

Orcus One-Page Monsters

Attack +5 + level; **Defense** *Good* 13 + level; *Medium*: 12 + level; *Bad*: 11 + level

AC *Good*: 16 + level; *Medium*: 14 + level; *Bad*: 12 + level

HP *Good*: 27 + (6 * level); *Medium*: 24 + (5 * level); *HP*: 21 + (4 * level)

Damage

	At-will	Encounter/Refresh 5, 6
Single target	1d6+(1d6/2 levels)	1d10+(1d10/2 levels)
Multiple targets	1d4+(1d4/2 levels)	1d6+(1d6/2 levels)

Archer : Basic ranged attack is Far burst 1.	Assassin : If didn't attack last round, hits do [level] persistent dmg (save ends).
Spoiler : Add a condition to atts.	Blocker : Adjacent enemy must target creature or take [level] dmg.
Striker : +[level] dmg if advantage.	Wrecker : +[level] dmg unless Staggered.

Use Reflex defense as initiative result. Use Will defense as passive Insight/Perception.

Level	XP
-1	75
0	88
1	100
2	125
3	150
4	175
5	200
6	250
7	300
8	350
9	400
10	500
11	600
12	700
13	800
14	1,000
15	1,200
16	1,400
17	1,600
18	2,000
19	2,400
20	2,800
21	3,200
22	4,000
23	4,800
24	5,600
25	6,400
26	8,000
27	9,600
28	11,200
29	12,800
30	16,000

8+ levels lower: Excess damage after one is killed flows on to another of same variety.

4+ levels lower: Single pool of encounter/refresh powers for all of same variety.

4+ levels higher: 1 action point.

Save immediately against any new save ends or end of turn condition.

8+ levels higher: +1 action point.

Taken an additional standard action each round at initiative count -10.

Shake It Off (standard action): Save against every condition, make refresh roll for expended powers.

Silhouettes from Roles, Rules & Rolls silhouette menagerie:

<http://rolesrules.blogspot.com/>

Acid Blood: If this creature is hit by an att, all adjacent creatures take [level] dmg.

Explosive Death: When 0 HP or below, creature destroyed. Creatures in Near burst 5 take Xd6 dmg.

Regeneration: If Staggered, regain 5/10/15 HP start of turn.

Seize: If basic melee attack hits, *Secondary Attack*: vs AC; target is grappled.

As a standard action, you can do Xd6 damage to a target you have grappled without an attack roll.

Swarm: Resist Melee/Ranged atts (half damage); Vuln Near/Far attacks 5/10/15. *Aura 1*: If enemy begins their turn in this aura, make a free melee basic attack against them.

Beguiling Gaze (swift, at-will) • Psychic, Charm Ranged 10; vs Will; pull 6.

Blinding Spray (standard action, encounter)
Near arc 2, vs Ref; Xd10 dmg, blinded (save ends).

Breath Weapon (standard, refresh 5, 6)
Near blast 5; vs Reflex; Xd6 damage.

Fade Away (standard, at-will)
Become invisible until you attack or are attacked. While invisible you have phasing and insubstantial.

Flyby Attack/Swimby Attack (standard, at-will)
Fly/swim up to speed. At one point during the movement, they can make one melee basic attack. Moving away from the target of the attack does not provoke opportunity attacks.

Healing Burst (standard, encounter) • Healing
Near burst 3; allies in burst regain 5/10/15 HP.

Horrorific Screech (standard, encounter) • Fear Near blast 3; vs Will; push 3 and dazed (end of their next turn).

Hypnotism (standard, encounter) • Psychic, Charm
Far burst 1, range 10; vs Will; Xd6 dmg and dazed (save ends).

Magic Spell (standard, encounter)
Near arc 5 or Ranged 10; one of:
Confuse: vs Will; no encounter/daily powers (save ends).
Enervate: vs Fortitude; weakened (save ends).
Sleep: vs Will; knocked down (save ends).
Charm: vs Will; dominate (save ends).
Death: vs Fortitude; Xd10+level damage.
Paralyze: vs Will; Xd10 damage and immobilized (save ends).
Petrify: vs Fortitude; petrified (save ends).

Multiattack (standard, at-will)
Make three basic melee attacks, each against a different target. Shift 1 between attacks.

Net (standard, at-will)
Range 5; Xd6 damage. *Secondary Attack*: vs Reflex; target immobilised (save ends).

Redeployment (move, at-will)
One ally in Near burst 5 shifts 3.

Stone Form (standard, at-will): resistance all 25, regeneration 3, and tremorsense 10. Leave stone form as swift action; until then helpless, no actions.

Swallow (standard, at-will)
Grappled target only; vs AC; Xd6 damage; swallowed and restrained (no save) and takes 5/10/15 damage on subsequent rounds at the start of the creature's turn. Swallowed creature can make basic melee attacks. If the creature dies, swallowed creatures escape as a move action.

Trample (standard, at-will)
Move up to speed; can enter enemies' spaces. Movement provokes opportunity attacks. When enter enemy's space, *Secondary Attack*: vs Reflex; Xd6 damage and target knocked prone. Against prone creatures, Xd10 dmg instead.

Whip (swift, at-will)
Reach 2; vs Reflex; knock prone and pull 3.

5/10/15 = 5 at levels 1–10, 10 at 11–20 and 15 at 21–30.

Orcus One-Page Hazards

Dim light/Patchy fog/Moderate foliage: Partial concealment.

