</p> <p><u>Nastier Specials</u></p>	AC 16
		PD 14
		MD 10
		HP 18

	<p><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.</p>	
--	---	--

Archer Stirge

Normal 1st level Archer Beast	Initiative: +6	AC	18
		PD	14
	Serrated claws +7 vs. AC—4 damage	MD	12
		HP	22
	R: Barbed stinger +9 vs. AC (one nearby enemy)—3 damage, and 3 ongoing damage <i>Natural 16+:</i> One stirge ally engaged with the target can make a melee attack against it as a free action. <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
		PD	14
	Claws +7 vs. AC—6 damage	MD	12
		HP	30
	C: Goopy bloody spray +7 vs. PD (1d4 nearby enemies)—5 damage <i>Natural even hit or miss:</i> The target is stuck (save ends). <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
		PD	13
	Claws +5 vs. AC—The effect depends on the roll	MD	9
		HP	4
	<i>Natural odd hit:</i> 2 damage. <i>Natural even hit:</i> Choose one effect, and then the stirgeling mob takes 4 damage (killing this creature first). <i>Regular stirgeling:</i> The target takes 3 damage, and 3 ongoing damage. <i>Archer stirgeling:</i> The target takes 6 damage. <i>Cobbler stirgeling:</i> The target takes 3 damage and is stuck until end of its next turn. <i>Flight:</i> They aren't strong fliers but they are quick and agile.		

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 <i>Connection to the Oversoul</i> (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 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.</p>	HP	180

The Flensed

Normal	Initiative: +12	AC	22
9th level		PD	20

Mook Aberration	Fists, claws, or shoddy weapons +13 vs. AC —20 damage, or 40 damage against a target that currently has one or more powers <i>flensed</i> away. <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. <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.	MD	22
		HP	60

Specter

Nastier Specials for all specters

Aura of loss: The first time during a battle the specter is staggered, each nearby enemy with 30 hp or fewer is hampered until the end of the specter's next turn. (9th level dread specter affects enemies with 60 hp or fewer.)

Healing drain: When an enemy engaged with a specter heals, it heals only half the normal hit points, and the specter heals the other half (round down).

Spectral evasion: Once per battle as a free action when an enemy attacks the specter, it can force the attacker to reroll the attack and use the result the specter prefers.

Specter

2× 6th level Wrecker Undead	Initiative: +9	AC	19
		PD	15
	Icy, life-draining touch +10 vs. PD —30 negative energy damage	MD	19
	<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

3× 9th level Wrecker Undead	Initiative: +12	AC	22
		PD	18
	Icy, life-draining touch +12 vs. PD —110 negative energy damage	MD	22
	<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		

Phantom movement: As a move action when the escalation die is odd, the specter can teleport anywhere nearby, dematerializing from its location to materialize in another.

Punishing aura: When an enemy attacks the specter and misses, it takes 24 negative energy damage.

Wrack and ruin: While a specter is in the battle, the PCs don't add the escalation die to attack rolls, but it does.

Nastier Specials

Death grasp: 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 *death grasp* 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

Star-Masks

Champion Tier: Star-Masks & Cultists

To change things up, here are some additional nastier-special abilities to give to the star-mask cultists and puppets the PCs face. The abilities key off who the star-mask cultist was before they were taken by the mask.

Dwarf (or maybe Half-Orc)

[Group ability] Stronger than stone: Once per battle, a staggered dwarf heals to full health as a free action. No matter how many dwarves there are in the battle, only one can use this ability.

Elf (or maybe Halfling)

[Group ability] Elf-like grace: Once per battle, an elf can take a second standard action during its turn. No matter how many elves there are in the battle, only one can use this ability.

Human (or maybe Half Orc)

[Group ability] Sudden cunning: Once per battle, a human can turn one of its missed attacks into a hit, or a hit into a critical hit. No matter how many humans there are in the battle, only one can use this ability.

Halfling or Gnome (or maybe Elf)

[Group ability] Quicker than that: Once per battle, a halfling or gnome can turn a hit against it into a miss, or can ignore the miss effects of an attack against it. No matter how many halflings or gnomes there are in the battle, only one can use this ability.

Epic Tier: Star-Mask Brains

The epic tier star-mask creatures are all star-mask brains. Star mask brains warp the reality around them, creating odd effects that can surprise the unwary

Star-Mask Brain Effects

At the start of each round in a battle with one or more star-mask brains, roll a d10 to see what happens. Some effects are immediate, others last the entire round:

1. Consumption. One brain can consume any lower-level xombie, star-mask, or brain ally to heal back to half hit points if it's staggered, or to full health if not staggered. If there are no allies present, 1d4 xombies or cultists show up (note, they may be too low level to have any effect except to be swiftly eliminated by the PCs or consumed in a later round).

2. De-escalating illusion. The star-mask brain blasts the minds of the adventurers with illusions—the escalation die decreases by 1 (to a minimum of 0).

3. Delusions. The star-mask brain messes with the adventurers' perceptions. Once this round as a free action, the brain can roll a save to avoid a ranged attack that hits it. If it succeeds, the attack misses instead. If it rolls 16+ on the save, the attack is redirected and automatically hits a nearby enemy other than the attacker of the brain's choice.

4. Mental empowerment. Each star-mask brain or cultist in the battle gains a +2 bonus to saves and MD this round.

5. Intrusive thoughts. The star-mask brain is thinking hard about the characters—each PC takes 2d12 psychic damage.

6. Magical flux. When the PCs use spell attacks or other magic attacks, they must roll twice and use the lower result.

7. Magical reflux. When a PC casts a spell this round, they take 2d20 force damage.

8. Matter warp. Everything shudders and twists for a moment, and each engaged creature pops free from engagement.

9. Possession. The hive mind possesses a PC, who is automatically confused until the end of their next turn. Each adventurer can be confused only once per battle from this effect.

10. Steal the momentum. The star-mask hive mind temporarily steals the escalation die; this round, so the monsters get the benefit of the die and the adventurers don't.

Fast Xombie

Normal 0 level Spoiler Aberration	Initiative: +8	AC	16
		PD	10
	Stumbling rush +5 vs. AC—4 damage, and the xombie pops free from each enemy engaged with it and can move to engage a nearby or faraway enemy	MD	14
	<i>Natural even miss:</i> The xombie pops free from the target and can move to engage a nearby or faraway enemy.	HP	20
	<i>Natural odd miss:</i> The xombie pops free from the target.		

	<p><i>Unnatural leap:</i> While the escalation die is 1 or below, the fast xombie can engage a nearby or faraway enemy as a move action.</p> <p><u>Nastier Special</u></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>	
--	---	--

Meteorite Xombie

Normal	Initiative: +8	AC	17
1st level		PD	11
Mook	Decaying fists +6 vs. AC—3 damage	MD	15
Aberration	<p><i>Natural 16+:</i> The attack does double damage, but the xombie takes 1d6 damage.</p> <p><i>[Group ability] C: Vomit tentacles +6 vs. PD (1d3 nearby enemies in a group)—4 damage</i></p> <p><i>Group ability:</i> For every four meteorite xombies in the battle (round up), one of them can use <i>vomit tentacles</i> once during the battle.</p> <p><u>Nastier Special</u></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	7

Xombie Egg Swarm

Normal	Initiative: +5	AC	18
2nd level		PD	12
Mook	Swarm +7 vs. AC—5 damage	MD	16
Aberration	<p><i>[Group ability] C: Puppeteer tentacles +7 vs. MD (one nearby enemy)—The target makes a basic attack against a target of the xombie egg swarm's choice</i></p> <p><i>Miss:</i> The target is immune to puppeteer abilities for the rest of this battle and until the end of the next battle.</p> <p><i>Swarm rush:</i> Once per battle as a move action, the egg swarm can pop free from each enemy engaged with it and take two move actions, but it must finish its move engaged with an enemy.</p> <p><i>Group ability:</i> For every four xombie egg swarms in the battle (round up), one of them can use <i>puppeteer tentacles</i> once during the battle.</p>	HP	9

Nastier Special

Corpse puppet: If there is at least one intact corpse in the battle (say a star-mask cultist died), then once per battle part of the xombie egg swarm can burrow into it as a quick action, and it rises as a skull crab xombie at the start of the next round (roll initiative and give the new xombie a +10 initiative bonus for the shock of its arrival).

Skull Crab Xombie

Normal
2nd level
Spoiler
Aberration

Initiative: +5

Bite or butt +7 vs. AC—7 damage

Scrabbling tentacles +7 vs. PD—5 damage

Natural even hit: The skull crab has burrowed its tentacles into the target's flesh; the target takes a -1 penalty to all d20 rolls (save ends). Until the target saves, whenever it moves the skull crab comes with it, and the crab will continue to bite the target.

Each failed save: The penalty to all d20 rolls increases by -1 (first failed save = -2 penalty, etc.)

Meat puppet: If a creature fails three consecutive saves against the *scrabbling tentacles* effect, attacks against the skull crab deal half damage to it and half to that creature as the crab burrows deep. The effect lasts until the creature saves.

Sudden leap: Once per battle as a move action, the skull crab can engage a nearby or far away enemy.

Nastier Special

New host: When an enemy making saves against the scrambling tentacles effect drops to 0 hp or below, the skull crab eggs rush out of its skull and the crab dies. That enemy must start making last gasp saves in addition to any death saves, with it turning into a xombie on the fourth failure.

AC 18
PD 12
MD 16
HP 36

Xombie Spiders

Normal
3rd level
Blocker
Aberration

Initiative: +10

Claws that burrow under your skin +8 vs. PD—8 damage

Natural even hit: The xombie spider is under the target's skin. The target takes 8 damage if it disengages from the spider.

