

ORCUS

GAME MASTER'S GUIDE

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Dedicated to the hobbyists, designers, developers and publishers who have released their work under the Open Game License.

Orcus is a work in progress. All feedback is welcome.

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Thanks to the proofreaders who improved Orcus immensely – Adam Windsor, Tim Baker, Thomas Dylan, Luigi Castellani and Duff – and to Michael Burnam-Fink for preparing the Jupyter notebooks that automate turning spreadsheets into text.

Version 0.6.2

PLAYTEST EDITION

compatible with
FOURTH EDITION



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Advanced Character Options

The *Heroes' Handbook* outlines the main building blocks of an Orcus character, including rules for classes, powers, feats and so on. The *Game Master's Guide* features more advanced character options. These include optional rules, like advanced combat maneuvers, world-shaping incantations that can bypass or reshape adventures, and bonds that tie a character to the world in a deeper way.

Species

Ancestry Traits

The description of each ancestry includes traits that are common to members of that ancestry. The following entries appear among the traits of most ancestries.

Size

Characters of most ancestries are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few ancestries are Small (between 2 and 4 feet tall).

Source and Type

Each ancestry has a source, which describes whether it comes from the natural world or another plane of existence, and a type, which describes the body shape and physiology of the ancestry. These are described in more detail in the Monster Statistics chapter.

Some ancestries have a tag, which is another form of categorization. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them.

Speed

Your speed determines how far you can move.

Languages

By virtue of your ancestry, your character can speak, read, and write certain languages.

Other Features and Powers

Most ancestries provide other benefits, which may include powers. Powers granted by your ancestry never count toward your total class powers available.

Human

Medium natural humanoid

It's hard to make generalizations about humans.

Humans reach adulthood in their late teens and live less than a century. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall.

Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Giant curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Human Traits

Ability Score Increases: +2 to one ability score of your choice

Speed: 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Bonus Feat: Choose one feat. You gain that feat.

Bonus Skill: Choose one class skill. You become trained in that skill.

Hardy Stock: +1 ancestry bonus to Fortitude, Reflex and Will defenses.

Dabbler: Choose a level 1 at-will attack power from your class. You gain this power in addition to the those normally granted by your class.

Variant: True Grit

Instead of giving humans the Dabbler feature, GMs may want to offer them the *true grit* power instead – especially if they are taking a class that does not have at-will attack powers. However, GMs should note that *true grit* is unusually powerful for an ancestry power and it overlaps with the elf's *careful focus* power.

Human Power: You have the *true grit* power.

True Grit

Encounter No Action

Human Utility Ancestry

Self

Trigger: You fail a saving throw or miss with an attack roll

Effect: Add a +4 ancestry bonus to the roll/throw.

Apefolk

Medium natural humanoid

Apefolk Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Charisma.

Speed: 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Skill Bonuses: +2 Diplomacy, +2 Religion.

Heart of the Legion: When adjacent to at least two allies, you receive a +1 power bonus to all defenses.

Apefolk Power: Each apefolk has one of the following powers: *cull the weak* or *rally point*.

Cull the Weak

Encounter Attack Feature (Standard Action)

Self

Effect Make two basic attacks against a staggered target.

Rally the Troops

Encounter Utility (Swift Action)

Near burst 5, one ally

Effect The target can take the rally action as a free action, if they are eligible to do so.

Special This does not count against the maximum number of times a character can use the rally action in an encounter.

Automaton

Medium natural automaton (construct)

Automaton Traits

Ability Score Increases: Pick two of +2 Constitution, +2 Intelligence and +2 Wisdom.

Speed: 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Skill Bonuses: +2 Endure, +2 History.

Relentless Endurance: The first time in an encounter that you are staggered, you gain temporary HP equal to your level.

Made of Metal: You do not make death saving throws. You still die if reduced to negative hit points equal to your maximum hit points.

You do not sleep, breathe, eat or drink.

Ingenuity: You have the *ingenuity* power.

Ingenuity

Encounter Utility Feature (Swift Action)

Near burst 5, self or one ally

Effect Choose one: the target shifts up to 2 as a free action, makes a saving throw, gets +2 power bonus to next attack roll or gets +4 power bonus to next skill check. Power bonuses expire at the end of your next turn if not already used.

Azer

Medium elemental humanoid (fire)

Azer Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Wisdom.

Speed: 5 squares, but your speed is not reduced by wearing heavy armor or carrying a heavy load.

Languages: You can speak, read, and write Common and Primordial.

Skill Bonuses: +2 Arcana, +2 Endure.

Low-Light Vision: You can see in dim light as if it were bright light.

Resistance to Fire: You gain resistance to fire equal to 5 + half your level.

Minor Magics: You know the *fiery spirit* power from the Cantrips discipline.

Vengeance of the Pit: You have the *vengeance of the pit* power.

Vengeance of the Pits

Encounter Attack Feature (Free Action) • Fire

Near burst 10, one enemy

Trigger An attack by that enemy hits you.

Effect The target takes 1d6 + Intelligence OR Charisma modifier fire damage.

Level 11: 2d6 + Intelligence OR Charisma modifier.

Level 21: 3d6 + Intelligence OR Charisma modifier.

Baldanar

Medium shadow humanoid (shapechanger)

Baldanar Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Intelligence and +2 Charisma.

Speed: 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Skill Bonuses: +2 Bluff, +2 Stealth.

Shared Mind: You gain telepathy 5, which means you can communicate mentally with creatures you can see that are within 5 squares of you. The creature must be able to speak at least one language; once you have begun the communication they can “speak” back to you if they wish. Your telepathy does not allow you to read the creature’s thoughts or influence them other than in the same manner as ordinary verbal communication.

Brief Mimicry: You have the *brief mimicry* power from the Deep, Dark, Truthful Mirror discipline.

Dabbler: Choose a level 1 at-will attack power from your class. You gain this power in addition to the those normally granted by your class.

Catfolk

Medium natural humanoid

Catfolk Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Wisdom and +2 Charisma.

Speed: 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Skill Bonuses: +2 Acrobatics, +2 Streetwise.

Low-Light Vision: You can see in dim light as if it were bright light.

Natural Weapon – Claws: You are proficient with a martial weapon, your claws. Each claw is a martial side weapon in the light blades category (proficiency +3, 1d6 damage), although it cannot be thrown.

Balance Guidance: Allies within 10 receive a +1 ancestry bonus to Acrobatics.

Nimbleness: +2 ancestry bonus to AC against opportunity attacks.

Farstrider: You have the *farstrider* power.

Farstrider

Encounter Utility Feature (Move Action)

Self

Effect Shift up to your speed.

Cervitaur

Medium fey humanoid

Cervitaur Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Wisdom and +2 Charisma.

Speed: 7 squares.

Languages: You can speak, read, and write Common and Elven.

Skill Bonuses: +2 Nature, +2 Perception.

Low-Light Vision: You can see in dim light as if it were bright light.

Woodland Stride: Shrubbery, trees or plants are not difficult terrain for you.

Sleep Dart: You have the *sleep dart* power.

Sleep Dart

Encounter Utility Feature (Standard Action) • Focus

Ranged 10, one creature

Attack Dex, Wis or Cha (your choice) vs Will

Hit The target is dazed until the end of your next turn or until it takes damage or a creature within reach uses a standard action to shake it awake. If it is still dazed at the end of your next turn, it falls unconscious for an hour or until it takes damage or is shaken awake (whichever happens sooner).

Deepfolk

Medium cosmic humanoid

Deepfolk Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Wisdom and +2 Charisma.

Speed: 6 squares, swim 4 squares.

Languages: You can speak, read, and write Common and Deep Speech.

Skill Bonuses: +2 Dungeoneering, +2 Streetsmarts.

Darkvision: You can see in darkness or dim light as if it were bright light.

Blinding Mucus: You have the *blinding mucus* power.

Blinding Mucus

Encounter Attack Feature (Standard Action) • Focus

Ranged 5, one creature

Attack Dex, Wis or Cha (your choice) vs Reflex

Hit The target is blinded until the end of your next turn.

Dromite

Small cosmic humanoid

Dromite Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Intelligence and +2 Charisma.

Speed: 5 squares.

Languages: You can speak, read, and write Common and Deep Speech.

Skill Bonuses: +2 Arcana, +2 Insight.

Darkvision: You can see in darkness or dim light as if it were bright light.

Blast Shard: You gain Blast Shard as a bonus feat.

Psychic Leap: You have the *psychic leap* power.

Psychic Leap

Encounter Attack Feature (Move Action) • Psychic

Near burst 5, self or one ally

Effect The target jumps up to 3 squares. This movement does not provoke opportunity attacks.

Fetchling

Medium shadow humanoid

Fetchling Traits

Ability Score Increases: Pick two of +2 Strength, +2 Intelligence and +2 Charisma.

Speed: 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Skill Bonuses: +2 History, +2 Stealth.

Low-Light Vision: You can see in dim light as if it were bright light.

Hold Breath: +5 ancestry bonus to Endure checks to hold your breath.

Stealth Guidance: Allies within 10 receive a +1 ancestry bonus to Stealth.

Disappearing Act: You have the *disappearing act* power.

Disappearing Act

Encounter Utility Feature (Reaction Action)

Self

Trigger You take damage.

Effect Become invisible until the end of your next turn, or until you make an attack (whichever comes sooner).

Frogfolk

Small natural humanoid

Frogfolk Traits

Ability Score Increases: Pick two of +2 Constitution, +2 Dexterity and +2 Charisma.

Speed: 5 squares, swim 5 squares.

Languages: You can speak, read, and write Common

and one extra language of your choice.

Skill Bonuses: +2 Nature, +2 Stealth.

Hide in a Flash: When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).

Nimbleness: +2 ancestry bonus to AC against opportunity attacks.

Lucky: You have the *lucky* power.

Lucky

Encounter Utility Feature (Counter Action)

Self

Trigger An attack hits you.

Effect Reroll the attack roll and take the second result.

Gnoll

Medium natural humanoid

Gnoll Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Charisma.

Speed: 6 squares.

Languages: You can speak, read, and write Common and Abyssal.

Skill Bonuses: +2 Athletics, +2 Perception.

Low-Light Vision: You can see in dim light as if it were bright light.

Vigor: Add your Constitution modifier to your recovery value.

Natural Weapon – Bite: You are proficient with a martial weapon, your bite. Your bite is a martial one-handed weapon in the heavy blades category (proficiency +3, 1d8 damage), although it requires no hands to use.

Violent Rush: You have the *violent rush* power.

Violent Rush

Encounter Utility Feature (Free Action)

Self

Trigger You hit with an attack.

Effect Attack does +1dW. If attack was not with a weapon, +1d8 instead.

Grynlod

Medium natural humanoid

Grynlod Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Intelligence and +2 Wisdom.

Speed: 6 squares.

Languages: You can speak, read, and write Common and Primordial.

Skill Bonuses: +2 Arcana, +2 Perception.

Magic Sight: You can, to a range of 12 squares, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against

them, and perceive the original form of a shapechanger or a creature that is transformed by magic.

Grynlod Gifts: Once per encounter, you can use *shape magic* or *distraction*.

Shape Magic

Encounter Utility Feature (Swift Action) • Zone

Far burst 3 within range 10, one conjuration, summon or zone

Effect If the target is a conjuration or summon, you can move it to any unoccupied space in the burst. If the target is a zone, squares of your choice in the burst cease to be part of the zone and an equal number of squares in the burst become part of the zone.

Distraction

Encounter Attack Feature (Swift Action) • Focus, Psychic

Ranged 10, one creature

Attack Dex, Int or Wis (your choice) vs Will

Hit The target is dazed until the end of their next turn.

Half-Giant

Medium natural humanoid (giant)

Half-Giant Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Wisdom.

Speed: 6 squares.

Languages: You can speak, read, and write Common and Giant.

Skill Bonuses: +2 Athletics, +2 Diplomacy.

Powerful Build: You have a +2 ancestry bonus to checks to escape a grapple. When you are the target of any attack or power that has a different effect based on the target's size, you may choose to be treated as size Large instead of size Medium for the purposes of that attack.

Unmoved: You may reduce any unwilling movement you are subject to by 1 square. When you would fall prone as the result of an attack, make a saving throw – on a success, you do not fall.

Stomp: You have the *stomp* power.

Stomp

Encounter Attack Feature (Standard Action) • Focus

Near burst 1, all creatures

Attack Str, Con or Wis (your choice) vs Fortitude

Hit The target falls prone.

Hobgoblin

Medium natural humanoid (goblinoid)

Hobgoblin Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Dexterity.

Speed: 6 squares.

Languages: You can speak, read, and write Common and Goblin.

Skill Bonuses: +2 History, +2 Intimidate.

Go for the Jugular: +1 ancestry bonus on attacks against staggered enemies.

Heavy Blade Weapon Proficiency: You have proficiency with martial weapons in the heavy blades category.

Careful Focus: You have the *careful focus* power.

Careful Focus

Encounter Utility Feature (Free Action)

Self

Trigger You just made an attack roll.

Effect Reroll the attack roll and take the new result.

Hoddydod (Snailfolk)

Small natural humanoid

Hoddydod Traits

Ability Score Increases: Pick two of +2 Constitution, +2 Intelligence and +2 Wisdom.

Speed: 5 squares, climb 5 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Skill Bonuses: +2 Heal, +2 Nature.

Slimy Coating: After each short rest you gain temporary hit points equal to your Constitution modifier (2 + Con at level 11, 5 + Con at level 21).

Travel Bug: You have the *travel bug* power.

Travel Bug

Encounter Attack Feature (Swift Action) • Focus

Ranged 10, one creature

Attack Con, Int or Wis (your choice) vs Fortitude

Hit The target is dazed until the end of their next turn.

Mephit

Small elemental humanoid (fire, water, earth or air)

Choose one: fire (resistance to fire), water (resistance to cold), earth (resistance to acid) or air (resistance to lightning and thunder)

Mephit Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Intelligence and +2 Charisma.

Speed: 6 squares.

Languages: You can speak, read, and write Common and Primordial.

Skill Bonuses: +2 Arcana, +2 Religion.

Darkvision: You can see in darkness or dim light as if it were bright light.

Under-Developed Wings: You have a fly speed of 6, but you fall at the end of your turn and your maximum altitude is 1.

Resistance to X: Resistance to the specified damage type(s) 5 + half your level.

Breath Weapon: You have the *breath weapon* power.

Breath Weapon

Encounter Attack Feature (Swift Action) • Focus, [Energy]

Near arc 3, targets all

Attack (Highest of Strength, Constitution, Dexterity) vs Reflex

Hit 1d6 + Constitution modifier.

Level 11: 2d6 + Constitution modifier.

Level 21: 3d6 + Constitution modifier.

Special This power has the same damage type as your resistance.

Minotaur

Medium natural humanoid

Minotaur Traits

Ability Score Increases: Pick two of +2 Strength, +2 Intelligence and +2 Wisdom.

Speed: 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Skill Bonuses: +2 Dungeoneering, +2 Religion.

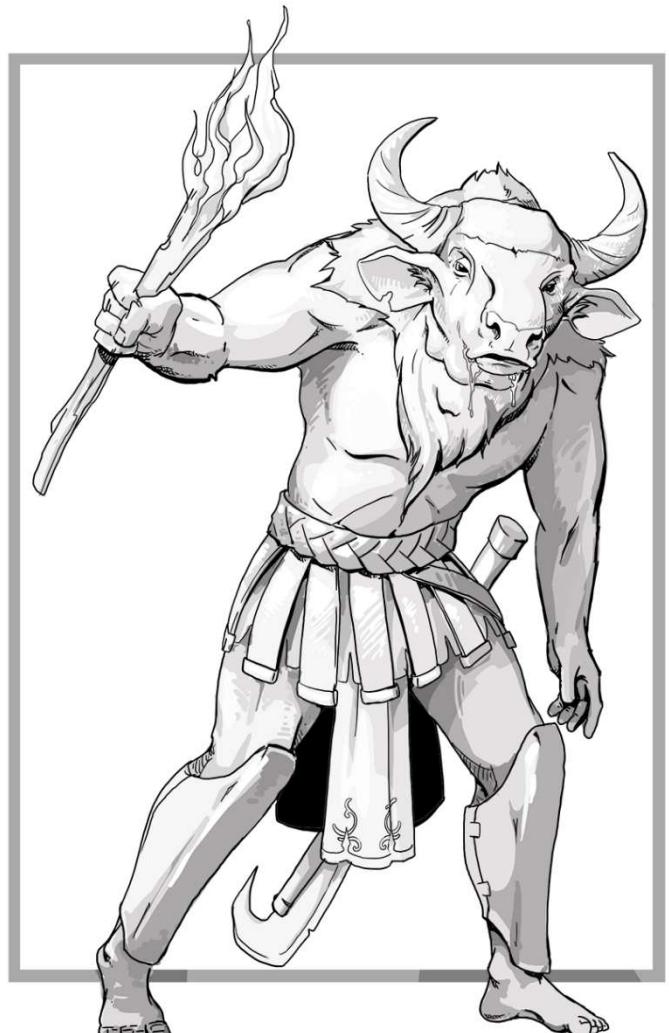
Darkvision: You can see in darkness or dim light as if it were bright light.

Maze Mind: When you are the target of an attack with the Psychic tag, the attacker is rattled (save ends).

Wandering Charge: When you charge, you do not need to move in a straight line.

Momentum Blow: You have the *momentum blow* power.

Minotaur by LadyofHats



Momentum Blow

Encounter Attack Feature (Free Action)

Self

Requirements You have made an attack after moving at least two spaces this turn.

Effect If your attack hits, the target also falls prone.

Quickling

Medium fey humanoid

Quickling Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Intelligence and +2 Charisma.

Speed: 7 squares.

Languages: You can speak, read, and write Common and Elven.

Skill Bonuses: +2 Acrobatics, +2 Stealth.

Low-Light Vision: You can see in dim light as if it were bright light.

Hide in a Flash: When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).

Deceptive Motion: You have the *deceptive motion* power.

Deceptive Motion

Encounter Utility Feature (Free Action)

Self

Effect Until the end of your next turn, when you make any attack that normally targets AC, you can choose to target Reflex instead.

Rook

Medium elemental humanoid (earth)

Rook Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Intelligence.

Speed: 6 squares.

Languages: You can speak, read, and write Common and Giant.

Skill Bonuses: +2 Diplomacy, +2 Endure.

Heart of Stone: You do not make death saving throws. You still die if reduced to negative hit points equal to your maximum hit points.

While unconscious, you do not need to breathe nor do you get hungrier or thirstier.

Will Defense: +1 ancestry bonus to Will defense.

Rook Power: Each rook has one of the following powers: *soften* or *gargoyle's rest*.

Soften

Encounter Attack Feature (Swift Action) • Focus

Melee touch, one creature

Attack Str: Con or Int (your choice) vs Fortitude

Hit The target loses its resistances and one immunity of your choice (save ends). If the creature has no resistances or immunities, it instead gains vulnerability to untyped damage 5 (save ends). If the target is an object, the effect lasts for five minutes (no save) and its break DC is also reduced by 5.

Gargoyle's Rest

Encounter Utility Feature (Move Action)

Self

Effect Your turn ends. You gain resistance to all damage 5 (10 at level 11, 15 at level 21) until the end of your next turn.

At the beginning of your next turn, you may use your standard action to make a charge attack. If you do, increase your speed by 2 for the charge.

Selkmay

Medium natural humanoid (shapechanger)

Nixie by LadyofHats

Selkmay Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Wisdom and +2 Charisma.

Speed: 6 squares.

Languages: You can speak, read, and write Common and one extra language of your choice.

Skill Bonuses: +2 Acrobatics, +2 Heal.

Tongue of Salt and Spray: You can speak with riverine and ocean-going mammals and water birds.

Animal Form: You can use *animal form* once a day.



Animal Form

Daily Utility Feature (Swift Action)

Self

Effect You take one of the following forms. You cannot make attacks in this form. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

- Tiny, Small or Medium amphibian or riverine or ocean-going mammal. Swim speed equal to your land speed.
- Tiny or Small water bird. You gain a flight speed of 4 if you choose a water bird (maximum altitude 2).

Supernatural Beauty: You have the *supernatural beauty* power.

Supernatural Beauty

Encounter Attack Feature (Swift Action) • Focus, Illusion, Psychic

Near burst 5, all enemies

Effect The target grants you combat advantage until the end of your next turn.

Shadow Elf

Medium shadow humanoid (fey)

Shadow Elf Traits

Ability Score Increases: Pick two of +2 Dexterity, +2 Intelligence and +2 Wisdom.

Speed: 6 squares.

Languages: You can speak, read, and write Common and Elven.

Skill Bonuses: +2 Bluff, +2 Insight.

Low-Light Vision: You can see in dim light as if it were bright light.

Minor Magics: You know the *ghost sound* power from the Cantrips discipline.

Trance: You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. Your 4-hour trance has the same effect as a 6-hour long rest.

Highblood Teleport: You have the *highblood teleport* power.

Highblood Teleport

Encounter Utility Feature (Move Action) • Teleport

Self

Effect Teleport up to 5.

Spriggan

Small fey humanoid

Spriggan Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Wisdom.

Speed: 5 squares.

Languages: You can speak, read, and write Common and Elven.

Skill Bonuses: +2 Athletics, +2 Intimidate.

Low-Light Vision: You can see in dim light as if it were bright light.

Injured Rage: +1 ancestry bonus on attack rolls while staggered.

Giant Form: You have the *giant form* power.

Giant Form

Encounter Utility Feature (Swift Action) • Form, Transmutation

Self

Effect You become Large. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Upon using this power, you can spend a recovery to gain temporary hit points equal to your recovery value. While in this form, you receive a +2 power bonus on basic melee attack rolls.

Vishya

Medium natural humanoid (reptile)

Vishyas are graceful humanoids with venomous fangs and serpentine eyes. Their supple skin is covered with tiny scales, often of a light green, which are sometimes arrayed in patterns not unlike those of a serpent.

Vishya Traits

Ability Score Increases: Pick two of +2 Constitution, +2 Dexterity and +2 Charisma.

Speed: 6 squares.

Languages: You can speak, read, and write Common and Draconic.

Skill Bonuses: +2 Acrobatics, +2 Bluff.

Low-Light Vision: You can see in dim light as if it were bright light.

Hold Breath: +5 ancestry bonus to Endure checks to hold your breath.

Swamp Stride: Mud, marsh and shallows are not difficult terrain for you.

Whistle: Vishya can communicate using high-pitch whistles that adults cannot hear but dogs and children can.

Poisonous Nip: You have the *poisonous nip* power.

Poisonous Nip

Your fangs excrete a mild poison.

Encounter Attack Feature (Swift Action) • Focus, Poison

Melee 1, one target

Attack Dexterity or Constitution vs AC

Hit 1d8 + your Dexterity or Constitution modifier poison damage.

Level 11: Attack bonus increases to +4. 2d8 + modifier damage.

Level 21: Attack bonus increases to +6. 3d8 + modifier damage.

Whom

Small natural humanoid

Whoms are humanoid wombats who live in burrows underground.

Whom Traits

Ability Score Increases: Pick two of +2 Strength, +2 Constitution and +2 Wisdom.

Speed: 5 squares.

Languages: You can speak, read, and write Common and Dwarvish.

Skill Bonuses: +2 Dungeoneering, +2 Insight.

Low-Light Vision: You can see in dim light as if it were bright light.

Whom Weapon Proficiencies: You have proficiency with martial weapons of the Pick group.

Just Keep Digging: When you make Endure checks as part of a group check or extended challenge, or to Aid Another, roll twice and take the higher result.

Burrow: You have a burrow speed of 1 square. Your burrow cannot extend too far or it risks caving in; you must double back to the surface after burrowing for 5 squares.

Barrel Along: You have the *barrel along* power.

Barrel Along

Encounter Utility Feature (Swift Action)

Self

Trigger You are staggered.

Effect You have a +2 bonus to speed and to damage rolls until the end of the encounter.

Level 11: You have a +2 bonus to speed and a +5 bonus to damage rolls until the end of the encounter.

Level 21: You have a +2 bonus to speed and a +7 bonus to damage rolls until the end of the encounter.

Designing Your Own Ancestries

While Orcus provides a number of ancestries by default, you can also design your own by following the steps below.

Ability Score Increases

Pick three ability scores. A player that chooses that ancestry can choose two of the three abilities to receive a +2 bonus to.

Skill Bonuses

Pick two skills. The ancestry grants a +2 ancestry bonus to each skill.

Size, Speed

By default, ancestries are Medium with a speed of 6. Other options include:

- Small, speed 5.
- Small, speed 6.
- Medium, speed 5, your speed is not reduced by wearing heavy armor or carrying a heavy load.

Some ancestries may also grant other forms of movement, such as climb or swim, usually with a speed equal to or less than their normal speed. If you give an ancestry an additional movement type, reduce their number of minor traits (see below) to one.

Language

Common and plus one or two others that make sense.

Color Traits

Choose none, or as many as you like. Adding a couple of color traits to an ancestry can be a way to compensate for underwhelming traits in other areas, like a speed of 5 or one of the weaker minor traits.

As well as the color traits described here, feel free to come up with your own. A good color trait is interesting enough to be worth noting, but has a minor effect on the game.

Additional Language: Members of this ancestry know an additional language, either one of their player's choice or one shared by all members of the ancestry.

Cosmic Ancestry: You have the cosmic source.

Fey Ancestry: You have the fey source.

Hold Breath: +5 ancestry bonus to Endure checks to hold your breath.

Ice Stride: Ice, snow or slurry are not difficult terrain for you.

Low-Light Vision: You can see in dim light as if it were bright light.

Machine Ancestry: You have the automaton type and the Construct tag.

Reptile Ancestry: You have the Reptile tag.

Shake Off X: +5 ancestry bonus on saving throws against powers and effects with the Poison, Psychic, Fear, Illusion or Charm tag.

Stone Stride: Broken ground, uneven stone or rubble are not difficult terrain for you.

Swamp Stride: Mud, marsh and shallows are not difficult terrain for you.

Tongue of Salt and Spray: You can speak with riverine and ocean-going mammals and water birds.

Trance: You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. Your 4-hour trance has the same effect as a 6-hour long rest.

Undead Ancestry: You have the Undead tag.