Darkness/Dense fog/Dense foliage: Partial concealment against adjacent creatures; otherwise full concealment.

Shallow water: Difficult terrain.

Water (5 feet): Must swim to cross.

Deep water (10+ feet): Must swim to cross. Creatures with swim speeds can ambush from below.

Running water: Push 1 at the end of each round unless character taller than water is deep.

Explosives: Triggers if a target of a fire or lightning attack.

Alchemist's fire: Near burst 1, +8 vs. Reflex, 3d6 fire damage. Until the end of the encounter, creatures take 1d6 fire damage if they begin their turn in or enter the origin square.

Dynamite: Near burst 1, +13 vs. Reflex, 6d6 fire damage. Until the end of the encounter, creatures take 3d6 fire damage if they begin their turn in or enter the origin square.

Gunpowder Barrel: Near burst 1, +18 vs. Reflex, 9d6 fire damage. Until the end of the encounter, creatures take 6d6 fire damage if they begin their turn in or enter the origin square.

Ice/Oil: Attack any creature that enters this square, +8 vs. Reflex; creature falls prone.

Elemental ice: Attack any creature that enters this square, +13 vs. Reflex; creature falls prone (save ends).

Thin ice: Attack any creature that enters this square, +8 vs. Reflex; square becomes deep water.

Lava: 4d6 fire damage per round and 10 persistent fire damage.

Fire: 2d6 fire damage per round. Spreads to any adjacent flammable squares at the end of each round.

10-foot drop: A creature unwillingly moved into this space makes a saving throw. On a failure, or if they moved willingly, they fall. 1d10 damage; if they take any damage they also fall prone. (+1d10 for every additional 10 feet)

Wild animals: Use monster stats, but consider both sides their enemies unless Nature check (DC 15 + level).

Swarm: Zone, if no creatures in zone when a creature moves within 3 of the zone, the zone moves 5 to overlap creature. If a Near or Far attack includes zone in area, those parts of zone destroyed. Difficult terrain.

Midge cloud: Partial concealment.

Scarabs: Creature starting turn in zone takes 5 damage

Soul candle: If an undead creature is eliminated adjacent to a soul candle, at the start of the next round it is restored to its Staggered HP but the soul candle is destroyed.

Shrieker: If a creature moves within 5, make Stealth check (DC 20). On a failure, this man-sized violet fungus screams. All creatures within 20 deafened (save ends).

Traps:

Level 1 – **Detect** DC 15, **Disable** DC 15; **Attack** +6; **AC** 12, **HP** 20
+1 to each for each additional level

Martial trap: Detect Perception, Disable Sleight of Hand

Arcana/Divine/Dungeoneering/Nature trap: Can also use that skill to Disable

Shadow trap: If in radiant zone or target of radiant attack, disabled for 1 round

Trigger plate: Creature enters triggering square or ends turn on it.

Turret: Nearest target within range, at initiative count 13 + ½ level.

Zone: Creature enters area or ends turn in it.

Javelin (Martial 1): Trigger plate; Melee touch, +6 vs AC; 2d6+4 damage

Teleportation rune (Arcana 5): Trigger plate; Melee touch; teleport 6, immobile (end of its next turn)

Blast rune (Martial 1): Trigger plate; Near burst 1, +6 vs AC; 1d8+2 fire damage and knocked prone

Pit trap (Nature 1): Trigger plate; 10-foot drop

Skeletal hands (Shadow 6): Trigger plate; Melee touch, +11 vs AC; 4d6+8 necrotic damage and slowed (save ends)

Crossbow turret (Martial 6): Turret; Ranged 10, +11 vs AC; 3d8+10 damage

Vortex (Arcana 6): Zone; Near burst 2, +11 vs Fortitude; pull 3, if adjacent, grappled (until escape).

Scythe (Martial 6): Zone; Near wall 3 (straight line), +11 vs Reflex; 4d4+8 piercing damage

Rolling boulder (Nature 11): Zone; Near wall 5 (straight line), +16 vs Reflex; 6d8+20 damage and the boulder moves to the end of the wall.

Yellow mold (Dungeoneering 6): Trigger plate; Near burst 1, +11 vs Fortitude; sickened (save ends). *Special:* Destroyed if targeted with fire attack; dormant if in sunlight.

Green slime (Dungeoneering 11): Trigger plate; Melee, +16 vs Fortitude; 15 persistent acid damage (until target takes total of 15 fire, cold and/or physical damage).

Quicksand (Nature 6): Zone; Melee, +11 vs Fortitude; restrained (save ends).

Tar pit (Nature 8): As Quicksand plus Dynamite.

Complications

Ritual: Each round, each enemy (or a select group of them) can spend a standard action advancing the ritual. After 10 such standard actions, the ritual is complete.

Awakening: At the end of the 10th round, a sleeping monster awakens. Reduce round counter by 1 each time the monster is the target of an attack, or once per round in which a loud noise is made.

Crushing Wall: One of the room's walls is coming in at a rate of 1 square per round. Creatures too large for the space must squeeze. A successful jamming of the wall with a pole, piton, etc. (DC 15 Sleight of Hand or Athletics) stops the wall's movement that round. If the wall fully closes, all creatures in the room die.

Crushing Roof: After Round 3, Large characters have combat disadvantage. After Round 4, Large characters fall prone and cannot stand. After Round 6, Medium characters have combat disadvantage. After Round 7, Medium characters fall prone and cannot stand. After the 10th round, all die.