



THE ARCHMAGE ENGINE



SOURCE MATERIAL
Rob Heinsoo
Jonathan Tweet

SYSTEM REFERENCE DOCUMENT
Chad Dylan Long

Pelgrane Press



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 may not take any other actions on future turns except for further last-gasp saves. Each successive last-gasp save is a hard save (16+). A successful save means that the player can act normally on the next round, unless the player rolls a natural 20 for their last-gasp save, which means that the player can take their turn normally in the current round.

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

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

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

Fear

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

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

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

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

Group Abilities

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

Mooks cannot have group abilities.

Leveling Up

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

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

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

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

Monster List

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

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

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

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

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

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

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

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

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

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

Monster Key

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

Size/Strength and Level

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

Role

Monsters with different roles still use the same stats.

Archers

Archers are ranged attackers who use weapons rather than spells.

Blockers

Blockers have abilities that help them protect their allies.

Casters

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

Leaders

Leaders have abilities that help other monster allies fight better.

Mooks

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

Spoilers

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

Troops

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

Wreckers

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

Type

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

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

Initiative, AC, PD, MD, HP

See Combat Stats.

Attack

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

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

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

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

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

Extra Effect Trigger

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

Specials

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

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

Monster Reference

Animal/Critter

For dire animal abilities, see Dire Animals.

All bats have the following abilities:

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

Dire Rat

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

Giant Ant

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

Giant Scorpion

Normal 1 st level Wrecker Beast	Initiative: +6	AC 16
	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.	PD 15
	<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.)	MD 10
		HP 22
	Stinger +6 vs. AC—3 damage, and 3 ongoing poison damage	

Swarm of Bats

Normal 1 st level Spoiler Beast	Initiative: +5	AC 16
	Vulnerability: thunder	PD 16
	C: Swarming bites +7 vs. PD (1d3 nearby enemies)—2 damage, and after the attack, the swarm of bats engages one of the targets	MD 11
	<i>Natural even hit</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.	HP 30
	<i>No opportunities</i> : The swarm of bats can’t make opportunity attacks, and enemies can’t make opportunity attacks against it.	
	<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.

Bat Cavalry

Large 2nd level Wrecker Beast & Humanoid	<p>Initiative: +6 Vulnerability: thunder</p> <p>Fangs, wings, and sword +8 vs. AC—Damage and effect depends on the natural roll <i>Natural even hit:</i> The target takes 10 damage from a sword strike, and the bat cavalry pops free from the target and can move as a free action. <i>Natural even miss against a target taking ongoing damage:</i> The target takes 6 damage from clawing wings. <i>Natural odd hit:</i> The target takes 8 damage, and 5 ongoing damage from bat fangs. <i>Natural 2-5:</i> In addition to any other effect, the bat cavalry pops free from the target, and as a free action, it can move to another nearby enemy and make a <i>fangs, wings, and sword</i> attack against it.</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. (Shifty spinning bats are hard to hit unless they're grounded or stuck.)</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> <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>	AC 19 PD 17 MD 14 HP 70
--	---	--

Dire Bat

Normal 2nd level Troop Beast	<p>Initiative: +8 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. (Shifty spinning bats are hard to hit unless they're grounded or stuck.)</p> <p><i>Skittish:</i> A dire bat engaged with a conscious enemy after attacking</p>	AC PD MD HP
--	--	--------------------------------

it will attempt to disengage and fly into the air if it has a move action remaining that turn.

Nastier Specials

Blood drinker: 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.

Dire: This bat is a dire animal.

Hunting Spider

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

Giant Web Spider

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

Wolf

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

Bear

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

swipe.

Dire Wolf

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

Goblin Bat Mage

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

Dire Bear

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

Dire Boar

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

Thunder Bat

Normal 5th level Archer Beast	Initiative: +13	AC 22
	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

Natural even hit: 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 far away 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
	<i>[Special trigger] Pounce +13 vs. AC—38 damage, and the target is hampered while it's engaged with the tiger</i>	
	<i>Pouncing opportunity:</i> When an enemy moves to engage the dire tiger while it's unengaged, it can meet that enemy halfway and make a <i>pounce</i> atStack as an interrupt action before the target's attack.	
	<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.	
	<i>One random dire feature:</i> Use the dire features table.	

Giant Praying Mantis

Large 8th level Blocker Beast	Initiative: +14	AC 25
	Jagged claws +13 vs. AC (2 attacks)—30 damage, and if the target's initiative bonus is +10 or less, the target is grabbed until it disengages or until the mantis makes a <i>jagged claws</i> attack against a different target	PD 21
		MD 17
		HP 320
	<i>Close fighting:</i> When an enemy fails a disengage check against the dire mantis, the mantis can make an opportunity attack against it.	
	<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.	

One random dire feature: Use the dire features table.

Nastier Specials

Clacking mandibles: When the dire mantis starts its turn grabbing an enemy, it can make a *chomp* attack against that enemy as a free action.

Chomp +15 vs. AC—40 damage

Wraith Bat

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

Ankheg

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

Azer

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	

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

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

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

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

Fire Bat

Normal
3rd level
Mook
Beast

Initiative: +9

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

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

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

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

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

AC 18
PD 16
MD 11
HP 10

Magma Brute

Normal
3rd level
Wrecker
Construct

Initiative: +4

Vulnerability: cold

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

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

C: Molten spray +7 vs. PD (1d2 + 1 enemies engaged with the brute)—8 fire damage, and the brute loses 12 hit points.

Limited use: 1/battle, only while the brute is staggered.

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

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

AC 19
PD 18
MD 12
HP 46

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

Basilisk

Large
4th Level
Wrecker
Beast

Initiative: +3

AC 24
PD 19
MD 18
HP 85

Multi-legged attack +8 vs. AC (3 attacks, each against a different enemy)—12 damage

Natural 16+: The target takes 5 ongoing poison damage.

Basilisk's stare: When a basilisk hits an enemy that is already taking ongoing poison damage, the basilisk can make a *basilisk's stare* 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 goutts 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.

Bulette

Bulette

Large
5th level
Wrecker
Beast

Initiative: +7

AC 22
PD 19
MD 14
HP 170

Gigantic claws +12 vs. AC (2 attacks)—15 damage

Dual hit: If both claws hit during the same turn, the bulette can make a *terrible bite* attack during its next turn as a standard action.

[Special trigger] Terrible bite +14 vs. AC—45 damage

Miss: 22 damage.

Blood frenzy: The bulette's crit range expands to 16+ while the escalation die is 4+.

Serious burrower: 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.

Nastier Specials

Savage response: When an attacker scores a critical hit against the bulette and it survives, the bulette can make a *terrible bite* attack as a free action against one target engaged with it.

Green Bulette

Large
5th level
Wrecker
Beast

Initiative: +12

AC 19
PD 17
MD 13
HP 92

Charging maw +12 vs. AC—30 damage

Natural even miss: The target pops free from all enemies engaged with it and is vulnerable to all attacks (save ends).

Leaping bite: The green bulette gains a +3 bonus to attack and damage with its first attack each battle.

Into the earth: The first time each round an attack hits the bulette, it can choose to hunker down as a free action. If it does, it gains a +3 bonus to AC and PD until the start of its next turn. Force attacks and opportunity attacks don't trigger this ability. If the green bulette hunkers down while it's moving (for example, from a readied action), its movement ends that turn.

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

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

Lumberland Dirt-Fisher

Huge 5th level Wrecker Beast	Initiative: +11	AC 17
	Tongue lash and bite +14 vs. AC (1d3 nearby enemies)—30 damage	PD 15
		MD 11
		HP 135
	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.	
	<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.	
	<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.	
	<i>Nowhere to run:</i> The dirt-fisher deals double damage against creatures engaged with it in its pit.	

Ravenous Bumoorah

Normal 5th level Wrecker Beast	Initiative: +13	AC 17
	Land-shark maw +15 vs. AC—14 damage	PD 15
	<i>Natural even hit:</i> The target takes 10 thunder damage.	MD 11
		HP 46
	<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.

Earth surge: 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.

Serious burrower: 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.

Deep Bulette

Huge 9th level Wrecker Beast	Initiative: +10	AC 25
	Pulverizing maw +15 vs. AC (1d3 enemies)—90 damage <i>Miss:</i> 45 damage.	PD 23 MD 19 HP 378
	<i>Blood frenzy:</i> The deep bulette's crit range expands by 4 while the escalation die is 4+.	
	<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.	

Centaur

Centaur Lancer

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

Harnessed speed: The centaur lancer gains a +4 AC bonus against opportunity attacks.

Centaur Raider

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

Centaur Champion

2x 6 th level Leader Humanoid	Initiative: +12	AC 22
	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. Crushing hooves +10 vs. PD (2 attacks)—13 damage, and the target is vulnerable until the start of its next turn <i>Hooves and slash:</i> As a standard action, the centaur champion can make a <i>crushing hooves</i> attack and a single <i>two-handed sword</i> attack (one attack roll) against the same enemy. <i>Leader of the clan:</i> When the centaur champion engages an enemy, each other centaur ally engaged with that creature can pop free from it.	PD 20 MD 16 HP 170

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

Nastier Specials

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

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

Centaur Ranger

Normal 6th 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 opportunity attack against it and misses, that enemy takes 10 damage from a counter-attack.	
	<i>Terrain familiarity:</i> Once each round when the escalation die is odd, the centaur ranger can make use of the area's terrain to its advantage as a free action. It can choose either to gain a +2 attack bonus for its attacks that turn, or to gain a +2 bonus to all defenses against the next attack that targets it by using a flashy or tricky maneuver (leaping off a rock over an enemy, stirring up a hornet's nest near an attacker, etc.). The target of its attack or a creature attacking it when it attempts this stunt rolls a normal save; on a success, the bonus is negated.	
	<u>Nastier Specials</u>	
	R: Pinning volley +11 vs. AC (2 attacks)—8 damage , and the target is hampered until the end of its next turn	
	<i>Natural 18+:</i> The target is stuck (save ends) instead of hampered.	
	<i>Limited use:</i> 2/battle.	

Chaos Beast

Chaos Glorp

Normal 4th level Mook Aberration	Initiative: +5 Oozespasm +8 vs. AC—3 ongoing damage, or 10 damage if the target is already taking ongoing damage <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. <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.	AC 17 PD 16 MD 13 HP 20
--	--	--

Chaos Beast

Normal 4th level Troop Aberration	Initiative: +6 Bestial chaos +9 vs. AC—Damage and effect depends on the natural roll <i>Natural even hit:</i> 7 damage, and the chaos beast can make another <i>bestial chaos</i> attack as a free action. <i>Natural odd hit:</i> 15 ongoing damage. <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. <i>Chaos combined:</i> Once a chaos beast is staggered, it can combine with another chaos beast next to it as a quick action to become a full-strength chaos brute acting on this beast's initiative. Replace the other beast with a chaos glorp mook.	AC 18 PD 14 MD 17 HP 48
---	--	--

Chaos Brute

Large 4th level Wrecker Aberration	Initiative: +8 Brute chaos +9 vs. AC—Damage and effect depends on the natural roll <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.	AC 20 PD 17 MD 13 HP 60
--	---	--

Chaos Behemoth

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

4th level Spoiler Aberration	<p>Behemoth chaos +9 vs. AC—Damage and effect depends on the natural roll</p> <p><i>Natural even hit:</i> 30 damage, and the chaos behemoth can make a <i>mewhowlwail</i> attack as a free action.</p> <p><i>Natural odd hit:</i> 25 ongoing damage.</p> <p><i>Miss:</i> 10 damage, and the target is hampered until the end of its next turn.</p> <p>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+)</p> <p><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.</p>	PD 16 MD 16 HP 90
--	--	----------------------------------

Chimera

Iconic Chimera

Large 8th 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 can make 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>Chimerical change:</i> At the start of battle each PC rolls one icon relationship die of their choice and one die chosen from their relationships by the GM. A roll of 6 means the chimera has shifted in a manner that gives it a chimerical flaw (F) that the adventurers can exploit. A roll of a 5 indicates that the chimera gains both a flaw and a benefit associated with that icon. A result of 1 or 2 means that the chimera gains the icon's chimerical benefit (B) without the flaw. Actual benefits and flaws are up to the GM, and should reflect the icons with which the players have relationships.</p> <p>(B) Bearded spell-eating head: When a spell attack misses the chimera, it has no miss effect and the chimera heals 40 hp.</p> <p>(F) Vulnerability, melee: The crit range of melee attacks against the chimera expands by 2.</p> <p>(B) Skin of indomitable faces: When the chimera saves against a</p>	AC 24 PD 20 MD 17 HP 320
---	--	---

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(B) *Poison fangs*: When the chimera rolls a natural 1-5 with an attack and misses, the target takes 20 ongoing poison damage.

(F) *Bickering heads*: The first time each turn the chimera hits with an attack, it rerolls the attack and takes the lower roll.

(B) *Draconic sinews*: While not staggered, the chimera rolls 2d20 with its melee attacks and uses the higher roll.

(F) *Too many wings*: Whenever the chimera moves, it rolls an easy save (6+). On a failure, it provokes opportunity attacks from each nearby enemy.

Chimera

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

Chuul

Chuul

Large 6th level Spoiler Aberration	Initiative: +11	AC 25 PD 18 MD 18 HP 126
	Crushing claws +11 vs. AC (2 attacks)—21 damage <i>Both attacks hit the same target</i> : 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.

Chuulish Swarm

Normal
6th level

Troop
Aberration

Initiative: +13

AC 20
PD 18
MD 16
HP 80

Fly-by tentacle sting +11 vs. AC—15 poison damage

Natural even miss: 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.

Natural odd hit or miss: The swarm can make a *sharp claws* attack this turn as a quick action instead of a standard action.

Sharp claws +11 vs. AC—10 damage, and 5 ongoing poison damage

Flight: The swarm flies fast and is agile, but has a wide turning circle.

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

Swarm: 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.

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

Nastier Specials

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

Massive Mutant Chuul

Huge 10th level Wrecker Aberration	Initiative: +15	AC 27
	Crushing claws +15 vs. AC (2 attacks)—70 damage <i>Both attacks hit the same target:</i> The chuul grabs the target. <i>Miss:</i> 35 damage.	PD 25 MD 22 HP 450
	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 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.	
	<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.	
	<i>Water-breathing:</i> Chuuls swim well and can breathe underwater, though they prefer not to.	
	<u>Chuul Mutations: Choose ONE</u> <i>Exposed brain nightmare aura:</i> When an enemy is engaged with the chuul at the start of its turn, that creature must roll a normal save; on a failure, it's hampered (easy save ends, 6+). <i>Extra claw:</i> The mutant chuul can make three <i>crushing claws</i> attacks instead of two. If two of the attacks hit the same target, the chuul grabs it. <i>Oversized claw:</i> When the chuul rolls a natural even hit with <i>crushing claws</i> , it deals 120 damage instead of 70. <i>Venom spit:</i> The chuul gains a <i>venom spit</i> attack. R: Venom spit +16 vs. PD (1d3 nearby or far away enemies in a group)—40 poison damage <i>First attack is a natural even roll:</i> The chuul can make a second <i>venom spit</i> attack against the same group as a free action. <i>Whipping tentacles:</i> The <i>crippling tentacles</i> attack is now a close	

attack against 1d3 enemies in a group.

Chuulish Slave

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

Couatl

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

Here are some Icon-centered abilities:

Icon-centered Abilities

8th level

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

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

Natural odd miss: 20 damage.

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

11th level

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

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

Natural odd miss: 35 damage.

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

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

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

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

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

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

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

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

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

8th level

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

11th level

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

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

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

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

8th level

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

11th level

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

attacks and effects (save ends).

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

8th level

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

Miss: Half damage.

11th level

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

Miss: Half damage.

Couatl

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

Elder Couatl

Large
11th level
Spoiler
Beast

Initiative: +16

AC
PD
MD
HP

Rippling scales +17 vs. PD (each enemy engaged with it)—25 damage, and the couatl must pop free from the target

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

Serpent strike +17 vs. AC (one dazed, confused, staggered, or stunned enemy)—110 damage, and 40 ongoing poison damage

R: Forked devastation +17 vs. PD (one nearby or far away enemy)—90 damage of the following type (couatl's choice): fire, holy, or lightning

Natural even hit or miss: The couatl can make a *forked devastation* attack against a different enemy as a free action.

Cyclic salvation escalator: When the escalation die is even, the couatl adds the escalation die to its attack rolls and saves.

Flight: Couatls fly and hover so smoothly on their multi-colored wings that other flyers get jealous.

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 normal-sized demon. If you roll less than or equal to the demon's level, it has a random ability. Large or huge (or double- or triple-strength) demons automatically get one at least one random ability.

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

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

d8

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

Dretch

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

Imp

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

Cambion Dirk

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

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

Despoiler

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

Cambion Sickle

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

Bat Demon

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

Murder-pile 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 *shifty* ability to protect them. They keep attacking their target that turn even if it drops to 0 hp or below.

Shifty: Bat demons gain a +5 AC bonus against opportunity attacks. In addition, they have *resist damage 18+* against opportunity attacks (half damage if the natural attack roll isn't 18+).

Frenzy Demon

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

Cambion Katar

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

Corpse Dybbuk

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

Troop Demon	Supernatural strength +11 vs. AC—35 damage	MD 20
	<p><i>Natural 16+</i>: The target is vulnerable to the dybbuk's attacks until the end of the battle.</p> <p><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.</p> <p><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>	HP 180

Parasitic Dybbuk

2x 6th level Spoiler Demon	Initiative: +13	AC 22
	<p>Loathsome vomity smear +10 vs. PD—40 poison damage</p> <p><i>Miss</i>: 3d10 poison damage.</p> <p>C: Unearthly glare +10 vs. MD (one nearby enemy)—30 psychic damage</p> <p><i>Natural even hit or miss</i>: One special dybbuk ability triggers as a free action (see below).</p> <p><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.</p> <p><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.</p> <p><i>Wall-crawler</i>: A dybbuk can climb on ceilings and walls as easily as it moves on the ground.</p>	PD 16
		MD 20
		HP 180

Special Dybbuk Abilities: Choose ONE

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

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

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

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

Warped flesh: The dybbuk heals 30 hp.

Nastier Specials

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

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

Vrock (vulture demon)

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

Ethereal Dybbuk

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

or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Flight: The dybbuk hovers eerily, roughly 6 feet off the ground.

Otherworldly: 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.

Hezrou (toad demon)

Large 7th level Troop Demon	Initiative: +11	AC 22
	Meaty, clawed hands +12 vs. AC (2 attacks)—28 damage <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. The hezrou gains a +4 attack bonus against any enemy it is grabbing. <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.	PD 16 MD 20 HP 210

Cambion Hellblade

Normal 8th level Wrecker Demon	Initiative: +17	AC 24
	Damned hellblade +14 vs. AC—40 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. <i>Miss:</i> 20 damage. 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.	PD 21 MD 21 HP 140

As a quick action, the hellblade can drop its cloaking to make a *spiky headbutt* attack as a free action.

Corruption aura: When an enemy misses the cambion hellblade with a melee attack, it suffers one of the following effects:
Natural even miss: The attacker takes 15 poison damage.
Natural odd miss: The cambion hellblade can make a *spiky headbutt* 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

Pincer +13 vs. AC—45 damage

Natural even hit: The demon can grab the target as long as it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a -5 penalty unless the creature hit the glabrezou with an attack that turn.

The glabrezou gains a +4 attack bonus against any enemy it is grabbing.

R: Painbolt +13 vs. MD (one nearby or far away 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

Mirror images: 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.

Power word stun: 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*.

