

Swords Against Owlbears Print Book Errata - 17 June 2017

Revised Monster

Mutant Boar

Piggy shouldn't be! Piggy shouldn't be!

Large 7th level wrecker [BEAST]

Initiative: +10

Smash and Gore +12 vs. AC (two attacks) — 28 damage

Monstrous Charge +12 vs AC – 50 damage. The boar must charge into combat to make this attack.

Natural 16+: The boar gores the target for 10 ongoing damage (save ends)

Limited use: The boar can only use this attack if it starts its turn unengaged.

Mutant: The boar starts with one mutation card. When the boar is slain, a nearby player character gains the boar mutation. If the boar or an attacker rolls a natural 1 or natural 20, they must swap one mutation card each.

AC 23

PD 21

HP 220

MD 17

Paragraphs Too Tough to Die

Two paragraphs from *Swords against the Dead* to ignore...

Page 29: paragraph starting “The countryside around”

Page 30: two paragraphs starting with “The chained tower”

Also, “Vulnerability: holy” at the end of the Afterwards section.

Quirked

The mutation card for the Hydra should not have the same quirk as the squirrel, “needs to collect nuts and berries.” Though that’s pretty darn funny.

The quirk for the hydra is “Argumentative.”

Player Character Updates

Tiefling Paladin

1.

Name:

Class: Paladin

Race: Tiefling

Level: 6

STR	CON	DEX	INT	WIS	CHA
18	10	9	9	15	18
+4	+0	-1	-1	+2	+4
+10	+6	+5	+5	+8	+10

Armor Class 24

Physical Defense 16

Mental Defense 20

Hit Points 80

Recoveries 8

Recovery Roll 6d10

Initiative +5

Melee

Attack +10 vs AC

Hit 6d8 + 8

Miss 6

Ranged

Attack +5 vs AC

Hit 6d6 - 1

Miss —

One Unique Thing

Icon Relationships

Backgrounds

Racial Power

Curse of Chaos: Once per battle, when a nearby enemy rolls a natural 1–5, turn their roll into a natural 1 and describe how they screw up horribly.

Talents

Lay On Hands

Bastion

Cleric Training

Domain of Trickery

Feats

Smite Evil

Cleric Training (A, C)

Lay on Hands (A, C)

Heal

Class Features

Smite Evil – once per battle, plus an additional 4 times per day, add +4 to your attack roll and +1d12 to your damage roll (half damage on a miss)

Lay on Hands – twice per day as a quick action, heal yourself or an adjacent ally with a touch for 8d10 + 8 HP using a free recovery.

Heal – twice per battle, as a quick action, you or a nearby ally can heal using a recovery.

Spirits of the Righteous – once per battle, attack one nearby enemy with **+10 vs. MD**. On a hit, 7d10 + 4 holy damage, and the nearby ally with the lowest HP gains +4 to their AC until the end of your next turn. On a miss, the ally gets +2 AC instead.

Domain of Trickery – once per battle as a quick action, roll a d20. You can swap this d20 for an enemy or ally's attack roll *before* they roll.

Bastion – one per battle, when a nearby ally is hit, you can split the damage evenly between you and that ally.

Equipment

Heavy Armour

Shield

Human Rogue

2.

Name:

Class: Rogue

Race: Human

Level: 6

STR	CON	DEX	INT	WIS	CHA
14	14	20	9	11	9
+2	+2	+5	-1	+0	-1
+8	+8	+11	+5	+6	+5

Armor Class 20

Physical Defense 20

Mental Defense 15

Hit Points 80
Recoveries 8
Recovery Roll 6d8 + 4

Initiative +11

Melee

Attack +11 vs AC
Hit 6d8 + 10
Miss 6

Ranged

Attack +11 vs AC
Hit 6d6 + 10
Miss 6

One Unique Thing

Icon Relationships

Backgrounds

Racial Power

Quick to Fight – when rolling initiative, roll 2d20 and take the best result. In addition, you gain one extra feat.

Talents

Improved Sneak Attack

Murderous – your crit range against staggered foes expands by 2, and you get a +2 bonus to your attacks against them.

Swashbuckle – once per battle, spend your momentum to do something absurdly acrobatic.

Feats

Deadly Thrust (A, C)

Flying Blade (A, C)

Spiky Bastard (C)

Sneak Attack (A)

Murderous (A)

Class Features

Momentum: Momentum fuels many of your powers. You gain momentum when you hit, and lose it when you are hit or spend it.