C: Chittering call +7 vs. MD (one nearby or faraway enemy)—

The target can't willingly engage a xombie spider or any other

AC 17
PD 11
MD 15
HP 46

	<p>spider (save ends). Creatures immune to fear are immune to this effect.</p> <p><i>Limited use:</i> 1/round, as a quick action. In addition, once a creature has saved against the effect, it can't be targeted by <i>chittering call</i> attacks again this battle.</p> <p>[Group ability] Tendril web +7 vs. PD (1d3 enemies engaged with it)—The target is stuck (save ends); until the target saves, the xombie spider gains a +1 attack bonus against it</p> <p><i>Group ability:</i> For every three star-mask spiders in the battle (round up), one of them can use <i>tendril web</i> once during the battle.</p>	
--	--	--

Brain-Absorber Xombie

Large 4th level Caster Aberration	<p>Initiative: +10</p> <p>Tentacle smash +9 vs. AC—22 damage</p> <p>[Group ability] Brain-ripping tentacles +9 vs. PD—14 damage <i>Natural even hit:</i> The target loses a recovery, OR it must immediately roll a save; if it fails, it's confused (save ends) (target's choice).</p> <p>[Group ability] C: Mass confusion +9 vs. MD (1d3 nearby enemies)—14 psychic damage, OR if the target is the first enemy this attack hits each round, it must make a basic attack against an ally of its choice.</p> <p>[Group ability] C: Psychic crush +9 vs. MD (one nearby or far away enemy)—14 psychic damage <i>Natural even hit or miss:</i> 10 ongoing psychic damage.</p> <p><i>Group ability:</i> For every two brain-absorber xombies in the battle (round up), one of them can use <i>brain-ripping tentacles</i>, <i>mass confusion</i>, or <i>psychic crush</i> once during the battle.</p> <p><i>Harvest:</i> When the brain-absorber xombie is next to an unconscious or helpless living enemy at the start of its turn, it can use its full turn of actions (quick, move, and standard) to remove the creature's brain and add it to its collection. When it does, that enemy dies and the xombie heals to full hit points.</p> <p><i>Re-broadcaster:</i> Once per battle, the brain-absorber xombie can take no actions during its turn to allow 1d4 nearby lower-level allies to take an extra standard action during their next turns.</p>	<p>AC 20</p> <p>PD 16</p> <p>MD 20</p> <p>HP 90</p>
---	---	---

Scuttling Star-Mask

Normal 5th level	Initiative: +11	<p>AC 21</p> <p>PD 15</p>
--	-----------------	---

Mook Aberration	<p>Strangling tentacles +9 vs. PD—5 damage, and 5 ongoing damage (damage also ends if the target is no longer engaged with the star-mask)</p> <p>[Group ability] C: Suffocating thoughts +10 vs. MD (one nearby enemy)—Until the end of the battle, if the target drops to 0 hp or below, it rejoins the fight as a 5th level star-mask cultist. Converted player character star-mask cultists can be freed from their masks as a standard action by a character next to them. Use cultist stats and ignore the PC's hit points and normal attacks and powers; some hand waving may be necessary here, be forgiving if the PCs spend serious resources to deal with the problem during combat.</p> <p><i>Group ability:</i> For every four star-masks in the battle (round up), one of them can use <i>suffocating thoughts</i> once during the battle.</p> <p><i>Leap:</i> When the escalation die is odd, the star-mask can move and engage a nearby enemy as a quick action.</p>	MD	19
		HP	19

Star-Mask Cultist

Normal 5th level Archer Aberration	Initiative: +11	AC	19
	Club or other weapon +10 vs. AC—14 damage	PD	15
	R: Bow +10 vs. AC—18 damage	MD	17
	C: Psychic blast +10 vs. MD (1d3 nearby enemies or 1d3 faraway enemies in a group)—6 psychic damage <i>Limited use:</i> 1/round, as a quick action when the escalation die is odd. <i>Group ability:</i> For every two star-mask cultists in the battle (round up), one of them can use <i>coordinated attack</i> once as a free action during the battle. <i>Coordinated attack (group):</i> Until the start of its next turn, the star-mask cultist gains a +2 attack bonus against enemies that are engaged with the cultist's allies. <u>Nastier Special</u> <i>New host:</i> When this cultist drops to 0 hp, a new scuttling star-mask joins the battle (in the same location as the dead cultist) and immediately makes a <i>suffocating thoughts</i> attack as a free action against the closest enemy.	HP	68

Star-Mask Cult Leader

2× 6th level Leader Aberration	Initiative: +11	AC	22
		PD	15
	Iron-shod staff +11 vs. AC—35 damage	MD	19
		HP	180
	Mark of the stars +11 vs. PD—21 psychic damage, and the target is marked with a glowing rune (hard save ends, 16+). While the target is marked this way, the cult leader's allies gain a +1 attack bonus and +3 damage bonus against it. A creature can have only one mark at a time.		
	R: Psychic domination +11 vs. MD—18 psychic damage, and 18 ongoing psychic damage <i>Natural even hit or miss:</i> One dead (or unconscious or otherwise out of the fight) star-mask cultist, dead star-mask cult leader, or dead star-mask brute becomes a living scuttling star-mask mook.		

Star-Mask Cult Puppet

Normal 6th level Troop Aberration	Initiative: +10	AC	21
		PD	16
	Tentacles and fists +11 vs. AC—18 damage	MD	21
		HP	80
	C: Tentacle whip +13 vs. PD—15 damage, and the target pops free from each enemy engaged with it and is pulled into engagement with the star-mask puppet		
	<i>Psychic coordination:</i> For every star-mask puppet engaged with an enemy, other star-masks not engaged with that enemy gain a +1 attack bonus against that enemy (maximum +4).		
	<i>Wall-crawler:</i> The star-mask puppet can use oily tentacles to climb on ceilings and walls as easily as it moves on the ground.		
	<i>Psychic chaff:</i> Star-mask parasites that create puppets quickly die and fade to dust after their puppet drops to 0 hp. After a battle against star-mask puppets, each character must roll a hard save (16+). If they fail, they remember only the host body and not the white mask and black tentacles that were embedded in its flesh. Even characters who succeed find it hard to keep the memory of the star-mask in mind afterward, potentially making for confusing battles against these puppets.		

Star-Mask Brainbuster

Normal 7th level Spoiler Aberration	Initiative: +12	AC	17
		PD	21
	Mind-linking tentacles +12 vs. PD (1d3 attacks)—The target is confused until the end of its next turn	MD	24
		HP	100
	Miss: 14 psychic damage.		

C: Astral tentacles +12 vs. MD (1d3 closest nearby or faraway enemies)—10 psychic damage, and the target is dazed (save ends)
Natural even hit: The target is confused (save ends) instead of dazed.
Hit against a target that has been confused and saved against it this battle: 20 psychic damage, but no dazed or confused effect.

Star-Mask Brute

Large 7th level Wrecker Aberration	Initiative: +13	AC	23
		PD	18
	Warped antler, hoof, or claw +12 vs. AC —50 damage	MD	20
		HP	220
	Slamming crush +12 vs. AC —28 damage, and 20 ongoing damage <i>Natural 16+:</i> The star-mask brute can make a <i>throw</i> attack against the target as a free action. Throw +16 vs. PD —The target is thrown faraway, takes 20 damage, and is weakened (easy save ends, 6+). <i>Miss:</i> The target pops free from the brute.		

Star-Mask Floating Brain

Normal 10th level Mook Aberration	Initiative: +14	AC	25
		PD	20
	C: Psychic pulse +14 vs. MD (one nearby enemy) —18 psychic damage, and the target is hampered until the end of the floating brain's next turn	MD	24
		HP	50
	<i>If the target was already hampered:</i> The floating brain's crit range expands to 11+ for the attack. <i>Group ability:</i> For every three star-mask floating brains in the battle (round up), one of them can use <i>psychic puppetry</i> once during the battle. <i>Psychic puppetry (group):</i> When a star-mask floating brain scores a critical hit with <i>psychic pulse</i> , instead of dealing extra damage, the target becomes confused (save ends) instead of hampered. <i>Hovering brain:</i> The brain uses telepathic energy to float in the air at about head height. <i>Lost opportunity:</i> Star-mask floating brains can't make opportunity attacks.		

Star-Mask Brain Zealot

Normal 12th level Archer	Initiative: +20	AC	28
		PD	27
		MD	23

Aberration	<p>Phasing tentacles (automatic hit against each enemy engaged with it)—30 damage, and the target pops free from it</p> <p>R: Phased blast +17 vs. AC (2 attacks)—25 force damage, and 25 ongoing damage (hard save ends 16+, or using a standard action to restore equilibrium also ends)</p> <p><i>Warpwalk:</i> While the escalation die is odd, the star-mask brain zealot can't be intercepted, doesn't suffer opportunity attacks, and takes only half damage from attacks that target AC or PD.</p>	HP 300
-------------------	--	---------------

Star-Mask Omnipotent Brain

Huge	Initiative: +16	AC 26
12th level		PD 22
Caster	Invasive tentacles +17 vs. AC (1d3 nearby enemies)—30 damage, and 30 ongoing psychic damage	MD 28
Aberration	<p><i>Target fails a save against the ongoing psychic damage:</i> At the start of the target's next turn, it must use its move action to engage the omnipotent brain. It won't take opportunity attacks to do so, instead trying to disengage.</p> <p>C: Psionic supremacy +17 vs. MD (one nearby or faraway enemy)—35 ongoing psychic damage</p> <p><i>Aftereffect:</i> When the target saves against the ongoing damage, it must choose one: it makes a basic attack against itself or an ally with its next standard action, OR it becomes weakened (-4 to attacks and defenses) until the end of its next turn.</p> <p><i>Limited use:</i> 2/round, as separate quick actions.</p> <p><i>Miss:</i> The brain heals 50 hp.</p> <p><i>Natural 1-5:</i> The target is immune to the aftereffect of <i>psionic supremacy</i> until the end of the battle.</p> <p><i>Crawling brain:</i> The brain can crawl about on tentacles but prefers to use its telekinetic grasp to move enemies toward it or its allies.</p> <p><i>Psychic contamination:</i> Creatures engaged with the star-mask omnipotent brain that have 120 hp or fewer can't target the omnipotent brain with attacks.</p> <p><i>Telekinetic grasp:</i> As a move action the brain can move an ally or enemy, causing them to fly about. An enemy can roll a save to avoid being moved against its will. If it succeeds, there's no effect. Enemies hurled against solid objects or other allies take 2d20 damage, or possibly more if hurled into dangerous terrain.</p> <p><u>Nastier Specials</u></p>	HP 900

Absorb: When an enemy engaged with the star-mask brain omnipotent rolls a natural 1-5 on a disengage check, it's absorbed into the omnipotent brain's flesh. Absorbed characters are stuck, weakened, and move with the omnipotent (hard save ends all, 16+). Creatures can also be freed from an omnipotent brain's flesh with a DC 30 skill check as a standard action. If the check fails by 5 or more, the assisting ally is also now absorbed with the same effects.