Web Stride: Webs, like those from a spider, are not difficult terrain for you.

Woodland Stride: Shrubbery, trees or plants are not difficult terrain for you.

Minor Traits

By default, each ancestry gets two.

Burrower: You have a burrow speed of 1 square. Your burrow cannot extend too far or it risks caving in; you must double back to the surface after burrowing for 5 squares.

Combined Heritage: For the purpose of taking feats, you count as two ancestries of your choice.

Darkvision: You can see in darkness or dim light as if it were bright light.

Eager Charge: Your speed increases by +2 when you charge.

Focus Proficiency: You have proficiency with orbs, staffs and wands.

Go for the Jugular: +1 ancestry bonus on attacks against staggered enemies.

Heart of Stone: You do not make death saving throws. You still die if reduced to negative hit points equal to your maximum hit points.

While unconscious, you do not need to breathe nor do you get hungrier or thirstier.

Heart of the Legion: When adjacent to at least two allies, you receive a +1 power bonus to all defenses.

Hide in a Flash: When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).

Injured Rage: +1 ancestry bonus on attack rolls while staggered.

Just Keep Going: When you make Endure checks as part of a group check or extended challenge, or to Aid Another, roll twice and take the higher result.

Light Shield Proficiency: You have proficiency with light shields.

Made of Metal: You do not make death saving throws. You still die if reduced to negative hit points equal to your maximum hit points.

You do not sleep, breathe, eat or drink.

Magic Sight: You can, to a range of 12 squares, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic.

Maze Mind: When you are the target of an attack with the Psychic tag, the attacker is rattled (save ends).

Minor Magics: You know one power from the Cantrips discipline.

Natural Weapon – X: You are proficient with a martial weapon, such as your claws, bite, horns or tail. The natural weapon has the statistics of a martial weapon.

Nimbleness: +2 ancestry bonus to AC against opportunity attacks.

Powerful Build: You have a +2 ancestry bonus to checks to escape a grapple. When you are the target of any attack or power that has a different effect based on the target's size, you may choose to be treated as size Large instead of size Medium for the purposes of that attack.

Relentless Endurance (1/encounter): When you are staggered, gain temporary HP equal to your level.

Resistance to X: Resistance to one or two types of damage 5 + half your level.

Shared Mind: You gain telepathy 5, which means you can communicate mentally with creatures you can see that are within 5 squares of you. The creature must be able to speak at least one language; once you have begun the communication they can "speak" back to you.

Skill Training: You are trained in an extra skill of your choice.

Slimy Coating: After each short rest you gain temporary hit points equal to your Constitution modifier (2 + Con at level 11, 5 + Con at level 21).

Speedy: +1 to your base walking speed.

Under-Developed Wings: You have a fly speed of 6, but you fall at the end of your turn and your maximum altitude is 1.

Unmoved: Reduce any unwilling movement you are subject to by 1 square. When you would fall prone as the result of an attack, make a saving throw – on a success, you do not fall.

Versatile Stride: You ignore difficult terrain.

Vigor: Add your Constitution modifier to your recovery value.

Wandering Charge: When you charge, you do not need to move in a straight line.

X Defense: +1 ancestry bonus to Fortitude, Reflex or Will defense.

X Guidance: Allies within 10 receive a +1 ancestry bonus to a particular skill.

X Weapon Proficiency: You have proficiency with martial weapons in a particular weapon group.

Power

Each ancestry also gets one power. In some cases, they may choose this power from a list of two or more options.

Choose powers from an existing ancestry, or design your own.

Backgrounds

Backgrounds describe training or environments your character experienced before becoming an adventurer. Backgrounds appear in this book because they are an optional rule.

Backgrounds allow you to customize your character based on their life before adventuring.

Your character's background can help you learn or portray more about their personality while also suggesting what sorts of things they're likely to know. Consider what events set your character on their path to the life of an adventurer and how those circumstances relate to their background.

When you select a background, you can select **one** of the following benefits (unless another option is specified in the background):

- You learn a new language that the GM agrees seems related to that background.
- You add one of the skills associated with the background to your list of class skills.
- You get a +2 bonus to one of the skills associated with the background.

Table – Example Backgrounds

Name	Associated Skills
Acolyte	Heal, Religion
Acrobat	Acrobatics, Stealth
Animal Catcher	Dungeoneering, Nature
Animal Whisperer	Insight, Nature
Arcane Merchant	Arcana, Diplomacy
Artisan	Diplomacy, Streetsmarts
Artist	History, Religion
Athlete	Acrobatics, Athletics
Bandit	Intimidate, Nature
Barkeep	Endure, Streetsmarts
Barrister	Bluff, Diplomacy
Beggar	Stealth, Streetsmarts
Bounty Hunter	Endure, Perception
Charlatan	Bluff, Insight
Courier	Athletics, Diplomacy
Courtier	Diplomacy, Perception
Criminal	Bluff, Sleight of Hand
Detective	Insight, Streetsmarts
Emissary	Diplomacy, History
Entertainer	Insight, Perception
Farmhand	Endure, Nature
Field Medic	Athletics, Heal
Fisher	Acrobatics, Nature
Fortune Teller	Arcana, Bluff
Gambler	Bluff, Perception
Gladiator	History, Perception
Guard	Intimidate, Perception
Herbalist	Heal, Nature
Hermit	Endure, Religion
Hunter	Nature, Stealth
Laborer	Athletics, Endure
Martial Disciple	Acrobatics, Insight
Merchant	Diplomacy, Insight
Miner	Dungeoneering, Endure
Noble	Diplomacy, Intimidate
Nomad	Endure, History
Pirate	Athletics, Intimidate
Prisoner	Sleight of Hand, Stealth
Sailor	Athletics, Nature
Scholar	Arcana, History
Scout	Nature, Perception
Scribe	Arcana, Religion
Servant	History, Insight
Street Urchin	Sleight of Hand, Streetsmarts
Tinker	Arcana, Sleight of Hand
Warrior	Endure, Intimidate

Advanced Combat

Mounted Combat

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

You can mount a creature an adjacent creature or dismount into an adjacent, unoccupied space. Mounting or dismounting is a move action.

If an effect moves your mount against its will while you're on it, you travel with it. If an effect moves you against your will while mounted, you can choose whether it is moved as well, or whether you fall off it and are moved.

If your mount is knocked prone, you are dismounted and land in a space within 1 square.

If you are knocked prone while mounted, immediately make a saving throw. If you fail, you are dismounted and fall prone in a space of your choice within 1 square. If you succeed, you are not dismounted or knocked prone.

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, always act independently.

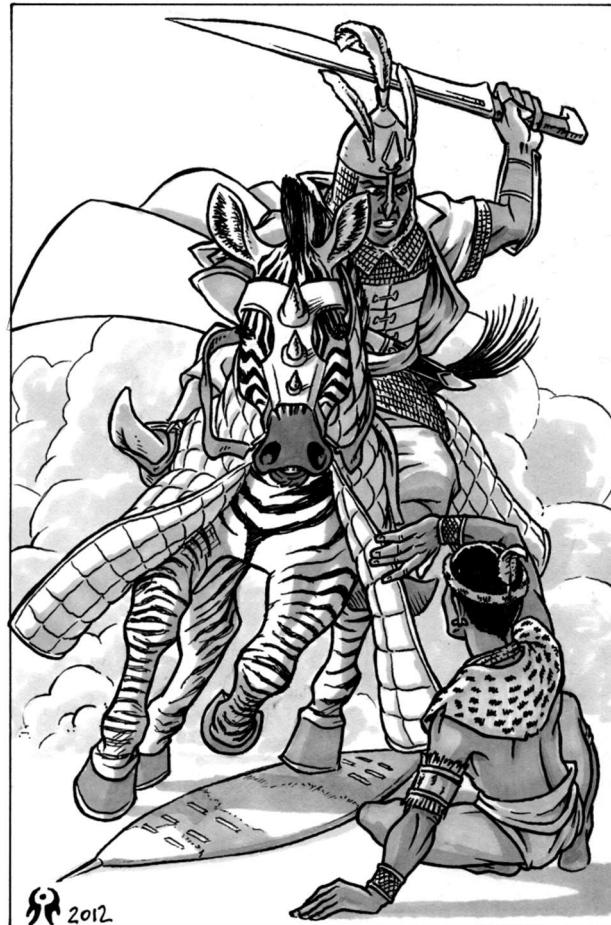
You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it.

You can give up actions to command a controlled mount, in which case it gets to take the same actions. For example, you can give up your standard action in order for the mount to take a standard action. You can also use an immediate action in order for the mount to make an opportunity attack or use a counter or reaction (in all three cases, only if eligible to do so).

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and

devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount. If you provoke an opportunity attack, the attacker can only target you.



Zebra Rider by Luigi Castellani

Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

Monsters without a swim speed must make Athletics checks to swim.

When making a **weapon attack**, a creature has -2 on the attack roll unless the weapon is in the spears and lances or crossbows weapon groups.

Powers with the Fire tag have a -2 penalty on attack rolls.

Creatures with the Aquatic tag get a +2 bonus on attack rolls against creatures without the Aquatic tag.

Maneuvers

The maneuvers introduced here are available to all characters, but they are only usable where they make sense in the fiction. In particular, the *damage power source*, *repel* and *lure* powers are intended to be used only where an enemy could lose access to its powers (for example, a gem in its forehead is the source of its energy ray), be repulsed by something (perhaps a clove of garlic brandished at a vampire) or attracted to something (like a tyrannosaurus drawn to a dead cow).

Damage Power Source

At-Will Attack (Standard Action) • Martial, Weapon

Melee or Ranged weapon, one creature

Attack Strength or Dexterity vs Fortitude or Reflex (whichever is higher)

Hit Choose one of the target's powers. They cannot use it until it refreshes (roll of 5 or 6 required).

Disarm

At-Will Attack (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength or Dexterity vs Fortitude or Reflex (whichever is higher)

Hit The target drops an item of your choice in its space.

Effect You provoke an opportunity attack from the target.

Special A disarmed creature cannot use powers with the Weapon tag that are associated with that weapon. However, if disarmed of a melee weapon, they can always make an unarmed attack with the same attack bonus, doing damage equal to 4 + their level.

Ignite

At-Will Attack (Standard Action) • Martial, Weapon

Melee or Ranged weapon, one creature

Attack Dexterity or Intelligence vs Reflex

Hit The target takes 5 persistent fire damage (save ends). *Level 11:* 10 persistent fire damage. *Level 21:* 15 persistent fire damage.

Special You must have a source of fire to use this power.

Lure

At-Will Attack (Standard Action) • Focus

Near burst 5, any creatures susceptible to the *lure*

Requirements You have something that the target finds hard to resist.

Attack Intelligence or Charisma vs Will

Hit The target is pulled 5 squares and is immobile (save ends). The target gets a new save each time it is hit by an attack.

Effect The target is immune to the *lure* power until the end of the encounter.

Special Depending on the susceptibility of the creature, the *lure* might be deployed in a different space to the user.

Overrun

At-Will Attack (Move Action) • Martial, Weapon

Effect Move up to your speed. Make a secondary attack each time you attempt to enter an enemy's space.

Secondary Attack: Strength vs Fortitude; on a hit, push the target 1 square and you successfully enter their space; on a miss, you provoke an opportunity attack from the target, fail to enter their space, and your movement ends.

Repel

At-Will Attack (Standard Action) • Focus

Near burst 2, any vulnerable creatures

Attack Wisdom or Charisma vs Will

Hit The target is pushed their speed and is immobile until the end of your next turn.

Effect The target is immune to the *repel* power until the end of the encounter.

Special Depending on the vulnerability of the creature, the repellent might be deployed in a different space to the user.

Sunder

At-Will Attack (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength or Dexterity vs Reflex

Hit Choose an item in the possession of the creature. Any bonuses it gives the user are reduced by 1 (cumulative) until the user takes a long rest.

Effect You provoke an opportunity attack from the target.

Trip

At-Will Attack (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength or Dexterity vs Fortitude or Reflex (whichever is higher)

Hit The target is knocked prone.

Effect You provoke an opportunity attack from the target.

New Feats

Distant Maneuver

Requirements: Improved Maneuver

Benefit: You can *disarm*, *trip* or *sunder* using a ranged weapon.

Flicking Disarm

Requirements: Improved Maneuver

Benefit: When you *disarm* a target, you can choose any unoccupied square adjacent to the target for the item to land in. You can alternatively choose an unoccupied square adjacent to you, provided you are adjacent to the target.

Improved Maneuver

Benefit: You do not provoke opportunity attacks when you use the *disarm*, *trip*, *sunder* or *overrun* powers.

Arts

Arts are things that your character can do over an extended period of time – at least minutes, up to weeks or months in the case of the most elaborate arts. You must learn an art, which typically costs money (the “cost to learn”) and takes time. Then using the art requires you to spend the time specified under its “completion time” and expending the money or other resources listed under “component cost”.

Most arts are associated with a skill. You must be trained in that skill to learn that art.

Types of Art

There are two main types of art: practices and incantations. Practices are often non-magical, although they can involve feats that go beyond ordinary human abilities into the realm of legend. Incantations are more explicitly magical – they are spell-like practices, although they can be learned and used (“cast”) by characters who are not otherwise spellcasters.

There are special rules relating to incantations, described below.

Practices

Practices typically take 8 to 24 hours to learn (8 for heroic-tier arts, 16 for prestige-tier and 24 for epic-tier).

Types of Practice

- Schema: Schemas allow you to make, brew or craft items. Often, a schema practice unlocks the ability

to learn many different schemas. For example, the Craft Trap practice encompasses one schema for each trap.

- Lesson: Lessons allow you to teach an ability to another.
- Treatment: Treatments are curative practices.
- Information: Information practices tell you something about yourself or the world.
- Trick: Tricks are a miscellaneous category.
- Interaction: Interaction practices involve talking to or otherwise engaging with other creatures.

Incantations

Ritual by Joyce Maureira

Spell-like arts are called incantations. Incantations can be learned and used (“cast”) by characters who are not spellcasters. Characters who know the correct gestures and phrases for an incantation can achieve powerful magic effects.

Incantations have drawbacks: They’re time-consuming to cast, and success is not always assured. They are often expensive, and some incantations work only under certain specific conditions, such as during a full moon.

Sometimes, an incantation that is incorrectly cast reverses itself on the caster, explodes with a cascade of magical energy, or weakens the barrier between worlds, enabling hostile outsiders to emerge onto the Material Plane.



Incantations provide a useful way to introduce powerful magical effects in a lower-level game under controlled conditions. PCs will still use spells rather than expensive, risky incantations whenever they can. Incantations are also more specific than spells, so the GM can introduce them into the game without worrying that they'll spread beyond the immediate situation.

Discovering Incantations

Obscure tomes and spellbooks filled with mystical ramblings, descriptions of magic theory, ordinary arcane spells, and utterly useless or incomprehensible magical writing often hide the instructions for performing incantations. In those dusty volumes, diligent readers can find incantations with real power—magical recipes that provide step-by-step instructions for achieving a powerful effect.

Incantations can be recorded in a spellbook, even if the user does not normally use a spellbook. A spellbook fits one level of incantation per page (so a level 9 incantation takes up 9 pages). Copying an incantation from one book to another costs the same amount as buying the incantation, and takes eight, 16 or 24 hours (for adventurer-tier, prestige-tier and epic-tier incantations respectively).

Variant: Failed Incantations

For one reason or another, a GM may decide that an incantation has failed or backfired. Some ideas for how it could backfire are given below:

Attack: A creature is called from elsewhere to battle the caster (and often any bystanders and secondary casters).

Augment: The incantation was supposed to weaken or destroy its target, but it makes the target more powerful instead. An incantation that deals damage might heal its target or cause it to grow in power, for example.

Betrayal: The incantation seemingly succeeds, but the subject of the incantation (or, in rare cases, the caster) undergoes a dramatic alignment change. Over the next 1d6 minutes, the subject's alignment becomes the extreme opposite of what it was previously (for instance, lawful good becomes chaotic evil; an unaligned subject randomly becomes lawful good, evil, good, or chaotic evil). The subject generally tries to keep its new outlook a secret.

Damage: Either the caster or the target takes damage as the consequence of failure.

Death: Someone—usually the caster or the target—dies. Some incantations allow a saving throw to avoid this consequence of failure.

Delusion: The caster believes the incantation had the desired effect, but in fact it had no effect or a very different one.

Falsehood: The incantation (typically a divination) delivers false results to the caster, but the caster believes the results are true.

Mirrorcast: The incantation has the opposite effect of what was intended.

Reversal: The incantation affects the caster rather than the intended target.

Types of Incantation

- Abjuration
- Curative
- Illusion
- Divination
- Practical
- Transportation
- Crafting
- Conjunction
- Scrying

Using an Art

Interrupting Arts

Arts take a long time to use. If the art is interrupted, you have to start again but none of the components are used up.

Taking 10

You cannot take 10 on any skill checks associated with an art.

Level

You must be the same or higher level than an art to use it.

Component Cost

Most arts require materials. Others require the user to spend a recovery. Unless otherwise mentioned, this is just like spending a recovery to heal HP, except the user regains no HP.

Secondary Users

Arts allow for additional participants, unless otherwise mentioned. They must be physically present at the art, but do not have to have the relevant skill. They can pay the recovery cost of an art, if any. Secondary users can also help the primary user succeed on skill checks (if any are required) by means of the Aid Another action.

Rules Variant: Gated Arts

In this rules variant, you must have a relevant feat before you can learn arts. Add these feats to the list of feats that characters can learn through Arcane Training or Magical Training.

Incantation Caster

Benefit: You can learn and use Arcana, Religion, Heal and Nature incantations. You can use these incantations even if you are not trained in the relevant skill.

Practical Arts

Benefit: You can learn and use practices. However, you must be trained in the relevant skill (where applicable) to learn a practice.

Table – Incantations by Level

Name	Level	Category	Skill
Alarm	1	Incantation	Arcana
Detect Poison and Disease	1	Incantation	Heal
Floating Disk	1	Incantation	Arcana
Identify	1	Incantation	Arcana
Illusory Script	1	Incantation	Arcana
Mage's Mark	1	Incantation	Arcana
Purify Food and Drink	1	Incantation	Nature
Speak with Animals	1	Incantation	Nature
Understand Languages	1	Incantation	Arcana
Unseen Servant	1	Incantation	Arcana
Spirit Speaker	2	Incantation	Nature
Animal Message	3	Incantation	Nature
Augury	3	Incantation	Religion
Locate Animals or Plants	3	Incantation	Nature
Perpetual Message	3	Incantation	Arcana
Sphere of Silence	3	Incantation	Arcana
Bonded Companion	5	Incantation	Nature
Continual Flame	5	Incantation	Arcana
Liquid Tread	5	Incantation	Arcana
Meld into Stone	5	Incantation	Arcana
Remove Curse	5	Incantation	Religion
Sorcerous Gills	5	Incantation	Arcana
Speak with Plants	5	Incantation	Nature
Speak with the Departed	5	Incantation	Religion
Spectral Steed	5	Incantation	Arcana
Tiny Hut	5	Incantation	Arcana
Commune	9	Incantation	Religion
Consult Nature	9	Incantation	Nature
Contact Other Plane	9	Incantation	Arcana
Divination	9	Incantation	Religion
Call Forth the Dweller	11	Incantation	Arcana
Fires of Hell	11	Incantation	Religion
Forbid Intrusion	11	Incantation	Religion
Hrothgar's Journey	11	Incantation	Arcana
Restore Revenant	11	Incantation	Religion
Summon Item	11	Incantation	Arcana
Telepathic Bond	11	Incantation	Arcana
Plane Walk	13	Incantation	Arcana
Moving Castle	21	Incantation	Arcana

Table – Practices by Level

Name	Level	Category	Skill
Alchemy	1	Practice	None
Cant	1	Practice	Bluff
Craft Trap	1	Practice	Sleight of Hand
Embalm Corpse	1	Practice	Heal
Foil Senses	1	Practice	Stealth
Forensic Examination	5	Practice	Heal
Intuit Direction	1	Practice	Nature
Signs	1	Practice	Diplomacy
Swear an Oath	1	Practice	Diplomacy
Teach Trick	1	Practice	Nature
Backup Disguise	2	Practice	Bluff
Cobble Together	2	Practice	None
Craft Enchanted Items	2	Practice	None
Craft Wondrous Items	2	Practice	None
Eschew Food	2	Practice	Endure
Shady Connections	2	Practice	Streetsmarts
Sow Rumor	2	Practice	Streetsmarts
Use Magic Device	2	Practice	Bluff
Weight Distribution	2	Practice	Athletics
Biographical Eye	5	Practice	Insight
Brilliant Planner	5	Practice	None
Dealmaker	5	Practice	Diplomacy
Express Rider	6	Practice	Nature
Hidden Magic	6	Practice	Arcana
Social Identity	6	Practice	Bluff
Entourage	7	Practice	Diplomacy
Party Crasher	7	Practice	Streetsmarts
Restoration	7	Practice	Heal
Eschew Water	8	Practice	Endure
Geas	11	Practice	Diplomacy
Safe House	11	Practice	Bluff
Eschew Air	12	Practice	Endure
Eschew Sleep	14	Practice	Endure
Experimental Resurrection	15	Practice	Heal
Nameless One	15	Practice	Bluff
Eschew Aging	17	Practice	Endure

Sample Arts

Arts are sorted by skill.

Arcana

Alarm

Level 1 Abjuration Incantation (Arcana)

Cost to Learn: 14 gp

Completion Time: 10 minutes

Components: A tiny bell and a piece of fine silver wire (14 gp)

Duration: 8 hours

You ward an area in a two-square burst to alert you when creatures enter without your permission. When you cast *alarm*, select a password. Whenever a Small or larger corporeal creature enters the incantation's area without speaking the password, *alarm* sends your choice of a mental alert or an audible alarm with the sound and volume of a hand bell. Either option automatically awakens you, and the bell allows each creature in the area to attempt a DC 15 Perception check to wake up. A creature aware of the alarm must succeed at a Stealth check against your Arcana modifier +10 or trigger the incantation when moving into the area.

Arcana check: With a successful Arcana check (DC 12) at the time of casting, you can specify criteria for which creatures sound the *alarm* - for instance, orcs or masked people.

Floating Disk

Level 1 Crafting Incantation (Arcana)

Cost to Learn: 14 gp

Completion Time: 10 minutes

Components: A drop of mercury (14 gp)

Duration: 8 hours

This incantation creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied square of your choice that you can see. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the incantation ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 4 squares of it. If you move more than 4 squares away from it, the disk follows you so that it remains within 4 squares of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 2 squares or more. For example, the disk can't move across a 2-square deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 20 squares from the disk (typically because it can't move around an obstacle to follow you), the incantation ends.

Arcana check: With a successful Arcana check (DC 12) at the time of casting, you can give the floating disk a simple instruction. It can be further than 20 squares away from you while fulfilling the instruction.

Identify

Level 1 Divination Incantation (Arcana)

Cost to Learn: 14 gp
Completion Time: 1 hour
Components: A pearl (28 gp)
Duration: Instantaneous

You choose one object that you must touch throughout the casting of the incantation. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any magical effects are affecting the item and what they are. If the item was created by an art or power, you learn which art or power created it.

If you instead touch a creature throughout the casting, you learn what magical effects, if any, are currently affecting it.

Arcana check: With a successful Arcana check (DC 12) at the time of casting, you have one additional question about the item or creature answered - like its age, provenance or creator.

Illusory Script

Level 1 Illusion Incantation (Arcana)

Cost to Learn: 14 gp
Completion Time: 1 minute
Components: A lead-based ink (14 gp)
Duration: 10 days

You hide a message on parchment, paper, or some other suitable writing material.

To you and any creatures familiar with your technique, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown script that is unintelligible.

A creature with truesight can read the hidden message.

Arcana check: With a successful Arcana check (DC 12) at the time of casting, you can instead cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Mage's Mark

Level 1 Transmutation Incantation (Arcana)

Cost to Learn: 14 gp
Completion Time: 1 minute
Components: Fresh candle and silver stylus (14 gp)
Duration: Permanent

Every mage has their own mark, usually an elaborate and unique rune. This ritual allows a mage to inscribe their mark on any non-magical substance, including stone and metal. The rune remains permanently upon the surface, only disappearing if the item or surface itself is destroyed. The mage may choose to make this mark visible to all, or only to those with the sight (meaning that most folk will not be able to see it at all, but anyone with Arcana training will see it).

Understand Languages

Level 1 Divination Incantation (Arcana)

Cost to Learn: 14 gp
Completion Time: 10 minutes
Components: A pinch of soot and salt and an amethyst (14 gp)
Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This incantation doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Arcana check: With a successful Arcana check (DC 12) at the time of casting, you can also speak any spoken language you have heard during the duration.

Unseen Servant

Level 1 Conjuration Incantation (Arcana)

Cost to Learn: 14 gp
Completion Time: 10 minutes
Components: A piece of string, a bit of wood and a glass bauble (14 gp)
Duration: 8 hours

This incantation creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the incantation ends. The servant springs into existence in an unoccupied space on the ground within 6 squares. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the incantation ends.

Once on each of your turns as a swift action, you can mentally command the servant to move up to 3 squares and interact with an object. The servant can perform

simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 12 squares away from you, the incantation ends.

Arcana check: With a successful Arcana check (DC 12) at the time of casting, the duration extends to 24 hours and the incantation does not end if the servant moves more than 12 squares away from you.

Perpetual Message

Level 3 Illusion Incantation (Arcana)

Cost to Learn: 27 gp

Completion Time: 1 hour

Components: A small bit of honeycomb and jade dust (54 gp)

Duration: Permanent

You implant a message within an object within 6 squares, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the incantation to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. After it delivers the message, the *magic mouth* incantation ends.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 6 squares of the object. For example, you could instruct the mouth to speak when any creature moves within 6 squares of the object or when a silver bell rings within 6 squares of it.

Arcana check: With a successful Arcana check (DC 14) at the time of casting, you can choose for the incantation to not end after it delivers its message, but instead for it to remain and repeat its message whenever the trigger occurs.