Sneak Attack: You deal +3d8 damage against a foe engaged with one of your allies, or against foes with a lower initiative than you in the first round of combat.

Trap Sense: You can reroll natural even failures to disarm traps.

Powers

Deadly Thrust: When attacking a staggered foe, add both your Str and Dex mods to the attack roll, and add your Str mod to your miss damage.

Tumbling Strike: Gain +5 to all disengage checks this turn. You can move, attack, and then attempt to disengage and move again.

Sure Cut: If you have *momentum*, then your Sneak Attack damage applies on a miss with this attack.

Flying Blade: You can fling a dagger at a foe engaged with one of your allies; if you hit, deal sneak attack damage. If you crit, the target is dazed until the end of your next turn.

Swift Dodge: Spend momentum to force an enemy to reroll an attack on you targeting AC

Deflection: Spend momentum when a melee attack misses you to have it hit another engaged enemy for half damage.

Spiky Bastard: Once per day, you may go all-out. For the rest of the battle, whenever an enemy rolls a natural odd attack roll on you, you immediately inflict 10 damage.

Equipment

Light armour

All the daggers ever.

Gnome Barbarian

3.

Name:

Class: Barbarian

Race: Gnome

Level: 6

STR	CON	DEX	INT	WIS	CHA
20	16	16	8	9	10
+5	+3	+3	-1	-1	+0
+11	+9	+9	+5	+5	+6

Armor Class 21

Physical Defense 22

Mental Defense 15

Hit Points 100

Recoveries 8

Recovery Roll 6d12 + 6

Initiative +9

Melee

Attack +11 vs. AC

Hit 6d10 + 10

Miss 6

Ranged

Attack +9 vs. AC

Hit 6d6 + 6

Miss —

One Unique Thing

Icon Relationships

Backgrounds

Racial Power

Small: +2 AC bonus against opportunity attacks

Confounding: Once per battle, when you roll a natural 16+, you can daze the target until the end of your next turn.

Minor illusions: As a standard action, create the illusion of a smell or sound.

Talents

Barbaric Cleave – when you drop a foe, you may attack again with a +2 bonus. If you hit, you may heal using a recovery. If there are no adjacent foes, you can move to a nearby foe when cleaving.

Building Frenzy – once per day, after you've missed with an attack, add +1d10 damage to all melee attacks. This bonus grows with each miss to a maximum of +4d10.

Strongheart – use d12s for recovery dice

Natural Will – twice per day as a quick action, gain a +4 to your MD until the end of the battle.

Feats

Natural Will (A, C)

Building Frenzy (A, C)

Barbaric Cleave (A, C)

Class Features

Barbarian Rage – once per day, you may rage. You roll 2d20 when attacking and pick the best one; if both roll 11+ and you hit, it's an automatic crit. After raging, roll 1d20 + 3; on a 16+, you can rage again that day.

Equipment

Furs

Spears

An Axe Considerable Bigger Than You Are

Half-Elf Sorcerer

4.

Name:

Class: Sorcerer

Race: Half-Elf

Level: 6

STR	CON	DEX	INT	WIS	CHA
10	10	18	16	8	18
+0	+0	+4	+3	-1	+4
+6	+6	+10	+9	+5	+10

Armor Class 16

Physical Defense 17

Mental Defense 19

Hit Points 60

Recoveries 8

Recovery Roll 6d6

Initiative +14

Melee

Attack +6 vs AC

Hit 6d6

Miss 6

Ranged

Attack +10 vs AC

Hit 6d4 + 8

Miss —

One Unique Thing

Icon Relationships

Backgrounds

Racial Power

Surprising – once per battle, subtract one from the natural result of your own d20 rolls.

Talents

Arcane Heritage: +2 to one arcane background.

Fey Heritage: Twice per day, roll a d6.

1-2: Cruel like a dark elf. Once per battle, deal 30 ongoing damage on a natural even hit.

3-4: Teleport like a high elf. Once per battle, teleport as a move action.
5-6: Graceful as a wood elf. Each turn, roll a d6. If the result is equal to or lower than the escalation die, gain a bonus standard action and increase the die rolled for *elven grace* by one step (d8, d10, etc.).