Perceptual warp: When an enemy targets the omnipotent brain with a ranged attack and rolls a natural 1-5, it must reroll the attack against an ally engaged with the brain, if any, as if it had fumbled.

Psychic command: The omnipotent brain can use a standard action to allow a nearby ally to make an attack as a free action with a +4 attack bonus. If the ally misses it takes 1d8 damage and the brain heals 50 hp.

Star-Brain Dungeon Heart

**Huge
14th level
Wrecker
Aberration**

Initiative: +20

C: Mutagenic emanations +22 vs. AC (each enemy)—80 ongoing damage

Instant rebirth: Any enemy that dies due to ongoing damage from *mutagenic emanations* instantly rejoins the fight as a star-mask brain zealot allied to the dungeon heart.

C: Sickly sweet feelings +22 vs. MD (one nearby or faraway enemy)—Until the end of the battle, the next time the target drops to 0 hp or below, the target recovers with temporary hit points equal to its normal maximum hit points, but is now an ally to the dungeon heart. It is a standard action to free an ally next to you from their *sickly sweet feelings*, but doing so makes them lose their temporary hp (at which point they'll collapse again unless they have been somehow healed above 0 hit points).

Quick use: 1/round, as a quick action.

Mental scream: The first time the dungeon heart is staggered, it makes the following attack as a free action:

R: Mind-erasing blast +22 vs. MD (the enemy that staggered the dungeon heart)—200 psychic damage

Lost opportunity: The dungeon heart can't make opportunity attacks.

Neuralogenic: The brain doesn't move about by itself, but it does infect nearby matter, turning wherever it is into more of

**AC 30
PD 24
MD 28
HP 1200**

itself: if you are close enough to fight the brain, you are de facto engaged with it, and will be affected by its *mutagenic emanations* attack.

Nastier Specials

Flesh absorption: When an enemy fails to save against the ongoing damage from *mutagenic emanations*, the dungeon heart heals 20 hp.

Soul drain: Enemies killed by the dungeon heart become mindless living husks with no resurrection or healing possible—their soul is gone. (Of course, there may be some miraculous quest for healing magic that could restore them.)

Star-Mask Host Template

Star-mask cultists can range from those who are simple followers who are unaware of the cult's true purpose, to fully controlled puppets, to individuals who welcome their star-mask "partners."

A star-mask brute normally begins life as a large beast or a dragon, but becomes host to dozens of star-masks. The star-masks warp and mutate their host, and eventually it is no longer recognizable.

To convert a regular monster or NPC to a star-mask host, give it a couple abilities from those listed under psychic powers, physical warping, and tentacles. In addition, increase its attack bonus by +4. The base creature's level increases by 1 for purposes of building battles.

Psychic Powers

The star-mask hosts have psychic powers granted to them by their symbiotic masks. Such hosts usually have some outward sign of their powers—swollen skulls or throbbing veins.

Choose one or more of the following:

C: Dysthymic ray +5 + level vs. MD (one nearby enemy)—10 psychic damage (champion: 20 damage; epic: 30 damage)

Natural 18+: The target is confused (save ends) and any confusion effect from the ray on a previous target ends.

Quick use: 1/round, as a quick action.

Group mind: Provided there is a star-mask brain around (it doesn't have to be in the fight, just in the general vicinity), the host gains a +4 bonus to MD and knows everything that the star-mask brain knows (and vise-versa). If there isn't a star-mask brain in the area, the host only gains a +1 bonus to MD.

Healed by the hive mind: Once per battle as a standard action, the host heals 25% of its maximum hit points, as does one of its nearby allies.

Hive mind puppet: When an enemy drops to 0 hp or below, it must roll a save. If it fails, it's "turned" to the star-masks' side. A turned creature recovers during its next turn with

temporary hp equal to its normal maximum hit points, but it's now an ally of the star-masks (hard save ends, 16+). Once that creature saves and breaks free, it must roll a normal save. If it fails, it loses the temporary hit points.

R: Psychic chains +5 + level vs. MD—5 ongoing psychic damage (champion: 10 ongoing damage, epic: 20 ongoing damage)

Aftereffect: When the target saves against the ongoing damage, if the save was a natural odd roll, the target becomes confused until it hits an ally with an attack.

Limited use: 1/battle.

Psychic illusion: The host looks normal. It requires a DC 30 skill check to notice things like tentacles or bulging muscles on it. If a creature's MD is 17 or less, it won't even notice the mask itself.

Telekinetic flight: The host can fly. When an enemy misses the host with an attack and rolls a natural 1-5, it pops free from that enemy.

C: Woe betide you +5 + level vs. MD (one nearby enemy)—10 psychic damage (champion: 20 damage; epic: 35 damage), and the target can't heal using a recovery (save ends)

Limited use: 1/battle.

Physical Enhancements

The star-mask host has been physically enhanced by the star-mask. Hunched and twisted forms or skin split open over bulging red muscles are common side effects. The greater the physical enhancements the more brutish and less intelligent the host becomes (and the easier for the star-mask to influence).

Choose one or more of the following:

Amazing endurance: The host gains +2 AC and +1 PD, or double that bonus while it is defending a star-mask brain.

Leap: Once per battle when the escalation die is even, the host can pop free from all enemies and leap somewhere nearby or far away as a move action. If the host engages an enemy with this movement and attacks, it gains a +1 bonus to that attack.

Trampling charge: As a standard action, the host moves through an enemy's space without taking an opportunity attack and finishes its move out of engagement, making the following attack against that enemy.

Trample +5 + level vs. AC—10 damage (champion: 20 damage; epic: 40 damage)

Natural even miss: Half damage.

Natural even hit: The target pops free from the host and is hurled far away from the host.

Tentacles

The star-mask grips to its host with tentacles, but this star-mask has gone further than that.

Choose one or more of the following:

Barbed tentacles: Enemies that pop free of the host or move away from it without first disengaging take 10 damage.

Climbing tentacles: The host can climb up walls and across ceilings as easily as it moves on the ground.

Grasping tentacles: Enemies engaged with the host must roll twice for disengage checks and take the lowest result.

Tentacles everywhere: If the star-mask host is intercepted, it can make a *probing tentacles* attack as a free action.

C: Probing tentacles +5 + level vs. PD (an enemy intercepting it)—The enemy becomes stuck and takes 5 ongoing poison damage (save ends both) (champion: 10 ongoing damage; epic: 20 ongoing damage)

Target dies while still stuck: If a creature dies while stuck in the tentacles, the host lays 1d4 star-mask eggs in it, which hatch into scuttling star-masks after 1d3 - 1 rounds (0 rounds mean the eggs hatch almost instantly).

R: Whipping tentacles +5 + level vs. AC—10 damage (champion: 20 damage; epic: 35 damage)

Quick use: 1/round, as a quick action.

Sunder Wraith

Sunder Wraith

Normal 8th level Blocker Undead	Initiative: +16	AC	22
	Vulnerability: holy	PD	18
		MD	20
		HP	126
	Shivering blade +13 vs. PD —25 negative energy damage, or 50 negative energy damage if the target has been hit by at least one <i>sundering</i> attack earlier in the battle <i>Miss:</i> Negative energy damage equal to the natural attack roll.		
	C: Sundering +13 vs. PD (one nearby enemy) —30 negative energy damage, and teleport the sunder wraith into engagement with the target <i>Natural even miss:</i> Teleport the sunder wraith somewhere nearby the target, but not engaged with an enemy.		
	<i>Flight:</i> Sunder wraiths fly like the world is defined however they want it to be defined.		
	<i>Ghostly:</i> This creature has <i>resist damage 16+</i> to all damage (yes, even holy damage) except force damage, which damages it normally. A sunder wraith can move through solid objects, but it can't end its movement inside them.		
	<i>Destroyer:</i> Twice per battle when the sunder wraith moves through a solid object like a wall, throne, door, or chest, the		

	object must roll a normal save. If the save fails, the object is broken. Strongly magical objects get bonuses on the save, but err on the side of uh-oh.	
--	--	--

Great Sunder Wraith

Normal	Initiative: +19	AC	25
11th level		PD	21
Blocker	Shivering blade +16 vs. PD —50 negative energy damage, or 100 negative energy damage if the target has been hit by at least one <i>sundering</i> attack earlier in the battle	MD	23
Undead	<i>Miss</i> : Negative energy damage equal to the natural attack roll.	HP	252
	C: Sundering +16 vs. PD (one nearby enemy) —60 negative energy damage, and teleport the sunder wraith into engagement with the target		
	<i>Natural even miss</i> : Teleport the sunder wraith somewhere nearby the target, but not engaged with an enemy.		
	<i>Flight</i> : Sunder wraiths fly like the world is defined however they want it to be defined.		
	<i>Ghostly</i> : This creature has <i>resist damage 16+</i> to all damage (yes, even holy damage, and for that matter, this creature has outgrown vulnerability to holy damage) except force damage, which damages it normally.		
	A great sunder wraith can move through solid objects, but it can't end its movement inside them.		
	<i>Destroyer</i> : Three times per battle when the sunder wraith moves through a solid object like a wall, throne, door, or chest, the object must roll a hard save. If the save fails, the object is broken. Strongly magical objects get bonuses on the save, but err on the side of uh-oh.		