Sphere of Silence

Level 3 Illusion Incantation (Arcana)

Cost to Learn: 27 gp

Completion Time: 10 minutes

Components: A bell cast from gold (27 gp)

Duration: 8 hours

For the duration, no sound can be created within or pass through a 4-square burst centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting incantations is impossible there.

Arcana check: With a successful Arcana check (DC 14) at the time of casting, the target can be an object or creature instead of a point. The burst of silence moves with the object or creature.

Continual Flame

Level 5 Crafting Incantation (Arcana)

Cost to Learn: 40 gp

Completion Time: 1 hour

Components: Ruby dust (80 gp)

Duration: Instantaneous

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

Dismiss Magic

Level 5 Practical Incantation (Arcana)

Cost to Learn: 72 gp

Completion Time: 1 minute

Components: A bone from a dead spellcaster (72 gp)

Duration: Instantaneous

Choose one creature, object, or magical effect within 24 squares. Any incantation or non-martial power of 5th level or lower on the target ends. For each incantation or non-martial power of 6th level or higher (or no level) on the target, make an Arcana check. The DC equals $10 + \text{the incantation or power's level}$. On a successful check, the effect ends.

Alternatively, a magic item you touch becomes non-magical for the next 10 minutes.

Arcana check: You can instead choose a magic item within 24 squares to become non-magical for 10 minutes, but you must succeed on an Arcana check vs the wielder's Will (if it has a wielder).

Liquid Tread

Level 5 Transportation Incantation (Arcana)

Cost to Learn: 40 gp

Completion Time: 10 minutes

Components: A piece of a famous shipwreck (40 gp)

Duration: 8 hours

This incantation grants one target the ability to move across any liquid surface - such as water, acid, mud, snow, quicksand, or lava - as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat).

If you target a creature submerged in a liquid, the incantation carries the target to the surface of the liquid at a rate of 12 squares per round.

Arcana check: With a DC 15 Arcana check, you can choose up to 10 targets for this incantation.

Meld into Stone

Level 5 Practical Incantation (Arcana)

Cost to Learn: 40 gp

Completion Time: 10 minutes

Components: Incense (40 gp)

Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

State a trigger. When that trigger is satisfied you are expelled from the stone and the incantation ends. Otherwise, you must wait for the 8 hour duration to end.

While merged with the stone, you can hear but not see what occurs outside it. You remain aware of the passage of time while merged in the stone.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Arcana check: If you succeed on a DC 15 Arcana check at the time of casting, while melded in stone you can use your movement to leave the stone whenever you want, instead of waiting for the trigger. You leave the stone from where you entered it, and doing so ends the incantation.

Sorcerous Gills

Level 5 Practical Incantation (Arcana)

Cost to Learn: 40 gp

Completion Time: 10 minutes

Components: A short reed or piece of straw, and 40 gp

Duration: 24 hours

This incantation grants a willing creature the ability to breathe underwater until the incantation ends. Affected creatures also retain their normal mode of respiration.

Arcana check: With a DC 15 Arcana check, you can choose up to 10 targets for this incantation.

Spectral Steed

Level 5 Crafting Incantation (Arcana)

Cost to Learn: 40 gp

Completion Time: 10 minutes

Components: Incense (40 gp)

Duration: 8 hours

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the incantation vanishes in a puff of smoke if it is carried more than 2 squares away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 20 squares and can travel 10 miles in an hour. When the incantation ends, the steed gradually fades, giving the rider 1 minute to dismount. The incantation ends if you use a swift action to dismiss it or if the steed takes any damage.

Arcana check: With a DC 15 Arcana check, the steed can also walk on water as if the *liquid tread* incantation had been used on it. With higher Arcana check DCs, the steed may have other movement abilities like the ability to phase through objects or to fly (with a maximum altitude, or without a maximum altitude with an even higher DC).

Tiny Hut

Level 5 Crafting Incantation (Arcana)

Cost to Learn: 40 gp

Completion Time: 1 hour

Components: A small crystal bead (40 gp)

Duration: 8 hours

An immobile dome of force springs into existence in a 2-square burst around and above you and remains stationary for the duration. The incantation ends if you leave its area.

The incantation fails if its edge intersects a creature. Creatures and objects within the dome when you cast

this incantation can move through it freely. All other creatures and objects are barred from passing through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the incantation ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Arcana check: With a DC 15 Arcana check, the dome's burst radius is 4 squares instead of 2.

Contact Other Plane

Level 9 Divination Incantation (Arcana)

Cost to Learn: 168 gp

Completion Time: 1 hour

Components: Incense (168 gp)

Duration: 5 minutes

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this incantation, make a DC 19 Arcana check. On a failure, you take 6d6 psychic damage and are overawed until you finish a long rest. While overawed, you can't understand what other creatures say, can't read, and speak only in gibberish. A restoration art used on you ends this effect.

On a successful check, you can ask the entity up to five questions. You must ask your questions before the incantation ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

Call Forth the Dweller

Level 11 Divination Incantation (Arcana)

Cost to Learn: 360 gp

Completion Time: 1 hour

Components: Forty-two mystic symbols inscribed around the perimeter of the target doorway (requiring materials costing 360 gp)

Duration: See below

This incantation contacts the enigmatic, extradimensional being known as the Dweller on the Threshold, an entity that imparts knowledge about its specific obsession: doors and other entrances.

To cast *call forth the Dweller*, the caster must inscribe forty-two mystic symbols around an open doorway, then begin the chants and supplications required for the incantation.

If the incantation succeeds, an image of the Dweller—an inky mass of tentacles and mouths—appears on the

other side of the doorway. The Dweller on the Threshold truthfully answers any questions it is asked about a particular door. For example, the Dweller can provide a magical password that unlocks a door, indicate how to disarm a trap on a door, reveal the weaknesses of a door's guardian, or describe the room that lies beyond the door. Its answers are clear and fairly specific, if somewhat terse. The caster may well appreciate such concise answers, because one of the forty-two symbols inscribed around the doorway during the casting of the incantation fades away with each word the Dweller on the Threshold speaks—and when all the symbols are gone, the Dweller disappears.

If the caster asks the Dweller on the Threshold a question that doesn't involve doors, the Dweller responds with a cutting insult, often about something the caster thought was secret. Each word of the insult likewise makes a symbol disappear from the perimeter of the doorway.

The exact nature of the Dweller on the Threshold is shrouded in mystery.

Hrothgar's Journey

Level 11 Transportation Incantation (Arcana)

Cost to Learn: 360 gp

Completion Time: 1 hour

Components: A windowless, thatched hut in a forest (360 gp)

Duration: Instantaneous

Hrothgar's journey is an incantation based on the tale of Hrothgar, a powerful barbarian hero from ages past. When the poetic epic of Hrothgar is recited in the stifling heat of a sweat lodge during the winter solstice, the orator and his listeners receive the same final reward that Hrothgar did: a one-way trip to Asgard's Valhalla, where they can drink and make merry with the greatest warriors of myth.

To cast the incantation, the caster must construct a small, windowless hut in the middle of the forest, then build a bonfire in the hut's center. At least four and up to twelve others accompany the caster into the hut. Other participants must provide the dialogue for other characters in the epic of Hrothgar. Then the flames are lit and the telling of the tale of Hrothgar begins.

Because the bonfire is large and the hut is small, the atmosphere inside quickly gets stiflingly hot. Any creature inside the hut must make an Endure check (DC 20) every 10 minutes or suffer the effects of severe heat (lose a recovery).

Just as the tale of Hrothgar approaches its conclusion (near the end of the casting time), the bonfire's flames light the hut on fire, which creates a great deal of smoke but no additional heat or damage. The flames consume the hut's roof and walls, revealing Valhalla. If the caster succeeds on a DC 19 Arcana check, they can

choose the exact location in Valhalla that the party appears.



Palace by Luigi Castellani

Summon Item

Level 11 Conjunction Incantation (Arcana)

Cost to Learn: 360 gp

Completion Time: 1 hour

Components: A sapphire (720 gp)

Duration: Permanent

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The incantation leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this incantation, you must use a different sapphire.

At any time thereafter, you can use a standard action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the incantation ends.

If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

Dismiss magic or a similar effect successfully applied to the sapphire ends this incantation's effect.

Arcana check: With an Arcana check, the object can weigh more than 10 pounds (the number of pounds is the DC of the Arcana check).

Telepathic Bond

Level 11 Divination Incantation (Arcana)

Cost to Learn: 360 gp

Completion Time: 10 minutes

Components: Pieces of eggshell from two different kinds of creatures, one rare (360 gp)

Duration: 8 hours

You forge a telepathic link among up to eight willing creatures of your choice in the area, psychically linking each creature to all the others for the duration.

Creatures with Intelligence scores of 2 or less aren't affected by this incantation.

Until the incantation ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

Arcana check: With a DC 19 Arcana check, the duration is 1 week.

Plane Walk

Level 13 Transportation Incantation (Arcana)

Cost to Learn: 680 gp

Completion Time: 1 hour

Components: A forked, metal rod (680 gp), attuned to a particular plane of existence

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire, and you appear in or near that destination.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this incantation can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

Arcana check: With a DC 28 Arcana check, you appear in the exact place you specify on the plane.

Moving Castle

Level 21 Practical Incantation (Arcana)

Cost to Learn: 9,000 gp

Completion Time: 24 hours

Components: Chevron amethyst (18,000 gp)

Duration: Permanent

Select a dwelling somewhere between a hut and a small castle in size. The dwelling lifts itself off the ground and grows one of the following means of transport:

1. **Levitation:** The dwelling floats over the ground and over water, giving it fly 6 (hover, maximum altitude 2).
2. **Chicken Legs:** The dwelling runs along the ground, giving it speed 12.
3. **Rollers:** The dwelling moves on treads on the ground, giving it speed 8 - but it ignores difficult, obstructing and other terrain.

The dwelling follows your spoken instructions if they are given from within or just outside the dwelling,

about as faithfully as a dim but well-meaning dog might.

You can instruct the dwelling to ‘settle’. When given this command, the dwelling lowers to the ground beneath it, concealing its means of locomotion, and appears to be a regular building.

Athletics

Weight Distribution

Level 2 Trick Practice (Athletics)

Cost to Learn: 21 gp

Completion Time: 1 minute

Components: 1 recovery

Duration: One day

Count your load as if it were one step lighter than it actually is (light load instead of a medium load, etc).

Bluff

Teach Cant

Level 1 Lesson Practice (Bluff)

Cost to Learn: 28 gp

Completion Time: 1 week

Components: 28 gp

Duration: Instantaneous

The subject of a *teach cant* lesson learns the cant used by thieves, urchins and demi-mondaines. A character who learns this art learns cant along with it, if they did not already know it.

Backup Disguise

Level 2 Trick Practice (Bluff)

Cost to Learn: 21 gp

Completion Time: 10 minutes

Components: 21 gp

Duration: Until your next long rest

You prepare a specific disguise that you keep at the ready, worn underneath your outer garment. You can change into this disguise as a standard action. Having a backup disguise doesn’t allow you to remove your armor or any other complex piece of clothing any more quickly, but once you have those off, the disguise is readily available. Because you have the backup disguise at the ready, it’s possible that a thorough search might reveal some elements of the disguise.

Use Magic Device

Level 2 Trick Practice (Bluff)

Cost to Learn: 21 gp

Completion Time: See below

Components: 1 recovery

Duration: Instantaneous

You use a magic item or other magical device even if you do not meet the prerequisites to do so. You must succeed on a Bluff check (easy DC based on the level of the magic item or device) in order to do so. If you fail, there may be negative consequences depending on the item or device. The completion time is double the normal time it takes to activate the item.

Hidden Magic

Level 6 Trick Practice (Bluff)

Cost to Learn: 72 gp

Completion Time: 10 minutes

Components: Alchemical reagents (72 gp)

Duration: 1 year

You carefully tweak a magic item to appear non-magical according to incantations, powers and skills that observe magical auras.

Social Identity

Level 6 Trick Practice (Bluff)

Cost to Learn: 72 gp

Completion Time: 1 week

Components: Bribes, materials, etc. (144 gp)

Duration: Instantaneous

You create a social identity, with its own name, alignment, and abilities. This identity is not a false front; you really are your social identity as well as your original identity, and as such, your two identities can be at most one alignment step from each other.

Changing from one identity to the other takes 1 minute and must be done out of sight from other creatures. As this process involves both physical changes such as clothing and makeup along with an altered state of mind, other effects that change your appearance don’t reduce the time required to change identities.

Your two identities are completely distinct. You have your current identity’s alignment for effects that rely on alignment, though you are eligible for abilities that require a certain alignment (such as an artifact that only respects good characters) only if both of your identities qualify. Researching one of your identities don’t reveal information about the other unless the person attempting the research knows both identities are the same person. Effects that detect you based on your identity work only if you are currently in the identity the effect is trying to detect; otherwise, the effect fails as if the target didn’t exist.

Nameless One

Level 15 Trick Practice (Bluff)

Cost to Learn: 1,000 gp

Completion Time: 1 week

Components: Bribes, disguises or the like (1,000 gp)

Duration: Instantaneous

You eschew all of your former identities, going as far as to render your former name completely inaccessible to discover by mortal means. After this practice, you forever lose all names and identities previously associated with you. You adopt a brief descriptive title in place of a new name.

At the art's conclusion, you must don the mask created for the art, the appearance of which is evocative of your title. While you're wearing this mask, any attempts to scry or otherwise locate any of your eschewed identities or connect you to those identities do not work, revealing nothing but darkness, as if you were an invalid target or did not exist.

Diplomacy

Teach Signs

Level 1 Lesson Practice (Diplomacy)

Cost to Learn: 28 gp

Completion Time: 1 week

Components: 28 gp

Duration: Instantaneous

The subject of a *teach signs* lesson learns a basic sign language. A character who learns this art learns a basic sign language along with it, if they did not already know it.

Dealmaker

Level 5 Interaction Practice (Diplomacy)

Cost to Learn: 40 gp

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You have the air of a person with money, allowing you to buy and sell valuables that otherwise are too rich for the local community. When looking to buy or sell an item that would normally be outside that available for sale or purchase in the local community, make a Diplomacy check (DC depends on the level of the item and the size of the community). On a success, you're able to sell or purchase that item.

Entourage

Level 7 Interaction Practice (Diplomacy)

Cost to Learn: 104 gp

Completion Time: 1 week

Components: Gifts, treats and rewards (208 gp)

Duration: Instantaneous

You have a small group of admirers who tend to follow you around while you're in civilized settlements. Your admirers are helpful to you, allowing you to make simple requests of them such as purchasing basic equipment with your funds or finding a room at an inn. These admirers do not travel with you to places that are obviously dangerous, including most adventure locations, but they'll wait for you at the nearest settlement.

Endure

Eschew Food

Level 2 Trick Practice (Endure)

Cost to Learn: 21 gp

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer need to eat to survive. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Eschew Water

Level 8 Trick Practice (Endure)

Cost to Learn: 136 gp

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer need to drink water to survive. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Eschew Air

Level 12 Trick Practice (Endure)

Cost to Learn: 520 gp

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer need to breathe air to survive. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Eschew Sleep

Level 14 Trick Practice (Endure)

Cost to Learn: 840 gp

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer need to sleep. You can stay awake at all times without penalties, and can have the benefits of a long rest once a day by spending an hour in quiet meditation. You can still fall asleep, either by choice or because you are affected by something that makes you sleep. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Eschew Aging

Level 17 Trick Practice (Endure)

Cost to Learn: 2,600 gp

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You no longer age through the passing of time. You can end this craft at any time. Until you do so, you cannot regain the recovery you spent on this craft.

Heal

Embalm Corpse

Level 1 Treatment Practice (Heal)

Cost to Learn: 14 gp

Completion Time: 1 hour

Components: Embalming fluids (14 gp)

Duration: 10 days

You treat a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The craft also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this incantation don't count against the time limit of crafts and incantations such as *raise dead*.

A corpse can be embalmed more than once. The duration is not cumulative: the benefit ends 10 days after the most recent embalming.

Heal check: With a successful DC 12 Heal check, the duration is 100 days.

Forensic Examination

Level 1 Treatment Practice (Heal)

Cost to Learn: 14 gp

Completion Time: 1 hour

Components: Special reagents and chemicals (14

gp)

Duration: Instantaneous

You check for evidence such as wound patterns, learning how a body was injured or killed.

Heal check: With a successful Heal check (variable DC), you learn important clues about events surrounding the death.

Restoration

Level 7 Treatment Practice (Heal)

Cost to Learn: 104 gp

Completion Time: 24 hours

Components: Healing herbs (208 gp)

Duration: Instantaneous

The target of the restoration treatment is cured of poison, disease, fatigue, petrification or similar maladies of your level or lower (or no level). Scars begin to fade and stubborn wounds close. This craft cannot restore missing limbs.

Heal check: With a successful Heal check (moderate DC based on the malady's level), you can treat maladies of a level higher than your own.

Experimental Resurrection

Level 15 Treatment Practice (Heal)

Cost to Learn: 1,000 gp

Completion Time: 1 hour

Components: Reagents and a generator (2,000 gp)

Duration: Instantaneous

Magic Spell 1 by Joyce Maureira



The target of the experimental resurrection is brought back to life. The subject must have died within the last 24 hours, and their body must be intact.

History

Delve into Collective Memory

Level 3 Divination Incantation (History)

Cost to Learn: 27 gp

Completion Time: 10 minutes

Components: Lapis lazuli (27 gp)

Duration: Instantaneous

You can learn information from the memories of others, even those long dead. This practice allows you to find out information that you could not possibly know yourself. Make the relevant knowledge skill check, adjusted as follows:

A substantial minority of people know this information: +0 DC.

Only a few people know this information: +5 DC.

Only very few people know this information, and possibly those who once knew it have forgotten it or those who know it don't understand the significance of what they know: +10 DC.

No one alive knows this information: +15 DC.

Insight

Biographical Eye

Level 5 Information Practice (Insight)

Cost to Learn: 40 gp

Completion Time: 1 minute

Components: 1 recovery

Duration: Instantaneous

In even a brief conversation or social interaction, you pick up on subtle social and visual cues to learn a great deal about a person's origin and history. You might notice bits of green under the person's fingernails and determine they're an herbalist, a pin indicating their membership in a secret society, or something similar. You pick up on only details that have to do with their societal role, so you might learn the city district where a vampire lives, but wouldn't learn any of their weaknesses, nor necessarily even that they are a vampire.

Spend 1 minute, then attempt an Insight check. You gain a +2 circumstance bonus to the check if you engaged the person in conversation during this time. If the person is deliberately trying to conceal their nature or present a false identity, you learn about their false biography rather than their true one unless the result of your Insight check exceeds their Bluff check.

Insight check: On a DC 10 Insight check, you learn the creature's profession and the region of the world they hail from, but no more.

If you beat the DC by 10 or more, you learn the creature's profession and specialty within that profession. You learn the nation or settlement where they normally live.

If you beat the DC by 20 or more, you learn the creature's profession, their specialty within that profession, and a major accomplishment or controversy from their career. You also learn the nation and settlement where they live, as well as the district in a city large enough to have districts. In addition, you learn the nation or settlement where they spent their formative years.

On a failure, you come to a false conclusion about the creature's profession and the region of the world they hail from.

Nature

Detect Poison and Disease

Level 1 Divination Incantation (Nature)

Cost to Learn: 14 gp

Completion Time: 10 minutes

Components: A gilt yew leaf (14 gp)

Duration: 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 6 squares of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The incantation can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Intuit Direction

Level 1 Information Practice (Nature)

Cost to Learn: 14 gp

Completion Time: 1 minute

Components: 1 recovery

Duration: Instantaneous

You learn which way is north.

Nature check: On a DC 12 Nature check, you also learn how many miles you are from your destination.

Purify Food and Drink

Level 1 Practical Incantation (Nature)

Cost to Learn: 14 gp

Completion Time: 1 hour

Components: Salts and powders (14 gp)

Duration: Instantaneous

Select a square within 12 squares of you. All nonmagical food and drink within the square is purified and rendered free of poison and disease.

Speak with Animals

Level 1 Divination Incantation (Nature)

Cost to Learn: 14 gp

Completion Time: 1 hour

Components: Incense (14 gp)

Duration: 1 hour

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Teach Trick

Level 1 Lesson Practice (Nature)

Cost to Learn: 14 gp

Completion Time: 1 week

Components: See below

Duration: Instantaneous

Animals and other unintelligent creatures can be taught a trick using this method. The component cost equals the cost of a consumable item of the creature's level. An animal can be taught multiple tricks over the week, but multiply the component cost by the number of tricks taught.

1. **Attack:** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able.
2. **Come:** The animal comes to you, even if it normally would not do so.
3. **Defend:** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
4. **Down:** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
5. **Fetch:** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
6. **Guard:** The animal stays in place and prevents others from approaching.

7. **Heel:** The animal follows you closely, even to places where it normally wouldn't go.
8. **Perform:** The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
9. **Seek:** The animal moves into an area and looks around for anything that is obviously alive or animate.
10. **Stay:** The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
11. **Track:** The animal tracks the scent presented to it.
12. **Work:** The animal pulls or pushes a medium or heavy load.

Spirit Speaker

Level 2 Divination Incantation (Nature)

Cost to Learn: 21 gp

Completion Time: 10 minutes

Components: Incense (21 gp)

Duration: 1 minute

When an animal dies, its spirit lingers briefly before moving on. Using low chants, body language that shows respect, and special movements that demonstrate to the spirit that you are an ally, you glean information from the spirit of an animal that has been dead no longer than 1 day.

Attempt a Nature check at a DC determined by the GM (normally, this is the appropriate DC for the level of the animal or beast when it was alive). Regardless of the result of your check, the spirit immediately departs and can't be used for *spirit speaker* again.

If you succeed, the spirit answers you truthfully. The spirit's answer is likely to be terse or cryptic compared to normal communication with an animal, and it can pertain only to things the creature directly experienced or considered important. The spirit doesn't remember anything that happened more than 1 day ago.

If you fail, the spirit doesn't answer you. If you fail by 10 or more, the spirit is wracked with misery or bewilderment and gives you an erroneous answer.

Animal Message

Level 3 Conjunction Incantation (Nature)

Cost to Learn: 27 gp

Completion Time: 1 hour

Components: A morsel of food and a fossil (27 gp)

Duration: Special

By means of this incantation, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as “a man or woman dressed in the uniform of the town guard” or “a red-haired gnome wearing a pointed hat.” You also speak a message of up to twenty-five words.

The target beast travels for the duration of the incantation toward the specified location, covering about 2 miles per hour for a flying messenger, or 1 mile per hour for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn’t reach its destination before the incantation ends, the message is lost, and the beast makes its way back to where you cast this incantation.

Nature check: The duration of the incantation is your Nature check result in hours.

Locate Animals or Plants

Level 3 Scrying Incantation (Nature)

Cost to Learn: 27 gp

Completion Time: 10 minutes

Components: A bit of fur from a bloodhound and a silver dowsing rod (27 gp)

Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Nature check: With a DC 14 Nature check, you learn a further detail about the beast or plant you described, or the range extends to 10 miles.

Bonded Companion

Level 5 Practical Incantation (Nature)

Cost to Learn: 40 gp

Completion Time: 8 hours

Components: An item with special significance to both participants (of any monetary value)

Duration: Instantaneous

You perform this incantation over two participants: the master and the bonded companion. You may include

yourself in the incantation as the master, if desired. The item with special significance is placed between them, and at the completion of the incantation it turns to smoke.

The bonded companion follows the Companion rules, as well as the following special rules:

13. If the master takes a move action, the companion can take a move action as well.
14. If the master is incapacitated or not present, the companion gets its full complement of actions without needing to be “commanded”.
15. The companion’s level is equal to the master’s, unless it was already higher.
16. The companion’s maximum HP are equal to the master’s staggered value, unless it was already higher.
17. The companion uses the master’s defenses, except where the companion’s defense is higher.
18. The companion has no recoveries of its own, but can use its master’s.
19. Either participant in the incantation can end its effects as a swift action.

Speak with Plants

Level 5 Divination Incantation (Nature)

Cost to Learn: 40 gp

Completion Time: 10 minutes

Components: The heart or core of a plant over 100 years old (40 gp)

Duration: 8 hours

You imbue plants within 6 squares of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events within 6 squares within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the GM’s discretion. The incantation doesn’t enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

Express Rider

Level 6 Interaction Practice (Nature)

Cost to Learn: 72 gp

Completion Time: 1 minute

Components: 1 recovery

Duration: One day

You know how to encourage your mount to cover ground quickly. When calculating your travel speed for the day while mounted, you can attempt a Nature check increase your mount's travel speed. The DC is determined by the GM, but is typically based on the mount's level or the difficulty of the environment, whichever is harder. On a success, increase your mount's travel speed by half. This has no effect on your mount's movement in encounters.

Consult Nature

Level 9 Divination Incantation (Nature)

Cost to Learn: 168 gp

Completion Time: 1 hour

Components: An emerald (168 gp)

Duration: Instantaneous

You become one with nature and gain knowledge of the surrounding territory. In the outdoors, the incantation gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 60 squares. The incantation doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of one fact of your choice about any of the following subjects as they relate to the area:

1. terrain and bodies of water
2. prevalent plants, minerals, animals, or peoples
3. powerful celestials, fey, fiends, elementals, or undead
4. influence from other planes of existence
5. buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Nature check: With a DC 18 Nature check, you gain knowledge of three facts of your choice, or one fact

from outside the subject areas specified.

None

Alchemy

Level 1 Schema Practice (None)

Cost to Learn: See below

Completion Time: 1 hour

Components: See below

Duration: Instantaneous

Rather than a single practice, alchemy is a category of practices. Each potion and alchemical item has its own practice (*alchemy: potion of healing*, *alchemy: salve of resurrection*, and so on), which a character can learn after studying another of the same variety for 1 hour, or from scratch with 8 hours. The cost to learn equals the cost of a consumable item of the level of the potion or alchemical item.

The component cost to make one of those items equals the cost to buy the item.

You cannot learn the practice of an item of a level higher than your own.