Infernal Heritage. Once per day, when the escalation die is 1+, enter a spell frenzy. Roll 2d20 for spell attacks, but take damage equal to target's level x2 for each die that misses.

Feats

Fey Heritage (A)

Utility Spell (A)

Lightning Fork (A, C)

Scorching Ray (A)

Improved Initiative

Class Features

Dancing Lights: At will

Gather Power: Spend one round gathering energy to deal double damage with a spell.

Spells

Burning Hands: At-Will Close Attack. Strike up to two nearby foes with +10 vs PD; on a hit, deal 2d8 + 8 fire damage.

Scorching Ray: At-Will Ranged Attack. Strike one nearby foe with +10 vs. PD; on a hit, deal 4d6 + 8 fire damage. On an even hit, add 2d6 ongoing fire damage. On a miss, 6 damage. You can attack far away foes with a -2 penalty.

Breath of the Black: Daily Close Attack. Strike one nearby foe with +10 vs. PD; on a hit, 10d6 + 8 acid damage and 20 ongoing acid damage. On a miss, 10 ongoing acid damage. For the rest of the battle, roll a d20 at the start of your turn. On a 16+, you may breathe again.

Queen's Shadows: Daily Ranged Attack. Strike one nearby foe with +10 vs. MD; on hit, 8d6 + 8 psychic damage. If the attack roll is even, teleport nearby. You may use this spell at-will after casting it for the rest of the battle.

Three Dooms: Rechargeable ranged attack. Strike one nearby foe with +10 vs PD. On a hit, 2d4 x 10 random energy damage, and you take 2d4 damage. If you hit with a natural even attack roll, attack again targeting a different foe. On a miss, half damage. After each battle, roll 16+ to recharge this spell.

Lightning Fork: Rechargeable ranged attack. Strike one nearby foe with +10 vs. PD. On a hit, 6d10 + 8 lightning damage. If you hit with a natural even attack roll, attack again targeting a different foe. On a miss, half damage. You may reroll one miss, and if you miss with every attack, the spell isn't expended. After each battle, roll 16+ to recharge this spell.

Utility Spell: Usable twice for any of the following: *disguise self, feather fall, hold portal, levitate, message, speak with item or water breathing*

Equipment

Robes, short sword, throwing daggers.

Dark Elf Cleric

5.

Name:

Class: Cleric

Race: Dark Elf

Level: 6

STR	CON	DEX	INT	WIS	CHA
16	12	12	10	20	8
+3	+1	+1	+0	+5	-1
+9	+7	+7	+6	+11	+5

Armor Class 22

Physical Defense 18

Mental Defense 17

Hit Points 80

Recoveries 8

Recovery Roll 6d8 + 2

Initiative +7

Melee

Attack +9 vs. AC

Hit 6d8 + 6

Miss 6

Ranged

Attack +7 vs AC

Hit 6d4 + 2

Miss —

One Unique Thing

Icon Relationships

Backgrounds

Racial Power

Cruel – once per battle, deal 30 ongoing damage you hit with a natural even attack roll

Talents

Domain of Death: You and your nearby allies gain a +2 bonus to death saves. If an ally becomes staggered, that ally heals 12 hit points. Once per day, invoke Death: for the rest of the battle, you and your allies can add the escalation die to a single save.

Domain of War: Once per turn, when you attack a foe, hit or miss, your allies gain a +1 bonus to attacks against that foe until the beginning of your next turn. Once per day, invoke War: increase the escalation die by 1.

Domain of Strength: You can wield heavy weapons without penalty. Once per day, invoke Strength: for the rest of this battle, you and your allies deal triple damage on crits.

Feats

Judgement

Javelin of Faith

Mighty Healing

Heal (A)

Domain of Death (A, C)

Spells

Heal: Close-quarters spell. Twice per battle, as a quick action, you or a nearby ally can heal with a recovery.

Javelin of Faith. At-will spell. Ranged. Attacks a nearby enemy with +11 vs. PD; on a hit, 6d6 + 10 holy damage. If the foe is undamaged, +2d6 damage.

Strength of the Gods: Daily spell. Ranged. Cast as a quick action. Either one nearby ally deals an extra 2d8 damage on attacks for the rest of this battle, or up to three nearby creatures (including you) deal an extra 1d8 damage for the rest of the battle.