Taranar

Special Abilities for All Taranar

All-rock (resist weapons and negative energy 16+): All taranar are resistant to physical damage as a result of their stony nature. If an assailant fails to make a natural roll of 16+ when using a weapon against a taranar, the attacker deals only half damage. The resistance also applies to negative energy damage, which tends to fizzle ineffectively against the ancient stones.

Lightning-flare: As a last ditch defense, when a taranar is reduced to between 1 and 10 hp, it can discharge its remaining stored energy as a counterattack (no attack roll required) against the character who delivered the telling blow, dealing 1d6 lightning damage per level of the taranar. The taranar immediately returns to its immobile rock form and cannot take any further role in the battle. It will then remain torpid unless destroyed or the cycle turns full circle and the conditions for it to wake are met again (providing they can be). Such severely damaged creatures reawaken as broken taranar, regardless of what they were before.

Thick-skinned: Being made of stone has its benefits. The taranar are immune to almost all effects—they cannot be dazed, weakened, confused, or made vulnerable to anything beyond those energies they are already vulnerable to (fire and cold; see below). Taranar are also immune to ongoing damage.

Cracking Up

Taranar are big and tough. But even big, tough creatures have a weakness (or, at least, you really have to hope they do if you don't want to get squashed). For the stone people, their two main fears are fire and ice. This may stem from their clashes with their ancient foes the frost and fire giants, or it may be due to the actions of those who, over the centuries, have used heat and cold to smash their bodies into manageable fragments.

As a result, the taranar are vulnerable to fire and cold energy, both of which play havoc with their physiology—so much so that a hit from a fire attack followed immediately (either in the current or subsequent round) by a hit from a cold attack will cause double cold damage, irrespective of whether a critical (normally 18+) has been rolled. If a critical is rolled, triple the damage inflicted.

Iconic Powers

Centuries of existence as free-standing monoliths have exposed the taranar to many of the world's most powerful magical traditions. There's something about a circle or avenue of standing stones that inspires druids, cultists, chaos magicians, and wizards to get a ritual going.

Part of the taranar's remarkable success at hiding through the ages comes from the fact that they don't wake up just because someone is using their stone as an altar for a goblin sacrifice or a ritual of rebirth. But sleeping through centuries of ritual magic doesn't mean that the taranar have been unaffected by the experience. It's possible that a taranar could have acquired lingering magical abilities.

You can use the following special abilities in at least five ways:

- 1: As a consequence of a story connection between a taranar and its location in the world, obviously exposed for a long period of time to magicians associated with an icon.
- 2: As a reaction to a PC's use of an icon advantage, particularly as a possible complication of an icon advantage used when the taranar are in play or in the story.
- 3: To cast the taranar as heroes or villains relative to the player characters' intentions.
- 4: As lower impact nastier specials in battles that seem overly easy on the PCs.
- 5: In combination with each other, since it's entirely possible that the magic of more than one icon has shaped a stone!

Magic Icon (The Flying Stones): In sympathy with the magic that keeps the Magic Icon city aloft, a taranar influenced by the Magic Icon's magic can fly until the end of a battle after it has either scored or suffered a critical hit. The flight isn't quick or agile. More like empowered levitation, about what you'd expect from an airborne monolith.

Demonic Icon (The Stones are Red): Roll a random demon ability. The taranar will use that ability once this battle, and once only.

Graceful Icon (Repose): Roll a normal save when dropped to 0 hit points. If the save succeeds, the taranar only drops to 1 hit point and teleports somewhere far away to sleep for a while. And then it wakes up. And remembers everything...

Nature Icon (The Call): The first time the escalation die reaches 5+, another taranar surfaces in the battle, called up from hidden slumber.

Undead Icon (Simple Fear): The taranar has the *fear* ability, affecting creatures at or beneath the fear threshold for its level indicated on the DIY monster tables.

Brute Icon (Savagery): -2 to all defenses. +2 to all attacks.

Draconic Icon (Fight the Claw): Taranar are usually enemies of the dragons. Exposure to their magic has taught the taranar to use the escalation die whenever it is odd.

Conglomerate

Normal 2nd level Mook Elemental	Initiative: +2	AC	18
	Vulnerability: cold, fire	PD	16
		MD	12
	Pebble dash +7 vs. AC (2 attacks)—3 damage	HP	8
	<u>Nastier Special</u>		
	<i>Rock pile:</i> Once per battle the conglomerate can launch itself at a nearby enemy as a hail of rubble.		
	C: Throwing stones +6 vs. PD (one nearby enemy)—7 damage and the conglomerate teleports to become adjacent to the target.		

Taranar Coryphée

Large 3rd level Blocker Elemental	Initiative: +5	AC	20
	Vulnerability: cold, fire	PD	18
		MD	13
	Sparkling clogs +7 vs. AC (2 attacks)—10 damage	HP	66
	<i>Natural even hit:</i> The target takes 5 lightning damage from the electrical discharge caused by the impact of crystal-laced stone feet on their person.		
	C: Stoneshoe shuffle +8 vs. PD (1d4 nearby enemies)—18 damage		
	<i>Natural roll over target's Dexterity:</i> The target is hampered as the localized earth tremors generated by the dancing stones causes them to struggle to maintain their balance (save ends).		
	<i>Limited use:</i> The coryphée can use this ability only when the escalation die is even.		

Broken Taranar

Large 4th level Troop Elemental	Initiative: +3	AC	20
	Vulnerability: cold, fire	PD	18
		MD	14
		HP	76
	Boulder blow +9 vs. AC—21 damage <i>Miss: 7 damage.</i>		
	<u>Nastier Special</u> <i>Rolling stone:</i> Once per round, if the broken taranar misses its target with a natural even roll, it can immediately pop free, move to engage a nearby enemy it was not engaged with, and attack. If it misses that enemy, it cannot attempt another attack until its next turn.		

Taranar Hunter

Large 4th level Spoiler Elemental	Initiative: +4	AC	21
	Vulnerability: cold, fire	PD	19
		MD	14
		HP	88
	Fists of stone +9 vs. AC (2 attacks)—14 damage <i>Natural even hit:</i> The target takes 7 lightning damage from the electrical energy released on impact by the taranar's integral crystals.		
	R: Lightning strike +8 vs. PD (one nearby or faraway enemy)—21 lightning damage <i>Natural 16+:</i> The taranar smashes its fists together to generate a fearsome bolt of lightning that also dazes the target (save ends). <i>Miss:</i> The target is dazed until the end of their next turn.		
	<u>Nastier Special</u> <i>Shard burst:</i> When reduced to 0 hp the taranar hunter explodes in a shower of rock splinters, causing 10 damage to anyone it is engaged with and 1d3 other nearby enemies.		

Taranar Bugler

Large 5th level Caster Elemental	Initiative: +6	AC	21
	Vulnerability: cold, fire	PD	16
		MD	19
		HP	104
	Rock smash +8 vs. AC—18 damage <i>Natural odd hit:</i> The target takes 9 lightning damage released by the taranar's all-pervading crystalline components on contact.		
	R: Call to the storm +9 vs. PD (1d6 nearby enemies)—30 thunder damage, and the target is weakened until the end of their next turn <i>Limited use:</i> 1/battle, when the escalation die is 3+.		

	<p>R: Song of summoned stones +11 vs. PD (one nearby enemy)—27 damage</p> <p><i>Natural even hit:</i> The summoned stones attacking the target fall from above, dazing them (save ends).</p> <p><i>Natural odd hit:</i> The summoned stones attacking the target roll into them, hampering them (save ends).</p> <p><i>Natural 18+:</i> Once per battle, the taranar bugler can cause the stones it summons to coalesce into animated conglomerates, whose number is determined by the escalation die +1. The conglomerates take their turns immediately after the bugler when they first appear and each round thereafter.</p> <p><i>Miss:</i> 9 damage.</p>	
--	--	--

Taranar Avalanche

Huge	Initiative: +11	AC	20
6th level	Vulnerability: cold, fire	PD	19
Wrecker		MD	18
Elemental	<p>Crashing & smashing +12 vs. AC (1d4 attacks)—25 damage</p> <p><i>Natural odd hit or miss:</i> The taranar avalanche deals damage to itself equal to 1d6 per point on the escalation die; damage is not reduced by the <i>all-rock</i> ability.</p> <p><i>Miss:</i> 10 damage.</p> <p><i>No lightning flare ability.</i> Taranar avalanches are too far gone.</p>	HP	200