Magic Spell 3 by Joyce Maureira

Poisoncraft

Level 1 Schema Practice (None)

Cost to Learn: See below

Completion Time: 1 hour

Components: See below

Duration: Instantaneous

Rather than a single practice, poisoncraft is a category of practices. Each poison has its own practice (*poisoncraft: pale tincture*, *poisoncraft: repulsion resin*, and so on), which a character can learn after studying another of the same variety for 1 hour, or from scratch with 8 hours. The cost to learn equals the cost of a consumable item of the level of the poison.

The component cost to make one of those items equals the cost to buy the item.

You cannot learn the practice of an item of a level higher than your own.



Cobble Together

Level 2 Schema Practice (None)

Cost to Learn: 21 gp

Completion Time: 10 minutes

Components: 1 recovery

Duration: 1 day

You improvise any item that costs 50 gp or less. After one day, the item falls apart.

Enchant Item

Level 2 Schema Practice (None)

Cost to Learn: See below

Completion Time: 1 week

Components: See below

Duration: Instantaneous

Rather than a single practice, enchant item is a category of practices. Each enchanted item boost has its own practice (*enchant item: dragonbane weapon*, *enchant item: dismissal focus*, and so on), which a character can learn after studying another of the same variety for 1 hour, or from scratch with 8 hours. The cost to learn equals the cost of a consumable item of the level of a +1 item with that boost.

The component cost to make one of those magic items equal the cost to buy the item. If an existing enchanted item is consumed during the crafting process, deduct its cost from the component cost.

You cannot learn the practice of an item of a level higher than your own.

Craft Wondrous Items

Level 2 Schema Practice (None)

Cost to Learn: See below

Completion Time: 1 week

Components: See below

Duration: Instantaneous

Rather than a single practice, craft wondrous item is a category of practices. Each wondrous item has its own practice (*craft wondrous item: bag of ogres*, *craft wondrous item: decanter of endless water*, and so on), which a character can learn after studying another of the same variety for 1 hour, or from scratch with 8 hours. The cost to learn equals the cost of a consumable item of the level of a +1 item with that boost.

The component cost to make one of those magic items equal the cost to buy the item. If an existing wondrous item is consumed during the crafting process, deduct its cost from the component cost.

You cannot learn the practice of an item of a level higher than your own.

Brilliant Planner

Level 5 Schema Practice (None)

Cost to Learn: 40 gp

Completion Time: 8 hours

Components: See below

Duration: See below

You can prepare for future contingencies without defining what those preparations are until they are relevant. This practice requires you to be in a settlement. Spend up to 50 gp per character level, which becomes your brilliant plan fund. While you have a brilliant plan pending, you are always treated as carrying 20 additional pounds of weight, even before you define your brilliant plan.

Once per day, you can take 10 minutes to enact a brilliant plan, withdrawing an item that would have been available in a settlement you visited or procuring a mundane service that your character planned ahead of time. Once you enact the plan, subtract the price of the item or service from the fund. Any item procured must weigh 10 pounds or less. Likewise, the GM must approve any non-magical service you gain by using your fund as being appropriate for the location selected.

Once you have spent all the money in your brilliant plan fund or procured 20 pounds of objects, you must use the practice again to replenish your brilliant plan fund.

Religion

Detect Otherworldly

Level 1 Divination Incantation (Religion)

Cost to Learn: 14 gp

Completion Time: 10 minutes

Components: Incense (14 gp)

Duration: 10 minutes

For the duration, you know if there is a creature of the cosmic, elemental, fey, outsider or shadow source or with the Celestial, Demon, Devil or Undead tags within 6 squares of you, as well as where the creature is located. Similarly, you know if there is a place or object within 6 squares of you that has been magically consecrated or desecrated.

The incantation can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Witness an Oath

Level 1 Practical Incantation (Religion)

Cost to Learn: 14 gp

Completion Time: 1 hour

Components: 1 recovery

Duration: Instantaneous

You swear an oath or bear witness to one sworn by another.

To swear an oath, the subject names—very specifically—a task they will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicate the failure of the oath, they lose all recoveries, and cannot regain them for a month.

The oath-swearer cannot be tricked into thinking an oath is fulfilled when it is not, and no magical compulsion can force them to stop attempting to fulfill it.

Oaths can be singular tasks (destroy the Dark Tower) or ongoing (keep King Dari alive). Ongoing oaths can be renewed at the end of each year. An oath must be something measurable, so the character knows whether it has been fulfilled.

One day after the oath is fulfilled or one month after it is broken, you regain the recovery you spent on this craft.

The oath-swearer receive a +2 power bonus on skill checks while working towards their oath, and a +2 power bonus to defenses against attacks that would directly stop them from working towards their oath.

Augury

Level 3 Divination Incantation (Religion)

Cost to Learn: 27 gp

Completion Time: 1 hour

Components: Incense (27 gp)

Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens:

6. *Weal*, for good results
7. *Woe*, for bad results
8. *Weal and woe*, for both good and bad results
9. *Nothing*, for results that aren't especially good or bad

The incantation doesn't take into account any possible circumstances that might change the outcome.

If you cast the incantation two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Remove Curse

Level 5 Curative Incantation (Religion)

Cost to Learn: 40 gp

Completion Time: 1 hour

Components: Incense (80 gp)

Duration: Instantaneous

At your touch, all curses of your level or lower (or no level) affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the incantation breaks its owner's attunement to the object so it can be removed or discarded.

Religion check: With a successful Religion check (moderate DC based on the curse's level), you can remove curses of a level higher than your own.

Speak with the Departed

Level 5 Divination Incantation (Religion)

Cost to Learn: 40 gp

Completion Time: 1 hour

Components: Incense (40 gp)

Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The incantation fails if the corpse was the target of this incantation within the last 10 days.

Until the incantation ends, you can ask the corpse a question. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This incantation doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Religion check: With a DC 15 Religion check, you can ask up to five questions.

Commune

Level 9 Divination Incantation (Religion)

Cost to Learn: 168 gp

Completion Time: 1 hour

Components: Incense and a vial of holy or unholy water (168 gp)

Duration: 1 hour

You contact a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the incantation ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge.

Religion check: With a DC 18 Religion check, you contact a more powerful entity aligned strongly with your interests, possibly even your deity. The entity won't attempt to deceive you, though it still might not know the answers. When it's important to provide clarity, the entity will answer your questions with up to five words, such as "If you leave immediately" or "That was true once."

Prescient Divination

Level 9 Divination Incantation (Religion)

Cost to Learn: 168 gp

Completion Time: 1 hour

Components: Incense and a sacrificial offering appropriate to your religion (168 gp)

Duration: Instantaneous

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The incantation doesn't take into account any possible circumstances that might change the outcome.

Religion check: With a DC 18 Religion check, the answer is less cryptic than it otherwise would have been.

Forbid Intrusion

Level 11 Abjuration Incantation (Religion)

Cost to Learn: 360 gp

Completion Time: 1 hour

Components: A sprinkling of holy water, rare incense, and powdered ruby (360 gp)

Duration: 1 day

You create a ward against magical travel that protects up to 1,600 squares of floor space to a height of 6 squares above the floor. For the duration, creatures can't teleport into the area or use portals to enter the area. The incantation proofs the area against planar

travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Plane of Faerie, Plane of Shadow, or the *plane walk* incantation.

In addition, the incantation damages types of creatures that you choose when you cast it. Choose one or more of the following tags: Air, Celestial, Cold, Demon, Devil, Earth, Fire, Water or Undead. When a creature with that tag enters the incantation's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this incantation).

When you cast this incantation, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the incantation.

The incantation's area can't overlap with the area of another *forbid intrusion* incantation. If you cast *forbid intrusion* every day for 7 days in the same location, the incantation lasts until it is dispelled.

Geas

Level 11 Practical Incantation (Religion)

Cost to Learn: 360 gp

Completion Time: 1 hour

Components: 1 recovery (until effect ends)

Duration: One day / level or until discharged

A *geas* places a command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be of your level or lower and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

If the instructions are to complete a specific, achievable goal, the geased creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through their own actions the craft remains in effect for a maximum of one day per level you have. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the *geas* for 24 hours, it loses one recovery. It cannot regain this recovery while the *geas* remains.

Religion check: With a moderate DC Religion check (based on the level of the target), you can target a creature of level higher than your own.

Restore Revenant

Level 11 Curative Incantation (Religion)

Cost to Learn: 360 gp

Completion Time: 8 hours

Components: Incense (360 gp)

Duration: Instantaneous

The target of the incantation is brought back to life, with the Revenant bond. Make a Religion check. The result determines what starting Favor the target begins with. *Religion result 10 or less:* -3 Favor. *Religion result 11-15:* 0 Favor. *Religion result 16-20:* 5 Favor. *Religion result 21-25:* 10 Favor. *Religion result 26 or more:* 15 Favor.

Fires of the Abyss

Level 21 Conjunction Incantation (Religion)

Cost to Learn: 360 gp

Completion Time: 2 hours

Components: Rare unguents and dark alchemical concoctions (360 gp)

Duration: 8 hours

This incantation, dreamed up by cultists, opens a fell rift between the current location and a fiery layer of the Abyss. This rift brings about a massive conflagration that destroys almost everything in the immediate area, then releases a powerful demon who capers over the smoldering ruins and begins to rampage across the countryside. The *fires of the Abyss* ignite everything they touch—except for the caster, who is knocked unconscious and transported to a layer of the Abyss.

When the incantation is complete, the *fires of the Abyss* erupt from the caster's former location.

Attack: Near burst 16; +26 vs Reflex; on a hit, the target takes 18d6 fire damage. On a miss, the target takes half damage. Either way, everything flammable in the burst is lit on fire.

Secondary Effect: At initiative count 20 on the following round, a balor comes through the rift, which then closes. The balor begins to destroy everything in sight.

Sleight of Hand

Craft Trap

Level 1 Schema Practice (Sleight of Hand)

Cost to Learn: See below

Completion Time: 1 hour

Components: See below

Duration: Instantaneous

Rather than a single practice, craft trap is a category of practices. Each trap has its own practice (*craft trap: snare trap, craft trap: scythe trap*, and so on), which a character can learn after studying another of the same variety for 1 hour, or from scratch with 8 hours. The

cost to learn equals the cost of a consumable item of the trap's level.

The component cost to make one of those traps depends on the type of trap: start with the cost of a consumable item of the trap's level and halve it for a one-off trap and double it for a recurring trap. Hazards use the cost of a consumable item of the trap's level.

You cannot learn the practice of a trap of a level higher than your own.

Stealth

Foil Senses

Level 1 Trick Practice (Stealth)

Cost to Learn: 14 gp

Completion Time: 10 minutes

Components: Special materials suitable for thwarting the specified special sense (14 gp)

Duration: 8 hours

You make it impossible for a creature that is tracking you or searching for you to use one of its special senses, like scent or tremorsense, to assist it in doing so.

Streetsmarts

Carouse

Level 1 Interaction Practice (Streetsmarts)

Cost to Learn: 14 gp

Completion Time: 4 hours

Components: Shouted drinks (14 gp)

Duration: Instantaneous

You cope through drink and revelry, and have mastered both. You can gain the benefits of a long rest by spending 4 hours drinking, carousing, and taking the occasional blackout nap. You can carouse in this way so long as you consume at least 4 pints' worth of ale (or equivalent drink), and you are alert and aware of your surroundings while doing so.

If you carouse with another creature in this way, you can attempt to learn secrets from it by drinking it under the table. Each hour you spend carousing with a willing creature, make an Endure check vs the target's Fortitude. On a success, that creature answers a question truthfully (even questions it would not normally answer).

Shady Connections

Level 2 Interaction Practice (Streetsmarts)

Cost to Learn: 21 gp

Completion Time: 1 hour

Components: Bribes or gifts (21 gp)

Duration: Instantaneous

You have dealings with a variety of unsavory characters, which you can leverage to trade favors or meet powerful people. When you're in an area where you have connections (typically a settlement where you've spent downtime building connections or possibly another area in the same nation), you can arrange a meeting with an important criminal, such as a thieves' guild leader, or ask for a favor in exchange for a later favor of your contact's choice.

Sow Rumor

Level 2 Interaction Practice (Streetsmarts)

Cost to Learn: 21 gp

Completion Time: 2 hours

Components: Shouted drinks, bribed journalists or the like (42 gp)

Duration: Instantaneous

You spread rumors, which may or may not be true, about a specific subject. If the subject of your rumor is not currently the subject of any contradictory rumors, this typically takes 2 hours, at the end of which you make a Streetsmarts check to see how well you spread the rumor. If your rumor matches any current rumors about the subject, it takes less time to spread the rumor, and if you are attempting to overtake a particularly popular and contradictory rumor, it takes much longer or may be impossible. The DC similarly increases or decreases depending on how plausible your rumor is. If you succeed, you successfully spread the rumor. If you fail, your rumor dies off. If you fail by 10 or more, a rumor spreads about someone trying to spread false rumors about the subject.

Party Crasher

Level 7 Interaction Practice (Streetsmarts)

Cost to Learn: 104 gp

Completion Time: 2 hours

Components: Bribes, disguises or distractions (104 gp)

Duration: Instantaneous

Any time you encounter a social event you would ordinarily be denied access to, such as a coronation, royal gala, or other society function, you can secure entry without the need for a skill check. You find invitations, invitees looking for fashionable dates, temporary jobs with the caterers, event staff willing to look the other way, or some other mode of access for yourself and your allies. This ability doesn't apply to secret events or other small private gatherings with no staff, dates, or outsiders involved.

Safe House

Level 11 Trick Practice (Streetsmarts)

Cost to Learn: 360 gp

Completion Time: 1 week

Components: Bribes, development applications and construction costs (720 gp)

Duration: Instantaneous

You establish a safe house—a secure space in which to hide your secrets from the outside world. This safe house is roughly the size of a 10-foot cube. It's in a location you have access to, and it can be part of a larger building or structure, like a hidden room or an underground cave. The safe house protects objects and people inside it from magical detection. Setting up or moving your safe house takes a week of downtime. The size of the safe house expands by one 10-foot cube each time you use this craft.

Bonds

Over time, player characters will ingratiate themselves with and derive power from different patrons, powerful magical artifacts, secret societies, and so on. These relationships are often ephemeral, lasting over two or three adventures. In some cases they last longer, particularly if the player character is prepared to keep investing in them.

Unless otherwise stated, when a character forms one of these bonds, they start with a Favor of 5, which corresponds to a “Neutral” attitude.

Table – Favor and Attitude

Favor	Attitude
0 or less	Hostile
1-4	Unfriendly
5-11	Neutral
12-15	Friendly
16-20	Helpful

If the player character serves the bond, it strengthens and Favor increases. If they defy the bond or neglect it, Favor decreases.

Some example bonds are shown below.

Ancient Priesthood

Prestige-tier bond

The player character joins a secretive priesthood with its own language. Red in tooth and claw but with a soft spot for mistletoe, these priests worship ancient gods.

Favor

Example ways a character may gain or lose Ancient Priesthood Favor:

Character gains a level in a divine class +1d10

Character uses a metal weapon or wears metal armour -1 per day

Character has an alignment other than Unaligned -1 per month

Character performs an ancient incantation for another +1

Character defeats another in the ancient priesthood +1

Character is defeated by another in the ancient priesthood -2

Properties

Sacred Grove: You are given a grove, circle of dolmens or other sacred place to tend. Those who seek to join the priesthood will seek out a priest in their sacred place and try to kill them, so as to take their place.

Learn Incantation: Upon joining the ancient priesthood, you are taught an incantation. You do not get to choose the incantation. Those with a Friendly bond are taught a second, and Helpful a third. You still need the Incantation Caster feat in order to cast the incantation.

Hostile

Spiritual Duties: You must make a blood sacrifice alongside every incantation you perform or the incantation does not work.

Obsessed with the Unnatural: You suffer a -2 penalty on any attack that does not include a creature with the Undead or Construct tags or the cosmic source.

Unfriendly

Spiritual Duties

Forest Grace: Ignore difficult terrain that results from plants and vegetation.

You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Neutral

Sacred Incantations: Incantations you perform at your sacred site, or at others that you find, have their component cost halved.

Forest Grace

Nature Sense +2: +2 item bonus to Nature checks.

Friendly

Sacred Incantations

Enduring Incantation: Incantations you perform that include a blood sacrifice (chosen by the GM, but not necessarily involving the death of a sentient being) have their duration extended to “until you begin casting another incantation”.

Forest Grace

Nature Sense +5

Resist Poison 5

Helpful

Even if your Favor is high enough, you only reach this rank if you defeat an ancient priest already at this rank.

Sacred Incantations

Enduring Incantation

Forest Grace

Nature Sense +5

Timeless Body: You no longer age, and cannot be aged magically.

Resist Poison 10

Tongue of the Sun and Moon: You can speak with any living creature.

Moving On

A player character may give up the Ancient Priesthood, or have it stripped from them if they lose a fight against a fellow initiate. If they are separated from their sacred site, or if it is destroyed, they may lose their connection to the land.

Golemrider: Atlas

Prestige-tier bond

The player character takes possession of a Juggernaut, the armored golems that have room in their torsos for a humanoid rider. This Juggernaut goes by the name of Atlas.

Requirements

You must be Medium or smaller.

Favor

Example ways a character might gain or lose Golemrider: Atlas Favor:

Character gains a level +1d10

Character learns new information about the ancient civilization that crafted the Juggernauts +2

Atlas is badly damaged -1

Atlas is subject to a week of expensive repairs by a well-equipped expert +2

Properties

Resistance to poison 5

Large: While riding Atlas, you are Large size.

Nightvision: While riding Atlas, you have darkvision.

Unarmed Combat: While riding Atlas, you gain the Unarmed Combat feat if you did not have it already.

Hostile

Tricky controls: You cannot shift while riding Atlas.

Defiant: If you are hit by an attack with the Psychic tag, make a save. If the save fails, you must spend your next standard action attacking a random creature within range.

Unfriendly

Tricky controls

Neutral

Careful step: You ignore difficult terrain while riding Atlas.

Friendly

Careful step

System mastery: You get comfortable in Atlas. You have reach 2 while riding Atlas.

Improved Unarmed Combat: While riding Atlas, you gain the Improved Unarmed Combat feat if you did not have it already.

Helpful

Careful step

System mastery

Gravity drive: You take no damage from a fall while riding Atlas.

Repair module: You gain the *repair module* power.

Repair Module

Encounter Utility (Swift Action) • Healing

Self

Effect You can spend a recovery to heal your recovery value in HP.

Moving On

A player character may give up Atlas, or lose it. After it has served in key battles, Atlas may be broken beyond repair or the spirit that animates the juggernaut may beg to be released from servitude.

Knighthood

Adventurer-tier bond

The player character is knighted, giving them a feudal lord to whom they owe loyalty as well as retainers who owe them loyalty. They belong to the nobility while they retain their rank and title.

Favor

Example ways a character might gain or lose Knighthood Favor:

Character gains a level +1d10

A retainer dies -1

Character breaches an oath -2

Character disobeys their liege lord -2

Character completes a quest from their liege lord +1

Character tithes 10,000 gp to their liege lord +1

Character marries someone of their station or higher +1

Character goes to war for their liege lord +2 for player character, +1 for every other player character of same or higher level who joins

Properties

Retainers: You are able to call upon 1d6 retainers to accompany you on any particular adventure. These retainers do not fight, but they can help with keeping watch, setting up camp, cooking, carrying treasure, tending to animals, and so on.

Well Supplied: Before each adventure, select one consumable item of your level or lower. You receive it for free – perhaps it was made by your retainers, or gifted to you by your liege lord.

Hostile

Powerful Enemies: Once every month or so, you face an attack, sabotage or arson from one of your enemies. This might take the form of an encounter of your level, or an extended challenge as you try to undo the damage they have done.

Render Unto Caesar: Your liege lord demands 1,000 gp a month in additional tithes – or for you to go on a quest of your lord's choosing every six months.

Unfriendly

Render Unto Caesar

Knightly Expectations +2: You receive an item bonus to Will defenses against fear.

Neutral

Knightly Expectations +2

Binding Oath: You can swear and witness oaths that are enforced by the gods themselves. You learn the *witness an oath* practice and can perform it for no cost.

If a creature you witnessed breaches their oath, they take persistent radiant damage (save ends).

Level 1: 5 damage. Level 11: 10 damage. Level 21: 15 damage.

If you breach an oath, you suffer the same effect.

Aristocratic Mien +1: You receive an item bonus to Diplomacy and History checks.

Friendly

You are granted lands of your own for which you are responsible.

Binding Oath

Aristocratic Mien +2

Knightly Expectations +5

Man-at-Arms: You are accompanied on adventures by a man-at-arms, a companion with maximum HP equal to your recovery value.

Look Out, Sir: You can use the *look out, sir* power.

Look Out, Sir

Encounter Utility (Counter Action)

Near burst 1, one ally

Trigger You are the target of an attack.

Effect The target ally can replace you as the target of the attack, if they wish.

Helpful

The knight gains a “license to crenellate”, entitling them to build a castle (or to fortify their existing residence).

Binding Oath

Aristocratic Mien +3

Look Out, Sir

Knightly Expectations +5

Squire: Your man-at-arms' maximum HP are equal to your staggered value.

Rally the Troops: You can use the *rally the troops* power.

Rally the Troops

Encounter Utility (Swift Action)

Near burst 5, one ally

Effect The target can take the rally action as a free action, if they are eligible to do so.

Special This power does not affect the normal limitation that a character can only take the rally action once per combat.

Moving On

While a player character may well remain a knight for the rest of their life, they may still give up this bond by travelling far away from their lands, by rising to a higher rank with different duties, by leaving their domain in the care of a spouse or regent, and so on.

Alternatively, they may actually be stripped of their knighthood – perhaps they lied about their pedigree, they were falsely (or fairly) accused of unchivalrous behaviour or there has been a revolution.

Revenant

Heroic-tier bond

When you are killed, your Game Master may give you the opportunity to return as a revenant. You begin with Favor 5. Over time, you can shake off your revenant nature and return to life fully – or succumb to hunger and misery and become a revenant for good.

Favor

Example ways a character may gain or lose Revenant Favor:

Character gains a level +1d10

Another character shows love, care or self-sacrifice for the character +1d10

Character kills a living being -1

Character is reduced to 0 HP or below -1d6

Character is reminded of their earlier life +1 (maximum once per day)

Properties

Darkvision

Hostile

Vulnerability to radiant 20

Resistance to necrotic 20

One Foot in the Grave: Your speed is reduced by 2.

Staggered Frenzy: While staggered, you have a +2 power bonus to attack rolls.

Creeping Death: If you remain at the Hostile attitude for a month, you become a Revenant permanently and always at the Hostile attitude.

Unfriendly

Vulnerability to radiant 15

Resistance to necrotic 15

Shaky Graves: You are rattled as long as you remain at this attitude.

Neutral

Vulnerability to radiant 10

Resistance to necrotic 10

Shaky Graves

Shadowswarm: You can use the shadowswarm power.

Shadowswarm

You vomit forth a cloud of screaming, shadowy bats.

Encounter Attack (Standard Action) • Focus, Necrotic, Zone Near burst 2

Effect A zone is created in the area of effect until the end of the encounter. The zone grants concealment to creatures within it and against ranged attacks that pass through it. Any enemy within the cloud that makes a ranged or far attack suffers an opportunity attack.

Opportunity attack: Your Charisma vs AC; 1d10 + your level + your Charisma necrotic damage, and the target is rattled until the end of its next turn.

Friendly

Vulnerability to radiant 5

Resistance to necrotic 5

Shaky Graves

Shadowswarm

Helpful

You have no Revenant properties other than darkvision.

Moving On

A player character that maintains a Helpful relationship with their Revenant nature for a month loses the bond, and becomes a fully alive person again.

Tyrfing

Prestige-tier bond

The player character receives the great and terrible sword Tyrfing, which demands to kill each time it is drawn.

Favor

Example ways a character may gain or lose Tyrfing Favor:

Character gains a level +1d10

Character sheathes the sword without having killed any sentient being -2

Character goes a week without killing -1

Character kills 10 or more sentient beings in a day +1

Character has killed 100 or more sentient beings with Tyrfing, and has kept count +5

Character kills a blood relative +1

Properties

Enchantment: Tyrfing is a +1 giant-slayer longsword by default. As your level increases, its bonus does as well. Level 7: +2 giant-slayer longsword. Level 12: +3 giant-slayer longsword. Level 17: +4 giant-slayer longsword. Level 22: +5 giant-slayer longsword. Level 27: +6 giant-slayer longsword.

Devastating Coup: You can perform a coup de grace as a swift action (still choosing a standard action for the attack).

The True Death: A creature killed by an attack from Tyrfing cannot be brought back from the dead by any means, nor become an undead creature.

Hostile

Mysterious Whispers: Once per day, Tyrfing whispers a name to you. You have already or will soon meet this person. You suffer a -2 penalty on any attack that does not include them as a target. If you take a long rest without having killed them, the penalty ends but you start the next day with one fewer recovery.

Obsessive: You suffer a -2 penalty on any skill check that takes more than one round.

Unfriendly

Obsessive

Neutral

Guided Attack: Any attack vs AC, you can choose to make against Reflex instead.

The Twin: You can use *the twin*.

The Twin

Daily Attack (Standard Action) • Conjuration

Near burst 10, one unoccupied square

Effect You conjure a Medium floating sword in the target square. You can spend a move action to have the sword fly up to 6 squares. Creatures that begin their turn adjacent to the floating sword take 10 persistent damage (save ends). The sword remains until the end of your next turn.

Maintain Swift The sword remains until the end of your next turn.

Friendly

Guided Attack

Bloodlore: Each time you damage a target, Tyrfing whispers one of the target's secrets to you.

The Twin

Helpful

Guided Attack

Bloodlore

The Twin

Shield of Souls: You begin each day with 5 temporary HP (*Level 11: 10; Level 21: 15*). Each time you kill a creature, your temporary HP are restored.

Moving On

Only when the player character has exhausted their capability for bloodletting, or when Tyrfing senses the opportunity for even greater slaughter in other hands, will Tyrfing move on willingly.

If a creature could deliver a killing blow to the player character but shows them mercy instead, the player character can cast aside Tyrfing of their own free will.

Magic Items and Specialized Equipment

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Purchasing Magic Items

What follows are the standard prices for magic items by level. Of course, magic items may be dearer or cheaper in particular markets, or not available for purchase at all. Magic items typically fetch one-fifth their cost when sold in a market.