AC 22
PD 22
MD 18
HP 320

Despoiler Mage

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

Hooked Demon

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

Giant Vrock (vulture demon)

Large 9th level Spoiler Demon	Initiative: +12 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. <i>[Special trigger]</i> C: Demonic screech +14 vs. MD (1d3 nearby enemies)—15 psychic damage, and the target is vulnerable	AC 24 PD 21 MD 21 HP 333
---	--	---

(attacks vs. it have crit range expanded by 2) 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

Limited use: 1/battle, when the escalation die is 4+.

Predation: Creatures hit by the vrock's *demonic screech* attack that are already vulnerable are also hampered (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>	
	<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 far away unengaged enemy) —As a free action, the target immediately moves toward the marilith, attempting to engage it or get as close as possible to it	
	<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 <i>Natural even hit:</i> The balor deals +1d20 lightning damage to the target and to one other nearby enemy of balor's choice. Then repeat that damage roll against the targets once for each point on the escalation die (so if it's 4, that's four more d20 rolls) <i>Natural even miss:</i> 80 damage. C: Flaming whip +18 vs. PD (one nearby enemy)—50 fire damage, and the target is pulled to the balor, who engages it. <i>Natural even miss:</i> 25 fire damage. <i>Limited use:</i> 1/round, as a quick action. <i>Desperate escalator:</i> While staggered, the balor adds the escalation die to its attack rolls. <i>Fiery aura:</i> At the start of the balor's turn, each enemy engaged with it takes 4d10 fire damage; any die result of 10 is kept and the die rerolled. <i>Flight</i> <i>Shadow and flame:</i> The balor gains a +5 bonus to all defenses against attacks by far away enemies. <u>Nastier Specials</u> <i>Vorpal blade:</i> Critical hits with the abyssal blade deal triple damage instead of double damage.	PD 27 MD 23 HP 850

Derro

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

Derro Maniac

Normal 4th level Troop Humanoid	Initiative: +8	AC 19
	Shortsword +9 vs. AC—12 damage <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. R: Light repeating crossbow +9 vs. AC—10 damage	PD 16 MD 18 HP 52

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

Devil

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

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

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

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

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

Skin Devil

Normal 2nd level Troop Devil	Initiative: +6	AC 17
		PD 16
	Fleshy limb +7 vs. AC-6 damage	MD 16
		HP 28
	<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.	
	<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.

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

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

Lemure

Normal
3rd level
Mook
Devil

Initiative: +3

Heedless claws +8 vs. AC—6 damage

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

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

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

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

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

Nastier Specials

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

AC 17
PD 15
MD 17
HP 13

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

Honey Devil, aka Slime Devil

Normal 4th level Troop Devil	Initiative: +6	AC 18
	Hidden dagger +9 vs. AC—6 damage <i>The target has MD 15 or lower:</i> The honey devil can make a disengage check this turn as a free action.	PD 17
	<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.	MD 18
	Confusing plea +9 vs. MD— The target is confused (save ends).	HP 35
	<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.	
	<i>Resist fire 13+:</i> When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.	
	<i>Weakling:</i> When building battles using this monster, it only counts as half a normal monster.	
	<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. A slime devil seems unremarkable and innocuous, so downplay its significance whenever describing it, especially when it has company. When mortals actually decide to attack or capture a honey devil, it's probably slippery enough to escape at the last minute, maybe through a hidden exit.	

Smoke Devil

Normal 5th level Troop Devil	Initiative: +8	AC
	Dire embrace +10 vs. PD—15 poison damage <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.	PD
		MD
		HP

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

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

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

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

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

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

Nastier Specials

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

Bearded Devil (Barbazu)

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

the same target as a free action.

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

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

Nastier Specials

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

Hooded Devil

Normal
7th level
Troop
Devil

Initiative: +14

AC 23
PD 22
MD 22
HP 90

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.

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
	<p>Stout, sharp dagger +13 vs. AC-24 damage <i>Any hit while hellbent:</i> The target also takes 8 psychic damage and 8 ongoing psychic damage (that feels like a terminal case of guilt). <i>Miss while hellbent:</i> 4 psychic damage.</p> <p>R: Word of rebuke +13 vs. MD-15 psychic damage <i>Any hit while hellbent:</i> The target takes 30 psychic damage instead.</p> <p><i>Defense against the inconsequential:</i> Attacks against a fury devil take a -4 penalty unless the devil is hellbent against that attacker.</p> <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>	PD 22 MD 22 HP 120

Bone Devil (Osyluth)

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

Barbed Devil (Hamatula)

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

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

Horned Devil (*Cornugon*)

Large 12th level Troop Devil	Initiative: +15	AC 28
	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) <i>Natural even hit:</i> The horned devil can make a <i>slicing tail</i> attack against a different target as a free action. <i>Natural even miss:</i> The horned devil can make a <i>slicing tail</i> attack as a free action. Slicing tail +17 vs. PD—35 ongoing damage from a bleeding wound R: Flaming dart +17 vs. AC—60 damage, and 30 fire damage <i>Natural 16+:</i> The target also takes 30 ongoing fire damage. <i>Devil’s due (Weakness):</i> When you choose to add the escalation die	PD 26 MD 26 HP 700

to an attack against a horned devil, you are weakened until the end of your next turn after you make the attack.

Flight: Horned devils are clumsy but determined fliers.

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.

Pit Fiend

Huge
14th level
Wrecker
Devil

Initiative: +19

AC 29
PD 27
MD 27
HP 1600

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.)

Natural 11+: The pit fiend can make an *entangling tail* attack against a different target as a free action.

Both attacks hit: The pit fiend can use *fiendish vigor* as a free action.

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 *entangling tail* attack.

R: Burst of hellfire +19 vs. PD (up to 3 nearby or far away enemies in a group)—120 fire damage

Miss: Half damage.

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

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.

Fang Devil

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

Fang Devil

Huge 7th level Spoiler Devil	Initiative: +13	AC 22
	Mighty tentacles +12 vs. PD (2 attacks; can target nearby enemies)—20 damage	PD 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. <i>Miss:</i> 10 damage.	MD 22
	Cutting talon +12 (+16 against a grabbed enemy) vs. AC—40 damage	HP 360
	<i>Natural even hit:</i> The target also takes 20 ongoing damage. <i>Natural odd miss:</i> 20 ongoing damage. <i>Quick use:</i> This ability only requires a quick action (once per round) to use.	
	[Special trigger] Devil's beak +16 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—30 damage	
	<i>Miss:</i> 15 damage. <i>Quick use:</i> This ability only requires a quick action (once per round) to use.	
	<i>Devil's due (Trouble):</i> 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.	
	<i>Resist energy 13+:</i> When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.	

River Devil

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

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.

The Final Devil

Huge
13th level
Leader
Devil

Initiative: +20

AC 28
PD 28
MD 28
HP 1300

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.

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

Dragon

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

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

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

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

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

Natural Attack

Roll Variable Waiting Period for Metallic Dragon's At-Will Breath Attack

1-5	The dragon can use its breath weapon again next turn.
6-10	The dragon must wait one turn before it can use its breath weapon.

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

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

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

d8

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

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

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

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

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

Medium Brass Dragon (Metallic)

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

Miss: 3 damage.

[Special trigger] C: Babble +7 vs. MD (each enemy engaged with the dragon)—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

Natural 6+: The dragon can pop free from the target.

Miss: Half damage.

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 White Dragon

Normal
2nd level
Troop
Dragon

Initiative: +6

Vulnerability: fire

Claws and bite +6 vs. AC (2 attacks)—4 damage

Natural 16+: The white dragon can make an *ice breath* attack as a free action.

[Special trigger] C: Ice breath +6 vs. PD (1d3 nearby enemies)—4 cold damage

Natural odd hit or miss: The dragon takes 1d4 damage.

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.

AC 18
PD 15
MD 11
HP 38

Catacomb Dragon (Black)

Large
3rd level
Wrecker
Dragon

Initiative: +9

Vulnerability: thunder

Acid fangs +8 vs. AC (2 attacks)—8 damage, and 5 ongoing acid damage

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

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.

AC 19
PD 17
MD 15
HP 104

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 3 rd level Troop Dragon	Initiative: +8	AC	18
	Vulnerability: fire	PD	18
		MD	14
		HP	48
	<p>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.</p> <p><i>[Special trigger] C: Infused ice breath +7 vs. PD (1d3 nearby enemies)—6 cold damage</i> <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.</p> <p><i>Resist cold and negative energy 12+:</i> When a cold or negative energy attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p>		

Large Brass Dragon (Metallic)

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

Natural 6+: The dragon can pop free from the target.
Miss: Half damage.

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.

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
	C: Acid breath +9 vs. PD (1d3 nearby enemies)—5 acid damage, and 5 ongoing acid damage		
	<i>Miss</i> : 3 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 medium 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 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 3 rd level Wrecker Dragon	Initiative: +6	AC	19
	Crushing bite +8 vs. AC—11 damage	PD	17
	<i>Natural 11+</i> : The dragon can pop free from one enemy engaged with it.	MD	13
	C: Lightning breath +8 vs. PD (1d6 nearby or far away enemies in a rough line)—8 lightning damage, and the closest target hit is dazed (save ends)	HP	50
	<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.

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.

Huge Brass Dragon (Metallic)

Huge 4th level Troop Dragon	Initiative: +12	AC 19
	Flurry of claws +8 vs. AC—25 damage <i>Natural 11+:</i> The dragon can make a <i>mind-bending babble</i> attack as a free action. <i>[Special trigger] C: Mind-bending babble +9 vs. MD (each enemy engaged with the dragon)</i> —The target is dazed (save ends) <i>Natural 18+:</i> The target is confused instead of dazed (save ends). 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.	PD 14 MD 18 HP 145

Medium Copper Dragon (Metallic)

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

half damage.

Swift mind: Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.

Large White Dragon

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

Medium Green Dragon

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

Gorge Dragon (Black)

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

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

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

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

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

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

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

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

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

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

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

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

Huge White Dragon

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

Mausoleum Dragon (White)

Large 5th level Troop Dragon	Initiative: +9	AC 20
	Vulnerability: fire	PD 20
	Claws and bite +9 vs. AC (2 attacks)—16 damage	MD 16
	<i>Natural 16+</i> : The mausoleum dragon can make an <i>infused ice breath</i> attack as a free action.	HP 140
	[Special trigger] C: Infused ice breath +9 vs. PD (1d3 nearby enemies)—14 cold damage	
	<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.	
	Infused blood : 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.	
	Resist cold and negative energy 16+ : 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.	

Medium Blue Dragon

Normal 5th level Caster Dragon	Initiative: +9	AC 22
	Vulnerability: force	PD 19
	Dragon claw +9 vs. AC—10 damage	MD 19
	<i>Natural even hit or miss</i> : The dragon can make a <i>bite</i> attack as a free action.	HP 76
	[Special trigger] Bite +9 vs. AC—10 damage, and 2d6 lightning damage	
	C: Lightning breath +9 vs. PD (1d3 nearby enemies)—8 lightning damage	
	<i>Natural even hit</i> : The target is also dazed (save ends).	
	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 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).	
	Intermittent breath : A medium blue dragon can use <i>lightning breath</i> 1d4 times per battle, but never two turns in a row.	
	Resist lightning 12+ : When a lightning attack targets this creature,	

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

Blizzard Dragon (White)

Large 6th level Wrecker Dragon	Initiative: +10 Vulnerability: fire 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. <i>[Special trigger] C: Blizzard breath +10 vs. PD (each nearby creature)—20 cold damage, and 5 ongoing cold damage</i> <i>Natural 18+</i> : The target takes 10 ongoing cold damage instead of 5. <i>Natural odd hit or miss</i> : The dragon takes 2d6 damage. <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. <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. <i>Wreathed in snow and cold</i> : When an enemy is engaged with the blizzard dragon at the start of its turn, it takes 5 cold damage.	AC 22 PD 19 MD 15 HP 175
--	--	---

Medium Silver Dragon (Metallic)

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

and has *resist damage 12+* 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 Black Dragon

Large 6th level Wrecker Dragon	Initiative: +13	AC 22
	Vulnerability: thunder	PD 20
	Claws and bite +11 vs. AC (2 attacks)—18 damage	MD 19
	<i>Natural 16+</i> : The target also takes 10 ongoing acid damage.	HP 160
	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
	Crushing bite +11 vs. AC—45 damage	MD 16
	<i>Natural 11+</i> : The dragon can pop free from one enemy engaged with it.	HP 200
	C: Lightning breath +11 vs. PD (1d6 nearby or far away enemies in a rough line)—32 lightning damage, and the closest target hit is dazed (save ends)	
	<i>Miss</i> : Half damage.	
	<i>Resist lightning 16+</i> : When a lightning attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.	

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

Medium Red Dragon

Normal 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.			
<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 Gold Dragon (Metallic)

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

Large Green Dragon

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

Moon Dragon (White)

Huge 7th level Troop Dragon	Initiative: +12	AC 23 PD 21 MD 17 HP 324
	Claws and bite +12 vs. AC (2 attacks)—40 damage <i>Natural 16+:</i> The moon dragon can make an <i>ice breath</i> attack as a free action. <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. <i>[Special trigger] C: Ice breath +12 vs. PD (1d3 nearby enemies)—32 cold damage</i> <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 7th level	Initiative: +13	AC 23 PD 21
--------------------------------------	-----------------	----------------

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

Volcano Dragon (Red)

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

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 8 th 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]</i> Bite +12 vs. AC—20 damage, and 2d10 lightning damage		
	C: Lightning breath +12 vs. PD (1d3 nearby or far away enemies)—40 lightning damage <i>Natural even hit</i> : The target is also dazed (save ends).		
	<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 8 th level	Initiative: +13	AC	25
		PD	22

Caster
Dragon

Shadow claws +13 vs. AC—50 psychic damage
Natural 16+: The target is confused (hard save ends, 16+).

MD 22
HP 260

C: Nightmare breath +12 vs. MD (1d3 nearby or far away enemies)—60 negative energy damage, and the target becomes a living shadow (hard save ends, 16+)

Living shadow: 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."

Limited use: 1/battle, but the ability recharges when the dragon is staggered. If it hasn't already made a *nightmare breath* 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 MD 16 HP 38
	Shadow strangulation +13 vs. PD —20 psychic damage <i>Natural 16+</i> : The target takes 20 negative energy damage, and the shadow thief can make a <i>shadow possession</i> attack as a free action (but see <i>group ability</i>).	
	<i>[Group ability]</i> C: Shadow possession +13 vs. MD (one enemy hit by shadow strangulation) —The shadow thief “crawls inside” the target. The target is confused (save ends), and the shadow thief can’t be the target of an attack or effect until it’s forced from the target’s body when that creature saves against the confusion effect.	
	<i>Group ability</i> : For every four shadow thieves in the battle (round up), one of them can use <i>shadow possession</i> during the battle.	
	<i>Shadow thievery</i> : The shadow thief is an extension of the shadow dragon, not really a separate entity. When it drops to 0 hp, it flees back to the shadow dragon and merges with it. When this happens, if there is at least one enemy engaged with that shadow thief, the thief chooses one enemy engaged with it. Roll a d20; on a 16+, the shadow thief steals a random magic item from the chosen enemy as it flees back to the dragon (but see <i>stop...thief</i> below). Stolen items are replaced with shadowy duplicates that work until the end of the battle then fade to nothingness. The items can be recovered if the dragon is slain in the same battle.	
	<i>Stop...thief!</i> 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) <i>Head 1</i> : The target can’t use recoveries until end of its next turn. <i>Head 2</i> : One enemy that hit the dragon since the dragon’s last turn takes 12 damage. <i>Head 3</i> : 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.

Hoardsong Dragon (Red)

Large 9th level Spoiler Dragon	Initiative: +13	AC	25
	Vulnerability: cold	(In Lair)	26
		PD	24
	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)		
	<i>Limited use:</i> 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).

Hoard Spirit (Red)

Normal Initiative: +15

AC 24

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

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

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
	C: Lightning breath +14 vs. PD (1d6 nearby or far away enemies in a rough line)—120 lightning damage, and the closest target hit is dazed (save ends) <i>Miss</i> : Half damage.	HP 600
	<i>Inspire awe</i> : While an enemy has 72 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.	
	<i>Resist lightning 18+</i> : When a lightning attack targets this creature,	

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

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 9th level Spoiler Dragon	Initiative: +14	AC 24
	Needle-sharp claws and teeth +13 vs. AC (2 attacks)—50 damage <i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action.	PD 19
	<i>[Special trigger] C: Acrid smoke +14 vs. PD (up to 3 enemies engaged with the dragon)—</i> The target is hampered until the end of its next turn	MD 23
	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.	HP 290
	<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 10th level Wrecker Dragon	Initiative: +13	AC 25
	Vulnerability: cold	PD 24
	Fangs, claws, and tail +15 vs. AC (2 attacks)—35 damage <i>First natural even hit or miss each turn:</i> Roll a third <i>fangs, claws, and tail</i> attack.	MD 20
	C: Fiery breath +15 vs. PD (2d3 nearby enemies)—40 fire damage <i>Miss:</i> Half damage.	HP 400

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

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

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

Large Silver Dragon (Metallic)

Large 10th level Spoiler Dragon	Initiative: +14	AC 25
	Swift, keen claws +14 vs. AC—95 damage	PD 21
	<i>Natural 6+:</i> The dragon can make a <i>paralyzing smoke</i> attack as a free action.	MD 25
	<i>[Special trigger] C: Paralyzing smoke +15 vs. MD (1d3 enemies engaged with the dragon)</i> —The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.	HP 430
	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 <i>Miss:</i> Half damage.	
	<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.	
	<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.	

Greathoard Elder (Red)

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

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 MD 25 HP 700
	Needle-sharp claws and teeth +15 vs. AC (2 attacks)—70 damage <i>First natural 11+ each turn:</i> The dragon can make an <i>acid smoke</i> attack as a free action.	
	<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	

C: Acid breath +16 vs. PD (1d4 nearby enemies in a group)—35 acid damage, and 35 ongoing acid damage
Miss: 15 ongoing acid damage.

Inspire awe: While an enemy has 120 hp or fewer, it takes a -4 penalty to limited attacks against the dragon.

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.

Supreme Out-think: 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.

Swift mind: Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.

Huge Green Dragon

Huge 11th level Spoiler Dragon	Initiative: +15	AC 28
	Sharp claws +16 vs. AC —100 damage	PD 25
	<i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action.	MD 20
	<i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action.	HP 900
	<i>[Special trigger] Bite +16 vs. AC</i> —140 damage	
	<i>Natural 16+:</i> The target also takes 20 ongoing poison damage.	
	<i>[Special trigger] C: Poison breath +16 vs. PD (1d3 nearby enemies)</i> —100 poison damage, and the target is hampered (save ends)	
	<i>Burrow</i>	
	<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 11th level Caster Dragon	Initiative: +15	AC 26
	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
		HP 460

[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

C: Fiery breath +16 vs. PD (up to 5 nearby enemies in a group)—70 fire damage

Miss: Half damage.

Spiral of golden flame: 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.

Indomitability: 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.

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.

Flamewreathed Dragon (Red)

Huge
12th level
Spoiler
Dragon

Initiative: +15

AC 28
PD 21
MD 27
HP 1100

Fangs and claws +17 vs. AC (3 attacks)—75 damage
Natural 16+: The target takes 20 ongoing fire damage.

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
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.

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

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

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.