Taranar Great Stone

Huge	Initiative: +13	AC	22
8th level	Vulnerability: cold, fire	PD	21
Wrecker		MD	20
Elemental	<p>Stones' might +13 vs. AC (2 attacks)—50 damage</p> <p><i>Both attacks hit the same target:</i> The taranar smashes the target into the ground, the target is either stuck, hard save ends (if the ground was soft), or takes 20 damage (if the ground was hard).</p> <p><i>Miss with both attacks:</i> The taranar ends up just pounding the ground, and can make a follow-up <i>seism</i> attack as a quick action.</p> <p>C: Seism +13 vs. PD (the four closest nearby or faraway enemies)—40 damage</p> <p><i>Miss:</i> 10 damage.</p> <p><i>Throw enemy:</i> The taranar great stone can use an enemy as a missile weapon, making the following attack.</p> <p>Heave +13 vs. AC—60 damage, and the target is thrown away from the taranar, and the taranar makes a thrown adventurer attack to see if the character just tossed through the air hits anybody</p>	HP	400

	<p><i>Miss:</i> 30 damage, and the adventurer avoids being thrown.</p> <p>Thrown adventurer +13 vs. AC (1d4 enemies in a group)—30 damage, and the thrown adventurer slams into the targets</p> <p><u>Nastier Special</u></p> <p><i>Blade breaker:</i> Once per battle when a melee weapon attack hits the taranar and is not a crit, the attack does half damage and the weapon breaks. Wielders of magical weapons have a choice between dealing no damage but their weapon staying intact, or dealing normal damage but their weapon shatters and deals 2d10 force damage to both them and the taranar.</p>	
--	---	--

Taranar Warrior

Large 8th level Spoiler Elemental	<p>Initiative: +4</p> <p>Vulnerability: cold, fire</p> <p>Fists of stone +12 vs. AC (2 attacks)—30 damage</p> <p><i>Natural even hit or miss:</i> The target takes 10 lightning damage from the electrical energy released on impact by the taranar's integral crystals.</p> <p>R: Lightning strike +8 vs. PD (one nearby or faraway enemy)—44 lightning damage</p> <p><i>Natural 16+:</i> The taranar smashes its fists together to generate a fearsome bolt of lightning that also weakens the target until the end of their next turn.</p> <p><i>Miss:</i> The target is dazed until the end of their next turn.</p>	AC 25 PD 22 MD 17 HP 160
---	---	---

Tarrasque

Huge 15th level Wrecker Beast	<p>Initiative: +20</p> <p><u>Creature of Legend</u></p> <p>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</p> <p><i>Natural even hit:</i> The tarrasque grabs the target. It will swallow a grabbed enemy in 1d3 rounds (see <i>swallow whole</i>).</p> <p><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</p>	AC 31 PD 29 MD 25 HP 2130
---	--	--

Natural 16+: The target takes 9d6 extra damage and pops free from the tarrasque as it's hurled faraway.

C: Earth-shaking, taloned claw +20 vs. AC (each nearby enemy in a group)—155 damage

Natural 16+: The target is stunned (save ends).

Miss: The target is dazed (save ends).

C: Cataclysmic tail slam +18 vs. PD (each nearby enemy in a group)—170 damage

Natural 16+: The target is vulnerable (save ends).

Miss: The target is dazed until the end of its next turn.

Amphibious: The tarrasque can swim and breathe underwater (or it holds so much air in its vast lungs that it makes no difference).

Enormously bulky: 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.

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	Initiative: +3	AC	17
2nd level		PD	13
Caster	Gauntlet slap +5 vs. AC—3 damage	MD	13
Humanoid	<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 faraway 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	Initiative: +4	AC	16
2nd level		PD	14
Wrecker	Cheap greatsword +8 vs. AC—3 damage	MD	13
Humanoid	<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 this battle.	HP	38
	R: Shortbow +6 vs. AC (one nearby or faraway enemy)—6 damage		
	<i>Beyond saving:</i> The destroying sword takes a -5 penalty to saving throws.		

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
	<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><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>	
--	--	--

Thunder Lizard

Dainty Lizard

Normal 1st level Mook Beast	<p>Initiative: +5</p> <p>Nasty nip +6 vs. AC—4 damage from rows of small, very sharp teeth</p> <p><u>Nastier Special</u></p> <p><i>Sweet dreams:</i> Some dainty lizards have a soporific bite that allows them to inject a powerful anesthetic into the wound from a gland located in the roof of its mouth. Make this triggered attack as a follow-up when the <i>nasty nip</i> attack hits with a natural even roll.</p> <p>Soporific bite +6 vs. PD—The target rolls a save. If it fails, the target is helpless (-4 to all defenses) as it falls unconscious (save ends, or taking 10 damage ends). When a creature falls unconscious this way, each other nearby dainty lizard that is not already engaged will move and attack the target during its next turn.</p>	<p>AC 16 PD 14 MD 12 HP 9</p>
---	--	---

Clubtail

Large 3rd level Troop Beast	<p>Initiative: +4</p> <p>Headbutt +6 vs. AC—16 damage</p> <p>C: Tail swipe +8 vs. AC (one nearby enemy)—20 damage <i>Natural 20:</i> The clubtail can make a second attack.</p>	<p>AC 20 PD 18 MD 11 HP 80</p>
---	---	--

Spiketail

Large 4th level Wrecker Beast	<p>Initiative: +8</p> <p>Thagomizer +10 vs. AC—24 damage <i>Hit and natural attack roll exceeds target's Dexterity:</i> Target is flung 1d6 × 10 feet in a random direction. (If that's going to put it into a very dangerous place or over a cliff or similar bad spot, it can roll a normal save to catch itself before being thrown and take another 2d6 damage.</p>	<p>AC 19 PD 17 MD 14 HP 124</p>
---	--	---

	<p>R: Rear and stomp! +9 vs. PD (1d3 nearby enemies)—22 damage and the target is hampered (save ends) <i>Limited use:</i> 1/battle, but not while staggered.</p> <p><i>Whooooosh:</i> When the escalation die is even, the spiketail can target a nearby enemy with its <i>thagomizer</i> attack instead of needing to be engaged.</p>	
--	---	--

Trihorn

Large 4th level Troop Beast	<p>Initiative: +9</p> <p>Three-pronged attack +9 vs. AC—20 damage, or 30 damage if the target is large or bigger</p> <p><i>Furious charge:</i> The <i>three-pronged attack</i> instead deals +10 damage on a hit if the trihorn first moves before attacking an enemy it was not engaged with at the start of its turn.</p> <p><u>Nastier Special</u></p> <p><i>Knocked flying:</i> Not only does the <i>furious charge</i> cause damage, but on a <i>natural even hit</i>, the target is knocked to one side and dazed until the end of its next turn. On a <i>natural odd hit</i>, the target is thrown backward and dazed (save ends). The trihorn ends the round unengaged and ready to make a new <i>furious charge</i> attack.</p>	<p>AC 21 PD 19 MD 13 HP 122</p>
---	---	--

Earthshaker

Huge 5th level Spoiler Beast	<p>Initiative: +8</p> <p>Squish +10 vs. AC—50 damage</p> <p>C: Whipcrack of a tail +10 vs. PD (1d3 nearby enemies)—20 thunder damage, and the target is stunned (save ends) by the peeling boom created <i>Limited use:</i> The earthshaker can use <i>whipcrack</i> only when the escalation die is even. With such a long tail, it takes the earthshaker a little time to ready its inbuilt whip.</p>	<p>AC 20 PD 21 MD 13 HP 235</p>
--	--	--

Stalker

Large 5th level Troop Beast	<p>Initiative: +10</p> <p>Slashing teeth +9 vs. AC—30 damage <i>Natural even hit:</i> The stalker locks onto its victim with its powerful jaws. If it's still engaged with the target at the start of its next turn, it can make a <i>tearing claws</i> attack. <i>Miss:</i> 15 damage.</p>	<p>AC 20 PD 20 MD 16 HP 160</p>
---	--	--

	<p><i>[Special trigger]</i> Tearing claws +10 vs. AC (2 attacks)—18 damage as the stalker rakes its victim with its clawed feet <i>Miss:</i> 5 damage.</p> <p><u>Nastier Special</u></p> <p><i>Surprise!:</i> Despite its size, as an ambush hunter, the stalker is very good at shadowing its prey. Checks to notice it and avoid surprise are ridiculously hard.</p>	
--	--	--

Tyrant Lizard

Large 7th level Wrecker Beast	Initiative: +12	AC	22
		PD	21
	Rending jaws +12 vs. AC —60 damage	MD	16
	<i>Natural roll above target's Constitution:</i> 15 ongoing damage.	HP	240
	<p>C: Earsplitting roar +12 vs. MD (1d6 nearby enemies)—40 thunder damage <i>Natural 14+:</i> The target can't use the escalation die until the end of its next turn. <i>Limited use:</i> The tyrant lizard can use <i>earsplitting roar</i> during its first turn of a battle and when the escalation die is odd.</p> <p><u>Nastier Special</u></p> <p><i>Terrifying bellow:</i> The tyrant lizard's <i>earsplitting roar</i> attack instead weakens the target until the end of its next turn.</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 4th level Mook Plant	Initiative: +5	AC	22
	Vulnerability: fire	PD	20
	Lashing branches +9 vs. AC —7 damage	MD	14
		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>[Special trigger] Twist and snap +14 (includes +4 grab bonus) vs. PD—27 damage</p> <p>Fire fire fire!: When the treant takes 15 or more fire damage from a single attack, it releases all grabbed creatures.</p> <p>Hardwood resistance: 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></p> <p>Toxic haze: 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>[Special trigger] 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.</p> <p>Miss: 40 damage.</p> <p>[Special trigger] 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.</p> <p>Miss: 60 damage.</p> <p>Fire fire fire!: 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, holy ones, tieflings, etc.	-3
Half-orcs, dragonics	-2
Dwarves	-1
Forgeborn	0

Trog

Normal	Initiative: +4	AC	18
2nd level		PD	17
Spoiler	Club +6 vs. AC—8 damage	MD	13
Humanoid	<i>Miss:</i> Damage equal to the penalty the trog's stench currently imposes on the target.	HP	38
	R: Javelin +5 vs. AC—6 damage		
	<i>Chameleon:</i> Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.		