Table – Magic Item Prices

	Permanent Magic Item (gp)	Consumable Item (gp)
1	360	14
2	520	21
3	680	27
4	840	34
5	1,000	40
6	1,800	72
7	2,600	104
8	3,400	136
9	4,200	168
10	5,000	200
11	9,000	360
12	13,000	520
13	17,000	680
14	21,000	840
15	25,000	1,000
16	45,000	1,800
17	65,000	2,600
18	85,000	3,400
19	105,000	4,200
20	125,000	5,000
21	225,000	9,000
22	325,000	13,000
23	425,000	17,000
24	525,000	21,000
25	625,000	25,000
26	1,125,000	45,000
27	1,625,000	65,000
28	2,125,000	85,000
29	2,625,000	105,000
30	3,125,000	125,000

Magic Items on the Body

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as 10 magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups (two items from the ring group), keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the **head**
- One amulet, brooch, medallion, necklace, periapt, or scarab around the **neck**, or one cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One robe or suit of **armor** on the body (over a vest, vestment, or shirt)
- One belt around the **waist** (over a robe or suit of armor)
- One shield, pair of bracers or set of bracelets on the **arms** or wrists
- One glove, pair of gloves, or pair of gauntlets on the **hands**
- One **ring** on each hand (or two rings on one hand)
- One pair of boots or shoes on the **feet**

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

Wondrous items can be worn or carried without taking up space on a character's body.

Distributing Magic Items

GMs can decide for themselves how to distribute magic items in their games, but here are four options to consider.

1. Steady Progression

A player character should get a new permanent magic item every 12 encounters or so, and that item should be of a level equal to their own level +1 to +4 (roughly 25% chance of each). Since there are roughly 10 encounters to a level, other ways of thinking about this are that:

- each level a player character should get 0.8 of a permanent item *or*
- each level, a five-adventurer team should get four permanent items *or*
- over the course of five levels, a player character should get four permanent magic items.

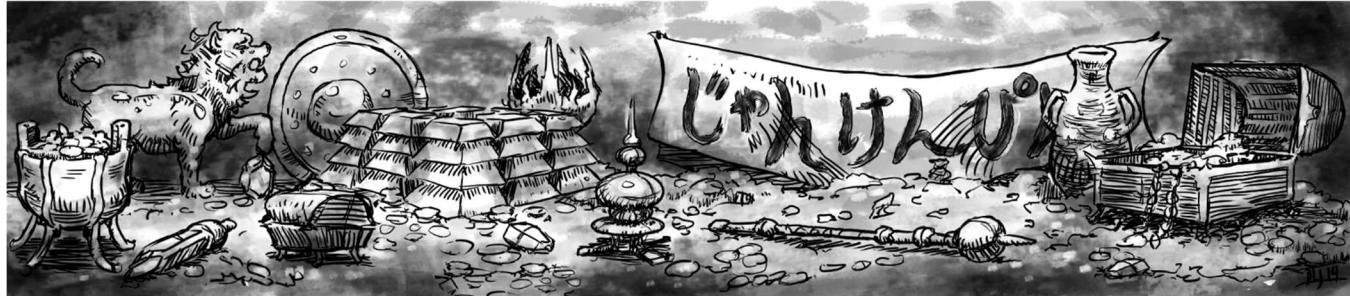
In addition, a player character should get gold pieces, trade goods, precious items, consumable magic items and so on equivalent in value to a permanent magic item of their level roughly every 25 encounters or so. Another way of saying that is that every level a player character should get 0.4 of a permanent item in gold pieces, etc.

Keep in mind that a consumable magic item costs 1/25th as much as a permanent magic item of the same level.

Assuming a rate of 10 encounters per level, that results in the following average treasure per player character per level (not including permanent magic items).

Table – Treasure per Encounter

Treasure per Player per 10 Encounters (gp)	
1	144
2	208
3	272
4	336
5	400
6	720
7	1,040
8	1,360
9	1,680
10	2,000
11	3,600
12	5,200
13	6,800
14	8,400
15	10,000
16	18,000
17	26,000
18	34,000
19	42,000
20	50,000
21	90,000
22	130,000
23	170,000
24	210,000
25	250,000
26	450,000
27	650,000
28	850,000
29	1,050,000
30	1,250,000



2. Magic Item Only

Each level, each character receives one magic item of level +2 or two magic items of level +0. They do not receive any other treasure.

If there is an enchanted magic item, roll 1d4 to determine whether it is a weapon (1), focus (2), suit of armor (3) or cloak (4), then 1d20 to determine the specific item, using the table below.

3. Treasure Troves

Each level, the party should discover about 10 treasure troves of their level. Each treasure trove is randomly generated as follows.

Coins

Roll 1d10: On a 6 or more, the trove contains coins. Roll 1d6 and multiply the result by the number of coins in the table below for the total number of coins in the trove.

Add 1 to the d10 roll for every additional player character in the party beyond 5, and subtract 1 for every player character that the party is missing below 5 PCs (minimum 0).

Art Objects and Gems

Roll 1d8: On a 5, 6 or 7, the trove contains an art object. On an 8, it contains a gemstone. On any other result, it contains nothing.

Add 1 to the d8 roll for every additional player character in the party beyond 5, and subtract 1 for every player character that the party is missing below 5 PCs (minimum 0).

See the table below for the value of the art objects or gemstone by level.

Magic Items and Miscellaneous

Roll 1d12: On a 4 or less, the trove contains a personal item or something of significance to the story or adventure but not of monetary value. For example, it could be a note with the evil faction's watchword scribbled on it, a key to a door deeper in the dungeon, the mayor's missing spectacles, a clue to the disappearances by the docks, or just a kobold's pet toad. See the "random personal items" table below.

On a 5, 6 or 7, the trove contains a consumable item roughly of the party's level. See the "random consumable items" table below.

On an 8, the trove contains a miscellaneous permanent magic item (not a weapon, focus, suit of armor or cloak). See the "random miscellaneous item" table in the Magic Items chapter.

On a 9 or higher, the trove contains an enchanted magic item. See the "random enchanted magic items" table in the Magic Items chapter.

Add 1 to the d12 roll for every additional player character in the party beyond 5, and subtract 1 for every player character that the party is missing below 5 PCs (minimum 0).

Table – Treasure Troves by Level

Average Party Level	Coin Multiplier	Gem Value	Art Object Value
1	10 gp	100 gp	100 gp
2	25 gp	100 gp	100 gp
3	25 gp	200 gp	150 gp
4	40 gp	200 gp	150 gp
5	40 gp	300 gp	200 gp
6	125 gp	300 gp	200 gp
7	125 gp	750 gp	450 gp
8	210 gp	750 gp	450 gp
9	210 gp	1,500 gp	600 gp
10	300 gp	1,500 gp	600 gp
11	300 gp	5,500 gp	1,200 gp
12	750 gp	5,500 gp	1,200 gp
13	750 gp	10,000 gp	1,625 gp
14	12 pp	10,000 gp	1,625 gp
15	12 pp	12,500 gp	2,625 gp
16	34 pp	12,500 gp	2,625 gp
17	34 pp	25,000 gp	7,500 gp
18	56 pp	25,000 gp	7,500 gp
19	56 pp	50,000 gp	9,500 gp
20	78 pp	50,000 gp	9,500 gp
21	78 pp	100,000 gp	40,000 gp
22	185 pp	100,000 gp	40,000 gp
23	185 pp	125,000 gp	80,000 gp
24	290 pp	125,000 gp	80,000 gp
25	290 pp	200,000 gp	105,000 gp
26	830 pp	200,000 gp	105,000 gp
27	830 pp	300,000 gp	300,000 gp
28	1,400 pp	300,000 gp	300,000 gp
29	1,400 pp	600,000 gp	430,000 gp
30	1,950 pp	600,000 gp	430,000 gp

Table – Sample Art Objects by Value

Art Object Value	Examples
100 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet; glass beads; dried rose petals
150 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
200 gp	Large well-done wool tapestry; brass mug with jade inlays; crystal rod filled with phosphorus
450 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt; darkwood dining table and chair set
600 gp	Carved harp of exotic wood with ivory inlay and zircon gems; gilt gold idol (10 lb.); perfect model of an onyx ziggurat
1,200 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
1,625 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting; a petrified hummingbird
2,625 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain; chess set made of adamantine and mithril
7,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box; a dis-animated iron golem; a rare history book autographed by the author
9,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace); bottomless cup of coffee
40,000 gp	Jeweled gold crown; jeweled electrum ring; one-ton temple guardian statue
80,000 gp	Gold and ruby ring; gold cup set with emeralds; self-playing harp
105,000 gp	Adamantine crown set with soul gems; tapestry woven from phase spider silk
300,000 gp	Dragon's skull filled in with gold; the lamp once occupied by a djinn prince
430,000 gp	Throne carved from treant-wood; deceased lich's mithril phylactery set with diamonds

Table – Random Consumable Items

1d6	Result
1-3	Healing potion (<i>potion of healing</i> in heroic tier, <i>potion of healing and rescue</i> in prestige tier, <i>potion of healing and rescue (advanced)</i> or <i>salve of resurrection</i> in epic tier).
4	Another consumable item (<i>oil of sharpness</i> , <i>potion of heroism</i> , <i>potion of vitality</i> , <i>skeleton key</i> , etc).
5	A poison.
6	An incantation scroll or practice manual.

4. Narrative Play

The PCs get treasure when they earn it; depending on the skill, strategy and daring they show, they might accumulate more +1 swords than they know what to do with, or they might be penniless and fighting off owlbears with a rusty breadknife.

The game mechanics behind Orcus assume that PCs, at least once they have a few levels under their belts, will have at least three magic items of roughly their level or a few levels higher: a magic weapon or focus, magic armor (or magic clothes for those who don't wear armor) and a magic cloak (or amulet). That's because the game math depends on PCs picking up +6 in bonuses from magic items over the 30 levels of their adventuring careers.

Some character concepts may require more magic items. For example, a warrior-mage might need a magic weapon and a magic focus, and a skirmisher who fights at range and melee will need two magic weapons – as will a fighter who dual-wields. Characters may also need healing potions, especially if they do not have a dedicated healer, and without the boost other magic items give they will find themselves a little behind when facing challenges of their level.

Now you, as the Game Master, know the mathematical assumptions, you can decide whether to break them, and how.

Enchanted Items

There are four core types of magic item, called enchanted items:

- Cloaks or amulets worn about the neck, which increase Fortitude, Reflex and Will defenses.
- Weapons
- Focuses
- Armor (or “cloth armor”, robes and other clothing, for those who do not wear armor)

A character may need both an enchanted focus and an enchanted weapon, if they are for example a priest that casts spells using a holy symbol and makes attacks with a mace. A character may need two weapons, if they dual-wield or mix it up between ranged and melee.

Otherwise, a character only needs either an enchanted weapon or an enchanted focus, not both.

Enchanted items give an enhancement bonus – so a +1 enchanted cloak gives a +1 enhancement bonus to Fortitude, Reflex and Will defenses, while a +3 enchanted sword gives a +3 enhancement bonus to weapon attack and damage rolls, and +3d6 damage on a weapon critical hit. +2 enchanted armor gives a +2 enhancement bonus to Armor Class, and a +6 enchanted focus gives a +6 enhancement bonus to spell attack and damage rolls, and +6d6 damage on a spell critical hit.

Boosted Enchanted Items

Some enchanted items do nothing extra. However, others have been boosted. There are four tiers of boost: I through IV, which increase the level of the enchanted item by that amount. So, for example, a +1 sword is level 1, but a +1 sword (boost II) is level 3. A +3 sword is level 11, but a +3 sword (boost II) is level 13.

Table – Enchanted Item Progression by Level

Level	Item
1	Enchanted Item +1
2	Enchanted Item +1 Boost I
3	Enchanted Item +1 Boost II
4	Enchanted Item +1 Boost III
5	Enchanted Item +1 Boost IV
6	Enchanted Item +2
7	Enchanted Item +2 Boost I
8	Enchanted Item +2 Boost II
9	Enchanted Item +2 Boost III
10	Enchanted Item +2 Boost IV
11	Enchanted Item +3
12	Enchanted Item +3 Boost I
13	Enchanted Item +3 Boost II
14	Enchanted Item +3 Boost III
15	Enchanted Item +3 Boost IV
16	Enchanted Item +4
17	Enchanted Item +4 Boost I
18	Enchanted Item +4 Boost II
19	Enchanted Item +4 Boost III
20	Enchanted Item +4 Boost IV
21	Enchanted Item +5
22	Enchanted Item +5 Boost I
23	Enchanted Item +5 Boost II
24	Enchanted Item +5 Boost III
25	Enchanted Item +5 Boost IV
26	Enchanted Item +6

27	Enchanted Item +6 Boost I
28	Enchanted Item +6 Boost II
29	Enchanted Item +6 Boost III
30	Enchanted Item +6 Boost IV

Enchanted Weapon +X

+X enhancement bonus to attack rolls and damage rolls with that weapon. On a critical hit, do a further +Xd6 damage.

Bindings: Arm and leg bindings can be enchanted. They act just like an enchanted weapon, except they apply to unarmed attacks and natural weapons.

Enchanted Focus +X

+X enhancement bonus to attack rolls and damage rolls with that focus. On a critical hit, do a further +Xd6 damage.

Enchanted Armor +X (Armor Slot)

At least a +X enhancement bonus to Armor Class while wearing that armor.

Light Armor: Enchanted light armor gives an additional +1 in the prestige tier and an additional +1 again in the epic tier, so *+3 hide armor* worn by a level 11 character gives a +4 enhancement bonus to Armor Class.

Heavy Armor: Enchanted heavy armor offers double the enhancement bonus to Armor Class, so *+1 plate armor* gives a +2 enhancement bonus to Armor Class.

Enchanted Cloak +X (Neck Slot)

+X enhancement bonus to Fortitude, Reflex and Will saves while wearing that cloak. This category includes enchanted necklaces, amulets and talismans as well as cloaks.

Randomly Generating a

Magic Item

Roll 1d20 and add 4 for every level of the encounter above 1st.

If the result exceeds 20, subtract 20 and increase the bonus by 1. For example, if you roll 21 on the weapon table, it's a +2 weapon. If you roll 75, it's a +4 flame tongue weapon. Items cannot exceed a +6 enchantment bonus, even if the result exceeds 120.

Table – Random Enchanted Magic Items

d20	Weapon	Focus	Armor	Cloak
1	+1 weapon	+1 focus	+1 armor	+1 cloak
2	+1 weapon	+1 focus	+1 armor	+1 cloak
3	+1 weapon	+1 focus	+1 armor	+1 cloak
4	+1 weapon	+1 focus	+1 armor	+1 cloak

5	+1 slayer weapon	+1 elemental ally focus	+1 armor of resistance	+1 cloak of the manta ray
6	+1 infectious mark weapon	+1 reshaping focus	+1 glamored armor	+1 cloak of the skillful
7	+1 bleeding weapon	+1 grounded focus	+1 skillful armor	+1 cloak of shelter
8	+1 swift weapon	+1 versatile focus	+1 armor of toughness	+1 necklace of adaptation
9	+1 venom weapon	+1 brilliant focus	+1 demon armor	+1 amulet of proof against detection and location
10	+1 ravening weapon	+1 draining focus	+1 dwarf worked armor	+1 amulet of shielding
11	+1 warded weapon	+1 mana battery focus	+1 ophiduan armor	+1 cape of the mountebank
12	+1 dancing weapon	+1 courageous weapon	+1 stubborn armor	+1 cloak of elvenkind
13	+1 defender weapon	+1 energy absorbing focus	+1 dragon scale armor	+1 cloak of displacement
14	+1 dwarven thrower	+1 keen focus	+1 armor of ethereality	+1 soulkeeper amulet
15	+1 flame tongue weapon	+1 finisher focus	+1 emergency armor	+1 cloak of the eel
16	+1 lightning	+1 forceful focus	+1 indomitable armor	+1 amulet of rescue
17	+1 frost brand weapon	+1 runic focus	+1 lifegiving armor	+1 cloak of arachnida
18	+1 luck blade	+1 sapping focus	+1 gnome worked	+1 amulet of up-and-down
19	+1 disruption weapon	+1 warlike focus	+1 adamantine armor	+1 cloak of the artist
20	+1 hammer of thunderbolts	+1 blessed focus	+1 adaptive armor	+1 medallion of thoughts

Table – Random Miscellaneous Magic Items

d20	Levels 1–5	Levels 6–10		
1	Gauntlets of ogre power	Arrow-catching shield (adventurer)	11	Hand of the mage
2	Stone of alarm	Ring of resistance (adventurer)	12	Efficient quiver
3	Ring of warmth	Script of faithfulness	13	Belt of dwarvenkind
4	Goggles of night	Eversmoking bottle	14	Belt of giant strength
5	Helm of comprehending languages	Necrosis cube	15	Pipes of the sewers
6	Sustaining spoon	Satchel of useful items	16	Eyes of minute seeing
7	Rope of climbing	Ring of water walking	17	Belt of the archer (adventurer)
8	Boots of the winterlands	Deck of illusions	18	Belt of the man-at-arms (adventurer)
9	Headband of intellect	Bag of ogres	19	Gloves of swimming and climbing
10	Spiritlink charm	Immovable rod	20	Boots of feather falling
				Ring of x-ray vision
				Eyes of the eagle
				Horseshoes of a zephyr
				Portable hole
				Decanter of endless water
				Boots of speed
				Horseshoes of speed
				Lantern of revealing
				Robe of eyes
				Boots of levitation

There are not currently enough miscellaneous magic items of levels higher than 11 to extend this table.

Focus Boosts

Blessed (IV)

Each *blessed focus* is associated with a Channel Divinity power. When you wield the focus, you can use that Channel Divinity power once per day.

Brilliant (II)

Item Power (free, encounter)

When you hit a target: The target is stunned (save ends).

Courageous (II)

Item Power (swift, encounter)

Choose an ally. They receive a +4 bonus to their next attack roll.

Dismissal (IV)

Minimum Enchantment: +5

Item Power (swift, daily) • Focus, Teleportation

Ranged 10; Charisma vs Will; the target is teleported to a pocket dimension until the end of your next turn. They cannot move or see anything on their turn.

Sustain Standard: Keep them in the pocket dimension for 1 extra round. You can only do this once.

Draining (II)

Item Power (swift, encounter) • Necrotic

Until the end of your next turn, each time you hit with an attack made with this focus, you do +2d6 necrotic damage but you take 1d6 damage.

Elemental's Ally (I)

Item Power (swift, daily)

Near burst 5, one target; the creature gains vulnerability 5 to your choice of acid, fire, lightning or cold.

Level 12: Vulnerability 10.

Level 22: Vulnerability 15.

Energy Absorbing (III)

Item Power (counter, daily) • Focus

When an enemy within 10 squares is about to recharge a power; Charisma vs Will; their power does not recharge and you regain the use of an encounter power.

Finisher (III)

Do an additional +X damage to staggered creatures.

Forceful (III)

When you make a creature perform unwilling movement, increase the squares moved by 1.

Grounded (I)

Each *grounded focus* is associated with one or more tags. While wielding the focus, you receive a +2 enhancement bonus on saving throws against effects with those tags. The GM chooses the tags or determines them randomly from the options below.

Table – Grounded Focus

d6	Tags
1	Acid, Necrotic, Poison
2	Cold, Fire
3	Lightning, Radiant, Thunder
4	Fear, Psychic
5	Charm, Illusion
6	Force, Teleportation

Keen (III)

Score critical hits on a roll of 19 or 20.

Mana Battery (II)

Item Power (swift, daily)

You recover an arcane encounter power you have already expended, of the item's level or lower.

Reshaping (I)

Each *reshaping focus* is associated with a type of damage. The GM chooses the type or determines it randomly from the options below.

Item Power (free, encounter)

When you use a power that does damage, the damage is instead of the type associated with this focus.

Table – Reshaping Focus

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Runic (IV)

Once per day you can perform an incantation of the focus's level or lower, even if you do not know the incantation. The incantation cannot be of a level higher than your own. You must still pay the incantation's component cost.

Sapping (IV)

Item Power (free, encounter)

Use when you hit with a power. One target you hit suffers a -2 penalty to saving throws until the end of their next turn.

Versatile (I)

This focus counts as all varieties of focus. For example, a +1 versatile holy symbol can also be used as an arcane focus, druidic focus and martial focus. Because holy symbols and martial focuses do not require a hand to use (while arcane and druidic focuses do), they are a popular choice for this enchantment.

Warlike (IV)

This focus has a weapon boost. The GM chooses the type or determines it randomly from the options below.

Table – Warlike Focus

d10	Weapon Boost
1	Slayer
2	Infectious Mark
3	Bleeding
4	Swift
5	Venom
6	Ravenging
7	Warded
8	Dancing
9	Defender
10	Flame Tongue

Weapon Boosts

Bleeding (I)

You can store blood in this weapon, represented by blood points. A *bleeding weapon* can store blood points equal to its enhancement bonus times 5.

Absorb Blood (free, encounter)

When you do damage with an attack with this weapon: This weapon gains blood points equal to the amount of damage done.

Unleash Blood (free, encounter)

When you hit with this weapon: Do additional damage equal to the number of blood points in this weapon. Then set the blood points in this weapon to zero.

Dancing (II)

Item Power (swift, daily)

This weapon's reach becomes 6 until the end of your next turn.

Defender (III)

You receive a +1 shield bonus to AC and Reflex defenses.

Disruption (IV)

Your attacks with this weapon do +Xd6 extra damage against creatures with the Demon, Devil or Undead tags. If your attack causes them to become staggered, they are rattled until the end of their next turn.

While you hold this weapon, it sheds bright light in a 4-square radius and dim light for an additional 4 squares.

Dwarven Thrower (III)

Thrown (Heavy) weapon only

Do +Xd6 extra damage against creatures with the Giant tag.

Item Power (free, daily)

When you hit with this weapon: The target falls prone.

Flame Tongue (III)

Item Power (swift, encounter) • Fire

You cast bright light in an 8-square radius and dim light for an additional 8 squares. The first time you hit with the sword, do +Xd6 fire damage, where X equals the enhancement bonus. Then this effect ends.

Frost Brand (IV)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage equal to double the enhancement bonus (for example resistance to fire 6 for a +3 frost brand longsword).

In freezing temperatures, the blade sheds bright light in a 2-square radius and dim light for an additional 2 squares.

Item Power (free, encounter) • Weapon

When you draw this weapon: Extinguish all nonmagical flames in Near burst 6.

Hammer of Thunderbolts (IV)

Hammers only

Item Power (free, daily) • Thunder, Weapon

When you make an attack: This weapon's reach becomes 12 for the attack. If the attack hits, the hammer unleashes a thunderclap audible out to 60 squares.

Secondary Attack: Near burst 3 centered on the target; Strength vs Fortitude (the target and all creatures in burst); the target is dazed until the end of your next turn.

Infectious Mark (I)

Item Power (free, encounter)

An enemy you have marked falls to 0 HP or below: choose a target within 5 squares of the marked enemy. That target is now marked by you.

Lightning (III)

Thrown weapons only

Item Power (standard, daily) • Lightning, Weapon

Near wall 24 (must be a straight line); Dexterity vs Reflex (all creatures); Xd6 lightning damage, where X equals the enhancement bonus; on a miss, half damage.

Luck Blade (IV)

Light and Heavy Blades only

You receive a +1 item bonus on saving throws.

Item Power (free, daily)

Reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll.

Ravening (II)

Roll d12s for bonus damage on a critical hit, instead of d6s as usual.

Slayer (I)

Each *slayer* weapon is attuned to a different variety of creature, chosen or picked randomly from the list below. For example, there are *giant-slayer* and *dragon-slayer* weapons.

Your attacks with this weapon do +Xd6 extra damage against creatures with that tag.

1. Air
2. Aquatic
3. Celestial
4. Cold
5. Construct
6. Demon
7. Devil
8. Dragon
9. Earth
10. Fire
11. Giant
12. Mount
13. Ooze
14. Plant
15. Reptile
16. Shapechanger
17. Spider
18. Swarm
19. Undead
20. Water

Swift (I)

Add the enhancement bonus to initiative checks.

Sworn Vengeance (IV)

Minimum Enchantment: +4

Item Power (swift, daily)

Choose one target of the next weapon attack you make. That target is your sworn enemy until it dies, or until seven days pass. You cannot use this power while you have an existing sworn enemy.

Attacks with this weapon you make against the sworn enemy have combat advantage. You suffer no range, cover or concealment penalties for attacking the sworn enemy.

If you score a critical hit, do +Xd12 damage instead of the normal amount of bonus critical damage.

While your sworn enemy lives, you suffer a -2 penalty on attack rolls with all other weapons.

Venom (II)

Item Power (swift, daily) • Poison

You cause thick, black poison to coat the blade. The poison remains until the end of the encounter or until you hit with this weapon. The target takes persistent poison damage (save ends) equal to double the enhancement bonus of this weapon.

Warded (II)

Ranged weapons only

Ranged and far attacks made with this weapon do not provoke opportunity attacks.

Cloak Boosts

Amulet of Proof against Detection and Location (II)

While wearing this amulet, you are hidden from incantations of the scrying category. You can't be targeted by such magic or perceived through magical scrying sensors.

Amulet of the Planes (IV)

Minimum Enchantment: +5

Item Power (standard, at-will) • Teleportation

Name a location that you are familiar with on another plane of existence. Make a DC 15 Arcana check. On a successful check, it is as if you successfully performed the *plane walk* incantation. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

Amulet of Rescue (III)

Item Power (counter, daily) • Healing

When you are reduced to 0 HP or below; spend a recovery and heal your recovery value. You are stunned (save ends).

Amulet of Shielding (II)

While wearing this amulet, you have resistance to force damage, equal to double the enhancement bonus (for example resistance to force 6 for a +3 amulet).

Amulet of Up-and-Down (IV)

Each time you would fail a death save, if you have recoveries remaining, you may choose to lose a recovery instead.

Cape of the Mountebank (II)

Disappear in a Cloud of Smoke (standard, daily) • Illusion, Teleportation

Teleport up to 20 squares. You have concealment until the end of your next turn or until wind disperses the smoke (whichever comes first).