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

Nastier Specials

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

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

Smoke Minions

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

Huge Blue Dragon

Huge 12 th level	Initiative: +17	AC 29
Caster	Double claws +16 vs. AC (2 attacks)—50 damage	PD 26
Dragon	<i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action.	MD 26
	<i>[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</i>	HP 980
	C: Far slashing lightning breath +16 vs. PD (1d4 nearby or far away enemies)—80 lightning damage	
	<i>Natural even hit:</i> The target is also dazed (save ends). After the target saves, it takes a -1 attack penalty (non-cumulative) until its next full heal-up (because it's vibrating slightly out of synch with the rest of the world).	
	<i>Intermittent breath:</i> A huge blue dragon can use <i>far slashing lightning breath</i> 2d4 times per battle, but never two turns in a row.	
	<i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is	

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).

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

Huge Red Dragon

Huge 13th level Wrecker Dragon	Initiative: +19	AC 28
	Fangs, claws, and tail +19 vs. AC (3 attacks)—70 damage <i>First natural even hit or miss each turn: Roll a fourth fangs, claws, and tail attack.</i> <i>Second natural even hit or miss each turn: Roll a fifth fangs, claws, and tail attack.</i>	PD 27
	C: Fiery breath+19 vs. PD (2d3 nearby or far away enemies)—80 fire damage <i>Miss: Half damage.</i>	MD 23
	<i>Intermittent breath: A huge red dragon can use fiery breath 1d6 times per battle, but never two turns in a row.</i>	HP 1200
	<i>Fear: 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.</i>	
	<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.	

Huge Silver Dragon (Metallic)

Huge 13th level Spoiler Dragon	Initiative: +16	AC 28
	Swift, keen claws +17 vs. AC—230 damage <i>Natural 6+</i> : The dragon can make a <i>paralyzing smoke</i> attack as a free action.	PD 24
	<i>[Special trigger] Paralyzing smoke +18 vs. MD (1d3 enemies engaged with the dragon)—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.</i>	MD 28
	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: Half damage.</i>	HP 1300

Evasive riposte: Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has *resist damage 18+* against that attack. If the attack misses, the dragon can make a *paralyzing smoke* attack as free action.

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

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

Huge Gold Dragon (Metallic)

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

Drider

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

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

Drow Soldier

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

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

Weaver Swarm

<p>Normal 3rd level Mook Beast</p>	<p>Initiative: +9</p> <p>A thousand needle wounds +8 vs. AC—5 damage</p> <p><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.</p> <p><i>Clinging:</i> Enemies take a -5 penalty to disengage checks against the swarm.</p> <p><i>Wall-crawler:</i> The swarm can climb on ceilings and walls as easily as it moves on the ground.</p>	<p>AC 19 PD 17 MD 13 HP 10</p>
---	--	--

Drow Sword Maiden

<p>Normal 5th level Troop Humanoid</p>	<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 far away enemy at -2 atk)—14 damage</p> <p><i>Natural even hit:</i> Each other enemy engaged with the sword maiden takes 10 damage.</p> <p><u>Nastier Specials</u> <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. <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>	<p>AC 21 PD 19 MD 15 HP 75</p>
---	---	--

Drow Spider-Sorceress

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

enemies in a group)—10 damage, and the target is stuck (save ends) and takes 10 damage each time it fails the save

Dark orison: Each time the spider-sorceress misses with an attack, the crit range of attacks by drow and spiders in the battle expands by 1.

Spider speaker: 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.

Nastier Specials

Arcane arachnids: The spider-sorceress has a true magic item (probably an implement) and uses it to her benefit (adjust stats accordingly).

Lokkris

Normal 6th level Mook Beast	Initiative: +16	AC 22 PD 21 MD 14 HP 23
	Stingers on each leg +11 vs. AC—8 damage, and 5 ongoing poison damage	
	<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.	
	<i>Flight:</i> Lokkris are quick darting fliers that move with an angry buzzing sound.	
	<i>Wall-crawler:</i> A lokkris can climb on ceilings and walls as easily as it moves on the ground.	

Spider Mount

Normal 6th level Troop Beast	Initiative: +15 (or same as rider if it has one)	AC 22 PD 16 MD 20 HP 90
	Bite +11 vs. AC—15 damage, and 10 ongoing poison damage	
	C: Web +11 vs. PD (up to 2 nearby enemies in a group) —The target is stuck (save ends)	
	<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.	
	<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.	

Drow Darkbolt

Normal 7th level	Initiative: +12	AC PD
--	-----------------	------------------

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

Drow Cavalry

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

Elder Beast

Warped Beast

Normal 5th level Wrecker Aberration	Initiative: +9	AC 20 PD 17 MD 15 HP 75
	Tentacle maw +10 vs. AC—16 damage <i>Natural 18+</i> : The target is hampered until the end of its next turn. <i>Miss</i> : The warped beast can make a <i>psychic blast</i> attack as a free action. [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. <ol style="list-style-type: none"><i>Amorphous oozing form</i>: The beast has <i>resist damage 11+</i> to all damage.<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.<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.<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.<i>Many spontaneous limbs</i>: When the warped beast makes a <i>tentacle maw</i> attack during its turn, roll a d4. That many additional limbs or tentacles spontaneously erupt from the creature and make an additional basic attack that turn (special abilities/effects don't trigger on those extra attacks). Each of those attacks only deals half damage.<i>Warping touch</i>: When the warped beast hits a creature with a <i>tentacle maw</i> attack, the target also takes 5 ongoing psychic damage and a -2 penalty to saves (save ends both). <u>Nastier Specials</u> <i>Warped mutant</i> : Roll two madness features instead of one each round (reroll similar results).	

Umluppuk

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

(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 one target consumed at a time.

Consume +18 vs. PD (one stuck enemy)—50 damage, and the target takes 10 ongoing acid damage and is absorbed into the umluppuk (hard save ends both, 16+); while inside the umluppuk, the target is vulnerable to the umluppuk's *pods of mouths and eyes* attacks (*attacks vs. it have crit range expanded by 2*), and it's stuck.

Hagunemnon

Large
13th level
Wrecker
Aberration

Initiative: +16

AC 29
PD 23
MD 27
HP 864

Spontaneous metamorphosing limbs +18 vs. AC—110 damage, and the hagunemnon can make a *spontaneous metamorphosing limbs* attack against a different target as a free action

Natural 19+: The target starts making last gasp saves. On the fourth failure, it becomes a shapeless ooze.

Diminishing limbs: With each subsequent hit after the first, *spontaneous metamorphosing limbs* deals 20 less damage. The hagunemnon also doesn't gain any extra attacks when it makes a basic attack.

Dimension hop: As a move action when the escalation die is odd, the hagunemnon can teleport nearby or far away to a location it can see.

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.

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.

Nastier Specials

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.

Elemental

Small Air Elemental

Normal 3rd level Wrecker Elemental	Initiative: +9	AC 18
		PD 17
	Slam +8 vs. AC—5 damage	MD 13
		HP 34
	C: Swirling winds +8 vs. PD (1d3 random conscious nearby enemies)—5 damage	
	<i>Natural even hit:</i> The target pops free from the elemental.	
	<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.	

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:</i> 2 damage.	HP 40
	<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.	
	<u>Nastier Specials for all earth elementals</u>	
	<i>Burrow:</i> Not all earth elementals burrow, though if yours is particularly nasty or associated with a particular icon, it can.	

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
	<i>Melee burn:</i> When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 1d8 fire damage.	
	<i>Resist fire 18+:</i> When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.	

Small Water Elemental

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

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

Air Elemental

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

Earth Elemental

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

Relentless pursuit: 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.)

Repair damage 10 and below: 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.

Fire Elemental

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

Water Elemental

Normal 5th level Blocker Elemental	Initiative: +9	AC 20
		PD 18
	Surge +9 vs. AC (up to 2 enemies)—14 damage	MD 14
	<i>Miss:</i> The elemental heals 6 hp.	HP 66
	<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).	
	<i>Liquid empowerment:</i> The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away	

from the body of water the empowerment ends.

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.

Big Air Elemental

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

Big Earth Elemental

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

Big Fire Elemental

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

Big Water Elemental

Normal 7th level Blocker Elemental	Initiative: +11	AC 22
	Surge +11 vs. AC (up to 2 enemies)—22 damage	PD 20
	<i>Miss:</i> The elemental heals 9 hp.	MD 16
	<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).	HP 100
	<i>Liquid empowerment:</i> The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.	
<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.		

Epic Air Elemental

Normal 9th level Wrecker Elemental	Initiative: +16	AC 24
	Slam +15 vs. AC—40 damage	PD 23
	C: Swirling winds +15 vs. PD (1d3 random conscious nearby enemies)—40 damage	MD 19
	<i>Natural even hit:</i> The target pops free from the elemental.	HP 140
	<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 far away enemy)—40 damage <i>Natural even hit:</i> The target is dazed until the end of its next turn. <i>Natural even miss:</i> Half damage.	

Epic Earth Elemental

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

Nastier Specials

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

Epic Fire Elemental

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

Epic Water Elemental

Normal 9th level Blocker Elemental	Initiative: +14	AC 24
	Surge +13 vs. AC (up to 2 enemies)—22 damage <i>Miss:</i> The elemental heals 9 hp.	PD 22
	<i>Great wave transformation:</i> Roll a d6 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling <i>great wave transformation</i> checks).	MD 18
	<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,	HP 170

or maybe a large fountain. If the water elemental moves far away 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.

Ettercap

Ettercap Acolyte

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

Ettercap Hunter

Normal 2nd level Blocker Humanoid	Initiative: +6 Poison bite +7 vs. AC–6 damage, and 4 ongoing poison damage <i>Miss</i> : If the target is dazed, hampered, or stuck, it takes 4 extra damage. C: Web spray +8 vs. PD (1d4 nearby enemies in a group)–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>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).	AC 18 PD 14 MD 14 HP 32
---	--	--

Ettercap Supplicant

Normal 3rd level Caster Humanoid	Initiative: +6 Sacrificial dagger +7 vs. AC–8 damage, and the ettercap supplicant can use <i>the web that burns</i> an additional time this battle. 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.	AC 18 PD 14 MD 17 HP 44
--	---	--

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

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

Ettercap Warrior

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

Ettercap Keeper

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

The web of faith: While one or more lower-level non-mook ettercap allies are nearby it, the ettercap keeper gains *resist damage 16+*.

Goopy webs: 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).

Ettin

Large 5th level Troop Giant	Initiative: +9	AC 21 PD 18 MD 14 HP 160
	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.	
	<i>[Special trigger]</i> Second swing +10 vs. AC (different target from first big swing)—15 damage	
	<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.	

Flower of Unlife

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

Death Blossom

2x 6th level Caster Undead	Initiative: +10 Vulnerability: holy	AC 21 PD 19 MD 17 HP 100
	Sapping touch +11 vs. AC—16 negative energy damage <i>Natural 4, 8, 12, 16, or 20:</i> The target is weakened (save ends).	
	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.	
	<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 *black-gray resurgence* ability but is otherwise undamaged and whole.

Lich Flower

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

Blood Rose

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

Poison Dandelion

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

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

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

Fungaloid

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

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

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

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

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

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

Fungaloid Creeper

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

Aerial Spore

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

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

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

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

Sporrior

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

Fungaloid Drudge

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

Braincap

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

Wrecker Plant	Programmed brain: During its turn when one or more nearby enemies are staggered, the braincap uses <i>focused brain blast</i> . When no enemies are staggered, the braincap uses <i>hallucinogenia</i> if its hit points are even, and <i>psionic filaments</i> if its hit points are odd.	MD 17 HP 90
	<p>R: Focused brain blast +8 vs. PD (1 nearby or far away 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>	

Fungaloid Monarch

2x 4th level Leader Plant	Initiative: +8	AC 20 PD 14 MD 18 HP 98
	<p>Mycotic scepter +9 vs. AC—24 damage <i>Natural 12+:</i> One nearby fungaloid can make a <i>fungal attack</i> as a free action. <i>Natural 16+:</i> Up to three nearby fungaloids can each make a <i>fungal attack</i> as a free action. <i>Natural 20:</i> Up to five nearby fungaloids can each make a <i>fungal attack</i> as a free action.</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>	

Fungaloid Empress

Huge 4th level Wrecker Plant	Initiative: +15	AC 20 PD 18 MD 18 HP 170
	<p>Crushing limbs +9 vs. AC (1d3 enemies engaged with the empress)—18 damage</p> <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</p>	

far away enemy or on its own, it's up to you.

Sporulating spiracles: Fungus grows on everything in the area! Whenever a non-fungus creature attempts to move, it must make a DC 18 Dexterity or Strength check to do so or it loses its move action. If the creature uses a standard action to clear away fungus, it can move normally that turn.

Elder Spore

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

Gargoyle

Normal	Initiative: +4	AC	24
5th level		PD	21
Troop	Furious claws and fangs +9 vs. AC —9 damage	MD	14
Construct	<i>Natural 11+</i> : The gargoyle can make two more melee attacks as a free action (but never more than three total attacks per standard action, even if you roll another 11+). <i>Flight</i> <u>Nastier Specials</u> <i>Rocky hide:</i> The gargoyle has <i>resist damage 12+</i> against attacks targeting AC. <i>Statues, statues, everywhere:</i> Because they often look like statues, gargoyles are capable of springing a surprise on inattentive PCs. When there's a chance of such an ambush, give the PCs a champion-tier skill check (DC 20) to notice the gargoyles and avoid being surprised.	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. <i>[Special trigger] C: Spasms +9 vs. AC (up to 2 attacks, each against a different nearby enemy)</i> —11 damage <i>Engulf and dissolve:</i> Targets engulfed/grabbed by the tetrahedron take 22 acid damage at the start of the cube's turn but are not	HP	160

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

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

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

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

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

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

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

Gelatinous Cubahedron (aka Cube)

Huge 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
	<i>Miss:</i> The cube can make a <i>spasms</i> 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.	
	<i>Instinctive actions:</i> Gelatinous creatures have no brains, sometimes they just <i>do things</i> . When the escalation die is odd, instead of making an attack or moving, roll a d6 to see what the cubahedron does. If an option is not viable (you roll a 5 but there is no engulfed enemy), reroll until you get a valid option.	

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 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 <i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action. <i>[Special trigger] C: Spasms +11 vs. AC (up to 2 attacks, each against a different nearby enemy)</i> —19 damage <i>Engulf and dissolve:</i> Targets engulfed/grabbed by the cube take 38 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously. Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it. <i>Instinctive actions:</i> Gelatinous creatures have no brains, sometimes they just <i>do things</i> . When the escalation die is odd, instead of making an attack or moving, roll a 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 far away enemies in	AC 21 PD 19 MD 16 HP 280
---	---	---

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

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

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

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

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

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

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

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

Gelatinous Dodecahedron

Huge	Initiative: +5	AC	21
7th level		PD	19
Blocker	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	MD	16
Ooze	<i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action.	HP	550
	[Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each		

against a different nearby enemy)—15 damage

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Genie

Djinn

Large
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.

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

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

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

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

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

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

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

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

Efreet

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

conscious enemy)—110 fire damage

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

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

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

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

Nastier Specials

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

Ghoul

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

Gravemeat

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

Newly-Risen Ghoul

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

Pound of flesh: The newly-risen ghoul's *scrabbling claws* attack deals +2 damage against vulnerable targets.

Ghoul

Normal 3rd level Spoiler Undead	Initiative: +8	AC	18
	Vulnerability: holy	PD	15
	Claws and bite +8 vs. AC–8 damage	MD	12
	<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.	HP	36
	<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).		

Ghoul Fleshripper

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

Ghoul Licklash

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

Infected bite: Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.

Tongue lash: Once per round when a nearby enemy makes a ranged attack, the ghoul licklash can make a *flesh-seeking tongue* attack against that enemy before the attack as a free action.

Ghoul Pusbuster

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

Ghast

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

Giant

Hill Giant

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

Ice Zombie

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

Jotun Auroch

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

Winter Beast

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

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

Bergship Raider (Frost)

Large	Initiative: +10	AC	21
7th level	Vulnerability: fire	PD	21
Spoiler		MD	18
Giant	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 Miss: 15 damage to each enemy engaged with the giant. R: Frost chain +13 vs. AC (one nearby enemy or far away enemy at -2 atk)—40 damage, and the target is pulled next to the giant, who engages it <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>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. <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. <u>Nastier Specials</u> <i>Overbearing:</i> Twice per battle, the raider can make a <i>knockdown</i> attack as a quick action (once per round). Knockdown +10 vs. PD (one enemy smaller than it)—20 damage, and the target can't disengage until the end of its next turn.	HP	270

Cloud Giant Thane

Huge	Initiative: +11	AC	22
7th level		PD	21
Wrecker	Cloud-forged morningstar +12 vs. AC—60 damage	MD	21
Giant	<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. C: Chains and shrapnel +12 vs. AC (1d4 random nearby creatures)—20 damage <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).	HP	290

Cloud Giant Warrior

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

Frost Giant

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

Ice Sorceress (Frost)

Large 7th level Caster Giant	Initiative: +10 Vulnerability: fire	AC 23 PD 22 MD 17 HP 190
	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	
	R: Winter wind +14 vs. PD—55 cold damage <i>Natural even hit or miss:</i> The sorceress can make an <i>icy delusions</i> attack against the target as a free action.	
	[Special trigger] C: Icy delusions +14 vs. MD (one enemy)— At the start of each round, the target loses 2d6 points from their initiative count as they slowly freeze from the inside out (save ends) <i>Frozen flesh:</i> When a creature is reduced to 0 initiative or lower from <i>icy delusions</i> , it becomes delusional and frozen and must choose one condition that will affect it: confused (hard save ends, 16+); OR stunned (save ends). After saving, the creature rerolls its initiative. <i>Ice summoner:</i> Once per round as a free action, the giant can make an <i>ice wall</i> attack to conjure forth a wall of ice that stops one enemy's movement or ranged attack. The giant can't use this ability to target creatures making fire attacks or wielding weapons that deal fire damage. 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) <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>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. <u>Nastier Specials</u> <i>Ice armor:</i> The ice sorceress has <i>resist damage 16+</i> unless the attack deals fire damage.	

Fire Giant

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

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

R: Flaming black-iron javelin +11 vs. AC—40 damage

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

Fiery escalator: The fire giant adds the escalation die to its attacks against targets taking ongoing fire damage.

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

Burning blood: When a fire giant becomes staggered, it deals 10 ongoing fire damage to each enemy engaged with it.

Strength of giants: Twice per battle, the giant can make a *slam* attack as a quick action (once per round).

Slam +12 vs. PD (one enemy smaller than it)—10 damage, the target pops free from the giant, and the target loses its next move action.

Frost Giant Adventurer

**Large
8th level
Spoiler
Giant**

Initiative: +13
Vulnerability: fire

**AC 24
PD 23
MD 18
HP 280**

Overlarge club +13 vs. AC (one nearby enemy or one enemy engaged with giant)—75 damage

Natural even hit: The target loses its next move action, and if it's engaged with the giant, it pops free.

Ancient cold: While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.

Blood of the niefelheim: 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+).

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

Stone Giant

**Large
8th level
Troop
Giant**

Initiative: +11

**AC 24
PD 22
MD 18
HP 270**

Stone club +13 vs. AC—50 damage

Natural even hit or miss: The stone giant can also make a *stomp* 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 far away enemy)—40 damage

Natural even miss: 20 damage.

Built of stone: The stone giant has resist weapons 16+.

Fire Giant Warlord

Large
9th level
Leader
Giant

Initiative: +14
Vulnerability: cold

AC 26
PD 22
MD 18
HP 355

Flaming greatsword +15 vs. AC (2 attacks)—40 damage
Natural even hit or miss: The target also takes 10 ongoing fire damage.

Massive strike +15 vs. AC—90 damage, and 10 ongoing fire damage

Fiery escalator: The fire giant warlord adds the escalation die to its attacks against targets taking ongoing fire damage.

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.

Warlord of fire: 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.