Shield of Faith: Daily spell. Ranged. Cast as a quick action. Either one nearby ally gains +2 AC/+2 PD for the rest of the battle, or up to three nearby creatures (including you) gain an extra +1 AC/+1 PD for the rest of the battle. Bonuses increase by +1 if the recipient is staggered.

Judgement: Daily spell. Ranged. **Cast as a quick action.** Targets all nearby staggered enemies, rolling +11 vs. MD; on a hit, 8d10 + 10 holy damage. On a miss, half damage. **[[This is a standard action]]**

Sphere of Radiance. Daily spell. Close-quarters. You or one nearby ally can heal with a free recovery. Then, target up to two nearby enemies with +11 vs. MD. On a hit, 7d8 - 2 holy damage. On a miss, half damage.

Bless. Daily spell. Ranged. **Cast as a quick action.** Either one nearby ally gains a +2 attack bonus and 4d10 temporary hit points for the rest of the battle, or up to

three nearby creatures (including you) gain a +1 attack bonus and 2d10 temporary hit points for the rest of the battle.

Mighty Healing. Daily spell. Close Quarters. Either one ally heals using a recovery and regains twice as many hit points as normal, or up to three nearby creatures (including you) heal using a recovery.

Equipment

Mace, heavy armor, holy symbol, shield

Human Druid

6.

Name:

Class: Druid

Race: Human

Level: 6

STR	CON	DEX	INT	WIS	CHA
16	18	10	8	18	10
+3	+4	+0	-1	+4	+0
+9	+10	+6	+5	+10	+6

Armor Class 22

Physical Defense 20

Mental Defense 17

Hit Points 110

Recoveries 8

Recovery Roll 6d10 + 8

Initiative +6

Melee

Attack +9 vs AC

Hit 6d8 + 6

Miss 6

Ranged

Attack+6 vs AC

Hit 6d4

Miss —

One Unique Thing

Icon Relationships

Backgrounds

Racial Power

Quick to fight: Roll 2d20 for initiative and take the best result. In addition, you gain one extra feat.

Talents

Elemental Initiate

Terrain Caster Initiate

Warrior Druid Initiate

Flexible Attacks

Ancestral Guidance – once per battle, on a natural odd attack roll, deal 8 damage, hit or miss.

Warrior's Blessing – once per battle, on a natural even attack roll, heal 1d6 + 6 hit points

Invoke the Storm: Once per battle, on a natural 5, 10, 15 or 20, deal 1d4 x 5 lightning damage to any nearby foe other than your target

Spells

Ripping Vines. At-will ranged spell. +10 vs. PD; On a hit, 5d6 + 8 damage. On a natural odd hit, 6 ongoing damage.

Flame Spear. At-will ranged spell. +10 vs. PD; On a hit, 5d8 + 8 fire damage. On a natural odd hit, one ally engaged with the target takes 2d8 damage.

Barkskin. Daily ranged spell. Cast as a quick action. You or one nearby ally in light or no armour gains a +3 bonus to AC and PD for the rest of the battle.

Entangle. Daily ranged spell. Targets 1d3 nearby enemies with +10 vs. PD. On a hit, 5d10 + 10 damage, and any foes with 135 hp or fewer are stuck (save ends). On a miss, half damage and an easy save to break free.

Spikestones. Daily ranged spell. Until the end of the battle, enemies who move on the ground must make a normal save when moving; those who fail take 7d6 damage. Your allies must make an easy save to move; if they fail, they take half damage. You can move freely.

Flame Seeds. Daily ranged spell, targets 1d3 + 1 nearby enemies with +10 vs. PD. On a hit, deal 3d12 + 8 fire damage and 5 ongoing fire damage (hard save ends). Once per turn, you can use a quick action to increase ongoing damage by 5.

Earth Strength. Daily ranged spell. Cast as a quick action. Targets one chosen and one random ally (you can choose yourself). If the target is unstaggered, they gain a +4 bonus to attacks, damage and saves until the end of the battle or until they end a turn unstaggered.

If the target is staggered, the target can heal using a recovery.

Feats

Earth Mastery (A)

Fire Mastery (A)

Warrior's Blessing (A)

Invoke the Storm (A)

Nature Talking (A)

Warrior Druid (A x2)

Class Features

Nature Talking - You can talk to animals or plants, and gain a +5 bonus to any skill checks required when interacting with them.

Warrior Druid – you don't suffer opportunity attacks when casting ranged spells

Equipment

Furs

Two-handed spear

Light Armour