Cloak of Arachnida (IV)

This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

10. You have resistance to poison damage, equal to double the enhancement bonus (resistance to poison 6 for a +3 cloak of arachnida).
11. You have a climbing speed equal to your walking speed, and the wall-climber trait. You do not need your hands to climb.
12. You have the web stride trait.

Cloak of Displacement (III)

Item Power (swift, encounter) • Illusion

The cloak projects an illusion that makes you appear to be standing in a place near your actual location. Attacks against you do not have combat advantage if they otherwise would. If you take damage or become helpless, immobile or restrained, the effect ends.

Cloak of Elvenkind (II)

While you wear this cloak with its hood up, Perception checks made to see you are at a -2 penalty and you have a +2 item bonus on Stealth checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires a swift action.

Cloak of the Artist (IV)

Item Power (swift, daily)

Until the end of the encounter, you can be under the effect of two powers with the Stance tag.

Cloak of the Bat (IV)

Minimum Enchantment: +3

While wearing this cloak, you have a +2 item bonus on Stealth checks.

In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 8 squares. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed. If you are in the air when this happens, you fall.

Cloak of the Eel (III)

Each time an attack misses you, you can shift 1.

Cloak of the Manta Ray (I)

While wearing this cloak with its hood up, you can breathe underwater, and you have a swim speed of 12 squares. Pulling the hood up or down requires a swift action.

Cloak of the Skillful (I)

You add the cloak's enhancement bonus to skill checks with a particular skill. The GM chooses the skill or determines it randomly from the options below.

Table – Cloak of the Skillful

d10	Skill
1	Acrobatics
2	Arcana
3	Bluff
4	Dungeoneering
5	Heal
6	Insight
7	Perception
8	Sleight of Hand
9	Stealth
10	Streetwise

Cloak of Shelter (I)

You receive a +1 item bonus on saving throws.

Medallion of Thoughts (IV)

Item Power (standard, daily)

Wisdom vs Will; on a hit, you gain insight into the target's reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates).

Necklace of Adaptation (I)

While wearing this necklace, you can breathe normally in any environment, and you have a +2 bonus to defenses against attacks made by harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

Soulkeeper Amulet

While wearing this amulet, you gain one additional recovery to spend each day.

Armor Boosts

Adamantine (IV)

Heavy armor only

Item Power (counter, daily)

When you are hit by a critical hit; it becomes a normal hit instead.

Adaptive (IV)

After you take acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder damage, you gain resistance to that type of damage, equal to double the enhancement bonus of this armor (resistance 6 for +3 adaptive armor) until you take a different type of damage.

The resistance does not apply to the attack that caused you to gain that resistance.

Armor of Ethereality (III)

Item Power (swift, daily)

You are incorporeal until the end of your next turn.

Armor of Invulnerability (IV)

Minimum Enchantment: +4

You have resistance to untyped damage while you wear this armor, equal to double the enhancement bonus (resistance to untyped damage 6 for +3 armor).

Item Power (counter or swift, daily)

You are immune to untyped damage until the end of your next turn.

Armor of Resistance (I)

You have resistance to one type of damage while you wear this armor, equal to double the enhancement bonus (resistance to fire 6 for +3 armor of fire resistance). The GM chooses the type or determines it randomly from the options below.

Table – Armor of Resistance

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Demon (II)

While wearing this armor, you can understand and speak Abyssal.

This armor's enhancement bonus also applies to your attack and damage rolls, and you do $+Xd6$ damage on a critical hit, where X is the enhancement bonus of this armor.

Remember, enhancement bonuses do not stack, so this replaces your existing *enchanted weapon* if this bonus is higher.

Curse: Once you don this cursed armor, you can't doff it unless you are targeted by the *remove curse* incantation or similar magic. While wearing the armor, demons have combat advantage against you.

Armor of Toughness (I)

Add $+X$ to your recovery value while wearing this armor.

Dragon Scale (III)

Scale Armor only

Dragon scale armor is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued.

While wearing this armor, you gain a +2 bonus to defenses against attacks with the Fear tag and against Near attacks made by dragons.

You have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table), equal to double the enhancement bonus (resistance to fire 6 for +3 red dragon scale armor).

Additionally, once a day you can focus your senses as a swift action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor.

Table – Dragon Scale Mail

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Dwarf Worked (II)

Heavy armor only

If you are subject to unwilling movement, you can reduce that unwilling movement by up to 2 squares.

Emergency (III)

While staggered, you get a +1 bonus to Fortitude, Reflex and Will defenses.

Glamored (I)

As a swift action, speak the armor's command word. It assumes the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Gnome Worked (IV)

This armor has a cloak boost. The GM chooses the type or determines it randomly from the options below.

Table – Gnome Worked Armor

d10	Cloak Boost
1	Manta Ray
2	Shelter
3	Adaptation
4	Proof Against Detection and Location
5	Mountebank
6	Elvenkind
7	Displacement
8	Soulkeeper
9	Eel
10	Rescue

Indomitable (IV)

When you would be stunned, you are dazed instead. When you would be immobile, you are slowed instead. When you would be restrained, you are immobile instead.

Lifegiving (IV)

Any time you spend a recovery to heal, you can spend one additional recovery to heal additional hit points equal to your recovery value.

Ophiduan (II)

Hide Armor, Chainmail, Scale Armor and Plate Armor only

Ignore armor check penalties and speed penalties from this armor.

Skillful (I)

You add the armor's enhancement bonus to skill checks with a particular skill. The GM chooses the skill or determines it randomly from the options below.

Table – Skillful Armor

d6	Skill
1	Athletics
2	Diplomacy
3	Endure
4	History
5	Intimidate
6	Religion

Stubborn (II)

When you make a successful save against persistent damage, gain temporary hit points equal to the value of the persistent damage.

Other Worn Items

Head Items

Headband of Intellect

Level 3

Item Power (free, encounter)

You miss on an Intelligence attack or fail an Intelligence-based skill check: Reroll the attack roll or skill check.

Helm of Brilliance

Level 11

Resistance to fire 10.

Radiant Light aura 6. Dim light. If an undead creature begins their turn in this aura, they take 5 radiant damage.

Item Power (free, encounter) • Fire

You hit a target with an attack: The attack does +2d6 fire damage to that target.

Helm of Comprehending Languages

Level 2

While wearing this helm, you are under the effects of the *understand languages* incantation.

Helm of Telepathy

Level 11

While wearing this helm, you have telepathy 12. Creatures within 12 can communicate telepathically with you as well.

Waist Items

Belt of Dwarvenkind

Level 4

While wearing the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

Resistance to poison 5

Darkvision

You can speak, read, and write Dwarvish.

Belt of Giant Strength

Level 4

Item Power (free, encounter)

You miss on a Strength attack or fail a Strength-based skill check: Reroll the attack roll or skill check.

Belt of the Archer

Level 5, 15 or 25

Your basic ranged attacks do +2 damage.

Level 15: +4 damage.

Level 25: +6 damage.

Belt of the Man-at-Arms

Level 5, 15 or 25

Your basic melee attacks do +2 damage.

Level 15: +4 damage.

Level 25: +6 damage.

Arms Items

Arrow-Catching Shield

Level 6, 16 or 26

You gain a +1 bonus to AC against ranged attacks while you wield this shield.

Level 16: +2 bonus.

Level 26: +3 bonus.

Item Power (counter, encounter)

An adjacent creature is the target of a ranged weapon attack: You become the target of the attack instead. If you were already a target, you experience the attack twice.

Hands Items

Gloves of Swimming and Climbing

Level 5

While wearing these gloves, you can climb and swim at your walk speed, climbing and swimming don't cost you extra squares of movement, and you gain a +2 item bonus to Athletics checks made to climb or swim.

Gauntlets of Ogre Power

Level 1

While wearing these gauntlets, your carrying capacity doubles.

Ring Items

Ring of Evasion

Level 14

Item Power (immediate, encounter)

An attacker hits you with a vs Reflex attack: The attacker must reroll their attack and use the second result.

Ring of Free Action

Level 11

You have the terrain stride feature.

Ring of Invisibility

Level 21

Item Power (standard, daily) • Illusion

You turn invisible until the encounter ends, you attack or you use a swift action to end the effect (whichever comes first).

Ring of Mind Shielding

Level 20

While you are wearing this ring, other creatures cannot read your thoughts, determine whether you are lying or know your alignment. They also cannot discern your creature ancestry or tags except as may be possible by visual examination. Creatures can telepathically communicate with you only if you allow it.

You can use a swift action to cause the ring to become invisible until you use another swift action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Ring of Regeneration

Level 30

While wearing this ring, you regain 5 hit points every round, provided that you have at least 1 hit point.

If you lose a body part, the ring causes the missing part to regrow and return to full functionality after $1d6+1$ days if you have at least 1 hit point the whole time.

Ring of Resistance

Levels 6, 16, 26

You have resistance 5 to one damage type while wearing this ring. The gem in the ring indicates the type, which the GM chooses or determines randomly.

Level 16: Resistance 10

Level 26: Resistance 15

Table – Ring of Resistance

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Ring of Warmth

Level 1

While wearing this ring, you have resistance to fire damage 2. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

Ring of Water Walking

Level 7

While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

Ring of X-ray Vision

Level 7

While wearing this ring, you can use a swift action to speak its command word. When you do so, you can see into and through solid matter for 1 minute. This vision has a radius of 6 squares. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Feet Items

Boots of Feather Falling

Level 5

When you fall while wearing these boots, you descend 12 squares per round and take no damage from falling.

Boots of Jumping

Level 13

Item Power (move, encounter)

You jump a number of squares up to your speed, without provoking opportunity attacks.

Boots of Levitation

Level 10

While you wear these boots, you gain a fly speed of 4 (maximum altitude 2).

Boots of Speed

Level 9

While you wear these boots, your walking speed increases by 2.

Boots of the Winterlands

Level 2

These furred boots are snug and feel quite warm. While you wear them, you have ice stride and can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Winged Boots

Level 17

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours each day, all at once or in several shorter flights. If you are flying when the duration expires, you descend at a rate of 6 squares per round until you land.

Wondrous Items

Bag of Ogres

Level 8

Pull Out an Ogre (standard, daily) • Summons

Place an ogre wretch in an unoccupied space adjacent to you. The ogre wretch is a companion, and follows the companion rules (including obeying your commands). At the end of the encounter or if reduced to 0 hit points or below, the ogre wretch disappears.

The ogre wretch has the following feature:

Instinct

At the end of your turn, if the ogre wretch has not received a command that turn, it moves to the nearest enemy and uses *maul*.

Special: Other bags may exist for other mooks – the level of the bag equals the level of the mook.

Bracelet of Friends

Level 14

This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his or her gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless.

Decanter of Endless Water

Level 9

If the stopper is removed from this ordinary-looking flask (a swift action) and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5-foot-long stream at 5 gallons per round.

Deck of Illusions

Level 7

This box contains a set of parchment cards. A full deck has 34 cards. A deck found as treasure is usually missing 1d20-1 cards.

The magic of the deck functions only if cards are drawn at random (you can use an altered deck of playing cards to simulate the deck). You can use a standard action to draw a card at random from the deck and throw it to the ground at a point within 6 squares.

An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature except that it can do no harm. While you are within 24 squares of the illusory creature and can see it, you can use an action to move it magically anywhere within 6 squares of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who visually inspects the creature (a standard action) identifies it as illusory with a successful DC 15 Perception check. The creature then appears translucent.

The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.

Table – Deck of Illusions

Playing Card	Illusion
Ace of hearts	Red dragon
King of hearts	Knight and four guards
Queen of hearts	Succubus or incubus
Jack of hearts	Druid
Ten of hearts	Cloud giant
Nine of hearts	Ettin
Eight of hearts	Bugbear
Two of hearts	Goblin
Ace of diamonds	Beholder
King of diamonds	Archmage and mage apprentice
Queen of diamonds	Night hag
Jack of diamonds	Assassin
Ten of diamonds	Fire giant
Nine of diamonds	Ogre mage
Eight of diamonds	Gnoll
Two of diamonds	Kobold
Ace of spades	Lich
King of spades	Priest and two acolytes
Queen of spades	Medusa
Jack of spades	Veteran
Ten of spades	Frost giant
Nine of spades	Troll
Eight of spades	Hobgoblin
Two of spades	Goblin
Ace of clubs	Iron golem
King of clubs	Bandit captain and three bandits
Queen of clubs	Erinyes
Jack of clubs	Berserker
Ten of clubs	Hill giant
Nine of clubs	Ogre
Eight of clubs	Orc
Two of clubs	Kobold
Jokers (2)	You (the deck's owner)

Efficient Quiver

Level 3

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaffs, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Eyes of Minute Seeing

Level 4

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have a +2 enhancement bonus to checks that rely on sight while searching an area or studying an object within that range.

Eyes of the Eagle

Level 8

These crystal lenses fit over the eyes. While wearing them, you have a +2 enhancement bonus on Perception checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Eversmoking Bottle

Level 6

Smoke leaks from the lead-stoppered mouth of this brass bottle.

Item Power (standard, daily) • Fire, Zone

Near burst 6; thick smoke makes everything in the zone heavily obscured until five minutes have passed or as soon as there is strong wind.

Folding Boat

Level 16

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use a standard action to speak it.

One command word causes the box to unfold into a skiff (see the Vehicles chapter).

The second command word causes the box to unfold into a ship (see the Vehicles chapter).

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the *folding boat* to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

Goggles of Night

Level 1

While wearing these dark lenses, you have darkvision out to a range of 12 squares. If you already have darkvision, wearing the goggles increases its range by 12 squares.

Hand of the Mage

Level 3

This mummified elf hand allows you to use a cantrip (chosen by the GM from the Cantrips discipline).

Horseshoes of a Zephyr

Level 9

When these four iron horseshoes are affixed to the hooves of a horse or similar creature, they allow the creature to fly at its walk speed (hover, maximum altitude 1).

In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Horseshoes of Speed

Level 10

When these four iron horseshoes are affixed to the hooves of a horse or similar creature, they increase the creature's walking speed by 6.

Immovable Rod

Level 8

This flat iron rod has a button on one end. You can use a swift action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses a swift action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Athletics check, moving the fixed rod up to 2 squares on a success.

Instant Fortress

Level 24

You can use a standard action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty.

The fortress is a square tower, 4 squares on a side and 6 squares high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side

facing you. The door opens only at your command, which you can speak as a swift action. It is immune to magical effects that would open it or make it easier to open.

Each creature in the area where the fortress appears is pushed to an unoccupied space outside but next to the fortress.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance 15 to all other damage.

Lantern of Revealing

Level 10

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 6-square radius and dim light for an additional 6 squares. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use a swift action to lower the hood, reducing the light to dim light in a 1-square radius.

Marvelous Pigments

Level 17

These pigments allow you to create three-dimensional objects by painting them in two dimensions. The paint flows from the brush to form the desired object as you concentrate on its image.

Each pot of paint is sufficient to cover 100 squares, which lets you create inanimate objects or terrain features – such as a door, a pit, flowers, trees, cells, rooms, or weapons up to 2 squares high. It takes 10 minutes to cover 4 squares.

When you complete the painting, the object or terrain feature depicted becomes a real, nonmagical object. Thus, painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit.

Nothing created by the pigments can have a value greater than 25 gp. If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material.

If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm to anything.

Necrosis Cube

Level 7

Regenesis: When you spend a recovery, you heal additional hit points equal to your Wisdom modifier.
Level 11: Your Wisdom modifier +2.
Level 21: Your Wisdom modifier +5.

Sustenance: You do not need to eat or drink while carrying the cube. You only need two hours sleep for a long rest.

Healing Light (reaction, encounter) • Healing

A creature within 6 squares uses an arcane power: You can spend a recovery to heal up to your recovery value.

Pipes of the Sewers

Level 4

In addition to playing these pipes as a normal musical instrument, you can use them to produce rodent-like sounds. While doing so, you can communicate with rats (including giant rats) and they will not attack you unless you threaten or harm them.

Robe of Eyes

Level 10

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits:

- The robe lets you see in all directions.
- You have darkvision out to a range of 24 squares.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 24 squares.

The eyes on the robe can't be closed or averted. Although you can close or avert your own eyes, you are never considered to be doing so while wearing this robe.

If you are hit by an attack with the Radiant tag, you are dazed (save ends).

Rope of Climbing

Level 2

A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 2 squares (10 feet) per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers

the DC of Athletics checks to climb with it by 5. A creature must hold one end of the rope when its magic is invoked.

Portable Hole

Level 9

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use a standard action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 2 squares deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open *portable hole* can exit the hole by climbing out of it.

You can use a standard action to close a *portable hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Athletics check. On a successful check, the creature forces its way out and appears within 1 square of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside another *portable hole*, or an extradimensional space created by another item, instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 2 squares of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Satchel of Useful Items

Level 7

This appears to be an unremarkable satchel, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can recognize these patches for what items they become, and detach them. One patch can be detached as a swift action. Detaching a patch causes it to become an actual item, as indicated below.

A newly created robe of useful items always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft. long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	Potion of healing
69-75	Rowboat (12 ft. long)
76-83	Incantation scroll (roll 1d6 to determine level)
84-90	A dog
91-96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Script of Faithfulness

Level 6

This item is a small box containing religious scripture. Anyone who holds the item is aware of any action or item that could adversely affect their alignment and their standing with their deity, including magical effects. The holder acquires this information prior to performing such an action or becoming associated with such an item if they take a moment to contemplate the act.

Spiritlink Charm

Level 3

On a critical hit, your companion does additional damage equal to 1d6 times by the bonus of an enchanted weapon or focus that you wield. For example, if you wield a +3 longsword, your companion does +3d6 damage on a critical hit.

Stone of Alarm

Level 1

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Sustaining Spoon

Level 2

This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Consumable Items

Incantation Scroll

An incantation scroll allows anyone to perform the incantation written on it, whether they know the incantation already or not. An incantation scroll is of the level of the incantation written on it, and its cost is equal to that of a consumable item of the same level or the component cost of the incantation (whichever is higher).

Oil of Dullness

Level 5

As a standard action, you can apply the oil to a magic item in your possession. That item turns into a mundane item with no magical effects until it is thoroughly cleaned.

Oil of Sharpness

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a standard action, you can apply the oil to a mundane weapon in your possession. That item turns into an enchanted weapon, with a bonus depending on the level of the oil of sharpness. The effect lasts until the end of the encounter.

Potion of Healing

Level 5

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and the target heals 10 HP.

Potion of Healing and Rescue

Level 15

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and the target heals 25 HP and makes one saving throw against a save ends effect.

Potion of Healing and Rescue (Advanced)

Level 25

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and the target heals 50 HP and makes one saving throw against a save ends effect.

Potion of Heroism

Level 9, Level 19 or Level 29

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and chooses an expended daily or encounter power (attack or utility) of the potion's level or lower. That power is no longer expended.

Potion of Vitality

Level 7, Level 17 or Level 27

As a swift action, you can drink the potion or administer it to a creature within reach. The user spends a recovery and chooses an expended encounter power (attack or utility) of the potion's level or lower. That power is no longer expended.



Ryzom MMORPG Concept Art (Potions)

Practice Manual

A practice manual allows anyone to perform the practice written on it, whether they know the practice already or not. A practice manual is of the level of the practice written on it, and its cost is equal to that of a consumable item of the same level or the component cost of the practice (whichever is higher).

Salve of Resurrection

Level 30

As a standard action, you can apply the salve to an adjacent creature that died within the last round. That creature is resurrected and they are healed 50 HP.

Skeleton Key

Level 15

As a swift action, you can insert the skeleton key into any lock. If the lock would open with a Sleight of Hand result of 30, the lock opens and the skeleton key turns to dust. Otherwise the lock remains closed, but the skeleton key is unharmed.

Tonic of Agility

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to Reflex defense and Acrobatics checks.

Your speed increases by 1.

You can stand up from prone as a free action, but this immediately ends the effects of the tonic.

You can reroll an Acrobatics check and use the result of your choice, but this immediately ends the effects of the tonic.

Tonic of Alertness

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to Will defense and Perception checks.

You gain a +1 item bonus to initiative.

Tonic of Endurance

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to Fortitude defense and Endure checks.

You gain resistance to poison 5 (10 at level 11, 15 at level 21).

You may spend a recovery to heal your recovery value, but this immediately ends the effects of the tonic.

Tonic of Regeneration

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to your recovery value. You gain regeneration equal to the listed bonus.

You can spend a recovery to heal your recovery value, but this immediately ends the effects of the potion.

Tonic of Strength

Level 1: +1, Level 6: +2, Level 11: +3

Level 16: +4, Level 21: +5, Level 26: +6

As a swift action, you can drink the tonic or administer it to a creature within reach. Its effect lasts for five minutes.

Gain the listed item bonus to melee damage rolls, Athletics checks and Strength ability checks.

Poisons

Poisons are “masterwork consumables”, which just means they cost double that of a normal consumable item of their level.

Poisons can either be used in combat as powers, or if the poisoner gets an opportunity to expose the target to the poison more extensively (by feeding it to them, storing it in a container that the target opens, placing it on their clothes, etc.) then the target can suffer a more serious effect.

Assassin's Blood

Consumable Attack 1 (Swift Action) • Poison

Effect Until your next short rest, any target you hit with a weapon takes 2 persistent poison damage (save ends). If they fail their first save, they instead take 5 persistent poison damage (save ends).

Special If Assassin's Blood is ingested, for 12 hours the target gains vulnerability to poison 5 and loses any poison resistances or immunities it had.

Pale Tincture

Consumable Attack 1 (Swift Action) • Poison

Effect The next target you hit with a weapon takes 1d10 poison damage and cannot heal by any means (save ends).

Special If the Pale Tincture is ingested, the target suffers a -4 penalty to all saves and cannot heal for 12 hours.

Spear Frog Poison

Consumable Attack 1 (Swift Action) • Poison

Effect The next target you hit with a weapon takes 1d6 poison damage and is dazed (save ends).

Special If Spear Frog Poison is ingested, the target takes 2d6 poison damage.

Oil of Taggit

Consumable Attack 5 (Swift Action) • Poison

Effect Until your next short rest, any target you hit with a weapon takes 1d8 poison damage and is slowed until the end of their next turn.

Special If a creature is in prolonged contact with Oil of Taggit (e.g. it wears clothes on which it has been placed), the creature remains immobilised.

Phase Spider Venom

Consumable Attack 5 (Swift Action) • Poison

Effect The next target you hit with a weapon takes 5 persistent poison damage and is slowed (save ends both).

Special If a creature is in prolonged contact with Phase Spider Venom (e.g. it wears clothes on which it has been placed), it is weakened and gains insubstantial (both for 4 hours).

Torpor

Consumable Attack 5 (Swift Action) • Poison

Effect The next target you hit with a weapon takes 2d6 poison damage and is dazed (save ends).

Special If Torpor is ingested, the target is dazed for 12 hours.

Lethargy Poison

Consumable Attack 9 (Swift Action) • Poison

Effect The next target you hit with a weapon is dazed (save ends).

Aftereffect: The target falls asleep until disturbed.

Special If Lethargy Poison is ingested, the target falls into a coma for 24 hours.

Malice

Consumable Attack 9 (Standard Action) • Poison

Ranged 5

Attack Dexterity vs Reflex

Hit 2d10 + Dexterity modifier poison damage and 5 persistent psychic damage (save ends). Each time the target fails a saving throw, it makes a basic attack against the nearest ally (this does not count against its actions).

Miss Target takes half damage and 5 persistent psychic damage (save ends).

Special If a creature is in prolonged contact with Malice (e.g. it wears clothes on which it has been placed), it hallucinates a terrible waking nightmare.

Toadskin Salve

Consumable Attack 9 (Swift Action) • Poison

Effect Until the end of the encounter, if you are hit by a melee attack, you can make the following attack against your attacker.

Secondary Attack: Dexterity vs Fortitude; the target takes 5 persistent poison damage.

Special If a creature is in prolonged contact with Toadskin Salve (e.g. it wears clothes on which it has been placed), its skin hardens and the creature is slowed for 3 hours.

Truth Serum

Consumable Attack 9 (Standard Action) • Poison

Ranged 5

Attack Dexterity vs Will

Hit Target is controlled (save ends).

Special If the Truth Serum is ingested, the target is controlled (save ends) and cannot knowingly tell a lie for 1 hour.

Hunting Spider Venom

Consumable Attack 15 (Swift Action) • Poison

Effect Until your next short rest, any target you hit with a weapon takes 5 persistent poison damage (save ends), and grants combat advantage until the end of your next turn.

Special If Hunting Spider Venom is ingested, the target takes 4d6 poison damage.

Malyass Root Paste

Consumable Attack 15 (Swift Action) • Poison

Effect The next target you hit with a weapon is slowed (save ends).

Aftereffect: The target is restrained (save ends).

Special If Malyass Root Paste is ingested, the target is paralyzed for 3 hours.

Mindfog Mist

Consumable Attack 15 (Standard Action) • Poison

Far burst 1 within range 5, all creatures

Attack Dexterity vs Fortitude

Hit 2d6 + Dexterity modifier poison damage, and the target cannot use encounter, refresh or daily powers (save ends).

Special Mindfog Mist can be stored in a tight container for up to 24 hours. When the container is opened, the attack is targeted on the container.

Nightmare Salt

The victim experiences waking nightmares.

Consumable Attack 15 (Swift Action) • Poison

Effect The next target you hit with a weapon takes 3d6 poison damage and is dazed (save ends). While the target remains dazed, at the start of each of their turns, you can shunt them 2.

Special If Nightmare Salt is ingested, for 12 hours the target has a -4 penalty on defenses against effects with the Fear or Psychic tags.

Black Smear Poison

Consumable Attack 19 (Swift Action) • Poison

Effect Until your next short rest, any target you hit with a weapon takes 5 persistent poison damage (save ends), and is rattled until the end of your next turn.

Special If Black Smear Poison is ingested, the target takes 6d6 poison damage.

Cerulean Scourge

Consumable Attack 19 (Swift Action) • Poison, Transmutation

Effect The next target you hit with a weapon casts light with the brightness of a sunrod (save ends).