Nastier Specials

Unquenchable fires: Enemies engaged with the fire giant warlord take a -5 penalty to saves against ongoing fire damage.

Storm Giant

Huge
10th level
Archer
Giant

Initiative: +16

AC 26
PD 24
MD 22
HP 650

Truly enormous greatsword +15 vs. AC—120 damage
Natural even hit or miss: The giant can make a lightning bolt attack against a random nearby enemy as a free action.
Miss: 40 damage OR the giant can make a release the thunder attack as a free action.

R: Giant longbow +14 vs. AC (2 attacks vs. nearby or far away enemies)—60 damage
Natural even hit: The giant can make a lightning bolt attack against a random enemy that is nearby the target of the longbow attack.

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

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

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

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

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

Gnoll

Nastier Special for all gnolls:

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

Gnoll Ranger

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

Gnoll Savage

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

3rd level Troop Humanoid	Spear +7 vs. AC—10 damage <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. R: Thrown spear +6 vs. AC—8 damage	PD 16 MD 13 HP 42
--	--	--

Gnoll War Leader

Normal 4th level Leader Humanoid	Initiative: +8 Heavy flail +9 vs. AC—14 damage <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. <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.	AC 20 PD 17 MD 14 HP 56
--	--	--

Gnoll Shredder

Normal 7th level Blocker Humanoid	Initiative: +9 Diabolical axe +12 vs. AC—25 damage, and one of the shredder's allies engaged with the target can pop free <i>Battle lock:</i> Gnoll shredders gain a +2 bonus to opportunity attacks, and enemies take a -8 penalty to disengage checks against them. <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. <u>Nastier Specials</u> <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. 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). <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.	AC 27 PD 19 MD 15 HP 95
---	---	--

Gnoll Fiendfletcher

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

R: Hellbent bow +13 vs. AC—30 damage
Natural 16+: The target is dazed until the end of its next turn as it suffers debilitating pain from a hellish arrow.

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

Nastier Specials

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

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

Goblin

Goblin Grunt

Normal 1st level Troop Humanoid	Initiative: +3	AC 16
		PD 13
	Club +6 vs. AC—6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't.	MD 12
		HP 22
	R: Shortbow +6 vs. AC—4 damage	
	<i>Shifty bugger</i> : Goblins gain a +5 bonus to disengage checks.	

Goblin Scum

Normal 1st level Mook Humanoid	Initiative: +3	AC 16
		PD 14
	Club +6 vs. AC—4 damage	MD 11
		HP 5
	R: Shortbow +6 vs. AC—3 damage	
	<i>Shifty bugger</i> : Goblins gain a +5 bonus to disengage checks.	

Bugbear Scout

2x 2nd level Troop Humanoid	Initiative: +8	AC 18
		PD 16
	Flanged mace +7 vs. AC—10 damage	MD 15
		HP 88
	R: Throwing axe +7 vs. AC—8 damage <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 2 nd level Caster Humanoid	Initiative: +6	AC 17
	Pointy spear +6 vs. AC-5 damage	PD 12
	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	MD 16
	<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.	HP 34
	<i>Shifty bugger</i> : Goblins only need to roll a 6+ to disengage.	

Hobgoblin Warrior

Normal 2 nd level Troop Humanoid	Initiative: +3	AC 19
	Longsword +7 vs. AC-8 damage	PD 14
	<i>Natural even miss</i> : 2 damage.	MD 14
	<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.	HP 32
	<i>Well-armored (group)</i> : Ignore all damage from a hit (but not a crit) against AC.	

Bugbear

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

Bugbear Schemer

Normal 3 rd level Leader Humanoid	Initiative: +7	AC 19
	Big-ass warclub +9 vs. AC-8 damage	PD 14
	<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.	MD 17
		HP 42

Natural odd miss: 4 damage.

R: Ridiculously heavy crossbow +7 vs. AC (one nearby or far away enemy)—14 damage

Natural even hit: The target takes 1d6 extra damage.

Limited use: 1/battle.

[*Special trigger*] **C: Rebuke to fools +9 vs. MD (one nearby enemy)**—2d6 psychic damage

Limited use: 1/round as an interrupt action, when a nearby enemy rolls a natural 1-5 with an attack against it.

Combat reload: During the bugbear schemer's turn, if it doesn't engage an enemy or move, it regains a use of *ridiculously heavy crossbow* if it's expended as it reloads the crossbow.

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> , below)	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

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

Hobgoblin Warmage

Normal 5th level Caster Humanoid	Initiative: +6	AC 20
	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 <i>Natural 20:</i> The target is also dazed (save ends).	HP 70

Golem

Flesh Golem

Large 4th 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 <i>Miss:</i> 10 damage, and the flesh golem heals 1d10 hit points. <i>Limited use:</i> The flesh golem can only use this attack while it's staggered.	MD 14
	<i>Energy magnet:</i> Whenever a spell that causes cold, fire, force, lightning, or negative energy damage targets one of the flesh golem's nearby allies, the flesh golem has a 50% chance of becoming the main target instead. Therefore, spells that affect groups would spread out from the flesh golem.	HP 100
	<i>Weakness of the flesh:</i> Flesh golems are not immune to effects.	

Clay Golem

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

the battle.

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

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

Bronze Golem

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

Stone Golem

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

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

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

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

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

Nastier Specials

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

Marble Golem

Large
9th level

Troop
Construct

Initiative: +10

Enormous maul +15 vs. AC—60 damage

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

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

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

Special Virtues

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

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

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

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

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

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

AC 25
PD 20
MD 22
HP 340

attack, that enemy takes 4d10 extra damage.
Patience: 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.
Protection: When the marble golem rolls a natural 16+ with an attack, decrease the escalation die by 1.
Strength: The marble golem's melee attacks now deal half damage on a miss.

Nastier Specials

More virtues: Statues that capture even more themes make stronger marble golems. Add one or two more virtues to the golem.

Iron Golem

Large
 10th level
 Wrecker
 Construct

Initiative: +13
Fists of iron +17 vs. AC (2 attacks)—50 damage
Miss: 5d10 damage.

AC 28
 PD 24
 MD 20
 HP 360

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.

Rampage: 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 *fists of iron* attacks, it can make three attacks with *fists of iron*, 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.

Nastier Specials

Poison gas: The first time the iron golem is staggered, poison gas leaks from it into the area. It can make a *poison gas cloud* attack as a free action.

[Special trigger] C: Poison gas cloud +15 vs. PD (all nearby creatures)—25 ongoing poison damage

Hag

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

Abilities

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Hag ability: The target takes 6 ongoing cold damage.

Death Curses

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

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

Hag

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

Half-Orc

Nastier Special for all half-orcs

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

Half-Orc Legionnaire

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

R: Javelin +10 vs. AC—10 damage

Half-Orc Tribal Champion

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

Half-Orc Commander

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

Harpy

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

Haunted Skull

Watch Skull

Normal 1st level Troop Undead	Initiative: +9	AC 16
	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.)	
	<i>Move-triggered</i> : When an enemy near the skull uses a move action to move, the skull can make a <i>screech</i> attack against that creature as a free action that interrupts the move. The skull can use this ability twice per round. Shadow walking, teleporting, and other non-standard modes of movement will trigger the <i>screech</i> attack.	

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+.

Wall-crawler: A slime-skull can climb on ceilings and walls as easily as it moves on the ground.

Nastier Specials

Breeder: 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 4 th 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 <i>Bad puns:</i> Creatures that can't hear or that have attempted to reduce their hearing are only affected by a jest bones' <i>puns</i> attack if the natural roll is odd. <i>Limited flight:</i> The haunted skull can glide and hover, always within seven or eight feet of the ground. It also performs barrel rolls. <i>Lost opportunity:</i> This creature can't make opportunity attacks.	PD 11 MD 19 HP 41

Screaming Skull

Normal 4 th level Troop Undead	Initiative: +7	AC 19
	C: Treacherous scream +11 vs. MD (up to 2 nearby or far away enemies) —6 psychic damage, and the target takes 2d6 psychic damage the first time it succeeds at a save before the end of its next turn. <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.	PD 11 MD 19 HP 45

Flaming Skull

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

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

Black Skull

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

Skull of the Beast

Large 9 th level Wrecker Undead	<p>Initiative: +10</p> <p>Huge club +17 vs. AC—50 damage <i>Miss:</i> 18 thunder damage to 1d3 nearby enemies (the beast screams and bellows in disappointment).</p> <p>C: Baleful gaze +15 vs. PD (1d3 nearby enemies)—25 negative energy damage <i>Natural odd hit:</i> The target is stuck (save ends) from looking into the void within it. <i>Limited use:</i> 1/battle.</p>	AC 21 PD 13 MD 21 HP 400
---	--	-----------------------------------

Fear: While engaged with this creature, enemies that have 60 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Hellbugs

Boombug

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

Hellwasp

Normal 2nd level	Initiative: +8	AC 18
		PD 16
Spoiler Beast	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> <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	Initiative: +5	AC 20
		PD 15

Blocker Beast	<p>Claws and mandibles +7 vs. AC—8 damage</p> <p><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.</p> <p><u>Nastier Specials</u> <i>Corpse eater:</i> When a nearby enemy drops to 0 hit points or below in the battle, the hook scuttler will ignore other enemies and move to attack that unconscious enemy until that enemy is dead.</p>	<p>MD 14 HP 30</p>
----------------------	---	---------------------------------------

Swarming Maw

<p>Normal 2nd level Wrecker Beast</p>	<p>Initiative: +6</p> <p>Serrated maw +8 vs. AC—6 damage</p> <p><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.</p> <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> <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>	<p>AC 17 PD 15 MD 14 HP 38</p>
---	---	---

Hellhound

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

Human

Human Thug

<p>Normal 1st level Troop</p>	<p>Initiative: +3</p> <p>Heavy mace +5 vs. AC—4 damage</p>	<p>AC 17 PD 14 MD 12</p>
---	---	---

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

Blue Sorcerer

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

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 <i>Natural odd hit or miss:</i> The demon bow eats at the ranger's arm and the ranger takes 1d6 damage. <i>Bow teeth:</i> 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 <i>Natural even hit:</i> If the target is taking ongoing psychic damage, the attack deals +2d6 damage. <i>[Group ability] R: Warp-pulse +8 vs. PD (1d3 enemies in a group)—5 ongoing psychic damage</i> <i>Natural 16-18:</i> While the target is taking the ongoing psychic damage, it is dazed (-4 attacks). <i>Natural 19-20:</i> While the target is taking the ongoing psychic damage, it is confused instead of dazed. <i>Group ability:</i> For every two hungry stars in the battle (round up), one of them can use <i>warp-pulse</i> once during the battle. <i>Limited flight:</i> Hungry stars flap and glide and hover, always within seven or eight feet of the ground.	AC 16 PD 12 MD 15 HP 54
---	---	--

Hydra

Five-Headed Hydra

Huge 5th level Wrecker Beast	Initiative: +9 Gnashing teeth +10 vs. AC (5 attacks)—10 damage <i>Natural even hit or miss:</i> The hydra's next <i>gnashing teeth</i> attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it. <i>Miss:</i> 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	AC 20 PD 19 MD 15 HP 150
--	---	---

opportunity attacks for doing so).

Sprout sixth head: The first time the hydra is staggered, as a free action it gains 40 hit points and a sixth *gnashing teeth* 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.

Sprout seventh head: The second time the hydra is staggered, as a free action it gains 40 hit points and a seventh *gnashing teeth* attack, etc. Use a new hit point baseline as before, but there is no eighth head waiting to sprout.

Nastier Specials

Sprout eighth head: You know the drill.

Seven-Headed Hydra

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

Intellect Devourer

Intellect Devourer

Normal 3rd level	Initiative +5	AC 19 PD 15
--	---------------	------------------------------

Spoiler Aberration	<p>C: Recall trauma +8 vs. MD (one nearby enemy)—16 psychic damage <i>Natural even hit:</i> The target can't add the escalation die to its attacks (save ends).</p> <p>C: Ego scourge +8 vs. MD (one nearby or far away enemy)—10 psychic damage, and the target must choose one: take 10 extra damage; OR lose two points (cumulative) from its highest current background (min 0) until the next full heal-up</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> <i>Increased trauma:</i> Add the following extra effect trigger to the intellect devourer's <i>recall trauma</i> attack. <i>Natural 5, 10, 15, 20:</i> The target can't cast spells until the end of its next turn.</p>	MD 19 HP 56
---------------------------	---	------------------------------

Intellect Assassin

Normal 6th level Blocker Aberration	<p>Initiative +9</p> <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 psychic duel 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>	AC 22 PD 16 MD 20 HP 90
---	---	--

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	Initiative: +5	AC	19
3rd level		PD	17
Spoiler	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
Humanoid	<i>Infatuated:</i> Infatuated enemies can't attack the spinneret doxy or her Woven, but can convince themselves that other allies of the doxy don't love her properly and should be slain. They also prattle on about how their friends shouldn't attack her, but are too love-smitten to properly prevent it—they won't attack their real allies.	HP	45
	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

C: Stop in the name of love +8 vs. MD (each nearby *infatuated enemy*)—The target chooses one: it takes 6d6 psychic damage; OR it's stuck (save ends)

Give me your heart: 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.

Lethal Lothario

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

Binding Bride

Normal 5th level Spoiler Humanoid	Initiative: +8	AC 21
	Biting kiss +10 vs. AC —18 damage <i>Natural 16+:</i> The target takes 10 ongoing poison damage.	PD 15
	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.	MD 19
	R: A bouquet of webs +10 vs. PD (up to 2 enemies in a group) —The target is hampered (save ends)	HP 72

R: You ruined my special day +10 vs. MD—The target takes 18 psychic damage each time it attacks the binding bride (save ends)
Limited use: 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 5th level Spoiler Humanoid	Initiative: +9	AC 19 PD 18 MD 16 HP 80
	Palm strike +10 vs. PD —10 damage, and 10 ongoing poison damage <i>Miss:</i> 5 damage.	
	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) <i>Limited use:</i> 1/battle, and the ability recharges when the swarm prince hits with <i>palm strike</i> .	
	<i>Surrounded by friends:</i> The swarm prince gains a +1 bonus to all defenses for each nearby Woven.	
	<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.	

The Woven

Normal 4th level Mook Humanoid	Initiative: +6	AC 18 PD 16 MD 12 HP 13
	Clumsy strike +9 vs. AC —7 damage	
	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

Kobold

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

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

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

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

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

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

Kobold Grand Wizard

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

Kobold Archer

Normal 1st level Mook Humanoid	Initiative: +4	AC 16 PD 14 MD 10 HP 6
	Simple knife +6 vs. AC—3 damage	
	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 Spear +8 vs. AC-4 damage <i>Natural even hit or miss:</i> The kobold warrior can pop free from the target. <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.	AC 18 PD 15 MD 12 HP 22
---	--	--

Kobold Hero

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

Kobold Skyclaw

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

Kobold Engineer

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

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

Kobold Dog-Rider

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

Kobold Bravescale

Normal 4 th 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 Trapster 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

2x 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 Trapster 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 Trapster 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 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.	
	C: Elusive strike +13 vs. AC (one nearby creature)—18 damage	
	<i>Evasive:</i> Kobolds take no damage from missed attacks.	
	<i>Wall-crawler:</i> A kobold shadow-warrior can climb on ceilings and walls as easily as it moves on the ground.	

Kobold Dragon-Soul

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

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

Lammasu

Lammasu Warrior

Large 7 th level Troop Beast	Initiative: +10	AC 23
	<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>	PD 20 MD 17 HP 220

Fallen Lammasu

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

an effect created by an enemy, each enemy engaged with it takes 3d10 fire damage.

Nastier Specials

Curse of the fallen: The lammasu gains an *Abyssal curse* attack.

C: Abyssal curse +12 vs. MD (one nearby enemy)—The target takes 10 ongoing negative energy damage each time the fallen lammasu hits it with an attack (hard save ends, 16+)

Limited use: When the escalation die is odd, as a quick action (once per round).

The fire that burns: 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.

Lammasu Wizard

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

Lammasu Priest

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

turn

R: Righteous ray of faith +13 vs. PD (one nearby or far away 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.

[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 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.

Lich

Lich Baroness

Normal	Initiative: +6	AC	20
4th level		PD	14
Spoiler	Crystal scepter +9 vs. AC—12 damage	MD	18
Undead	<i>Natural even hit</i> : The target is dazed (save ends).	HP	54
	R: Soul blast +9 vs. PD—10 negative energy damage, and 5 ongoing psychic damage (hard save ends, 16+)		
	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 drink your death save: When the lich baroness scores a critical hit, the target loses a death save until the end of the battle (effectively, it now dies after failing three death saves, and the effect is cumulative). In addition, the crit range of attacks by the lich against the target expands by the escalation die.

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

Lich Count

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

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

2x
12th level
Spoiler
Undead

Initiative: +17

AC 28
PD 24
MD 26
HP 620

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 far away enemies in a group)—50 force damage, and the target must roll a normal save; on a failure, it loses its next move action

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 2nd level Wrecker Humanoid	Initiative: +6	AC 17
	Stone-tip spear +7 vs. AC—7 damage	PD 16
	<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.	MD 12
	<i>[Special trigger] Bite +7 vs. AC—5 damage</i> , 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	HP 32
	<i>[Special trigger] Ripping frenzy +9 vs. AC (3 attacks)—5 damage</i>	
	R: Thrown spear +6 vs. AC—5 damage	

Manticore

Manticore Bard

Large 5th level Caster Beast	Initiative: +12	AC 21
	Battering paws +10 vs. AC (2 attacks)—18 damage	PD 19
	<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.	MD 15
	Crushing leonine jaws +10 vs. AC—30 damage , or 40 damage against a creature taking ongoing poison damage	HP 150
	C: Musical voice +13 vs. MD (1d3 nearby enemies)—20 psychic damage , and the target is dazed (hard save ends, 16+)	
	<i>Natural 16+</i> : In addition, the target can't use the escalation die until it saves.	
	<i>Intermittent song</i> : The manticore can use <i>musical voice</i> only 1d4 times during the battle, and never two turns in a row.	
	R: Volley of tail spikes +11 vs. AC (1d3 nearby or far away enemies in a group)—5 ongoing poison damage (hard save ends, 16+)	
	<i>Poison reservoirs</i> : Each time the manticore uses its <i>volley of tail</i>	

spikes attack, it takes 1d6 damage, or 2d6 damage if it's staggered.

Nastier Specials

Battle music: The manticore has songs for many different purposes. When the manticore makes a *musical voice* attack and rolls a natural even hit, choose one song (or roll a d4):

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).

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
	Pincer claws +11 vs. AC (2 attacks) —18 damage	PD 19
	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)	MD 15
	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	HP 119
	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 <i>serpent sting</i> attack, it takes 1d6 damage, or 2d6 damage if it's staggered.	
	<u>Nastier Specials</u>	
	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 <i>crushing leonine jaws</i> .	

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 6 th level Spoiler Beast	Initiative: +13	AC 23
	Battering paws +11 vs. AC (2 attacks) —20 damage <i>Natural 16+:</i> The manticore can make a <i>scorpion sting</i> attack against a different target as a free action. 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 far away 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.	PD 21 MD 15 HP 170

Manticore

Large 6 th level Archer Beast	Initiative: +13	AC 22
	Battering paws +11 vs. AC (2 attacks) —20 damage <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. Crushing leonine jaws +11 vs. AC —30 damage; OR 50 damage against a creature taking ongoing poison damage C: Volley of tail spikes +13 vs. AC (1d3 nearby or far away	PD 20 MD 16 HP 182

enemies in a group)—5 ongoing poison damage (hard save ends, 16+)

Flight

Poison reservoirs: Each time the manticore uses its *volley of tail spikes* attack, it takes 1d6 damage, or 2d6 damage if it is staggered.