Trog Chanter

Normal 3rd level Leader Humanoid	Initiative: +5	AC	19
		PD	16
	Spear +8 vs. AC—12 damage	MD	18
	<i>Miss:</i> 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 faraway enemy at -2 atk)—10 damage, and the target is again affected by <i>trog stench</i> if it had saved against the effect <i>Natural 20:</i> All nearby humanoids who saved against <i>trog stench</i> earlier in the battle are affected again by it. <i>Chameleon:</i> Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.		

Trog Fouler

Normal 5th level Spoiler Humanoid	Initiative +4	AC	20
		PD	19
	Slimy backhand +9 vs. AC—14 damage	MD	14
	<i>Natural 18+:</i> The target pops free from the trog fouler and loses its next move action.	HP	88
	<i>Miss:</i> Ongoing damage equal to twice the penalty the trog's stench currently imposes on the target. This damage continues until the target saves against the stench effect.		
	<i>Chameleon:</i> Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty. <i>Pungent pugilist:</i> Until the trog fouler drops to 0 hp, while a creature is nearby the fouler, it is subject to <i>trog stench</i> and doesn't roll saves against the stench at the end of its turn. <u>Nastier Special</u> <i>Dead stench:</i> Dropping the trog fouler to 0 hit points isn't enough. The PCs need to use a magical effect of some sort—or possibly an icon relationship advantage—to end the stench after the fouler has fallen, or move the fight so that it's no longer nearby the fouler's corpse.		

Trog Shaman

Normal 6th level Leader Humanoid	Initiative +6	AC	22
		PD	19
	Grimy spear +11 vs. AC—18 damage	MD	17
	<i>Natural odd hit:</i> The target is again affected by <i>trog stench</i> if it had saved against the effect.	HP	90

	<p><i>Miss</i>: Damage equal to three times the penalty the trog's stench currently imposes on the target.</p> <p><i>Special</i>: See <i>primeval grudge</i>.</p> <p>C: Sibilant curse +11 vs. MD (one nearby enemy)—17 psychic damage, and the target is vulnerable to all attacks by troglodytes</p> <p><i>Primeval grudge</i>: Until the trog shaman drops to 0 hp, the melee attacks of each trog nearby the shaman deals 6 extra damage to elves and dwarves, and 3 extra damage to half-elves.</p> <p><i>Chameleon</i>: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.</p> <p><u>Nastier Special</u></p> <p><i>Extra grime</i>: <i>Grimy spear</i> now re-applies <i>trog stench</i> on any natural odd roll (other than a natural 1, of course)</p>	
--	---	--

Trog Chieftain

Normal	Initiative +8	AC	23
7th level		PD	20
Leader	Ancestral trident +12 vs. AC —28 damage, and the target takes a -5 penalty to disengage checks until the end of its next turn	MD	18
Humanoid	<p><i>Miss</i>: Damage equal to five times the penalty the trog's stench currently imposes on the target.</p> <p>C: Bellow of dominance +11 vs. MD (one nearby enemy not effected by <i>trog stench</i>)—25 psychic damage, and the trog chieftain gains a <i>fear aura</i> against the target (save ends)</p> <p><i>War cackle</i>: When the chieftain drops an enemy to 0 hp or below, each nearby troglodyte can roll a saving throw against one effect on it. If that enemy is a dwarf or elf, the save gains a +5 bonus.</p> <p><i>Chameleon</i>: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.</p> <p><u>Nastier Special</u></p> <p><i>Scuzzy-toothed yawp</i>: While an enemy is affected by the <i>fear aura</i> of the trog chieftain's <i>bellow of dominance</i>, that enemy can't attack a troglodyte.</p>	HP	125

Trog Underling

Normal	Initiative: +10	AC	23
---------------	-----------------	-----------	-----------

8 th level Mook Humanoid		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		
	<i>Chameleon:</i> Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.		

Troll

Large 4 th level Troop Giant	Initiative: +9	AC	17
	Greedy wicked claw +8 vs. AC (2 attacks)—15 damage	PD	17
	<i>Trollish regeneration 10:</i> 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.	MD	13
	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.	HP	90
	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.		
	Rending: If both <i>claw</i> attacks hit the same target, the target also takes 10 ongoing damage.		

Undead Icon Cult

Undead Icon Cultist

Normal 2 nd level Mook Humanoid	Initiative: +6	AC	17
	Pitchforks and torches +7 vs. AC—4 damage	PD	16
	<i>Natural even hit:</i> Also deals 6 fire damage.	MD	12
	R: Slingshot staff +6 vs. AC (1d3 nearby enemies in a group)—5 damage	HP	8

Fanatical mob: Each cultist counts as two monsters for the purpose of disengage checks (disengaging from one requires a disengage check of 12+, from two is 14+, three is 16+, etc.).

Nastier Specials for Empowered Cultists

Undying breath: This mook has twice as many hit points as other mooks.

Strength of the dead: This mook has +1 to attack.

Death's promise: When this mook dies, it rises immediately on full hit points but is now UNDEAD not HUMANOID.

Drudge Citizen

Normal 3rd level Troop Undead	Initiative: +3	AC	18
		PD	18
	Clumsy scythe +8 vs. AC—10 damage	MD	10
	<i>Natural 1-5:</i> Deal damage equal to the natural d20 roll to both the target and the drudge citizen.	HP	52
	<i>Sudden intelligence:</i> Once per battle when the drudge moves it does not provoke opportunity attacks and if it makes a <i>clumsy scythe</i> attack immediately after it moves it gets a +2 bonus to its attack and deals half damage on a miss.		
	<u>Nastier Special</u>		
	<i>Smarter than it looks:</i> Once per battle the drudge gets to reroll a missed <i>clumsy scythe</i> attack, and deals 5 damage if it still miss.		

Phantomaton

Normal 4th level Troop Undead	Initiative: +8	AC	20
		PD	19
	Hidden bone claws +9 vs. AC—14 damage	MD	13
	<i>Natural 19+ hit:</i> 6 ongoing negative energy damage, and the target becomes vulnerable to all attacks by undead creatures until the end of the battle.	HP	60
	<u>Nastier Special (worker-type phantomaton)</u>		
	<i>Iron hoe:</i> The phantomaton is armed with a farming implement, and once per battle can make the following attack as a quick action:		
	Iron hoe +10 vs AC—10 damage		
	<i>Miss:</i> 4 damage to one other engaged enemy.		
	<u>Nastier Special (beast-type phantomaton)</u>		

	<p><i>Built to last:</i> This phantomaton has been built with sturdier materials than other phantomatons: it has +2 AC and 20 extra hp.</p> <p><u>Nastier Special (guard-type phantomaton)</u></p> <p><i>Built-in spike-thrower:</i> The phantomaton has a ranged weapon built directly into its body, and can make the following attack:</p> <p>R: Spike-thrower +9 vs AC (1d3 nearby enemies, or 1d3+1 nearby enemies in a group)—10 damage</p>	
--	--	--

Phantom

Normal	Initiative: +12	AC	22
6th level		PD	16
Spoiler	Chill touch +11 vs. AC—14 negative energy damage and 14 ongoing cold damage	MD	20
Undead		HP	90
	<p>C: Poltergeist activity +11 vs. PD (1d6 nearby or faraway enemies in a group)—13 damage</p> <p><i>Immaterial:</i> As a quick action the phantom can become immaterial, phasing through solid objects, but not ending its turn inside a solid object. Its <i>chill touch</i> attack takes a -2 attack penalty while it is immaterial, but all its defenses gain a +2 bonus against non-magical weapons and unarmed attacks. It is a quick action for it to become material again.</p> <p><i>Face of death:</i> The phantom changes its appearance to become terrifying. All nearby and faraway enemies with less than 60 hp must save or become affected by fear (dazed and unable to use the escalation die) until the end of their next turn. Necromancers are immune to this effect. (Characters with active icon relationship advantages might also be able to dodge it, depending on the story they tell)</p> <p><i>Quick use:</i> 1/battle, as a quick action.</p> <p><i>Flight:</i> While immaterial the phantom can fly.</p> <p><u>Nastier Special</u></p> <p><i>Personalized terror:</i> Those affected by the <i>face of death</i> must save to end their fear instead of it ending at the end of their next turn.</p>		

Tempter

2×	Initiative: +14	AC	23
7th level		PD	21
Blocker	Supernatural strength +12 vs. AC—60 damage	MD	21

Undead	<p><i>Natural 16, 18, or 20 hit or miss:</i> The target is thrown faraway from the tempter.</p> <p><i>Natural 15, 17, or 19 hit:</i> The target is hampered until the end of its next turn.</p> <p>C: Steal breath +12 vs. PD (one nearby enemy)—25 negative energy damage and 20 ongoing negative energy damage</p> <p><i>Natural 16, 18, or 20 hit or miss:</i> The target is pulled into engagement with the tempter.</p> <p><i>Natural 15, 17, or 19 hit:</i> While the target is taking the ongoing damage it is also hampered (basic attacks only).</p> <p><i>Miss:</i> 10 negative energy damage.</p> <p><u>Nastier Special</u></p> <p><i>Shatter:</i> Normal non-magical armor and shields shatter under this monster's <i>supernatural strength</i> attack. When the tempter crits, the if the target is wearing non-magical heavy armor the armor is destroyed (count as a -4 penalty to AC until the end of the battle).</p>	HP 204
---------------	--	---------------