Aftereffect: The target takes 4d6 + Dexterity modifier poison damage.

Special If Cerulean Scourge is ingested, the target casts light like a sunrod for 24 hours, and then takes 6d6 poison damage.

Brimstone Fumes

Consumable Attack 25 (Standard Action) • Poison

Far burst 1 within range 5, all creatures

Attack Dexterity vs Fortitude

Hit 3d6 + Dexterity modifier poison damage, and the target is weakened (save ends).

Miss The target is weakened until the end of your next turn.

Special Brimstone Fumes can be stored in a tight container for up to 24 hours. When the container is opened, the attack is targeted on the container.

Frenzy Oil

Consumable Attack 25 (Standard Action) • Poison, Psychic

Ranged 5

Attack Dexterity vs Will

Hit 4d6 + Dexterity modifier psychic damage, and the target attacks the nearest creature (chosen randomly if multiple creatures are equally near) (save ends).

Miss The target attacks the nearest creature (chosen randomly if multiple creatures are equally near) (save ends).

Special If a creature is in prolonged contact with Frenzy Oil (e.g. it wears clothes on which it has been placed), it is thrown into an uncontrollable rage and hatred of all living creatures for 15 minutes.

Weeping Midnight

Consumable Attack 25 (Standard Action) • Poison

Hit 5d6 + Dexterity modifier poison damage, and the target is dazed (save ends).

Aftereffect: The target is blinded until the end of your next turn.

Miss The target is blinded until the end of your next turn.

Special If Weeping Midnight is ingested, the target is blinded for 1 day.

Gorgon's Breath

Consumable Attack 29 (Standard Action) • Poison

Far burst 1 within range 5, all creatures

Attack Dexterity vs Fortitude

Hit 3d6 + Dexterity modifier poison damage, and the target is slowed (save ends).

Aftereffect: The target is petrified (save ends).

Special Gorgon's Breath can be stored in a tight container for up to 24 hours. When the container is opened, the attack is targeted on the container.

Oblivion Essence

Consumable Attack 29 (Swift Action) • Poison

Effect Until your next short rest, any target you hit with a weapon takes 10 persistent poison damage (save ends), and is dazed until the end of your next turn.

Special If Oblivion Essence is ingested, the target ages 2d6 years.

Repulsion Resin

Consumable Attack 29 (Standard Action) • Poison, Psychic

Ranged 5

Attack Dexterity vs Fortitude

Effect The next target you hit with a weapon takes 2d6 poison damage, and is dazed (save ends). While the target is dazed, make an attack against any creature that moves into a square adjacent to the target

Attack: Dexterity vs Fortitude; the target is pushed 1 and their move ends.

Special If Repulsion Resin is consumed, the target has the following aura for 1 hour.

Repulsion aura 1: If a creature moves into an adjacent square, as an opportunity action the subject of the aura makes an attack: Dexterity vs Fortitude; the target is pushed 1 and their move ends.

Hirelings, Companions and Vehicles

Hirelings and Companions

You can typically purchase an animal or other creature for two times the cost of an enchanted item of the same level, if it is a standard monster. The multiplier is four for an elite monster and eight for a boss monster. If the creature gives special utility, for example it can fly at a low level, it typically costs twice again what it would normally cost.

Vehicles

Airships, wagons and ships are all vehicles.

Once a vehicle is in motion, it needs attention. If the driver fails to use a Drive, Turn or Brake action on their turn, the vehicle careens (with special rules for each vehicle).

Driver: Regardless of the number of occupants, or the number of characters required to fully operate a vehicle, one and only one character can be designated as the driver at any one time. The vehicle operates only on that character's turn. Even if careening, the vehicle only slides or stops on the driver's turn.

Speed: The speed given for a vehicle is the number of squares it can move if its driver takes the Drive action. A vehicle can move up to double its speed in one round, for example if its driver takes the Drive action twice.

Careening: If a vehicle moved in the last round, then its driver must either use the Accelerate, Turn or Brake action on it this round, or at the end of its driver's turn the vehicle is careening. See each vehicle's description for what happens. Characters in a careening vehicle are dazed. Once a vehicle stops moving, it is no longer careening.

References to the vehicle's driver's place in the initiative count refer to the vehicle's most recent driver. Even if the driver is incapacitated, dead or has abandoned the vehicle, use what the (former) driver's initiative count was.

Escape: As an immediate (counter) action when a vehicle begins to careen, or a move action at any time, a character can attempt to escape a vehicle. The character must make a DC 15 Acrobatics check (+5 if the creature is strapped in; DC 20 for the driver). A driver who attempts to escape no longer has any control over the vehicle. Any target failing the escape roll by 5 or less still escapes but takes damage as if it were a crash at the vehicle's current speed (see below).

Total Move Entitlement: A vehicle's total move entitlement is the maximum distance it could have moved this turn, even if its driver moved it less than

that or it crashed before it made it that far. For example, if a speed 6 vehicle has had the Drive action taken twice, its movement for the round is 12.

Crash: If a vehicle moves (either deliberately or because it is careening) into an obstruction or difficult terrain it cannot cross, it stops immediately. The vehicle and all occupants inside take damage according to the vehicle's total movement entitlement for the round.

Table – Crash Damage

Movement	Damage
Less than 5	No damage
5-6	1d8
7-9	2d8
10-13	3d8
14-18	4d8
19-24	5d8
25-31	6d8
32-39	7d8
40-48	8d8
49-58	9d8
59-69	10d8

Vehicle Size: Certain (ground) vehicles are large enough to withstand difficult terrain and/or the effects of a crash. Depending on the topography (marsh or debris, for example), Gargantuan or larger vehicles can ignore difficult terrain for the purposes of movement penalties and crashing. The severity of the terrain may impede even these vehicles. Most vehicles Huge or smaller cannot enter squares labeled as difficult terrain. Depending on the situation, they may get stuck or hit an obstruction. Both situations are considered a crash.

A vehicle cannot squeeze or adjust its occupying squares. It also cannot go prone.

Character Actions: Most character actions don't apply to the vehicles they control or ride inside. Certain other actions are limited while inside or on a vehicle.

Flanking: Vehicles cannot flank, though occupants can.

Movement: Creatures inside a vehicle can move freely inside of it. Disembarking is a move action: the creature moves to any square adjacent to the vehicle. This is not a shift and provokes an opportunity attack.

Movement made as part of a power can be used to disembark a vehicle.

Using Skills: Any skill that could be negatively impacted by the motion of a vehicle (such as Heal or Sleight of Hand) suffers a penalty of -2 to -6, at the GM's discretion.

Reach: Creatures inside/on a vehicle have reach 1 beyond the vehicle.

Destroying Vehicles: Reducing a vehicle to zero hit points renders it non-functional.

Capacity: The standard person capacity or crew. In most cases, only one person is needed to operate the vehicle (the "driver"); other crewmembers serve as gunners or co-pilots. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry in pounds. You cannot replace cargo for people comfortably.

Hardness: The vehicle's resistance to all damage.

New Actions

Drive (move action)

The vehicle you are driving moves a number of squares in the direction it is facing, up to its speed.

Turn (move action)

The vehicle you are driving moves a number of squares in the direction it is facing, up to half its speed. At some point during its move, rotate it 45 or 90 degrees. It can then move straight ahead in the new direction it is facing if it has movement remaining.

Brake (move action)

The vehicle you are driving moves a number of squares in the direction it is facing, up to its speed.

Take Control (move action)

You become the driver of a vehicle you are riding in, provided the vehicle does not currently have a driver.

Ram (standard action)

The vehicle you are driving moves a number of squares in the direction it is facing, up to its speed. If it ends its movement adjacent to a creature, vehicle or object no more than one size larger than your vehicle, the ram occurs.

Attack: Dexterity or Intelligence vs. the target's Fortitude defense.

Hit: The effect of the ram is determined by the size of the target.

One Size Larger: All occupants of your vehicle are dazed until the start of your next turn. Your vehicle and the target take damage according to your total move entitlement. The damage die for your vehicle is d8; for the target it is d4. You push the target 1 square and

shift into the vacated square. Your vehicle comes to a stop.

Same Size: All occupants of your vehicle and the target (or occupants of the target vehicle) are dazed until the start of your next turn. Your vehicle and the target take damage according to your total move entitlement. The damage die for both your vehicle and the target is d6. You push the target a number of squares equal to 1/4 your remaining (not current) speed (minimum 1 square) and follow it, then come to a stop.

One Size Smaller: The target (or occupants of the target vehicle) is dazed until the start of your next turn. Your vehicle and the target take damage according to your current speed. The damage die for your vehicle is d4; for the target it is d8. You push the target a number of squares equal to 1/2 your remaining (not current) speed (minimum 1 square), then come to a stop.

Two or More Sizes Smaller: The target (or occupants of the target vehicle) is stunned until the start of your next turn. Your vehicle and the target take damage according to your current speed. The damage die for the target is d10; your vehicle takes only 1 damage per die. You push the target a number of squares equal to your remaining (not current) speed -1 (minimum 1 square) and follow it, then come to a stop.

Table – Ramming Speed and Damage

Speed	Damage
Less than 5	No damage
5-6	1 die
7-9	2 dice
10-13	3 dice
14-18	4 dice
19-24	5 dice
25-31	6 dice
32-39	7 dice
40-48	8 dice
49-58	9 dice
59-69	10 dice

Miss: The target avoids you, and you continue moving your remaining speed.

Colliding: If the target moved in your direction in the last round, add the distance moved to your total movement entitlement before calculating damage.

Impossible Push: If the target is not pushed or cannot be pushed, you crash instead. The target takes damage as indicated above: resolve the effects of the crash on your vehicle as normal.

Scrape Vehicles (standard action)

Scrape Vehicles

At-Will Attack (Standard Action) • Focus, Martial, Mount
Near burst 1, one mount or vehicle
Attack Dexterity vs Reflex
Hit Damage equals 1d6 + your Dexterity modifier damage + your vehicle's hardness. If the target vehicle is staggered by this hit, you and the driver make opposed Driver Skill checks. The driver who fails their check cannot take any actions relating to their vehicle on their next turn, guaranteeing it will careen.
Level 21: Damage is 2d6 + Dexterity modifier damage + your vehicle's hardness.

Example Vehicles

Cart

Level 1 Large vehicle
Capacity: 1+1; Cargo: 2,000 pounds
HP: 39; AC: 15, Fortitude: 17; Reflex: 11; Will: N/A;
Resistance hardness 5
Speed: The speed of the creature pulling it -4, or -2 if two creatures are pulling
Driver Skill: Nature

A cart, pulled by one or two beasts of burden.

Careen: Just after its driver's place in the initiative count, the cart moves the same distance it moved last round then comes to a stop. If the creature(s) pulling the cart are startled (for example, under the effects of a power with the Fear tag), they may keep or start moving, and turn in a random direction.

Dirigible

Level 18 Gargantuan vehicle
Capacity: 2+8; Cargo: 2,500 pounds
HP: 114; AC: 30, Fortitude: 32; Reflex: 26; Will: N/A;
Resistance hardness 10
Speed: 12
Driver Skill: Perception

The dirigible is a form of hot air ship.

Careen: Just after its driver's place in the initiative count, the dirigible drops 1d6 squares. It then moves a number of squares, in the direction the wind is blowing, based on the current wind strength: light wind 6 squares, strong wind 12 squares and a storm 18 squares.

Elemental Carriage

Level 18 Large vehicle
Capacity: 1+4; Cargo: 100 pounds
HP: 114; AC: 30, Fortitude: 32; Reflex: 26; Will: N/A;
Resistance hardness 10
Speed: 8
Driver Skill: Arcana

This device is a handy carriage powered by nothing other than the motive force of an elemental engine.

Careen: Just after its driver's place in the initiative count, the elemental carriage moves the same distance it moved last round -1. Additionally, roll 1d6; on a 1 the carriage turns 45 degrees to the left at the halfway point of its movement. On a 6 it turns 45 degrees to the right. On any other result, the movement is in a straight line



Elemental Flying Ship

Ship by David Revoy

Level 23 Gargantuan vehicle

Capacity: 2+16; **Cargo:** 5,000 pounds

HP: 139; **AC:** 35; **Fortitude:** 37; **Reflex:** 31; **Will:** N/A;

Resistance hardness 15

Speed: 15

Driver Skill: Arcana

The flying ship is powered by an elemental engine, and is seaworthy. It can also withstand the rigors of the vacuum of space.

Careen: Just after its driver's place in the initiative count, the flying ship travels a number of squares equal to the distance it traveled last round, and drops the same distance during that movement. Additionally, roll 1d6; on a 1 the ship turns 45 degrees to the left at the halfway point of its movement. On a 6 it turns 45 degrees to the right. On any other result, the movement is in a straight line

Hot-Air Balloon

Level 13 Huge vehicle

Capacity: 1+5; **Cargo:** 200 pounds

HP: 89; **AC:** 25; **Fortitude:** 27; **Reflex:** 21; **Will:** N/A;

Resistance hardness 5

Speed: 4

Driver Skill: Nature

The hot air balloon can seat up to 6 comfortably with two weeks provisions. It is not terribly reliable, and requires some effort at successful navigation. It travels at double speed when the wind is at its back and half speed when it is heading into the wind.

Basket: The hot-air balloon counts as a Medium vehicle for the purposes of ramming and interactions with other vehicles.

Careen: Just after its driver's place in the initiative count, the hot-air balloon drops 1d6 squares. It then moves a number of squares, in the direction the wind is blowing, based on the current wind strength: light wind 4 squares, strong wind 9 squares and a storm 12 squares.

Roller Juggernaut

Level 8 Huge vehicle

Capacity: 1+3; **Cargo:** 500 pounds

HP: 64; **AC:** 20; **Fortitude:** 22; **Reflex:** 16; **Will:** N/A;

Resistance hardness 5

Speed: 8

Driver Skill: Athletics

A gigantic arcano-mechanical vehicle made of hewn stone and baked clay, travelling forward on log rollers.

Roll On: Roller juggernauts suffer no penalties for difficult terrain. Terrain behind a juggernaut's movement is no longer considered difficult terrain if it

was difficult terrain due to obstructions (a swamp remains difficult terrain, for example).

Careen: Just after its driver's place in the initiative count, the roller juggernaut moves the same distance it moved last round -1.

Rowboat

Level 1 Large vehicle

Capacity: 1+2; **Cargo:** 600 pounds

HP: 44; **AC:** 16; **Fortitude:** 18; **Reflex:** 12; **Will:** N/A;

Resistance hardness 5

Speed: swim 4 (6 if both passengers are rowing)

Driver Skill: Athletics

A rowboat.

Careen: Just after its driver's place in the initiative count, the rowboat moves the same distance it moved last round -1. Additionally, roll 1d6; on a 1 the rowboat turns 45 degrees to the left at the halfway point of its movement. On a 6 it turns 45 degrees to the right. On any other result, the movement is in a straight line. After it comes to a stop, it moves according to the current.

Ship

Level 12 Huge vehicle

Capacity: 2+13; **Cargo:** 5,000 pounds

HP: 84; **AC:** 24; **Fortitude:** 26; **Reflex:** 20; **Will:** N/A;

Resistance hardness 10

Speed: swim 8

Driver Skill: Athletics

A ship, 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail.

Careen: Just after its driver's place in the initiative count, the ship moves the same distance it moved last round -1. Additionally, roll 1d6; on a 1 the ship turns 45 degrees to the left at the halfway point of its movement. On a 6 it turns 45 degrees to the right. On any other result, the movement is in a straight line. After it comes to a stop, it moves according to the current.

Skiff

Level 4 Large vehicle

Capacity: 1+3; **Cargo:** 1,200 pounds

HP: 64; **AC:** 20; **Fortitude:** 22; **Reflex:** 16; **Will:** N/A;

Resistance hardness 5

Speed: swim 6

Driver Skill: Athletics

A skiff, 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

Careen: Just after its driver's place in the initiative count, the skiff moves the same distance it moved last round -1. Additionally, roll 1d6; on a 1 the skiff turns 45 degrees to the left at the halfway point of its movement. On a 6 it turns 45 degrees to the right. On any other result, the movement is in a straight line. After it comes to a stop, it moves according to the current.

Adventure Features

An adventure cannot consist only of fighting monsters and villains. The following chapters describe other features of an adventure, including rules for terrain and interacting with objects, extended challenges that test the player character's skills and priorities, traps that challenge characters out of combat or add tension to a battle, afflictions (poisons and diseases) that might befall a character, and "threats" – which are rules for running battles in particular settings like a sawmill or the Maw of Chaos.

Objects

When characters need to saw through ropes, shatter a window, or smash a vampire's coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

Statistics for Objects

When time is a factor, you can assign defenses and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Hit Points: An object's hit points measure how much damage it can take before losing its structural integrity. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing.

Objects are immune to poison, psychic and necrotic damage. Will attacks against them automatically fail.

Table – Object's Defenses and Hit Points

Size	AC /		
	Reflex	Fortitude	HP
Tiny (bottle, lock)	10	5	5
Small (chest, lute)	8	8	10
Medium (barrel, chandelier)	5	10	20
Large (cart, 10-ft-by-10-ft window)	4	12	40
Huge (tapestry)	3	15	100
Gargantuan (colossal statue, column of stone)	2	20	200

Table – Substance's HP Multipliers

Substance	HP Multiplier
Cloth, paper, rope	× 0.1
Crystal, glass, ice / Very delicate	× 0.25
Leather / Delicate	× 0.5
Wood, bone	1
Sturdy	× 1.5
Stone	× 2
Iron, steel	× 3
Adamantine	× 5

Extended Challenges

With most skill checks, a single die roll immediately determines whether or not a character succeeds. If a character wants to jump across a chasm or recall a specific piece of information, their success or failure is apparent after a single check.

For complicated and time-consuming tasks (such as disabling a very complex trap, crafting a powerful artifact or researching an obscure bit of knowledge), or at times when the Game Master wants to build tension and suspense, an extended challenge might be called for.

Basic rules

At their simplest, you can design an extended challenge using the following rules:

An extended challenge is a series of interconnected skill checks, in which the player characters try to succeed on some number of checks before failing a certain number of checks, in order to achieve an objective.

In such a case, a specific number of successful skill checks must be achieved to complete the task. The complexity of the task is reflected in the number of successful rolls required to complete the task, and the maximum number of failed rolls that can occur before the attempt fails. In most cases, one or two failed rolls does not mean that an extended challenge has failed, but if three failed rolls occur before the character makes the required number of successful rolls, the attempt fails. Although three failures is a common baseline, Game Masters are encouraged to change the number if the situation warrants it.

Extended challenges allow the Game Master to build suspense in critical situations, add tension to multiple-round tasks during combat, enhance special adventure-specific tasks, and resolve complex activities more quickly.

Succeeding or failing the challenge typically determines whether achieving the objective comes at a cost, not whether the objective is achieved. In some cases, each success represents progress towards the

objective, and failing the challenge just means missing out on all the available progress.

Every extended challenge has a level, which determines the check DCs (different skills may attract Easy, Moderate or Hard DCs as appropriate for that level). Usually the level is set to the level of the PCs. Typically group checks use the Easy DC, the first check with a particular skill uses the Moderate DC and subsequent checks with that skill use the Hard DC. While skills are provided, they should never replace the narrative. For example, if an extended challenge requires an Athletics check to climb a wall, a character that can fly or levitate simply succeeds.

Whether they succeed or fail, PCs earn the XP specified for the extended challenge, often equivalent to each PC defeating one standard monster of that level.

All PCs should participate, but not necessarily by making skill checks. They can also use the aid another action to assist an ally's check. A failed aid another check does not count as a failure.

Expanding extended challenges

Footer by Miguel Santos

Some special rules may apply to a particular challenge, for example:

- on a failed challenge, each PC loses a recovery
- certain skills can only be attempted once or twice
- use of an encounter or daily power can serve as a success by itself
- use of a consumable item or payment of gold pieces can serve as a success by itself
- the outcome depends on which specific skills were used
- a successful check removes a failure instead of adding a success
- a successful check adds a bonus or reroll to another check instead of adding a success
- the challenge has multiple stages, with different checks and outcomes in each one



- missing a check DC causes a complication rather than a failure that counts towards the three
- the threshold is greater or fewer than three failures
- the challenge takes place during a combat (only 4-6 successes should be required in this case, replacing 1-2 standard monsters)

In the example extended challenges that follow, you will find some that work with the basic rules described above, and others that extend the medium.

Example Extended Challenges

Babysitting

Setup: The PCs are watching the three children of two affluent nobles while they attend an annual gala. By ensuring the safety of the children, the PCs hope to earn a favor from the nobles.

Level: 1.

Check Successes Required: 3 before 3 failures.

Frequency: Each hero can make one check every 10 minutes. If one hour passes without the requisite successes, the extended challenge fails as the nobles return from the gala.

Primary Skills: Acrobatics (moderate, DC 12), Diplomacy (hard, DC 18), Insight (difficult, DC 18), Intimidate (moderate, DC 12), Perception (difficult, DC 18), Sleight of Hand (moderate, DC 12).

Failure: The nobles require a fee to perform the favor. A particularly poor effort at looking after the kids may anger the nobles, leading them to refuse to help point blank, or even create a lasting enmity.

Backlash: PCs that fail a check by 10 points or more lead to the children acting up. Choose one, or make up one based on how the PCs have been amusing the children:

- *Escapees:* The children escape. The children must be recovered before any further checks are made; a Streetsmarts check (moderate, DC 12) is one way to recover them.
- *Blackmail:* The children start playing piggy in the middle with a vase, on the marble floor of the foyer. If the PCs handle things poorly, the vase falls and breaks in two. This counts as one failure unless the PCs patch things up (literally or figuratively).

Missing Sage

Setup: The PCs must research the personal study of a missing town sage to search for clues regarding his disappearance.

Level: 2.

Check Successes Required: 5 before 3 failures.

Frequency: Each hero can make one check each day. If five days pass without the requisite successes, the extended challenge fails.

Primary Skills: History (moderate, DC 13), Insight (hard, DC 19), Nature (moderate, DC 13), Perception (hard, DC 19), Streetsmarts (moderate, DC 13).

Success: The leader of the bandits in the woods outside town claims to be the deposed lord of the neighboring barony, and wants to raise an army to take back his title and lands. The sage's notes indicate that he was planning on seeking out this bandit lord and using his records to prove the veracity of the claim.

Failure: The sage suffers a gruesome fate at the hands of the bandit leader—if he isn't dead, he's certainly unable to offer them much assistance for a time, if ever.

Backlash: PCs that fail on relevant checks learn one of the following pieces of gossip, which may or may not be true:

- At low tide, a hidden entrance to underground caverns becomes visible beneath the town's docks. According to a number of local legends, pirates hid their booty in the caves.
- The flower seller in the town square is the local priest's illegitimate daughter. Given the priest's vow of chastity, if this knowledge became public, he could lose respect among the townsfolk and likely his position as the town's priest.

PCs that succeed on their checks may also learn the gossip, but they realize it is not germane to the current challenge.

Powering the Runestone

Setup: The PCs must reactivate a failed runestone in order to dismiss an eldritch horror attacking the village (like a blood-drinker hag, shadow drake or umbral mass).

Level: 3.

Check Successes Required: 3 before 3 failures.

Frequency: Each hero can make one check as a standard action. If one minute passes without the requisite successes, the extended challenge fails.

Primary Skills: Arcana (easy, DC 9)

Success: The PCs reactivate the runestone, dismissing the eldritch horror.

Failure: If the PCs fail to reactivate the runestone, a blast of destructive energies wreck the PCs and the eldritch horror remains in the world.

Attack: Near burst 5, +8 vs Reflex; 2d8+3 points of damage.

Backlash: Failing a skill check by 5 or more causes the runestone to lash out with eldritch power, dealing 1d8+1 points of force damage to the person who failed the check.

Secondary Attack: +8 vs Will; the target is stunned until the end of their next turn.

Crossing the Bridge

Setup: The PCs must make their way across the chasm's bridge without damaging the bridge's integrity or risk falling.

Level: 4.

Successes Required: Each character must cross before a total of 3 failures.

Distance: The bridge is 100 feet long (20 squares) and 5 feet wide (1 square).

Primary Skills: Acrobatics (easy, DC 10) after each move action

Characters move as normal across the bridge, but if they fail the Acrobatics check then the bridge becomes difficult terrain until the end of their next turn as it shakes and twists.

If the bridge is already difficult terrain and a character fails their Acrobatics check, all characters on the bridge suffer an attack: +9 vs Reflex; on a hit, the target falls prone.

Success: The PCs cross the bridge.

Failure: The bridge breaks in the middle. All characters on the bridge suffer an attack: +9 vs Reflex; on a hit, the target falls 40 feet to the base of the chasm. On a miss, the target grabs hold of the bridge and can climb up (Athletics, DC 10).

Characters that fall into the chasm must use Athletics (DC 10) to climb up the stretch of bridge to one side of the chasm or the other.

Extra: A character in the 2-square stretch in the middle of the bridge can make a Sleight of Hand check (DC 14) to increase the number of failures before the extended challenge is a failure to 4. A failure on this check counts towards total failures, however.

Special: This is a good challenge to pair with a battle, perhaps with ranged attackers on the other side of the bridge.

Escape the Guard

Setup: The PCs have been accused of treason, and must flee the city before they are apprehended by the king's guard.

Level: 5.

Frequency: Round-by-round.

Opposition: There are two groups of five guards each – one from the South Tower and one from the West Tower. Use the stats for four gang members (“guard members”) and one gang leader (“guard leader”). The guards have speed 6 (for a total of 16 when using both actions to dash).

The South Tower guards act on initiative 10, from round 1.

The West Tower guards act on initiative 15, from round 6.

The Distance:

Yonder Street (120 feet): A long, narrow street (10 feet wide before the stalls on both sides, which are about 5 feet deep). Leads into the Twisting Bazaar.

The Twisting Bazaar: The PCs wander into a bazaar whose colorful tents create a dizzying maze roughly 100 square feet in size. Only one character in the group needs to make a Streetsmarts check (moderate, DC 15) to escape to Fish Street. However, if the party is split up (they entered the bazaar on different rounds and didn't wait for one another) then each group must pass the check separately.

Fish Street (120 feet): A long, narrow street (10 feet wide). Leads to freedom.