Medusa

Medusa Outlaw

2x 6th level Wrecker Humanoid	Initiative: +11	AC 22 PD 16 MD 20 HP 150
	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.	
	R: Poison arrow +11 vs. AC (one nearby or far away 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.	
	[Special trigger] C: Petrifying gaze +11 vs. MD (one enemy) —20 psychic damage, and the target must start making last gasp saves as it turns to stone	
	<i>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.	
	<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.	

Medusa Noble

2x 11th level Caster Humanoid	Initiative: +17	AC 27 PD 21 MD 25 HP 500
	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.	
	R: Lightning fork +17 vs. PD (one nearby or far away enemy) —80 lightning damage <i>Natural odd hit or miss:</i> The medusa deals 1d6 x 10 lightning damage to all nearby enemies. <i>Natural even hit or miss:</i> The medusa can make a <i>lightning fork</i>	

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

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

Mummy

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

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

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

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

Nastier Specials

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

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

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

Naga

Swaysong Naga

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

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.

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.

Sparkscale Naga

Large	Initiative: +10	AC 21
6th level		PD 20
Leader	Bite +11 vs. AC—30 damage	MD 16
Beast	<i>Natural 16+:</i> Each nearby enemy takes 10 thunder damage. <i>Miss:</i> 20 damage.	HP 190
	R: Bloom of lightning +10 vs. PD (1d3 nearby or far away enemies)—30 lightning damage <i>Natural 16+:</i> Each nearby enemy takes 10 thunder damage. <i>Miss:</i> Each nearby creature (including allies) takes 5 thunder damage. <i>Limited use:</i> 1/battle.	
	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)	
	<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.	
	<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.	

Manafang Naga

Large	Initiative: +14	AC 23
7th level		PD 17
Leader	Bite +12 vs. AC—45 damage	MD 21
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 far away enemies)—25 force	

damage
Limited use: 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 far away 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 far away enemies) —30 lightning damage <i>Natural 16+</i> : Each nearby enemy takes 10 thunder damage. <i>Miss</i> : Each nearby creature (including allies) takes 5 thunder damage. <i>Limited use</i> : 1/battle.	
	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 far away 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.	
	<i>Arcane mirror</i> : 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.

Ogre

Ogre

Large 3 rd level Troop Giant	Initiative: +5	AC 19
	Big honkin' club +7 vs. AC—18 damage <i>Miss:</i> Half damage.	PD 16 MD 12 HP 90
	Big shove +9 vs. PD (each enemy engaged with ogre)—1d6 damage, and the target pops free from the ogre <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.	
	<u>Nastier Specials</u> <i>Tough skin:</i> Whenever the ogre takes weapon damage, reduce that damage by 1d8 points.	

Ogre Penitent

Large 3 rd level Blocker Giant	Initiative: +4	AC 18
	Remorseful flail +6 vs. AC—20 damage <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. <i>Miss:</i> Half damage to a different nearby enemy.	PD 16 MD 14 HP 100
	<i>Closer my death to thee:</i> While staggered, the ogre penitent gains a +4 attack bonus.	
	<i>Crumbling ego:</i> Each time the ogre fails a save, it takes 1d8 psychic damage.	
	<u>Nastier Specials</u> <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.	

Demonic Ogre

Large	Initiative: +8	AC 20
-------	----------------	-------

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

Ogre Berserker

Large 4 th level Wrecker Giant	<p>Initiative: +9</p> <p>Giant axe or sword +8 vs. AC–28 damage <i>Natural 5, 10, 15, or 20:</i> The ogre berserker gains the <i>escalator</i> ability (it adds the escalation die to its attacks) until the end of the battle. <i>Miss:</i> Half damage, and the ogre berserker takes 1d6 damage.</p> <p><i>You shouldn’t have done that:</i> When an enemy engaged with the berserker scores a critical hit against it, that enemy takes 7d6 damage.</p> <p><i>Incidental damage:</i> When an enemy makes an opportunity attack against the berserker, hit or miss, that enemy takes 2d6 damage.</p>	AC 18 PD 18 MD 15 HP 120

Rauguguggh: 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.

Ogre Crusader

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

Ogre Champion

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

Ogre Minion

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

Ogre Mage

Ogre Mage Knight

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

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

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

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

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

Nastier Specials

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

Ogre Mage

Large
7th level
Caster
Giant

Initiative: +14

Naginata +13 vs. AC—35 damage

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

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

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

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

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

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

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

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

AC 23
PD 19
MD 21
HP 170

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
8th level
Caster
Giant

Initiative: +15

Naginata +14 vs. AC (2 attacks)—40 damage
Miss: 15 damage.

AC 24
PD 20
MD 22
HP 230

R: Lightning from torn sky +14 vs. PD (up to 2 nearby enemies, plus one far away enemy, if any)—52 lightning damage
Limited use: 1/battle, but the ogre lightning mage regains the use of this attack if it's expended each time it uses its *naginata* attack.

R: Past master's judgment +14 vs. MD (1d3 nearby enemies)—25 psychic damage
First natural even hit each attack: The ogre lightning mage can cancel one spell or magical effect created by the target.

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

Invisibility: 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 *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.

Prismatic Ogre Mage

Large	Initiative: +16	AC	25
9th level		PD	22
Caster	Horns and claws +15 vs. AC—75 damage	MD	18
Giant	<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
	Force shove +15 vs. PD (each enemy engaged with ogre)—10 force damage, and the target pops free from the ogre mage		
	<i>Quick use:</i> This power only requires a quick action (once per round) instead of a standard action when the escalation die is odd.		
	R: Prismatic blast +15 vs. PD (1d3 nearby or far away enemies in a group)—Roll a d8 against each hit target to determine the type of ray and effect		
	1. <i>Red:</i> 75 fire damage; <i>Miss:</i> 40 fire damage.		
	2. <i>Orange:</i> 50 damage, and the target is confused (save ends).		
	3. <i>Yellow:</i> 40 ongoing poison damage.		
	4. <i>Green:</i> The target loses a recovery, and the prismatic ogre mage heals 70 hp.		
	5. <i>Blue:</i> 60 lightning damage, and make a secondary attack: +15 vs. PD (one enemy near the target)—20 lightning damage.		
	6. <i>Cyan:</i> The target is stunned (save ends).		
	7. <i>Purple:</i> The target is dazed and confused (save ends both). When the target saves, it takes 40 psychic damage.		
	8. <i>Magenta:</i> The target is transported into the future. Remove that creature from play, returning it to the battle in (or near) its previous location at the end of its next turn. No time seems to pass for the target while it's gone.		
	<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>Warp:</i> The prismatic ogre mage warps reality with its presence. Each character hit by the <i>prismatic blast</i> attack during battle must write down one true personal trait or preference about their character such as: "Yellow hair," "Afraid of spiders," "Prefers white wine to red," or "Tattoo of a halfling on left bicep." These personal traits are shuffled and randomly distributed equally by the GM after the battle is over. Whichever trait each player receives is now true for their character as well as for the character of the player who wrote it down (unless there has somehow turned out to be a swap...). These traits don't alter game mechanics (feats, powers, backgrounds, icon relationships, attributes, bonuses, etc.). They are personal details that have been warped and scrambled by the prismatic ogre mage's magic.		

Ooze

All oozes have the following two abilities:

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

Ooze: The ooze is immune to effects. When an attack applies a condition to an ooze (dazed, hampered, weakened, ongoing damage, etc.), that condition doesn't affect it.

Black Pudding

Huge 9th level Wrecker Ooze	Initiative: +8 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. <i>Climber:</i> A black pudding sticks to ceilings and walls when it wishes, sliding along as easily as on the floor. <i>Slippery:</i> The pudding has <i>resist weapons 12+</i> .	AC 23 PD 20 MD 19 HP 470
---	---	---

Gelatinous Cube

Huge 5th level Blocker Ooze	Initiative: +4 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. <i>[Special trigger] C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)—15 damage</i> <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.	AC 20 PD 18 MD 15 HP 200
---	---	---

Ochre Jelly

Large 3rd level Wrecker Ooze	Initiative: +2 C: Acid-drenched pseudopod +8 vs. PD (1d4 attacks, each against a different nearby enemy)—6 acid damage <i>Natural even hit or miss:</i> 3 ongoing acid damage. <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	AC 18 PD 17 MD 16 HP 90
--	---	--

the new jellies as undamaged jellies at their new hit point totals without the *splitter* ability.

Orc

Orc Warrior

Normal 1st level Troop Humanoid	Initiative: +3 Jagged sword +6 vs. AC—6 damage <i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered.	AC 16 PD 14 MD 10 HP 30
---	---	--

Orc Berserker

Normal 2nd level Troop Humanoid	Initiative: +5 Greataxe +7 vs. AC—8 damage <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.	AC 16 PD 15 MD 13 HP 40
---	--	--

Orc Shaman

Normal 2nd level Leader Humanoid	Initiative: +5 Spear +6 vs. AC—6 damage <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)	AC 18 PD 12 MD 16 HP 36
--	--	--

Orcish Archer

Normal 2nd level Archer Humanoid	Initiative: +5 Scimitar +6 vs. AC—6 damage 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	AC 18 PD 17 MD 11 HP 32
--	--	--

Pit-Spawn Orc

2x 2nd level Mook Humanoid	Initiative: +2	AC 17
	Punch or bludgeon +7 vs. AC—5 damage	PD 15
	<i>Mob attack:</i> The crit range for pit-spawn orcs is 17+. Whenever a pit-spawn orc scores a critical hit, each pit-spawn orc mook in the battle gains a +1 cumulative bonus to damage until the end of the battle.	MD 12
	<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.	HP 18

Cave Orc

Normal 3rd level Mook Humanoid	Initiative: +6, or +12 at night or in dark caves	AC 19
	Obsidian knife +8 vs. AC—4 damage, and +1d4 damage for each other orc engaged with the target (max +4d4)	PD 18
	R: Rock +7 vs. AC—5 damage	MD 12
	<i>Hears everything:</i> Increase the DC to sneak past cave orcs silently by +5.	HP 10
	<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
	Huge spiked flail +8 vs. AC—21 damage	PD 18
	<i>Natural roll is above target's Constitution:</i> The target catches a disease (see below).	MD 12
	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.	HP 90
	Full bed rest under the care of a healer reduces severity roll from a d6 to a d4 (so a severity check result of 18 would be 1d4 + 2 not 1d6 + 2). A PC under the care of an experienced healer or someone who knows healing magic gains a +10 bonus to the Constitution check. At the GM's option, special ingredients or healing items, found via quest, can give additional bonuses to the check.	

Disease Type (d4)

- 1: Filthy Fever (d6 roll for symptoms that day)
- 2: Chatter Pox (d6 roll for symptoms that day)
- 3: Slug Scourge (d6 roll for symptoms that day)
- 4: Red Fever (d6 roll for symptoms that day)

Filthy Fever Symptoms (d6)

- 1: Slight temperature.
- 2-3: The runs. You gain 1 less recovery than normal after a full heal-up due to fluid loss.
- 4+: You have a hacking cough that sounds like insane laughter and are losing fluids. You gain 2 fewer recoveries than normal after a full heal-up and can't remain silent.

Chatter Pox Symptoms (d6)

- 1: Unsightly and painful sores, occasional shivers.
- 2-3: Running sores, shivering and chattering teeth. You take a -3 penalty to social skill checks and to attack rolls with spells.
- 4+: Infected sores, fever dreams. Your constitution is weakened. After each full heal-up, roll 1d4 + 3 to determine your starting maximum recoveries for that day. Each time you cast a spell that isn't at-will, there's a 25% chance it fails (but you don't expend the spell).

Slug Scourge Symptoms (d6)

- 1: Extreme appetite, nausea.
- 2-3: Vomiting up slugs. Whenever you make a non-combat Charisma check, roll 2d20 and take the lower result.
- 4+: The slugs are inside your lungs! After each quick rest, you lose 25% of your maximum hit points. If you drop to 0 hp this way, you enter into a coma until the next day.

Red Fever Symptoms (d6)

- 1: Scarlet stripes on the eyeballs, itching, buzzing in ears.
- 2-3: Blurred vision. You take a -3 penalty to ranged attacks.
- 4+: Fever, rage, and confusion. Whenever you roll a natural odd attack roll, you are confused until the end of your next turn. Ranged attacks have a 25% chance of accidentally targeting an ally (check before making the attack roll).

Disease Severity (Con check each day; result affects d6 symptoms roll)

- 1-14: d6 + 3
- 15-20: d6 + 2
- 20-24: d6 + 1
- 25-29: d6 + 0
- 30+: Cured

Orc Battle Screamer

Normal 3rd level Leader Humanoid	Initiative: +8 Sharpened flute or club-like drumstick +9 vs. AC—10 damage <u>Orcish Instruments: Choose ONE</u> R: Skull drum +7 vs. MD—8 damage , and as a free action, one nearby orc ally can move or make a basic attack (doesn't trigger special abilities) R: Bone flute +7 vs. MD—8 damage , and one nearby orc ally deals +1d6 damage on a hit during its next turn R: War bagpipes—1d3 nearby or far away enemies that can hear the bagpipes must immediately roll a normal save; on a failure, the target is hampered until the end of its next turn	AC 22 PD 15 MD 15 HP 33
--	---	--

Orc Tusker

Normal 3rd level Troop Humanoid	Initiative: +7 Club'n'tusk +5 vs. AC—7 damage <i>Furious charge:</i> The attack instead deals 12 damage on a hit if the orc tusker first moves before attacking an enemy it was not engaged with at the start of its turn. <i>Miss:</i> 4 damage, and the orc tusker pops free from all enemies.	AC 22 PD 17 MD 13 HP 45
---	--	--

Orc Rager

Normal 7th level Mook Humanoid	Initiative: +12 Greataxe +12 vs. AC—16 damage <i>Dangerous mooks:</i> The crit range of melee attacks by orc ragers expands by 3 until half the orc rager mob has been dropped. <i>Dying strike:</i> When an orc rager drops to 0 hp, it can make a final attack as a free action. (These extra attacks can come from ragers engaged with a PC.)	AC 22 PD 20 MD 16 HP 27
--	--	--

Great Fang Cadre

Normal 10th level Mook Humanoid	Initiative: +13 Double axe +15 vs. AC—25 damage <i>Natural 11+:</i> The cadre can make a second <i>double axe</i> attack (no more) as a free action. <i>Dangerous mooks:</i> The crit range of melee attacks by great fang cadre orcs expands by 3 until half the great fang cadre mob has been dropped. R: Big, black, creaking bow +15 vs. AC—37 damage <i>Natural even hit or miss:</i> The attack targets PD instead of AC. <u>Nastier Specials</u>	AC 27 PD 25 MD 21 HP 50
---	---	--

On the spot mutation: Whenever an attack eliminates one or more members of the mob, there is a 50% chance that each survivor gains one of these abilities: extra melee attack, damage aura: 1d20 damage vs. any enemy that starts its turn engaged with the orc, or +4 bonus to AC.

Otyugh

Large 3rd level Blocker Aberration	Initiative: +5	AC 19
	Grasping tentacles +8 vs. PD (2 attacks)—5 damage <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.	PD 17 MD 13 HP 84

Owlbear

Large 4th level Wrecker Beast	Initiative: +8	AC 19
	Rip and peck +9 vs. AC—15 damage, and until the end of the owlbear's next turn, the target is hampered (<i>makes only basic attacks</i>) while engaged with the owlbear <i>Vicious hybrid:</i> If the escalation die is even, make another <i>rip and peck</i> attack. <i>Feed the cubs:</i> An owlbear that scores a critical hit against a hampered enemy tears a piece of the creature off (GM chooses a limb) and will subsequently attempt to retreat with the prize to feed its cubs. The torn-up enemy is stunned until the end of its next turn. <i>Silent hunter:</i> Owlbears are nearly silent until they strike. Checks to hear them approaching take a -5 penalty.	PD 17 MD 13 HP 101

Phase Spider

Large 7th level Spoiler Beast	Initiative: +16	AC 23
	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	PD 22 MD 18 HP 200

staggered.

Rummage and filch +11 vs. MD (one staggered creature)—the phase spider steals a random true magic item from the target (see below).

Phasing abilities: As long as it didn't just return from being out of phase, at the start of the phase spider's turn, roll a d6 to see which of its phase and teleport abilities it can access that turn. The spider doesn't have to use the available ability and can attack normally, if it wishes.

1-2: Short teleport—As a move action, the spider can teleport anywhere it can see nearby.

3: Long teleport—As a move action, the spider can teleport anywhere it can see nearby or far away.

4-5: Phase out—As a move action, the spider can remove itself from the battlefield, returning on its next initiative turn anywhere it chooses nearby. It doesn't get to make a phase roll at the start of its next turn though.

6: Teleport away—If the spider has stolen at least one magic item, as a move action it can teleport back to its lair, or to its master if it has one. It leaves the battle. If it hasn't stolen an item yet, it won't leave and can use its choice of the other abilities this turn.

Stolen items: If the spider is slain before it leaves battle, all items stolen from the party are recovered. If a d20 roll results in a 20, other magic items are found.

Pixie

All pixies have the *glamour* ability.

Glamour: Outside of combat, pixies can create complex illusions at will. For the PC, it's usually a normal or hard skill check to sort out what's real.

Pixie Warrior

Normal 3rd level Spoiler Humanoid	Initiative: +12	AC	20
		PD	13
	Diminutive sparkly sword +8 vs. PD —5 psychic damage	MD	17
	<i>Natural 16+</i> : The pixie warrior can make a <i>madness</i> attack against the target as a free action.	HP	24
	R: Enchanted bowshot +8 vs. PD —4 psychic damage, and the pixie warrior can make a <i>madness</i> attack against the target as a free action.		
	<i>[Special trigger]</i> Madness +8 vs. MD —The target is maddened until the end of the pixie's next turn. The first thing the creature does on its turn is use a standard action to make a display of power that has no practical benefit. The GM chooses the attack, spell, or other power, which should be the most powerful one the character		

has, preferably a daily. The target expends the power in a great show of prowess, aimed for display rather than effect. Wizards cast their fireballs into the sky, monks demonstrate flawless form while shadow-boxing, and clerics bless the very stones underfoot instead of allies.

When the madness effect gets old, substitute any of the following effects, by choice or at random:

1: You love pixies and hate those who threaten them. The target is confused until the end of the pixie's next turn.

2: Brains knocked loose. The target takes 4 psychic damage each time it takes an action (save ends; yes that could be 3 times per round or more).

3: Reality bender. The target takes 5 ongoing psychic damage. Each time the target fails the save, the ongoing damage increases by 5, cumulative.

4: Massive attack on the unconscious mind. The target chooses one: either let the onslaught slam its mind (take 15 psychic damage), or steel its mind against the onslaught (stunned until the end of the pixie's next turn).

5: Compulsion to dance. The target takes 5 ongoing psychic damage (no save) until it spends a standard action to dance maniacally. Dancing ends all such ongoing damage, even if the target has been hit multiple times with this effect.

6: Pacifism. The target can't attack until the end of the pixie's next turn.

Dazzling lights: During battle, pixies fill the air with the light and sound of countless flashy illusions. The effects are disorienting enough that the PCs don't get to add the escalation die to their attacks.

Flight: Pixies make flying look like a lot of fun.

Invisibility: When an enemy attacks a pixie and misses, the pixie turns invisible until the start of its next turn (even if it makes opportunity attacks). A pixie can also turn invisible as a standard action, in which case the invisibility still lasts until the start of its next turn.