Death Knight

2× 8th level Wrecker Undead	<p>Initiative: +14</p> <p>Soul-piercing spear +13 vs. AC—50 damage</p> <p><i>Hit or miss, attack beats MD:</i> 50 ongoing negative energy damage.</p> <p>R: Chilling gaze +13 vs. MD—Target is stuck (save ends)</p> <p><i>First failed save against stuck:</i> Target is also dazed (save ends both).</p> <p><i>Second failed save against stuck:</i> Target is now weakened instead of dazed (save ends both).</p> <p><i>Third failed save against stuck:</i> Target is stunned instead of stuck and weakened (save ends).</p> <p><i>Target fails to save against stunned:</i> Target is helpless (save ends).</p> <p><i>Quick use:</i> 1/round, as a quick action.</p> <p><u>Nastier Specials</u></p> <p><i>Death aura:</i> Nearby targets who attack the death knight and roll a 1 take 20 negative energy damage.</p> <p><i>Phantomaton horse:</i> If the death knight is riding a phantomaton horse, the phantomaton isn't strong enough to do a whole lot on its own, just count it as a nastier special while ignoring the phantomaton's other stats. As a standard action the phantomaton horse can make the following attack on its turn while it is still mid-move:</p>	<p>AC 25</p> <p>PD 22</p> <p>MD 18</p> <p>HP 260</p>
---	--	--

	Trample +13 vs. AC—20 damage <i>Miss: 10 damage.</i>	
--	--	--

Golden Eye Necromancer

3×	Initiative: +18	AC	24
8th level		PD	16
Caster	Fickle finger of fate +13 vs. AC—60 negative energy damage	MD	22
Undead or Humanoid	<i>Natural even hit: 60 ongoing negative energy damage.</i> <i>Natural odd hit: A nearby undead ally of the necromancer gains 60 temporary hp.</i> <i>Miss: 30 negative energy damage.</i>	HP	452
	R: Call the dead +13 vs. PD (1d3 nearby or faraway enemies in a group)—60 ongoing damage and the targets are stuck (save ends both) as ghostly hands burst up from the ground to restrain them. <i>Miss: One nearby mook dies, and the necromancer or one of their nearby undead allies heals 20 hp. If there are no nearby mooks for the necromancer to slay there is no miss effect.</i>		
	<i>Control undead: Each turn roll a d6—if the result is equal to or higher than the escalation die, then any undead allies of the PCs turn on them until the end of the round. If any of the PCs are UNDEAD, or are under the effects of zombie form, ghoul form, ghost form, vampiric form, or similar then they must save or become confused until the end of their next turn.</i>		
	<u>Nastier Specials</u>		
	<i>[Once per battle] Undying melody: When an ally of the necromancer dies it instead heals to full hp and its creature type becomes UNDEAD if it was not already.</i>		
	<i>[Once per battle] Revolving door of undeath: If the necromancer starts the combat as a living HUMANOID, then when it dies instead its type becomes UNDEAD and it instantly heals to 226 hp.</i>		

Vampire

Vampire Spawn

Normal	Initiative: +10	AC	20
6th level	Vulnerability: holy	PD	17
Spoiler		MD	15
Undead	Claw +10 vs. AC—18 damage <i>Natural even hit: The vampire spawn can make a fangs attack against the target as a free action.</i>	HP	90

	<i>[Special trigger]</i> Fangs +14 vs. AC—7 damage, and a humanoid target is weakened (-4 attack and defenses) until the end of the vampire spawn’s next turn	
--	--	--

Spawn of the Master

Normal	Initiative: +16	AC	25
10th level	Vulnerability: holy	PD	23
Mook		MD	20
Undead	Claws and fangs +15 vs. AC—30 damage <i>Natural 18+</i> : If the target is staggered, it is also hampered until the end of its next turn.	HP	54

Vampire

Normal	Initiative: +15	AC	26
10th level	Vulnerability: holy	PD	20
Spoiler		MD	26
Undead	Deathly touch +15 vs. PD—50 negative energy damage <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. <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). <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. <u>Nastier Specials</u> C: Vampiric compulsion +15 vs. MD (one enemy; see below)— The target is confused and vulnerable (save ends) <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.	HP	220

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

2×	Initiative: +7	AC	18
2nd level		PD	14

Caster Construct	<p>Whipping barbed tassel +7 vs. AC—10 damage <i>Miss: 5 damage.</i></p> <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><i>[Special trigger]</i> C: False rally +7 vs. MD (one nearby enemy with 12 hp or fewer)—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> 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><i>Flight:</i> 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 might gain a +2 bonus to defenses against attacks made by small PCs like halflings and gnomes.</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 (2).</p>	MD 14 HP 70
-------------------------	---	------------------------------

Human Rabble

Normal	Initiative: +5	AC	17
2nd level		PD	14
Mook	Spear, sword, or club +7 vs. AC—4 damage	MD	11
Humanoid	<i>Miss: 1 damage.</i>	HP	9

Brute's Warbanner

2×	Initiative: +8	AC	18
3rd level		PD	16
Caster	Flagspear +9 vs. AC—18 damage	MD	13
Construct	<i>Miss: 8 damage.</i>	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>[Special trigger] C: False rally +8 vs. MD (one nearby enemy with 15 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+: As feral warbanner.</p> <p>Flight: As feral warbanner.</p> <p>Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (3).</p>			

Zealot's Warbanner

2×	Initiative: +8	AC	19
3rd level		PD	15
Caster	Whipping hook +8 vs. AC—10 damage, and 10 ongoing damage	MD	15

Construct	<p><i>Miss:</i> 5 damage.</p> <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 1d8 psychic damage.</p> <p>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.</p> <p>16-20: The warbanner can make a <i>false rally</i> attack as a free action.</p> <p><i>[Special trigger]</i> C: False rally +8 vs. MD (one nearby enemy with 15 hp or fewer)—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>	HP	86
------------------	--	-----------	-----------

Deathly Warbanner

2× 4th level Caster Construct	<p>Initiative: +9</p> <p>Bladed fringe +8 vs. AC—15 damage, and 10 ongoing negative energy damage</p> <p><i>Miss:</i> 10 damage.</p> <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 1d10 psychic damage.</p>	AC	20
		PD	14
		MD	18
		HP	104

	<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 +9 vs. MD (one nearby enemy with 18 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+: As feral warbanner.</p> <p>Flight: As feral warbanner.</p> <p>Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (4).</p>	
--	---	--

Wendigo

Ravenous Cannibal

Normal 4th level Mook Humanoid	Initiative: +9	AC	18
		PD	15
	Bloody melee weapon +9 vs. AC —4 damage, and 4 ongoing damage	MD	11
		HP	13
	<p>Latching bite +9 vs. AC (one staggered enemy, or one enemy making saving throw rolls)—6 damage</p> <p>Natural even hit: 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>		

Wendigo Spirit

Large 5th level Wrecker Undead	Initiative: +12	AC	20
		PD	15
	Soul bite +10 vs. MD —36 psychic damage, and the target is affected by <i>wendigo's hunger</i> (save ends)	MD	19
		HP	100

Wendigo's hunger: 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:
 1-2: The target takes 10 damage as it bites itself.
 3-4: The target makes a basic attack against its nearest or most vulnerable ally (moving to that target if necessary).
 5-6: The target attacks the wendigo if it can; otherwise, it does nothing.

Wind claw +10 vs. PD (2 attacks)—15 damage
Natural even hit: After the attack the wendigo can teleport somewhere nearby as a free action.

Flight: 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.

Spirit form: The wendigo has *resist damage 16+* to all damage except thunder damage. A wendigo spirit can move through solid objects but it can't end its movement inside them.

Unseen horror: The wendigo is invisible to faraway 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.

Nastier Specials

Curse of the wendigo: If a creature subject to *wendigo's hunger* 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).

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 faraway 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 faraway enemy)—120 psychic damage, and the target is confused (save ends)		

Fourth failed confusion save: 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.
Miss: 60 psychic damage.

Flight: 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.

Swirling snow and fog and flame: The elder wendigo gains a +5 bonus to all defenses against attacks by faraway enemies.

Nastier Specials

Force of disruption: 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).

The demon stares back: Once per round when a nearby or faraway enemy attacks the elder wendigo and rolls a natural odd miss, the wendigo can make a *horrific gaze* attack against that attacker as a free action.

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 3rd level	Initiative: +10	AC	17
		PD	15

Troop Beast	<p>Ravening bite +6 vs. AC—10 damage <i>Miss:</i> The werewolf gains a +2 attack bonus (cumulative) to <i>ravening 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></p> <p><i>Sustaining blood:</i> When the werewolf hits with a ravening bite attack, it heals 4 hp.</p>	MD	19
		HP	42

Wereboar

2× 4th level Troop Beast	<p>Initiative: +7</p> <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>Beastly 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></p> <p><i>Vicious turn:</i> Once per battle, the wereboar can make a <i>smash</i> attack as a free action.</p> <p>Smash +9 vs. PD—The target is dazed (save ends)</p>	AC	18
		PD	16
		MD	20
		HP	120

Werebear

Large 5th level Troop Beast	Initiative: +10	AC	19
		PD	17
	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
	<p>[Special trigger] Head chomp +14 (includes +4 grab bonus) vs. AC (one enemy it's grabbing)—70 damage</p> <p><i>Miss:</i> 20 damage.</p> <p>Bestial fury (hybrid form only): Werebears gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).</p> <p>Unnatural vigor (hybrid or animal form only): When the werebear is not staggered at the start of its turn, it heals 20 hp.</p> <p><u>Nastier Specials</u></p> <p>Chew on arm: 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.</p> <p>Arm crunch +14 vs. AC—70 damage, and the target is weakened until it regains maximum hit points</p>		

Weretiger

Large 6th level Troop Beast	Initiative: +11	AC	20
		PD	18
	Claws and bite +11 vs. AC—20 damage	MD	22
	<p><i>First natural 11+ each turn:</i> The weretiger can make a second <i>claws and bite</i> attack as a free action.</p> <p><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+.</p>	HP	180
	<p>[Special trigger] Springing strike +11 vs. AC—25 damage</p> <p><i>Limited use:</i> When an enemy engages the weretiger, if the weretiger isn't already engaged, it can make a <i>springing strike</i> attack against that enemy as an interrupt action before the attack.</p> <p>Bestial fury (hybrid form only): Weretigers gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).</p>		

Unnatural vigor (hybrid or animal form only): When the weretiger is not staggered at the start of its turn, it heals 24 hp.