Predatory Plant

Claw Flower

Normal	Initiative: +6	AC	16
2nd level		PD	12
Spoiler	Attack name +7 vs. AC—8 damage	MD	15
Plant	<i>Natural 1-5:</i> The claw flower takes 1d4 damage from burst roots.	HP	40
	C: Bumble spores +4 vs. MD (1d2 nearby random non-plant creatures)—The effect depends on the roll		
	<i>Natural even hit:</i> 4 psychic damage, and the target is confused until end of its next turn.		

Natural odd hit: 3 psychic damage, and the target is stuck until end of its next turn.

Miss: 2 psychic damage.

Immobile until pressed: 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.

Spore escalator: The claw flower adds the escalation die to its *bumble spores* attack rolls.

Nastier Specials

Gentle roar: Once per battle, the claw flower can make a *bumble spores* attack as a quick action.

Pixie Pod

2x
3rd level
Leader
Plant

Initiative: +7

C: Peripheral summoning +8 vs. MD (one random nearby enemy)—8 psychic damage

Natural even hit: Add a new podling into the battle in a random location.

Release the pods: 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.

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

AC 17
PD 13
MD 16
HP 40

battle with the pod. Additional podlings do count, however.

Podling

Normal 3rd level Mook Plant	Initiative: +9	AC 18
	Needle sword +8 vs. AC—6 damage	PD 17
	<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.	MD 13
	R: Tiny green bow +8 vs. AC—5 damage	HP 10
	<u>Nastier Specials</u> <i>Flight:</i> The podling that can fly, hovering out of reach and firing arrows.	

Purple Worm

Purple Worm

Huge 8th level Wrecker Beast	Initiative: +11	AC 23
	Devouring maw +13 vs. PD—50 damage	PD 22
	<i>Natural even hit:</i> The target is swallowed whole if it's smaller than the worm (see below). <i>Miss:</i> Half damage.	MD 17
	Tail sting +13 vs. AC (one random nearby enemy)—20 damage, and 20 ongoing poison damage	HP 440
	C: Mighty thrash +13 vs. AC (1d3 random nearby enemies)—30 damage <i>Miss:</i> Half damage. <i>Natural 1-5:</i> The worm takes 10 damage (but it still deals miss damage on a 2-5). <i>Limited use:</i> The worm can make this attack as a free action if it has no enemies swallowed after using its standard action during its turn.	
	<i>Swallow whole:</i> While a creature is swallowed whole, it takes 7d10 acid damage at the start of its turn and is stuck, hampered, and unable to attack or affect anything outside the worm's stomach (and vice-versa). Most teleport abilities don't work because you're hampered <i>and</i> you can't see the location out of the worm you want to teleport to. There are two ways out.	
	Cut your way out: Deal 40 damage to the worm with a single attack and you can cut your way out. All edged or bladed weapons are reduced to d6 damage dice (at most) inside the worm's gullet, so good luck. At least you'll be damaging the worm attacking it from within.	
	Get upchucked: While the worm is staggered, you can use a standard action to try and crawl out of its mouth. Roll a hard save	

(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.

Parasitic Lightning Beetle

Normal	Initiative: +14	AC	27
8th level		PD	22
Mook	Mouthparts +12 vs. AC—10 damage	MD	17
Beast	<i>Natural even hit or miss:</i> The target also takes 5 lightning damage.	HP	36
	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.		
	<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.		
	<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.		

Purple Larva

Normal	Initiative: +9	AC	22
8th level		PD	20
Mook	Bitey maw +13 vs. AC—20 damage	MD	16
Beast	<i>Natural even hit or miss:</i> The larvae can make a <i>tail stinger</i> attack against a random enemy engaged with it as a free action.	HP	44

[*Special trigger*] **Tail sting +13 vs. AC**—5 damage, and 10 ongoing poison damage

Merge with worm: 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.

Ancient Purple Worm

Huge 12th level Wrecker Beast	Initiative: +17	AC 27
	Devouring maw +18 vs. PD —100 damage <i>Natural even hit:</i> The target is swallowed whole if it's smaller than the worm (see below). <i>Miss:</i> Half damage.	PD 25
	Tail sting +18 vs. AC (up to 2 random nearby enemies) —40 damage, and 40 ongoing poison damage <i>Miss:</i> 20 damage.	MD 21
	Prodigious thrash +18 vs. AC (1d4 random nearby enemies) —50 damage <i>Miss:</i> Half damage. <i>Natural 1-2:</i> The worm and any creatures it has swallowed take 8d6 damage (but it still deals miss damage on a 2). <i>Limited use:</i> The worm can make this attack as a free action if it has one enemy swallowed or less after using its standard action during its turn.	HP 1200
	<i>Swallow whole:</i> While a creature is swallowed whole, it takes 10d12 acid damage at the start of its turn and is stuck, hampered, and unable to attack or affect anything outside the worm's stomach (and vice-versa). Most teleport abilities don't work because you're hampered <i>and</i> you can't see the location out of the worm you want to teleport to. There are two ways out. 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.	
	<i>Burrow:</i> As the standard monster ability, but with a +5 bonus to the check.	
	<u>Nastier Specials</u> <i>Resist most energy damage 16+:</i> Purple worms generate weird	

energy resistances thanks to underworld radiation and their odd diets. Roll a d8 twice, in secret, to determine what energy types the worm is not resistant to. The PCs probably have to find out what energy works best against the worm the hard way, though you might have mercy and allow a DC 35 Wisdom skill check to figure out what energy types work against the worm.
1: acid; **2:** cold; **3:** fire; **4:** lightning; **5:** thunder; **6:** holy; **7:** negative energy; **8:** poison.

Rakshasa

2x 8th level Caster Humanoid	Initiative: +16	AC 23
	Claws and bite +11 vs. AC (2 attacks)—25 damage <i>Natural even hit:</i> The rakshasa can make a <i>rend mind</i> attack as a free action. R: Striped lightning bolts +13 vs. PD (1d3 nearby enemies)—25 lightning damage, or 50 lightning damage against a staggered target <i>Natural even hit:</i> The rakshasa can make a <i>rend mind</i> attack as a free action. C: Rend mind +13 vs. MD (one nearby enemy)—15 psychic damage, and the target is confused (<i>make a basic or at-will attack vs. ally</i>) until the end of the rakshasa’s next turn <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. <u>Nastier Specials</u> <i>Master of chaos:</i> The rakshasa gains a bonus to all defenses equal to the current number of confused enemies in the battle. <i>Reversal of fate:</i> Once per day as a quick action, the rakshasa steals the escalation die; until the end of the battle, the rakshasa gains an attack bonus equal to the die’s value when it was stolen. Reset the escalation die to 0 for the players and increase it normally with each new round.	PD 20 MD 22 HP 280

Redcap

All redcaps have special abilities based on *The Bad Word*. Before every battle against redcaps, the GM should determine the *bad word* for that battle. Whenever a PC or a player at the table says the word, every redcap in the battle can use their associated ability as a free action that interrupts whatever action is currently happening.

Spotchcap

Normal 2nd level Archer	Initiative: +8	AC 16
	Stabby knife +5 vs. AC—6 damage	PD 17 MD 14

Humanoid	<p><i>Natural 16+</i>: The target also takes 2 ongoing damage.</p> <p>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.</p> <p><i>[Special trigger] C: Pop-out and stab 'em +7 vs. AC (one nearby enemy)—8 damage</i> <i>Miss</i>: Damage equal to the escalation die.</p> <p><i>Impossible teleport</i>: When the splotchcap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the splotchcap can teleport to a nearby hidden location it can see as a free action.</p> <p><i>Pop-out surprise</i>: When the splotchcap starts its turn and no enemy can see it, it can make a <i>pop-out and stab 'em</i> attack that turn as a standard action.</p>	HP 32
-----------------	--	--------------

Redcap

Normal 3rd level Wrecker Humanoid	<p>Initiative: +9</p> <p>Twin skinning knives +8 vs. AC (2 attacks)—6 damage <i>Miss</i>: Damage equal to the escalation die.</p> <p>Stompy iron boots +8 vs. PD (one staggered or unconscious enemy)—12 damage <i>Miss</i>: 5 damage.</p> <p><i>[Special trigger] C: Pop-out and ride 'em +10 vs. AC (one nearby enemy)—10 damage, and 5 ongoing damage</i> <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</i>: 5 damage.</p> <p><i>Impossible teleport</i>: When the redcap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the redcap can teleport to a nearby hidden location it can see as a free action.</p> <p><i>Pop-out surprise</i>: When the redcap starts its turn and no enemy can see it, it can make a <i>pop-out and ride 'em</i> attack that turn as a standard action</p>	AC 17 PD 18 MD 15 HP 42
---	--	--

Crimsoncap

Normal 6th level Spoiler	<p>Initiative: +11</p> <p>Huge bloody cleavers +11 vs. AC (2 attacks)—13 damage, and the</p>	AC 20 PD 21 MD 18
--	---	----------------------------------

Humanoid	<p>crimsoncap can pop free from the target</p> <p>Horrible stompy boots +11 vs. PD (one staggered or unconscious enemy)—20 damage, and the target is hampered (save ends) <i>Miss:</i> 5 damage.</p> <p><i>[Special trigger] C: Pop-out and slash 'em +11 vs. AC (1d4 nearby enemies)</i>—15 damage, and 5 ongoing damage <i>Miss:</i> 10 damage.</p> <p><i>Impossible teleport:</i> When the crimsoncap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the crimsoncap can teleport to a nearby hidden location it can see or can't see (like inside a closet) as a free action.</p> <p><i>Pop-out surprise:</i> When the crimsoncap starts its turn and no enemy can see it, it can make a <i>pop-out and slash 'em</i> attack that turn as a standard action</p> <p><u>Nastier Specials</u> <i>F*** T***:</i> The crimsoncap has two <i>bad words</i> instead of one. And the PCs find that out the hard way. Write the words down ahead of time to prove you're not <i>just</i> being a mean GM.</p>	HP 84
-----------------	---	--------------

Crustycap

Normal 7th level Wrecker Humanoid	<p>Initiative: +14</p> <p>Big bloody axe +12 vs. AC (2 attacks)—10 damage <i>Natural even hit:</i> The crustycap can make a single <i>big bloody axe</i> attack against a different nearby enemy as a free action. <i>Miss:</i> 5 ongoing damage.</p> <p>Devastating stompy boots +12 vs. PD (one staggered or unconscious enemy)—40 damage <i>Miss:</i> 10 damage.</p> <p><i>Oh no oh no:</i> When a PC or a player at the table says the <i>bad word</i>, the crustycap can take an extra standard action during its next turn. Feel free to let the extra actions stack a few times if someone gets cocky.</p> <p><u>Nastier Specials</u> <i>Just plain mean:</i> When the crustycap scores a critical hit OR when a PC or a player at the table says the <i>bad word</i>, the crustycap can teleport away as a free action. Far away, even to a location it can't see, and out of the battle. Then at the start of the PCs' next battle, it teleports back and attacks the PCs, no matter what enemies they are fighting. It will continue to use this power if it can until the PCs take a full heal-up, at which point, if it's still alive, it loses interest.</p>	AC 21 PD 22 MD 19 HP 100
---	---	---

Remorhaz

Squib Swarm

Normal 0 level Mook Beast	Initiative: +0	AC 14
		PD 12
	Sharp nibbling beaks +5 vs. AC–3 cold damage	MD 8
	<i>Heat absorption:</i> When a creature is engaged with the squib swarm at the start of its turn, it takes cold damage equal to the escalation die.	HP 5

Barbellite

Normal 3rd level Troop Beast	Initiative: +7	AC 18
		PD 16
	Arctic bite +11 vs. AC–7 cold damage	MD 12
	<i>Heat absorption:</i> When a creature is engaged with the remorhaz at the start of its turn, it takes cold damage equal to the escalation die. <i>Shatterer:</i> Death can cause fluid-filled sacks inside the barbellite to explode. When the attack roll that kills the barbellite is a natural even roll, each nearby creature takes 10 cold damage.	HP 36

Frost-Würm

Large 6th level Troop Beast	Initiative: +9	AC 22
		PD 20
	Würm glaciation +11 vs. AC–18 damage	MD 16
	<i>Natural even hit:</i> The target and one other nearby enemy takes 18 cold damage as the area freezes over.	HP 180
	<i>Miss:</i> The target and one other nearby enemy takes 6 cold damage.	
	Trilling vibrations +9 vs. MD (1d3 nearby enemies in a group)– The target is stunned (save ends)	
	<i>Limited use:</i> The remorhaz can use <i>trilling vibrations</i> only when the escalation die is odd.	
	<i>Burrow:</i> As the standard monster ability, except the remorhaz only needs to roll 6+ in snow.	
	<i>Massive heat absorption:</i> When a creature is engaged with the remorhaz at the start of its turn, it takes cold damage equal to twice the escalation die.	
	<i>Shatterer:</i> Death can cause fluid-filled sacks inside the frost-würm to explode. When the attack roll that kills the frost-würm is a natural even roll, each nearby creature takes 20 cold damage.	

Adult Remorhaz

Large 8th level Wrecker Beast	Initiative: +11 [Special trigger] C: Death from below! +14 vs. AC (each nearby creature)—45 damage; OR 22 damage, and the target is stunned (save ends) <i>Miss: 15 damage.</i> <i>Limited use: 1/battle, during the remorhaz's first turn or if appearing on the surface after burrowing.</i> Savage bite +16 vs. AC—50 damage, 20 fire damage, and the remorhaz grabs the target if it's not already grabbing a creature <i>Miss: 15 fire damage.</i> <i>Burrow: As the standard monster ability, except the remorhaz only needs to roll 6+ in snow and ice.</i> <i>Furnace aura: When a creature is engaged with the remorhaz (or grabbed by it) at the start of its turn, it takes fire damage equal to 6 x the escalation die.</i> <u>Nastier Specials</u> <i>Bejeweled remorhaz: The remorhaz has glowing "jewels" on its armored plates. When a nearby or far away enemy misses with an attack against the remorhaz, that enemy chooses one: It takes 10 fire damage; OR one piece of its non-magical equipment (something useful, but player's choice) melts or burns up. Adjust skill checks or stats accordingly.</i> <i>Remorhaz steamer: The remorhaz is melting the ice/snow all the time and obscuring steam rises into the air. Ranged attacks against the remorhaz take a -2 penalty, or a -4 penalty if the attacker is far away.</i> <i>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.</i>	AC 24 PD 22 MD 18 HP 280
---	---	---

Remorhaz Queen

Large 11th level Wrecker Beast	Initiative: +2d10 (see <i>sluggish initiative</i>) Bite and trample +17 vs. AC—80 damage, 40 fire damage, and the remorhaz grabs the target <i>Miss: The target and each other creature engaged with the remorhaz takes 20 fire damage.</i> R: Nova blast +16 vs. PD (1d3 nearby enemies)—100 fire damage <i>Miss: 25 fire damage.</i> <i>Burrow: As the standard monster ability, except the remorhaz only needs to roll 6+ in snow and ice.</i>	AC 27 PD 26 MD 22 HP 580
--	---	---

Furnace aura: When a creature is engaged with the remorhaz (or grabbed by it) at the start of its turn, it takes fire damage equal to 10 x the escalation die.

Sluggish initiative: The queen may be sluggish after eating unsuccessful suitors, laying eggs, or moving across the ice like a rushing avalanche. Roll 2d10 to determine her current initiative.

Nastier Specials

Bejeweled remorhaz: The remorhaz has glowing “jewels” on its armored plates. When a nearby or far away enemy misses with an attack against the remorhaz, that enemy chooses one: It takes 25 fire damage; OR one piece of its non-magical equipment (something useful, GM’s choice) melts or burns up. Adjust skill checks or stats accordingly.

Remorhaz steamer: The remorhaz is melting the ice/snow all the time and obscuring steam rises into the air. Ranged attacks against the remorhaz take a -2 penalty, or a -4 penalty if the attacker is far away.

Spiney remorhaz: The remorhaz is covered in red-hot spines. When a nearby enemy rolls a natural 1-5 with an attack roll, it takes 30 fire damage unless it has somehow protected itself from the heat.

Rust Monster

Rust Monster

Normal	Initiative: +5	AC	19
3rd level		PD	17
Spoiler	Caustic bite +8 vs. AC (one creature wearing light armor or no armor)—10 damage, and 5 ongoing acid damage	MD	13
Aberration	<i>Natural 16+:</i> The target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target’s armor is magical, the target must roll a hard save (16+). On a success, the armor isn’t affected. This effect is permanent until the creature obtains new armor.	HP	45
	Rusting antenna +8 vs. PD (one creature wearing heavy armor)—1 damage, and the target is now considered to be wearing no armor (the armor is damaged beyond repair; adjust defenses accordingly). If the target’s armor is magical, the target must roll a hard save (16+). On a success, the armor isn’t affected. This effect is permanent until the creature obtains new armor.		
	<i>Corrupting body:</i> Whenever a creature hits the rust monster with a melee weapon, the attacker must roll a save; on a failure, the weapon is destroyed. Magic weapons require an easy save (6+) instead. This effect is permanent.		
	<i>Rust’s targets:</i> Magic items wielded by creatures with 60 hp or more are not affected by the rust monster’s ability to destroy items (but the target still takes damage).		

Saving quirks: Before rolling a save for a magic item, a PC can gain a +5 bonus to the save by agreeing to roleplay the item's quirk as a huge element of their personality until the next full heal-up. Failure to live up to this roleplaying agreement means that the item hasn't received the support it needs from its owner to survive the rust monster's destructive effects, and the item is destroyed at the end of the next battle even if its owner successfully saved.

Nastier Specials

Big antenna: When the rust monster scores a critical hit, it can try to destroy another random magic item in the target's possession (or a random normal item if the target has no other magic items). The creature must roll a save for the item, as usual.

Rust Monster Obliterator

Normal
5th level
Spoiler
Demon

Initiative: +8

AC 21
PD 19
MD 15
HP 72

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.

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	Initiative: +4	AC	18
2nd level		PD	14
Troop	Coral-tipped spear +6 vs. AC—6 damage	MD	13
Humanoid	<i>Natural even hit against a stuck or hampered enemy</i> : The target takes 1d6 extra damage.	HP	34
	R: Hooked net +6 vs. PD—3 damage		
	<i>Natural even hit</i> : The target is hampered (save ends).		
	<i>Natural odd hit</i> : The target is stuck (save ends).		
	<i>Limited use</i> : 1/battle.		
	<i>Blood rage</i> : The sahuagin raider gains a +2 attack bonus while it's staggered.		
	<i>Water breather</i> : Sahuagin breathe underwater and swim very well.		

Razor Shark

Normal	Initiative: +6	AC	17
2nd level		PD	14
Mook	Razortoothed jaws +7 vs. AC—4 damage	MD	11
Beast	<i>Natural even hit</i> : Increase the damage by +1 for each razor shark mook that has dropped this battle.	HP	10
	<i>Natural even miss</i> : The target and the razor shark each take 1d6 damage.		
	<i>Frenzy (group)</i> : When two or more razor sharks in the same mob are dropped to 0 hp by an attack, as a free action each dropped razor shark attacks one random nearby non-razor shark creature before it dies. That creature takes 1d8 damage.		
	<i>Water breather</i> : Sharks breathe underwater and swim very well. They're not so good out of sea water (even if they jump), so treat them as semi-hazardous terrain while they're busy thrashing to death outside the water.		

Sahuagin

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

5 th level Wrecker Humanoid	Trident and bite +10 vs. AC (2 attacks)—10 damage	PD 19
	<i>Natural 20</i> : Increase the escalation die by 1, and the target is hampered (<i>makes only basic attacks</i>) until the end of its next turn.	MD 16
	R: Barbed crossbow +9 vs. AC (one nearby enemy, or a far away enemy at -2 atk)—10 damage, and 5 ongoing damage	HP 70
	<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 5 th level Caster Humanoid	Initiative: +10	AC 21
	Coral rod +10 vs. AC—12 damage	PD 16
	<i>Natural even hit or miss</i> : The priest teleports the target next to one of its nearby allies that it can see, who engages it as a free action. It can't teleport the target to a location that causes it direct damage (so into a pool of flaming oil is out, but off a ship into the sea is fine).	MD 19
	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	HP 70
	1-2 (<i>Hymn of hate</i>): One random nearby conscious enemy takes 4d6 negative energy damage.	
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.		
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.		
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.		
<i>Water breather</i> : Sahuagin breathe underwater and swim very well.		

Sea Shark

2x 5 th level Mook	Initiative: +6	AC 22
	Massive iron jaws +10 vs. AC—14 damage	PD 19
		MD 14

Beast	<p><i>Miss:</i> 2d6 damage.</p> <p><i>Frenzy:</i> While staggered, if the iron sea shark is unengaged at the start of its turn, it must roll an easy save (6+). On a failure, the shark must move and attack a random nearby enemy that's staggered, or a random nearby if there are no staggered enemies.</p> <p><i>Shredder:</i> When an enemy misses with a melee attack against an iron sea shark and rolls a natural 1-5, the attacker takes 2d6 damage.</p> <p><i>Water breather:</i> Sharks breathe underwater and swim very well. They're not so good out of sea water (even if they jump), so treat them as semi-hazardous terrain while they're busy thrashing to death outside the water.</p>	HP 32
--------------	--	--------------

Sahuagin Mutant

Large 6th level Wrecker Humanoid	<p>Initiative: +12</p> <p>Four-armed frenzy +11 vs. AC (1d4 attacks)—15 damage <i>Natural 4, 8, 12, 16, 20:</i> The target takes 10 ongoing damage.</p> <p>R: Heavy crossbow +10 vs. AC (one nearby or far away enemy)—30 damage <i>Natural 16+:</i> The target takes 10 ongoing damage.</p> <p><i>Limited escalator:</i> The sahuagin mutant adds the escalation die to its attacks until the die is 5+.</p> <p><i>Water breather:</i> Sahuagin breathe underwater and swim very well.</p> <p><u>Nastier Specials</u> <i>Punisher:</i> When an enemy intercepts the sahuagin mutant, it takes 4d8 damage from the mutant's claws and teeth. <i>Ripper:</i> When an enemy makes a melee attack against the sahuagin mutant and rolls a natural odd miss, that enemy takes 2d8 damage.</p>	AC 22 PD 20 MD 15 HP 200
--	---	---

Skeleton

For all skeletons

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

Decrepit Skeleton

Normal 1st level Mook Undead	<p>Initiative: +6</p> <p>Vulnerability: holy</p> <p>Sword +6 vs. AC—3 damage</p>	AC 16 PD 14 MD 10 HP 7
--	---	---

Skeletal Hound

Normal	Initiative: +7	AC	15
1st level	Vulnerability: holy	PD	13
Blocker		MD	13
Undead	Bite +6—5 damage <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.	HP	24

Skeleton Archer

Normal	Initiative: +7	AC	16
1st level	Vulnerability: holy	PD	14
Archer		MD	11
Undead	Jabby bones +5 vs. AC—4 damage R: Shortbow +7 vs. AC—6 damage	HP	26

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 <i>Natural 16+:</i> The target moves down 1d3 points in initiative order, to a minimum of 1. <i>Natural even miss:</i> 5 damage. R: Javelin +8 vs. AC—10 damage <i>Press advantage:</i> The legionnaire deals +1d8 damage with its attacks against enemies that have a lower initiative than it.	HP	48

Stirge

Stirge

Normal	Initiative: +4	AC	16
0 level		PD	14
Troop		MD	10
Beast	Claws +7 vs. AC—2 damage , and the stirge can make a <i>draining probe</i> attack against the target during its next turn if it's still	HP	18

	<p>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> <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	<p>Initiative: +6</p> <p>Serrated claws +7 vs. AC—4 damage</p> <p>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.</p> <p><i>Flight:</i> The archer stirge flies faster and higher than a normal stirge, but on louder wings.</p>	<p>AC 18 PD 14 MD 12 HP 22</p>
---	--	---

Cobbler Stirge

Normal 1st level Blocker Beast	<p>Initiative: +5</p> <p>Claws +7 vs. AC—6 damage</p> <p>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.</p> <p><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.</p>	<p>AC 16 PD 14 MD 12 HP 30</p>
--	--	---

Stirgelings

Normal 0 level Mook Beast	<p>Initiative: +2</p> <p>Claws +5 vs. AC—The effect depends on the roll <i>Natural odd hit:</i> 2 damage. <i>Natural even hit:</i> Choose one effect, and then the stirgeling mob</p>	<p>AC 15 PD 13 MD 9 HP 4</p>
--	--	---

takes 4 damage (killing this creature first).
Regular stirgeling: The target takes 3 damage, and 3 ongoing damage.
Archer stirgeling: The target takes 6 damage.
Cobbler stirgeling: The target takes 3 damage and is stuck until end of its next turn.

Flight: They aren't strong fliers but they are quick and agile.

Soul Flenser

Soul Flenser

Normal 9 th level Spoiler Aberration	Initiative: +15	AC 25
	<p>Soul flensing tentacles +14 vs. PD—30 damage <i>Natural even hit, or any hit against a weakened, stunned, or confused target</i>: Randomly select one of the target's limited-use powers or spells. The soul flenser flenses it away, removing it from the target until that creature regains it via a successful connection to the oversoul (see below). <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 <i>Natural even hit</i>: The target is weakened (save ends). <i>Natural odd hit</i>: If the target is already weakened, it's also stunned until end of its next turn. <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> <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. <i>Oversoul control</i>: While confused by a soul flenser's effect, a</p>	PD 21 MD 23 HP 180

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.

The Flensed

Normal 9th level Mook Aberration	Initiative: +12	AC 22 PD 20 MD 22 HP 60
	Fists, claws, or shoddy weapons +13 vs. AC—20 damage, or 40 damage against a target that currently has one more powers flensed 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 flensed 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.	

Specter

Specter

2x 6th level Wrecker Undead	Initiative: +9	AC 19 PD 15 MD 19 HP 160
	Icy, life-draining touch +10 vs. PD—30 negative energy damage <i>Natural even hit or miss:</i> Each enemy engaged with the specter (including the target) takes 4 negative energy damage.	
	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

3x 9th level Wrecker Undead	Initiative: +12	AC 22 PD 18 MD 22 HP 550
	Icy, life-draining touch +12 vs. PD—110 negative energy damage <i>Natural even hit or miss:</i> Each enemy engaged with the specter (including the target) takes 20 negative energy damage.	
	R: Deathly stare +12 vs. MD (up to 2 nearby enemies)—75 negative energy damage	
	<i>Phantom movement:</i> As a move action when the escalation die is odd, the specter can teleport anywhere nearby, dematerializing from its location to materialize in another.	

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

Tarrasque

Huge
15th level
Wrecker
Beast

Initiative: +20

Creature of Legend

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.

All-enveloping toothy maw +19 vs. AC—155 damage

Natural even hit: The tarrasque grabs the target. It will swallow a grabbed enemy in 1d3 rounds (see *swallow whole*).

Natural 16+: The tarrasque swallows the target immediately (see *swallow whole*).

Immense spike, horn, or tusk +18 vs. AC—155 damage

Natural 16+: The target takes 9d6 extra damage and pops free from the tarrasque as it's hurled far away.

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.

AC 31
PD 29
MD 25
HP 2130

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 2 nd level Caster Humanoid	Initiative: +3	AC 17
	Gauntlet slap +5 vs. AC-3 damage <i>Natural 5, 10, 15, 20:</i> The target also takes 3 ongoing psychic damage.	PD 13
	R: Orb of pain +7 vs. MD (one or more nearby or far away enemies; see <i>history of abuse</i>)-5 psychic damage <i>Natural 5, 10, 15, 20:</i> The target also takes 3 ongoing psychic damage.	MD 13
	<i>Beyond saving:</i> The avenging orb takes a -5 penalty to saving throws.	HP 46
	<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 2 nd level Wrecker Humanoid	Initiative: +4	AC 16
	Cheap greatsword +8 vs. AC-3 damage <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	PD 14
		MD 13
		HP 38

this battle.

R: Shortbow +6 vs. AC (one nearby or far away enemy)—6 damage

Beyond saving: The destroying sword takes a -5 penalty to saving throws.

Enduring Shield

Normal 2nd level Blocker Humanoid	Initiative: +3	AC 18
	Steel hammer +7 vs. AC—6 damage	PD 15
	<i>Miss:</i> 1d4 damage.	MD 13
	<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.	HP 40
	<i>Beyond saving:</i> The enduring shield takes a -5 penalty to saving throws.	
	<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.	

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
	<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.	HP 13

Common Treant

Normal 5th level Spoiler Plant	Initiative: +4	AC 23
	Vulnerability: fire	PD 21
	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.	MD 15
	<i>[Special trigger]</i> Twist and snap +14 (includes +4 grab bonus) vs. PD—27 damage	HP 65
	<i>Fire fire fire!</i> : When the treant takes 15 or more fire damage from a single attack, it releases all grabbed creatures.	
	<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.	
	<u>Nastier Specials</u>	
	<i>Toxic haze</i> : The treant exudes a toxic cloud of pollen. When an enemy engages the treant or starts its turn engaged with the treant, it takes 4 poison damage.	

Treant Titan

Large 10th level Spoiler Plant	Initiative: +9	AC 28
	Vulnerability: fire	PD 26
	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.	MD 20
	<i>[Special trigger]</i> Twist and snap +19 (includes +4 grab bonus) vs. PD—80 damage, and the target is dazed (save ends). If the treant starts its turn grabbing a dazed enemy, it can make a <i>titanic rend</i> attack against that target as a standard action that turn.	HP 390
	<i>Miss</i> : 40 damage.	
	<i>[Special trigger]</i> Titanic rend +19 (includes +4 grab bonus) vs. PD—160 damage, and the treant titan can continue making <i>titanic rend</i> attacks against the target until it escapes the grab, at which point the treant will have to use a <i>grasping branches</i> attack against it again.	
	<i>Miss</i> : 60 damage.	
	<i>Fire fire fire!</i> : When the treant takes 35 or more fire damage from a single attack, it releases all grabbed creatures.	

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: Trogs spray scents that stink so badly that other humanoids take penalties to all attacks, defenses, and saves when engaged with a troglodyte or when nearby three or more troglodytes. Non-humanoids aren't affected.

Humanoids affected by *trog stench* can make a normal save (with a penalty) at the end of each of their turns. If the save succeeds, the humanoid can ignore all *trog stench* for the rest of the battle.

Trog stench penalties vary for different humanoid races:

Race	Save Penalty
Elves, gnolls, gnomes	-4
Humans, halflings, half-elves, Aasimar, tieflings, etc.	-3
Half-orcs, draconics	-2
Dwarves	-1
Steelforged	0

Trog

Normal	Initiative: +4	AC 18
2nd level		PD 17
Spoiler	Club +6 vs. AC-8 damage	MD 13
Humanoid	<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	Initiative: +5	AC 19
3rd level		PD 16

Leader Humanoid	<p>Spear +8 vs. AC—12 damage <i>Miss:</i> Damage equal to the penalty the trog's stench currently imposes on the target.</p> <p>R: Hissing curse +10 vs. MD (one nearby enemy, or a far away enemy at -2 atk)—10 damage, and the target is again affected by <i>trog stench</i> if it had saved against the effect <i>Natural 20:</i> All nearby humanoids who saved against <i>trog stench</i> earlier in the battle are affected again by it.</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>MD 18 HP 44</p>
------------------------	---	---------------------------------------

Trog Underling

Normal 8th level Mook Humanoid	<p>Initiative: +10</p> <p>Club +12 vs. AC—22 damage <i>Miss:</i> Damage equal to three times the penalty the trog's stench currently imposes on the target.</p> <p>R: Javelin +11 vs. AC—16 damage</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>AC 23 PD 22 MD 17 HP 38</p>
--	---	---

Troll

Large 4th level Troop Giant	<p>Initiative: +9</p> <p>Greedy wicked claw +8 vs. AC (2 attacks)—15 damage</p> <p><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.</p> <p>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.</p> <p>Dropping a troll to 0 hp doesn't kill it if it has any uses of <i>regeneration</i> left.</p> <p><u>Nastier Specials</u> <i>Increased regeneration:</i> 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. <i>Mutant:</i> Fire and acid don't hurt the troll's regeneration; lightning does instead. <i>Rendering:</i> If both <i>claw</i> attacks hit the same target, the target also</p>	<p>AC 17 PD 17 MD 13 HP 90</p>
---	---	---

takes 10 ongoing damage.

Vampire

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

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</i> : The vampire spawn can make a <i>fangs</i> attack against the target as a free action. <i>[Special trigger] Fangs +14 vs. AC—7</i> damage, and a humanoid target is weakened (-4 attack and defenses) until the end of the vampire spawn's next turn	HP 90

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 (<i>makes only basic attacks</i>) until the end of its next turn.	HP 54

Warbanner

Warbanners have a number of abilities in common. The feral warbanner has the full version of these abilities. You may customize the feral warbanner by giving it icon-associated abilities.

A warbanner generally commands large groups of mooks that are simple to play. Creatures in a warbanner's band are allies fully under its control. It could also have allies not in its band.

Feral Warbanner

2x 2nd level Caster Construct	Initiative: +7 Whipping barbed tassel +7 vs. AC—10 damage <i>Miss: 5 damage.</i> C: Banner magic —Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect <i>1-5:</i> The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action. <i>6-10:</i> Each different enemy engaged with a creature in the warbanner's band takes 1d6 psychic damage. <i>11-15:</i> 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.) <i>16-20:</i> The warbanner can make a <i>false rally</i> attack as a free action. [Special trigger] C: False rally +7 vs. MD (one nearby enemy with 12 hp or fewer) —The target is confused (hard save ends, 16+) <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. <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. <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. <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. <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	AC 18 PD 14 MD 14 HP 70
---	---	--

might gain a +2 bonus to defenses against attacks made by small PCs like halflings and gnomes.

Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (2).

Human Rabble

Normal 2 nd level Mook Humanoid	Initiative: +5 Spear, sword, or club +7 vs. AC-4 damage Miss: 1 damage.	AC 17 PD 14 MD 11 HP 9
---	---	---------------------------------

Vicious Warbanner

2x 3 rd level Caster Construct	Initiative: +8 Flagspear +9 vs. AC-18 damage Miss: 8 damage.	AC 18 PD 16 MD 13 HP 100
--	--	-----------------------------------

C: Banner magic: Roll 2d20 and use each roll (or a lower result of your choice) to determine one effect

1-5: The warbanner's bearer can make a basic attack with a +2 attack bonus as a free action.

6-10: Add a 3rd level orc mook to the warbanner's band.

11-15: The warbanner can make a *flagspear* attack as a free action.

16-20: The warbanner can make a *false rally* attack as a free action.

[*Special trigger*] **C: False rally +8 vs. MD (one nearby enemy with 15 hp or fewer)**—The target is confused (hard save ends, 16+)

Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.

Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.

Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.

Conditional resist damage 16+: As feral warbanner.

Flight: As feral warbanner.

Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (3).

Zealous Warbanner

2x 3 rd level Caster Construct	Initiative: +8	AC 19
	Whipping hook +8 vs. AC —10 damage, and 10 ongoing damage <i>Miss</i> : 5 damage.	PD 15 MD 15 HP 86
<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] C: False rally +8 vs. MD (one nearby enemy with 15 hp or fewer)</i>—The target is confused (hard save ends, 16+) <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. <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>		

Deathly Warbanner

2x 4 th level Caster Construct	Initiative: +9	AC 20
	Bladed fringe +8 vs. AC —15 damage, and 10 ongoing negative energy damage <i>Miss</i> : 10 damage.	PD 14 MD 18 HP 104
<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>		

6-10: Each different enemy engaged with a creature in the warbanner's band takes 1d10 psychic damage.

11-15: If any mooks in the warbanner's band have dropped this battle, return one of those mooks to the battle next to the warbanner. (If the warbanner has no mooks in its band, choose a lower result.)

16-20: The warbanner can make a *false rally* attack as a free action.

[Special trigger] C: False rally +9 vs. MD (one nearby enemy with 18 hp or fewer)—The target is confused (hard save ends, 16+)

Critical hit: The target can now only save against the confusion with a natural 20 (or until the warbanner drops) and can't flee if the rest of the PCs choose to do so.

Designated bearer: Once per round as a quick action, the warbanner can fly directly above a lower-level ally in its band and designate that ally as its bearer. Alternately, it can release itself from a bearer and fly free.

Bearer beware: While the warbanner has a bearer it moves with the bearer and is engaged by enemies that engage the bearer. The bearer is vulnerable to all attacks but it can use the escalation die.

Conditional resist damage 16+: As feral warbanner.

Flight: As feral warbanner.

Mook morale: Mooks fighting in the warbanner's band gain a bonus to their hit points equal to the warbanner's level (4).

Werebeasts

Each werebeast can take one of three forms as a quick action once per round: a humanoid form, a beast form, or a hybrid form that combines the two. The hybrid form is the most powerful in combat, but the humanoid and beast forms are useful for various activities outside of combat as well.

The stats below work for the beast and hybrid forms. If a werebeast ends up fighting in humanoid form, subtract 2 from all its defenses and halve its normal attack damage.

The following powers are common for werebeasts.

Beast heart (all three forms): Animals of the werebeast's type are intuitively on good terms with the were, even dire animals. If the werebeast betrays them, however, retaliation is certain and merciless.

Cursed bite (hybrid or animal form only): While the moon is full, the first time each battle a creature takes damage from a werebeast melee attack, it takes 10 extra damage (champion: 20 damage; epic: 40 damage). The malignant curse, transmitted through the attack, shocks the mortal flesh. Further attacks, even from weres of different types, don't cause extra

damage. Unless blessed, purged, or otherwise cured, the damaged creature will turn into a werebeast on the night of the next full moon. Heroes powerful enough to fight werebeasts can usually find benefactors or rituals to cure them, but there's an exception to every rule. GM, if you're unsure whether it's a full moon, roll a d10. On a 1-3, the moon is full enough.

Resilient shifting (all three forms): As mentioned above, a werebeast can shift forms once per round as a quick action. When a werebeast shifts, it can roll a save against one save ends effect.

Nastier Specials for all werebeasts

The following ability is extremely nasty when combined with the *bestial fury* most werebeasts have. It's possibly better used as a story option, a consequence of a problem with a skill check or an icon relationship, or a situation that should have been avoided and may require sacrifices to deal with:

Moon fury (hybrid form only): While fighting in moonlight, a werebeast gains a bonus to damage equal to its level (champion: double its level; epic: triple it).

Wererat

Normal 2nd level Troop Beast	Initiative: +11	AC 15
	<p>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)</p> <p><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).</p> <p><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.</p> <p><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.</p> <p><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).</p> <p><u>Nastier Specials</u></p> <p><i>Uncanny moves:</i> The wererat takes no damage and suffers no effects from attacks that miss.</p> <p><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.</p> <p>C: Piercing shriek +7 vs. MD (the closest nearby enemy)-4 damage</p> <p><i>Miss:</i> 2 damage.</p>	PD 14 MD 18 HP 34

Werewolf

Normal 3rd level Troop Beast	Initiative: +10	AC 17 PD 15 MD 19 HP 42
	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.	
	<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).	
	<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.	
	<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.	
	<u>Nastier Specials</u> <i>Sustaining blood:</i> When the werewolf hits with a <i>ravening bite</i> attack, it heals 4 hp.	