Nastier Specials

Stymie: When the weretiger hits with a *springing strike* attack, the target pops free from it and can't take any more actions that turn unless it succeeds on a save.

Whispering Prophet

Normal
5th level
Leader
Aberration

Initiative: +15

Tentacle caress +9 vs. PD—12 damage, and the target is vulnerable to psychic damage (save ends)

AC 22
PD 14
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
Natural even hit: 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	Initiative: +1	AC	13
1st level		PD	13
Mook	R: Force burp spell +6 vs. PD—4 force damage	MD	13
Construct		HP	6
	<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.		
	<i>Eruptive blorp:</i> When an enemy hits a wibble with a melee attack, it takes force damage equal to its level.		
	<i>Flight:</i> Wibbles waft about. They can fly well enough to ignore most wind, but not strong gale winds.		
	<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.		

Wight

Normal	Initiative: +7	AC	21
4th level	Vulnerability: holy	PD	17
Spoiler		MD	13
Undead	Sword +9 vs. AC—10 damage	HP	48
	<i>Natural even hit or miss:</i> Unless the wight is staggered, the attack also deals 8 ongoing negative energy damage.		
	<u>Nastier Specials</u>		
	<i>Barrow-touch:</i> The wight's attacks against enemies taking ongoing negative energy damage are against PD instead of AC and their crit range expands by 2.		

Wraith

Normal	Initiative: +10	AC	19
5th level	Vulnerability: holy	PD	14
Spoiler		MD	17
Undead	Ice-cold ghost blade +10 vs. PD—14 negative energy damage	HP	66
	<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		

	<p><i>Limited use:</i> The wraith can use <i>spiraling assault</i> only when the escalation die is even.</p> <p><i>Flight:</i> As the standard monster ability.</p> <p><i>Ghostly:</i> This creature has <i>resist damage 16+</i> 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.</p> <p><u>Nastier Specials</u></p> <p><i>Drain life:</i> The wraith heals half the damage it deals when it hits with a <i>natural 18+</i> attack roll.</p>	
--	--	--

Wyvern

Large 5th level Wrecker Beast	<p>Initiative: +10</p> <p>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.</p> <p><i>[Special trigger]</i> Deadly tail stinger +10 vs. PD—15 damage, and the target takes 10 ongoing poison damage (difficult save ends, 16+)</p> <p><i>Flight:</i> As the standard monster ability.</p> <p><u>Nastier Specials</u></p> <p><i>Escalating poison:</i> Add the escalation die to the wyvern's ongoing poison damage whenever that damage is dealt.</p>	<p>AC 20</p> <p>PD 19</p> <p>MD 14</p> <p>HP 140</p>
---	--	--

Xorn

Abilities for All Xorn

All xorn have the following abilities:

Rock swimming: As a move action the xorn can swim through the ground, or through a wall.

360 degree vision: The xorn can't be surprised, and rogues can't use their Sneak Attack class feature on them.

Penetrating vision: The xorn can see through all types of rock and soil for some distance, let's say "nearby".

Resist cold and fire 16+: Xorn are used to the fires of the deep and the cold of solid rock—when a cold or fire attack targets a xorn, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Lesser Xorn

Elite 4th level Troop Elemental	Initiative: +8	AC	19
		PD	17
	Claw claw claw +9 vs. AC (3 attacks)—6 damage	MD	18
	<i>Second hit against the same target in a round: Make a bite attack against the target as a free action.</i>	HP	74
	Bite +11 vs. AC—10 damage, and 5 ongoing damage		
	<u>Nastier Special</u>		
	<i>Eruption:</i> When the xorn moves out of the floor or wall or ceiling into engagement with an enemy, deal 2d6 damage to that enemy.		

Great Xorn

Elite 8th level Troop Elemental	Initiative: +14	AC	23
		PD	21
	Claw claw claw +13 vs. AC (3 attacks)—16 damage	MD	22
	<i>Second hit against the same target in a round: Make a bite attack against the target as a free action.</i>	HP	200
	Bite +15 vs. AC—20 damage, and 15 ongoing damage		
	<u>Nastier Specials</u>		
	<i>Eruption:</i> When the xorn moves out of the floor or wall or ceiling into engagement with an enemy, deal 6d6 damage to that enemy.		
	<i>Xorn ‘cleric’:</i> Twice per battle as a quick action (once per round), the xorn can heal 20 hit points.		
	<i>Xorn ‘fighter’:</i> The xorn’s attacks deal half damage on a miss.		
	<i>Xorn ‘rogue’:</i> Once per battle when the xorn attacks immediately after swimming out from rock, it can deal double damage on a hit.		
	<i>Xorn ‘wizard’:</i> When an enemy rolls a natural odd spell attack against the xorn, it only deals half damage. In addition, a natural 1 means that the spell is reflected back at the caster (the enemy rerolls the attack against itself).		

Zombie

Zombie Shuffler

Normal 1st level Mook Undead	Initiative: +0	AC	14
	Vulnerability: holy	PD	12
		MD	8
	Rotting fist +5 vs. AC—3 damage	HP	10

	<p><i>Natural 16+:</i> Both the zombie and its target take 1d4 damage!</p> <p><i>Headshot:</i> A critical hit against a zombie shuffler deals triple damage instead of the normal double damage for a crit.</p>	
--	---	--

Human Zombie

Normal 2nd level Troop Undead	<p>Initiative: +1</p> <p>Vulnerability: holy</p> <p>Rotting fist +7 vs. AC—6 damage</p> <p><i>Natural 16+:</i> Both the zombie and its target take 1d6 damage!</p> <p><i>Headshot:</i> A critical hit against a zombie drops it to 0 hp.</p> <p><u>Nastier Specials</u></p> <p><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.</p>	<p>AC 15</p> <p>PD 13</p> <p>MD 9</p> <p>HP 60</p>
---	--	--

Zombie Beast

Large 2nd level Troop Undead	<p>Initiative: +1</p> <p>Smash +7 vs. AC—20 damage, and the zombie can only attack using <i>gutburst</i> during its next turn</p> <p><i>Natural 16+:</i> Both the zombie and its target take 2d6 damage.</p> <p>[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.</p> <p><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.</p> <p><u>Nastier Specials</u></p> <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>	<p>AC 14</p> <p>PD 12</p> <p>MD 8</p> <p>HP 110</p>
--	---	---

Big Zombie

Large 4th level Wrecker Undead	<p>Initiative: +3</p> <p>Vulnerability: holy</p> <p>Club or club-like fists +9 vs. AC—22 damage</p>	<p>AC 17</p> <p>PD 15</p> <p>MD 12</p> <p>HP 160</p>
--	--	--

	<i>Natural even hit or miss:</i> Both the zombie and its target take 4d6 damage!	
	<i>Headshot:</i> A critical hit against a zombie drops it to 0 hp.	

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	<i>Natural even hit or miss:</i> Both the zombie and its target take 1d6 damage.	HP	20
	<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.		
	<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.		
	<u>Nastier Specials</u>		
	<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.		
	C: Curse +4 vs. MD (one nearby enemy) —The target is weakened until the start of the zombie's next turn.		
	<i>Mob rule:</i> The <i>curse</i> gains an attack bonus equal to the number of Silver Rose zombies in the battle.		

Giant Zombie

Large	Initiative: +8	AC	23
9th level	Vulnerability: holy	PD	21
Mook		MD	17
Undead	Club or club-like fists +14 vs. AC—50 damage	HP	100
	<i>Natural even hit or miss:</i> Both the zombie and its target take 6d10 damage!		
	<i>Headshot:</i> A critical hit against a giant zombie mook deals triple damage instead of the normal double damage for a crit.		
	<i>Double-strength mook:</i> The giant zombie mook counts as two 9 th level mooks when you are building battles.		

Headless Zombie

Normal	Initiative: +8	AC	22
---------------	----------------	-----------	-----------

9th level		PD	20
Troop	Flailing fists +10 vs. AC—25 damage	MD	17
Undead	<i>Natural even hit or miss:</i> Both the zombie and the target take 3d10 damage.	HP	270
	R: Mouthless cry +10 vs. MD (1d3 closest nearby enemies)— The target is dazed (save ends) <i>Natural 16+:</i> The target takes 20 psychic damage.		
	<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.		
	<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.		
	<u>Nastier Specials</u>		
	<i>Baleful aura:</i> While nearby a headless zombie, when a creature would heal, it only heals half the normal hit points.		
	<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.		

Zorigami

Dawn Zorigami

Normal	Initiative: +6	AC	22
3rd level		PD	13
Spoiler	Headbutt +8 vs. AC—10 damage, and the target moves down 1d6	MD	17
Construct	points in initiative order	HP	30
	R: Ray of wasted time +8 vs. MD (1d3 nearby enemies or one faraway enemy)— 5 psychic damage, and 5 ongoing psychic damage <i>Natural 16+:</i> The target also moves down 1d6 points in initiative order.		
	<i>A moment of silence:</i> The escalation die does not increase the round after a dawn zorigami drops to 0 hp.		
	<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 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 6th 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 faraway 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 10th 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 Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear 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.