Wereboar

2x 4th level Troop Beast	Initiative: +7	AC 18 PD 16 MD 20 HP 120
	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.	
	<i>Beastly grit:</i> When the wereboar takes 8 damage or less from any source, it takes no damage instead.	
	<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).	
	<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).	
	<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.	
	<u>Nastier Specials</u> <i>Vicious turn:</i> Once per battle, the wereboar can make a <i>smash</i> attack as a free action. Smash +9 vs. PD— The target is dazed (save ends)	

Werbear

Large 5th level	Initiative: +10	AC 19 PD 17
---------------------------------------	-----------------	------------------------

Troop Beast	<p>Massive claws +10 vs. AC—20 damage <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.</p> <p><i>[Special trigger]</i> Head chomp +14 (includes +4 grab bonus) vs. AC (one enemy it's grabbing)—70 damage <i>Miss</i>: 20 damage.</p> <p><i>Bestial fury (hybrid form only)</i>: Werebears gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).</p> <p><i>Unnatural vigor (hybrid or animal form only)</i>: When the werebear is not staggered at the start of its turn, it heals 20 hp.</p> <p><u>Nastier Specials</u> <i>Chew on arm</i>: Instead of chomping on a grabbed enemy's head, the werebear can make an <i>arm crunch</i> attack against an enemy it's grabbing. Arm crunch +14 vs. AC—70 damage, and the target is weakened until it regains maximum hit points</p>	<p>MD 21 HP 140</p>

Weretiger

Large 6 th level Troop Beast	<p>Initiative: +11</p> <p>Claws and bite +11 vs. AC—20 damage <i>First natural 11+ each turn</i>: The weretiger can make a second <i>claws and bite</i> attack as a free action. <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> <p><i>[Special trigger]</i> Springing strike +11 vs. AC—25 damage <i>Limited use</i>: When an enemy engages the weretiger, if weretiger isn't already engaged, it can make a <i>springing strike</i> attack against that enemy as an interrupt action before the attack.</p> <p><i>Bestial fury (hybrid form only)</i>: Weretigers gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).</p> <p><i>Unnatural vigor (hybrid or animal form only)</i>: When the weretiger is not staggered at the start of its turn, it heals 24 hp.</p> <p><u>Nastier Specials</u> <i>Stymie</i>: When the weretiger hits with a <i>springing strike</i> attack, the target pops free from it and can't take any more actions that turn unless it succeeds on a save.</p>	<p>AC 20 PD 18 MD 22 HP 180</p>

Wendigo

Wendigo Spirit

Large 5th level Wrecker Undead	Initiative: +12	AC 20 PD 15 MD 19 HP 100
	Soul bite +10 vs. MD—36 psychic damage, and the target is affected by <i>wendigo's hunger</i> (save ends) <i>Wendigo's hunger</i> : Until the target saves, roll 1d6 at the start of each of its turns. It takes the corresponding action for its full turn instead of its normal turn: 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 <i>Natural even hit</i> : After the attack the wendigo can teleport somewhere nearby as a free action.	
	<i>Flight</i> : The wendigo can walk on the wind. It is not a graceful flyer, but it moves as fast as the wind that carries it. Nearby creatures can see its feet blazing with fire as it runs.	
	<i>Spirit form</i> : The wendigo has <i>resist damage 16+</i> to all damage except thunder damage. A wendigo spirit can move through solid objects but it can't end its movement inside them.	
	<i>Unseen horror</i> : The wendigo is invisible to far away creatures. When the wendigo attacks, if its target couldn't see it at the start of its turn, the wendigo gains a +2 attack bonus that turn.	
	<u>Nastier Specials</u> <i>Curse of the wendigo</i> : If a creature subject to <i>wendigo's hunger</i> drops itself (through biting) or an ally (with a basic attack) to 0 hp or lower, that creature also begins making last gasp saves. Failing the fourth last gasp save turns the creature into a raving cannibal; it loses all its normal abilities and becomes an NPC until the PCs find a way to restore their ally (at GM's discretion).	

Ravenous Cannibal

Normal 4th level Mook Humanoid	Initiative: +9	AC 18 PD 15 MD 11 HP 13
	Bloody melee weapon +9 vs. AC—4 damage, and 4 ongoing damage	
	Latching bite +9 vs. AC (one staggered enemy, or one enemy making saving throw rolls)—6 damage <i>Natural even hit</i> : Add another ravenous cannibal mook to the mob (it must have been hiding somewhere nearby, or wasn't really dead when it dropped earlier in the battle).	

Elder Wendigo

Huge 9th level Spoiler Demon	Initiative: +18	AC 26 PD 22 MD 22 HP 600
	Icy claws +14 vs. PD (3 attacks, each against a different nearby enemy)—50 cold damage <i>Frostburn:</i> If all three attacks hit, each nearby enemy takes 4d10 fire damage.	
	C: Flame blizzard +14 vs. PD (1d6 nearby or far away enemies, but not more than esc. die)—90 fire or cold damage (GM choice) <i>Natural even hit:</i> The target is hampered until the end of its next turn.	
	C: Horrific gaze +14 vs. MD (one nearby or far away enemy)—120 psychic damage, and the target is confused (save ends) <i>Fourth failed confusion save:</i> The target slips into madness and becomes a cannibal cultist or wendigo or some other terrible demon-thing of the GM's or player's choice in 2d10 hours. <i>Miss:</i> 60 psychic damage.	
	<i>Flight:</i> The elder wendigo can walk on the wind. It is not a graceful flyer, but it moves as fast as the wind that carries it.	
	<i>Swirling snow and fog and flame:</i> The elder wendigo gains a +5 bonus to all defenses against attacks by far away enemies.	
	<u>Nastier Specials</u> <i>Force of disruption:</i> When the elder wendigo scores a critical hit against a target or drops a target to 0 hp or lower, that creature must permanently change one of its icon relationship points to a relationship with a different icon—one of a few that the GM chooses. Alternatively, a point the character already has with one of those icons changes to involve another icon (of the PC's choice). <i>The demon stares back:</i> Once per round when a nearby or far away enemy attacks the elder wendigo and rolls a natural odd miss, the wendigo can make a <i>horrific gaze</i> attack against that attacker as a free action.	

Whispering Prophet

Normal 5th level Leader Aberration	Initiative: +15	AC 22 PD 14 MD 20 HP 62
	Tentacle caress +9 vs. PD—12 damage, and the target is vulnerable to psychic damage (save ends)	
	C: Whispered secrets +10 vs. MD (1d3 nearby enemies)—5 psychic damage, and the target's mind is filled with a delusional scene from its past that depends on the roll <i>Natural even hit:</i> The target is confused until the end of its next	

turn as it sees a foe from its past.

Natural odd hit: The target is weakened until the end of its next turn as it remembers a past failure.

Rewards of the patron: So long as the attack hits one or more targets, one ally of the prophet's choice gains a cumulative +1 attack bonus until the end of the battle that increases that ally's natural attack roll (so a roll of natural 15 becomes a roll of natural 16 with a +1 bonus, or a natural 17 with a +2 bonus, etc.). The ally can choose not to use the bonus.

Saw it coming: Twice per battle as a free action, the prophet can try to avoid a non-critical attack that hits it. The attacker must reroll the attack roll with a -4 penalty.

Knows the angles: Twice per battle as a move action, the prophet can teleport to anywhere it can see, or to a location it can't see but that has the correct geometry and that it has previously prepared (a lair).

Nastier Specials

Haruspicy master: When an enemy has dropped to 0 hp or lower since the prophet's last turn, as a quick action it can get a glimpse of the near-future. It grants 1d3 nearby allies a +4 bonus to attacks and to all defenses until the start of its next turn.

A special secret: When the prophet makes a *whispered secrets* attack, it can choose to target only one nearby enemy. If it does, it gains a +4 attack bonus against that enemy and the hit effects are save ends.

Wibble

Normal
1st level
Mook
Construct

Initiative: +1

R: Force burp spell +6 vs. PD-4 force damage

Disengaged: 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.

Eruptive blorp: When an enemy hits a wibble with a melee attack, it takes force damage equal to its level.

Flight: Wibbles waft about. They can fly well enough to ignore most wind, but not strong gale winds.

Whiff and wibble: 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.

AC 13
PD 13
MD 13
HP 6

Wight

Normal	Initiative: +7	AC	21
4th level	Vulnerability: holy	PD	17
Spoiler		MD	13
Undead	Sword +9 vs. AC–10 damage <i>Natural even hit or miss:</i> Unless the wight is staggered, the attack also deals 8 ongoing negative energy damage.	HP	48
	<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 have an expanded crit range of 18+.		

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 <i>Natural 16+:</i> The target is also weakened (save ends).	HP	66
	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 <i>Limited use:</i> The wraith can use <i>spiraling assault</i> only when the escalation die is even.		
	<i>Flight</i>		
	<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.		
	<u>Nastier Specials</u> <i>Drain life:</i> The wraith heals half the damage it deals when it hits with a <i>natural 18+</i> attack roll.		

Wyvern

Large	Initiative: +10	AC	20
5th level		PD	19
Wrecker	Tearing jaws +10 vs. AC–35 damage	MD	14
Beast	<i>Natural even hit:</i> The wyvern can make a <i>deadly tail stinger</i> attack during its next turn.	HP	140
	<i>[Special trigger]</i> Deadly tail stinger +10 vs. PD–15 damage , and the target takes 10 ongoing poison damage (difficult save ends, 16+)		

Flight

Nastier Specials

Escalating poison: Add the escalation die to the wyvern's ongoing poison damage whenever that damage is dealt.

Zombie

Zombie Shuffler

Normal	Initiative: +0	AC	14
1st level	Vulnerability: holy	PD	12
Mook		MD	8
Undead	Rotting fist +5 vs. AC—3 damage <i>Natural 16+:</i> Both the zombie and its target take 1d4 damage! <i>Headshot:</i> A critical hit against a zombie shuffler deals triple damage instead of the normal double damage for a crit.	HP	10

Human Zombie

Normal	Initiative: +1	AC	15
2nd level	Vulnerability: holy	PD	13
Troop		MD	9
Undead	Rotting fist +7 vs. AC—6 damage <i>Natural 16+:</i> Both the zombie and its target take 1d6 damage! <i>Headshot:</i> A critical hit against a zombie drops it to 0 hp. <u>Nastier Specials</u> <i>Eat brains:</i> More dangerous zombies don't try to kill the moving targets before feasting on brains; they keep attacking any enemy they've knocked unconscious, rolling attacks against the helpless enemy until it's dead.	HP	60

Zombie Beast

Large	Initiative: +1	AC	14
2nd level		PD	12
Troop		MD	8
Undead	Smash +7 vs. AC—20 damage, and the zombie can only attack using gutburst during its next turn <i>Natural 16+:</i> Both the zombie and its target take 2d6 damage. <i>[Special trigger] C: Gutburst +6 vs PD (up to 2 nearby enemies)—</i> The target takes 3 ongoing acid damage from a spray of stinking zombified gut juice. The zombie takes 1d6 damage. <i>Headshot:</i> The first time an enemy crits the zombie, the beast must roll a save. If it succeeds, it takes normal crit damage. If it fails, it drops to 0 hp. A second crit just drops the thing. <u>Nastier Specials</u>	HP	110

Ghostly thrashing: When the zombie beast is first staggered, it makes a *thrash* attack as a free action.
C: Thrash +7 vs. PD (each enemy engaged with it)—15 damage

Big Zombie

Large	Initiative: +3	AC	17
4th level	Vulnerability: holy	PD	15
Wrecker		MD	12
Undead	Club or club-like fists +9 vs. AC—22 damage <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.	HP	160

Zombie of the Silver Rose

Normal	Initiative: +7	AC	17
4th level		PD	15
Mook	Iron-hard hands +9 vs. AC—7 damage	MD	11
Undead	<i>Natural even hit or miss:</i> Both the zombie and its target take 1d6 damage. <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.	HP	20

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 <i>Natural even hit or miss:</i> Both the zombie and its target take 6d10 damage!	HP	100

Headshot: A critical hit against a giant zombie mook deals triple damage instead of the normal double damage for a crit.

Double-strength mook: The giant zombie mook counts as two 9th level mooks when you are building battles.

Headless Zombie

Normal 9 th level Troop Undead	Initiative: +8	AC 22
	Flailing fists +10 vs. AC—25 damage <i>Natural even hit or miss</i> : Both the zombie and the target take 3d10 damage. 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.	PD 20 MD 17 HP 270

Zorigami

Dawn Zorigami

Normal 3 rd level Spoiler Construct	Initiative: +6	AC 22
	Headbutt +8 vs. AC—10 damage , and the target moves down 1d6 points in initiative order R: Ray of wasted time +8 vs. MD (1d3 nearby enemies or one far away 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	PD 13 MD 17 HP 30

time, reappearing somewhere nearby in a number of minutes equal to their negative initiative count, presumably long after the current battle is over. The target may be confused by this effect, since the ways of zorigami are mysterious.

Apex Zorigami

Normal 6 th level Spoiler Construct	Initiative: +11	AC 24
	<p>Multi-gearred mace +11 vs. AC—20 damage</p> <p><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.</p> <p>R: Spray of sharpened gears +11 vs. AC (1d3 nearby enemies or one far away enemy)—15 damage</p> <p><i>Miss:</i> 8 damage.</p> <p><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.</p> <p><i>Take five:</i> The escalation die does not increase the round after an apex zorigami is staggered or drops to 0 hp.</p>	PD 17 MD 19 HP 75

Dusk Zorigami

Normal 10 th level Wrecker Construct	Initiative: +18	AC 28
	<p>Arm full of blades +15 vs. AC (2 attacks)—30 damage</p> <p><i>Natural even hit:</i> The target is hampered (save ends).</p> <p><i>Natural odd hit:</i> The target can't heal using its own recoveries (save ends).</p> <p><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.</p> <p>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)</p> <p><i>Natural even hit:</i> The escalation die increases by one.</p> <p><i>Natural odd hit:</i> The escalation die decreases by one.</p> <p><i>The ticking clock of its own mortality:</i> While it's staggered, the dusk zorigami uses the escalation die.</p>	PD 23 MD 23 HP 200

Monster Creation

Initiative

Establish a monster's initiative bonus by adding its level to a modifier between -1 and +9.

Modifier Speed

Example

-1	Super-slow and utterly clumsy	oozes, zombies
+0	Slow and clumsy	animated statues
+1	Awkward or small	city guards, dire rats
+2	Average	hellhound, human thug
+3	Just above average	derro sage
+4	Quick	owlbear
+5	Fast	wyvern
+6	Really fast	gnoll ranger
+7	Fast like a fast PC	ogre mage
+8	Blindingly fast	rakshasa
+9	Competing with the rogue	

Attack Bonus

Add or subtract 1 to adjust how accurate a monster is.

Strike Damage

Orient yourself around the average damage for a monster's attack at any given level. When it comes to large (or double-strength) or huge (or triple-strength) monsters, you don't have to put all their damage into one strike. Split damage up into smaller attacks or use conditional follow-up attacks.

HP & AC

Use the defense numbers as the top-end rather than the baseline unless you want the difficulty to scale up.

Better Defense/Lesser Defense

Make either PD or MD better than the other, in general.

Fear Threshold

If the monster has a fear ability, it's the number of hit points where creatures are dazed (-4 attack) while engaged with the monster and can't use the escalation die. It's based on level, so that higher-level monsters are more fearsome.

Stat Adjustments

Ad hoc adjustments work fine when limited to adjustments of 1 or 2 points. If you raise a couple scores, drop a couple others.

- Scrapper: Sharp but thin: attacks +1 to +3, hp -10% to -30%
- Offensive: Soft but strong: defenses -1 to -3, attacks +1 to +3
- Oaf: Tough but clumsy: AC +1 to +3, attacks -1 to -3
- Defensive: Tough but weak: AC +1 to +3, hp -10% to -30%
- Lunk: Big and squishy: hp +15% to +40%, defenses -1 to -3
- Brittle: Tough but thin: +1 to +3 AC, hp -10% to -30%

If you want to add a full level to a monster...

- ...and you only want to boost its attack: Give the monster a +6 attack boost.
- ...and you only want to boost AC: Give the monster a +6 AC boost.
- ...and you only want to increase the monster's hit points: Double the monster's hit points.

- ...and you only want to increase the damage the monster deals: Add a second attack or ongoing damage.
- ...and you only want to increase every stat: Add +1 to attack, +1 to all defenses, multiply its damage output by 1.25, and multiply its hit points by 1.25.

Powers to Avoid

Avoid defensive powers that make it harder for the monsters to be killed unless there's an offense to unlock the defense.

Baseline Stats for Normal Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	4	20	16	14	10	7
1	6	5	27	17	15	11	9
2	7	7	36	18	16	12	12
3	8	10	45	19	17	13	15
4	9	14	54	20	18	14	18
5	10	18	72	21	19	15	24
6	11	21	90	22	20	16	30
7	12	28	108	23	21	17	36
8	13	38	144	24	22	18	48
9	14	50	180	25	23	19	60
10	15	58	216	26	24	20	72
11	16	70	288	27	25	21	96
12	17	90	360	28	26	22	120
13	18	110	432	29	27	23	144
14	19	135	576	30	28	24	192

Baseline Stats for Mooks

Monster Level	Attack Bonus	Strike Damage	Damage to kill one (HP)	AC	Better Defense	Lesser Defense
0	5	3	5	16	14	10
1	6	4	7	17	15	11
2	7	5	9	18	16	12
3	8	6	11	19	17	13
4	9	7	14	20	18	14
5	10	9	18	21	19	15
6	11	12	23	22	20	16
7	12	18	27	23	21	17
8	13	23	36	24	22	18
9	14	31	45	25	23	19
10	15	37	54	26	24	20
11	16	46	72	27	25	21
12	17	60	90	28	26	22
13	18	74	108	29	27	23
14	19	90	144	30	28	24

Baseline Stats for Large or Double-Strength Monsters

Monster	Attack	Strike	HP	AC	Better	Lesser	Fear
---------	--------	--------	----	----	--------	--------	------

Level	Bonus	Damage			Defense	Defense	threshold (HP)
0	5	9	41	16	14	10	7
1	6	10	54	17	15	11	9
2	7	14	72	18	16	12	12
3	8	21	90	19	17	13	15
4	9	28	108	20	18	14	18
5	10	36	144	21	19	15	24
6	11	42	180	22	20	16	30
7	12	56	216	23	21	17	36
8	13	76	288	24	22	18	48
9	14	100	360	25	23	19	60
10	15	116	432	26	24	20	72
11	16	140	576	27	25	21	96
12	17	180	720	28	26	22	120
13	18	220	864	29	27	23	144
14	19	270	1152	30	28	24	192

Baseline Stats for Huge or Triple-Strength Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	12	60	16	14	10	7
1	6	15	81	17	15	11	9
2	7	21	108	18	16	12	12
3	8	30	135	19	17	13	15
4	9	42	162	20	18	14	18
5	10	54	216	21	19	15	24
6	11	63	270	22	20	16	30
7	12	84	324	23	21	17	36
8	13	114	432	24	22	18	48
9	14	150	540	25	23	19	60
10	15	174	648	26	24	20	72
11	16	210	864	27	25	21	96
12	17	270	1080	28	26	22	120
13	18	330	1296	29	27	23	144
14	19	405	1728	30	28	24	192

Underkrakens

While not monsters in and of themselves, underkrakens are enormous, city-sized dungeons in which monsters (like soul flensers) abide. They may be alive, or they may be complex vehicles, or colonies from another dimension or unknown portion of the world.