Interventions:

"Stop them!" (swift, once per street): The guards are on one of the streets; the guards call for the immediate arrest of the PCs, and the PCs' frantic demeanor makes the city's inhabitants suspicious of their actions and intentions. Each PC must make a Bluff check (easy, DC 10; moderate if the PC dashed last turn, DC 15) at the start of their turn or the entire street is difficult terrain for that turn.

"You've got the wrong guy!" (standard, once per street): *Stop them!* is in effect for the street; Bluff (moderate, DC 15) or Intimidate (hard, DC 22). On a success, the crowd blames someone else. PCs ignore *Stop them!* for this street.

"We're the people's heroes!" (standard, once per street): Diplomacy (moderate, DC 15) or Bluff (hard, DC 22). On a success, the guards are subject to *Stop them!* for this street; the PCs are not.

"There you are!" (standard, at-will): If the party is split into multiple groups in the bazaar: Streetsmarts (easy,

DC 10). On a success, two groups in the bazaar find one another.

Climb the roofs (standard, at-will): Athletics (moderate, DC 15). On a success, the character is on the roofs of the houses. It is the same distance to the end of the street, but not affected by *Stop them!* or other obstacles. Guards may climb onto the roofs to intercept the PCs depending on what is happening on the street. This only works on the two streets: the bazaar's roof is made up of soft fabric that will not bear weight.

"We'll cut our way through" (standard, at-will): The fabric sides of the tents of the bazaar have AC 10 and 20 HP. Flip a coin each time a tent is cut through – on a heads, it is an outer tent and the PCs can escape to Fish Street. However, doing so alienates the residents of the Bazaar, and the DC of any further Streetsmarts checks in the bazaar increases by 5 once PCs start attacking the tents.

Hide or disguise (standard, at-will): Group check, Bluff (easy, DC 10) or Stealth (moderate, DC 15). On a success, the guards lose the PCs. Three stay in the current location to search for them, the guard leader and one guard member head to the next location.

Into the sewers (standard, at-will): Dungeoneering (hard, DC 22). On a success, the PCs enter the sewers. They escape the guards, but for all they know something worse lurks beneath the city ..

Thresholds: At the start of the sixth round, the West Tower guards arrive in Fish Street and set up a blockade 60 feet into Fish Street.

Success: The PCs manage to slip away from the king's guards.

Failure: The PCs fail to escape the king's guards. They must fight the guards or surrender, in which case they are brought back to the castle and tossed into the dungeon to await their fate.

Race to the Tomb

Setup: The PCs must race a rival gang of treasure hunters to an ancient tomb so they can claim its treasures for themselves.

Level: 5.

Frequency: Each hero can make one check every six hours.

Opposition: A rival group of adventurers: one repeater crossbowman, one cowled assassin, one hulk and one shadowblast warlock.

They act on initiative 15, and take two increments to complete each leg of the distance.

The Distance: The PCs must decide whether to set out at night, or take six hours for a long rest and set out at sunrise.

The Winding Road (30 miles): A dirt road through the canyons. The PCs can complete it in two increments by pushing on (Endure DC 20), or comfortably in three increments (including a long rest in between).

Mountainside: The PCs must scale the side of a large mountain in order to reach the hidden tomb. Each character must succeed on one of the following checks to progress: Athletics (easy, DC 10), Nature (moderate, DC 15), Endure (moderate, DC 15), Acrobatics (moderate, DC 15). PCs that have succeeded can stay at the top to help others with the Aid Another action during the next increment.

Entrance: The PCs have reached the entrance to the tomb. It is trapped with a phase spider venom needle trap.

Interventions:

Block the way (6 hours, once per stretch): Athletics (moderate, DC 15). The rival group will take one additional increment to complete this leg, if they have not already completed it.

Thresholds:

After the 18th hour (after three six-hour increments have passed), a massive thunderstorm rolls into the valley where the tomb is hidden. All skill checks become hard (DC 22) for the next six hours (the fourth increment).

Success: The PCs reach the tomb first, giving them at least six hours to explore and potentially make a get-away before their rivals appear (depending on how far behind they are).

Failure: The PCs reach the tomb second, giving their rivals at least six hours to explore and potentially make a get-away before the PCs appear (depending on how far behind they are).

Cracking the Spellbook

Setup: The PCs must search the library of a vanished wizard in order to learn of any wards that the spellcaster might have placed upon his spellbook before he disappeared. PCs can glean arcane knowledge from the book and catch a rare glimpse at the vanished wizard's musings and experiments.

Level: 6.

Frequency: Each hero can make one check each hour.

Successes Required: 4 before 3 failures.

Primary Skills: Arcana (easy, DC 11), History (moderate, DC 16), Religion (moderate, DC 16)

PCs that track down the wizard's associates with Streetsmarts (easy, DC 11) could also use Diplomacy (moderate, DC 16).

Progress: For each success, the players learn a piece of information:

- The wizard's spellbook is warded with a unique symbol spell of his own design. He wanted anyone brazen enough to try and learn from his works to suffer greatly for their arrogance.
- After several failed experiences left his book singed and his library badly burned, the wizard decided a more subtle approach was in order. He began devising a way to make sure that anyone who read from his book without his permission would be unable to read anything ever again.
- The wizard devised a nefarious spell glyph that, when activated, puts all affected to sleep. Those who fell asleep from the glyph's influence also permanently lost the ability to read and write. Characters can now alternatively use Sleight of Hand (moderate, DC 16) to deactivate the symbol but if they fail it triggers.
- The wizard designed a bypass mechanic for his spellbook's trap so he wouldn't need to be bothered with constantly disarming and rearming the trap. The glyph does not trigger for anyone who opens the spellbook while wearing a signet ring with the wizard's insignia upon it.

Success: The PCs know that they can reliably bypass the spellbook's wards and defenses with the signet ring, which they may have already or know where to find, or they can try their luck with a Sleight of Hand check.

Failure: Each time a creature opens the book, unless they are wearing the signet ring, make the following attack: Near burst 12, all creatures; +11 vs Will; the target falls asleep (save ends). **Aftereffect:** The target is cursed to be unable to read or write (until the curse is broken).



Seated Noble by Luigi Castellani

An Audience with the King

Setup: The PCs must convince the king's majordomo to admit them to the throne room.

Level: 7.

Frequency: Each hero can make one check each minute.

Successes Required: 3 before 3 failures.

Primary Skills: Bluff (moderate, DC 16), Diplomacy (easy, DC 11), History (moderate, DC 16), Insight (hard, DC 23).

One time, when a character fails a check, any character can attempt an Intimidate check (moderate, DC 16). On a success, the failed check does not increase the number of failures by one (the Intimidate check does not count as a success itself, however). On a failure, future Diplomacy checks are hard (DC 23).

Success: The majordomo permits the PCs an audience with the king immediately.

Failure: The PCs do not receive an audience.

Staying the Course

Setup: The PCs must fight to keep their ship on-course during a deadly storm.

Setting: At the start of the extended challenge, the PCs can choose which of five locations they are at: the main mast, the quarterdeck, the bowsprit, the crow's nest and the main deck.

Level: 8.

Frequency: Each hero can make one check each minute. As well as their check, a PC can move from any other location to the main deck, or from the main deck to any other location (but not both).

Successes Required: 3 (special) before 3 failures.

One success at each of three locations: the main mast, the quarterdeck and the bowsprit.

Primary Skills: Acrobatics (moderate, DC 17), Athletics (moderate, DC 17).

Success: The PCs weather the storm and can continue sailing without impediment.

Failure: The PCs survive the storm, but their ship is battered.

Side Check: On their turn, a character in the crow's nest can make a Nature check (moderate, DC 17) to help navigate into calmer waters. This lowers the DC of Acrobatics and Athletics checks to easy (DC 12).

Thresholds:

At the start of the first minute, wind speeds increase to moderate (20 mph) and it begins to rain.

At the start of the second minute, the wind speeds increase to strong (30 mph) and the rain picks up into a full thunderstorm. At the start of each of their turns, characters suffer an attack: +13 vs Reflex; the target falls prone. If the target is already prone, they are swept overboard and take 4d6 damage.

A prone character cannot move around the vessel or generally make checks to resolve the challenge. They may attempt to stand up, which takes one minute and requires a successful Acrobatics or Athletics check (DC 12).

A character that is overboard takes 4d6 damage at the end of each turn that they remain overboard.

A character swept overboard cannot move around the vessel or make checks to resolve the challenge. They may only attempt to climb back aboard. This takes a minute and requires a successful Acrobatics or Athletics check (DC 17). A character on the main deck can forfeit their check to instead throw a rope overboard, which gives the character a +5 bonus on their check. A character who climbs back from overboard arrives at the main deck.

At the start of the third minute, lightning crashes in the sky above the PCs' vessel. Each minute, there is a 25% chance that a lightning bolt will strike the ship and do 10d6 electricity damage to it (this counts as one additional failure).

Living Maze

Setup: The PCs must navigate through a living maze that seeks to entrap them within its confines.

Level: 8.

Frequency: Each hero can make one check every 10 minutes.

Successes Required: Challenge crawl, 4 challenges:

Living maze: The maze that the PCs are traversing is alive, and must be outwitted at every turn. After one character succeeds on a Nature check (moderate, DC 17) or Perception check (hard, DC 24), move on to the next challenge.

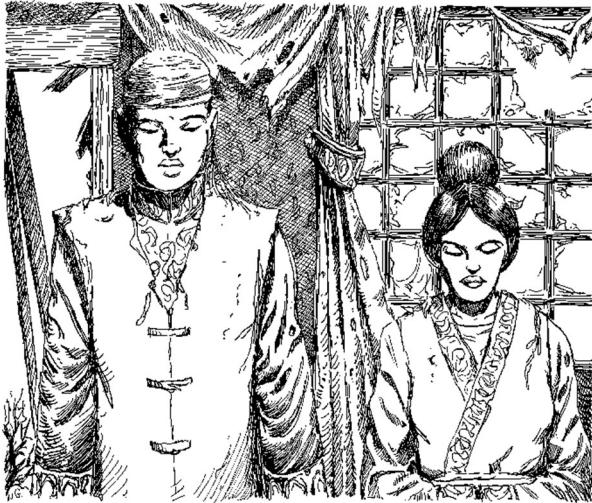
Hole in reality: The maze rips an interdimensional hole in itself to whisk the PCs back to the beginning of the maze. If the PCs fail a group Arcana check (moderate, DC 17), then make an attack against all characters: +13 vs Will; the target is teleported back to the beginning of the maze.

This only occurs once, even if some characters are teleported back to the start.

The guardians: The maze creates stone guardians to attempt to stop the PCs from advancing any further. Four sand sentries, but without the burrow movement. The sand sentries attack to knock the PCs unconscious, and once they do so each sand sentry prioritizes dragging one unconscious PC back to the start of the maze over fighting other PCs who are still conscious (but if attacked while dragging, will turn their attention to the attacker).

Stonewalled: The maze seals its exit with a massive stone wall. Each character must succeed on an Athletics check (easy, DC 12) to climb the wall. Characters that have already passed can help those left behind with a hand or by throwing down a rope (Aid Another). The wall has resistance 20 to all damage and 100 hit points.

Would-Be Wedding



Porcelain by Earl Geier

Setup: After Kyr'shin narrowly bested Gea, a would-be suitor, in single combat, both their kingdoms are hosting lavish celebrations in anticipation of Kyr'shin and Gea's betrothal. At the end of the party, the two are expected to announce whether or not they will be married, and the conditions of the marriage. The union of Kyr'shin and Gea's kingdoms would unite the kingdoms against the greater threat from the north.

Level: 10.

Frequency: Each hero can make one check every 10 minutes.

Protagonists:

Kyr'shin

Setup: Kyr'shin must be convinced to marry Gea.

Successes Required: 3 successes before 3 failures.

Primary Skills: Athletics (moderate, DC 19), Bluff (moderate, DC 19), Diplomacy (hard, DC 26), History (moderate, DC 19)

Kyr'shin is stand-offish, but with an Insight check (DC 13) the PCs realize he is – despite being a brave warrior – extremely shy in social situations. This insight lowers the Diplomacy DC to easy (DC 13). The Insight success does not count towards total successes.

Success: Kyr'shin agrees to marry Gea.

Failure: Kyr'shin refuses to marry Gea.

Inquisitor Sala'dean

Setup: The Inquisitor is trying to root out a rumored assassination plot against Kyr'shin, not that he tells that to every person he meets at the party.

Successes Required: 3 successes before 3 failures.

Primary Skills: Bluff (moderate, DC 19), Diplomacy (moderate, DC 19), Insight (moderate, DC 19), Intimidate (moderate, DC 19), Streetsmarts (hard, DC 26)

- After the first success, the PCs confirm there is an assassination plot and the inquisitor will take them into his confidence.
- After the second success, the details of the plot become clear: the assassins will wear the uniforms of Gea's kingdom when they carry out the attack as a false flag operation to sow discord.

Success: The PCs discover the room where the assassins are hiding out in preparation. Fighting (and hopefully defeating) the assassins takes one interval for all PCs that participate.

Failure: The Inquisitor decides he cannot trust the PCs, and excludes them from the hunt.

Dyne

Setup: Dyne is a reclusive academic and an expert on a field of study of current relevance to the PCs. The wedding is their one opportunity to find out more from him.

Successes Required: 3 successes before 3 failures.

Primary Skills: Arcana (moderate, DC 19), Nature (moderate, DC 19), Religion (moderate, DC 19)

Dyne is clearly favoring one leg – he fell from his horse on his way to the wedding but was too proud to ask the hosts for help. If a PC treats his injury (Heal DC 13), the DC for all primary skills falls to easy (DC 13). The Heal success does not count towards total successes.

Success: Dyne agrees to help the PCs with their inquiries.

Failure: The PCs burn their bridges with Dyne.

Thresholds: Unless the PCs (or at least some of the PCs) intercept and defeat the assassins before one hour (the end of the 6th interval), they burst into the main chamber. They try to kill Kyr'shin. Even if the assassins are defeated, the wedding is over and the PCs fail with any players that they had not already achieved 3 successes with.

The assassins consist of one insidious assassin and one martial artist.

Crushing Ceiling

Setup: The PCs must discover a way to escape the chamber before they are crushed by the room's slowly descending ceiling.

Setting: A 20-foot by 20-foot sealed chamber with a 50-foot high ceiling. The walls, floor, and ceiling are 20-foot by 20-foot slabs of stone (hardness 8, 1,800 hp), and when the extended challenge begins the ceiling-slab begins descending towards the ground at a rate of 5 feet per round. The ceiling slab weighs 1.5 tons (3,000 pounds).

Level: 10.

Frequency: Each hero can make one check as a standard action.

Successes Required: 5 successes before 10 rounds elapse.

Primary Skills: Perception (moderate, DC 19), Sleight of Hand (moderate, DC 19)

Success: If the PCs succeed before the time pressure concludes, they find a secret door that enables them to escape the room.

Failure: If the PCs fail to gain 5 successes before the time pressure ends, the slab attacks all creatures in the room at the end of each round. +15 vs Fortitude; the target is grappled. If the target is already grappled, it takes 10d6+8 damage. Creatures that are not grappled can continue to make skill checks to attempt to find the hidden door, accruing successes towards escaping the room.

Special: This is a good challenge to pair with a battle, perhaps with oozes that can squeeze between gaps and are indifferent to the ceiling.

Prosecution

Setup: The PCs must take on the role of prosecutors in a trial in order to prevent an enemy from acquitting herself.

Level: 11.

Frequency: Each hero can make one check every 10 minutes.

Successes Required: 3 successes before 3 failures.

Primary Skills: Up to two characters can participate in the trial itself as advocates: Bluff (moderate, DC 19), Diplomacy (moderate, DC 19), Insight (hard, DC 26)

If a character fails on a Bluff check, the DC of a Diplomacy check increases to hard (DC 26). If a character succeeds on an Insight check, the DC of Diplomacy and Bluff checks decreases to easy (DC 13).

Other characters can attempt the following one-off measures:

Frighten or bribe the enemy's henchman into telling the truth (Intimidate, DC 19, or pay 1,000 gold pieces).

Find incriminating evidence among the opposing counsel's notes (Perception, DC 26, or Streetsmarts, DC 19). On a success, also remove one failure.

Uncover last-minute evidence (History, DC 19). On a success, can also swap out one of the PCs participating in the trial itself as an advocate.

Success: If the PCs succeed, their enemy is jailed and receives the maximum possible sentence, as appropriate for her crimes.

Failure: If the PCs fail, their enemy is left off with minimal sentencing, as they were unable to produce sound enough evidence to incarcerate her. If the PCs failed with no successes, the townsfolk become quickly convinced that they are the true perpetrators of their enemy's crimes and seek to either imprison them or run them out of town.

History Lesson at the War College

Setup: The PCs must discover the hidden history of the war college if they are to properly defend it against a hobgoblin invasion.

Level: 12.

Frequency: Each hero can make one check every day.

Successes Required: 5 successes before 3 failures, and before 5 days elapse.

Primary Skills: History (easy, DC 14), Insight (moderate, DC 20), Sleight of Hand (moderate, DC 20), Streetsmarts (moderate, DC 20)

Success: The PCs are able to discover and address the weakest parts of the college's defenses.

Failure: The college's defenses are woefully inadequate for the war to come.

Progression: Each success imparts a piece of information:

- The brewmaster at the Fox and Swan believes that red hair is a blessing from the god of war, and frequently offers discounts on masterwork and enchanted weapons to ginger-headed warriors.
- When a local duke was slain in battle, his legendary shield Stalwart was never recovered. It is believed that the hobgoblins' war chief took it as a trophy.
- Detailed blueprints illustrate the strengths and weaknesses of the war college. All border forts on the northern frontier were built with similar defenses.
- Scouting reports mention a shield matching Stalwart's description in the hands of a hobgoblin warlord gathering an army in the nearby hills. It is rumored that this new war chief is either the descendant of

- the shield's previous hobgoblin master or that she defeated the aging warlord in battle.
- A secret postern gate in the southeast wall of the war college provides access to the guard barracks. The college fell to the goblin army during the last war, and there is evidence that the hobgoblins might attempt the same trick again in the near future.

Against the Avalanche

Setup: The PCs must push their way up to a mountain shrine while an avalanche cascades around them – at the behest of the shrine's guardian, a kami.

Level: 13.

Frequency: Each hero can make one check every 10 minutes.

Successes Required: Challenge crawl, 4 challenges:

Characters must scale the mountain. Each character must succeed on one of the following checks to progress: Athletics (easy, DC 14), Acrobatics (moderate, DC 21), Endure (moderate, DC 21), Nature (moderate, DC 21).

Plant life: The jingushigami uses its ability to control plants to temporarily command a number of plant creatures in the area to impede the PCs. After one character succeeds on a Nature check (moderate, DC 21), all characters can progress. Otherwise, characters progress after waiting 10 minutes.

Manipulate terrain: Frustrated by their advances, the jingushigami uses its *manipulate terrain* power to make the mountain more difficult to traverse. Each character must succeed on one of the following checks to progress: Acrobatics (moderate, DC 21), Athletics (easy, DC 14), Endure (moderate, DC 21), Nature (moderate, DC 21).

The kami: Mere feet away from the shrine, the jingushigami emerges to confront the PCs. At this stage, checks take 1 minute – which means this challenge is likely to be resolved in a single 10-minute cycle. The jingushigami begins as unfriendly. 3 successes before 3 failures. On a failure, or if the PCs initiate, the jingushigami attacks. On a success, or when the jingushigami is defeated, all other skill DCs in the challenge crawl drop to easy (DC 14).

Primary Skills: Bluff (moderate, DC 21), Diplomacy (easy, DC 14) or Intimidate (hard, DC 28).

Secondary Skills: History, Nature, Religion. These can be used with aid another to give a bonus to the primary skills.

Events:

After the first failure in the crawl, the jingushigami that has made the mountain its ward triggers an avalanche. Characters that have already succeeded on a check are

in the “slide zone”, and suffer an attack: +18 vs Reflex; 4d6 damage, and the target is buried.

Characters that have not yet succeeded on a check are in the “bury” zone, and suffer an attack: +18 vs Reflex; on a hit, 8d6 damage, and the target is buried. On a miss, 4d6 damage, and the target is buried.

Characters who are buried must use their check to dig themselves out with an Athletics check (easy, DC 14). Characters who aren't buried can use their check to dig out one ally, or two if they have an appropriate tool, such as a pick, crowbar, or shovel.

After the first success in the “manipulate terrain” challenge, the jinushigami, enraged, uses its *earthquake* power to attempt to halt the PCs' progress. Each character is attacked, regardless of their progress: +18 vs Reflex; the target cannot make a check on their next turn.

The Omeli Portal

A series of old, rusty contraptions decorate the Omeli manor home's tallest tower, with no evidence of their use of function. However, if one should find Sir Omeli's old notebooks detailing their use, and if that one should activate the machine during a storm, that one might just find themselves facing what Sir Omeli spent his whole life trying to find: the gateway to Heaven.

This incantation is found in Sir Omeli's notes, and details the workings of the machine in the highest tower of his manor. This machine harnesses power from lightning and, with the aid of a focusing diamond, opens a portal to the Outer Plane of Heaven.

Setup: The PCs are examining the machine in the Omeli manor during an electrical storm.

Level: 15.

Check Successes Required: 6 before 3 failures.

Primary Skills:

Sleight of Hand (DC 15): Your talent at working with traps and other devices allows you to delicately adjust the machinery.

Nature (DC 22): You have a good weather-eye, and you can time the contraption's use to exactly when lightning strikes the manor.

History (DC 30): You remember an obscure detail of Sir Omeli's life, which gives you a clue about how the contraption is meant to operate.

Religion (DC 30): Your knowledge of planar convergences gives you insight into how to set the mechanism.

Perception (DC 22): You find the focusing diamond. If the focusing diamond cannot be found, another gem can be used as a substitute but it is destroyed in the process.

Special: An encounter or daily power with the Lightning tag can provide assistance at the nick of

time. Once during the challenge, one of these powers can be used to cancel out a failure (it does not turn into a success, however).

Success: The PCs travel to Heaven, appearing at an unpredictable place on the plane.

While this machine can be used to travel to Heaven, alternate means (or an assistant to open the portal again from the Material Plane side) must be employed to return.

Failure: The machine backfires, flooding the area with radiant energy. All creatures within 100 squares of the machine take 5d10 radiant damage and are blinded for 24 hours.

Wake the Forest Watcher

Around the forest they tell a local legend, where a girl lost in the forest at night sang and danced to keep away fear. The forest watcher, entranced by her voice and movements, came and showed her the way out. To this day, children who grow up near the forest learn this story and its accompanying song and dance. Outsiders think it a quaint tradition, but the local children know if they are ever lost in the forest, the Forest Watcher may be their only salvation.

Use this extended challenge to reflect player characters calling on the mysterious spirit known as the Forest Watcher for assistance.

Setup: The PCs are within the bounds of the forest during night.

The Forest Watcher may be entreated for directions to anything within or on the edge of the forest, always revealing the shortest path. The Forest Watcher may also be asked questions about what is currently within the forest, although it cannot reveal more than what an observer could discover.

Level: Equal to the average level of the PCs – the Forest Watcher expects better performances from those able to give them.

Check Successes Required: 3 before 3 failures.

Primary Skills: Acrobatics, Diplomacy, Nature.

Acrobatics (moderate DCs): You dance elegantly and expertly, impressing the Forest Watcher.

Diplomacy (moderate DCs): You phrase your request to the Forest Watcher in a polite and humble manner.

Nature (easy DCs): You recognize the best part of the forest to make your entreaty from, to be most easily heard by the Forest Watcher.

Failure: All participants are exhausted, losing a recovery. A particularly poor effort may anger the Forest Watcher, leading it to direct creatures of the forest against the PCs.

Ryzom MMORPG Concept Art (Spirit Consult)



Traps

Traps can be found almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades, which cleave through armor and bone. The seemingly innocuous vines that hang over a cave entrance might grasp and choke anyone who pushes through them. A net hidden among the trees might drop on travelers who pass underneath. In a fantasy game, unwary adventurers can fall to their deaths, be burned alive, or fall under a fusillade of poisoned darts.

How to Use Traps

Traps can often spice up a combat encounter. Outside of combat, the party does not face the same time and healing pressures, which means traps can feel a little flat. They can still be used to good effect to heighten tension, consume the party's resources or reward clever thinking by the party.

The traps are usually generic in describing their trigger, but the following are all good options for a trap that targets the creature that triggered it:

- When a chest or drawer is opened.
- When a door is opened.
- When a character enters a square, stepping on a pressure plate.
- When a character crosses a trip wire stretched across several squares. Characters that have noticed a trip wire can usually step over it and avoid triggering the trap.
- When a character interacts with a corpse, precious item or other interesting object, yanking a trip wire attached to the object.
- When the wrong answer is inputted to a puzzle, like mosaic tiles that must be pressed in a special sequence.

Something like a lever or button could be used to activate traps that target an area, rather than the creature that triggered them.

If you select the same trap multiple times for an encounter, it could reflect multiple charges of the one trap or multiple instances of the trap scattered throughout the battlefield.

Traps in Play

When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.

Triggering a Trap

Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the *glyph of warding* spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

Detecting and Disabling a Trap

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to notice it or disable it. A character actively looking for a trap can attempt a Perception check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Perception score to determine whether anyone in the party notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to pause or disarm it.

Adjudicating Traps

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making a skill check if something would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated. Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still

triggers, but the hail of needles fires harmlessly into the shield.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

Trap Types

There are several varieties of type:

- **One-Off:** These traps trigger once, and must be reset before they will trigger again (or in some cases cannot be reset at all). It would be rare, though not impossible, for a one-off trap to be reset during combat. These traps are usually worth one-quarter the XP of a standard monster of their level.
- **Hazard:** These traps remain on the battlefield, affecting any creature that comes into contact with them. These traps are usually worth one-half the XP of a standard monster of their level.
- **Recurring:** These traps activate or at least can be activated once per round, once they are triggered. These traps are usually worth XP equal to that of a standard monster of their level.
- **Elite:** These are particularly powerful examples of one of the above types of trap. They are usually worth double the XP of a trap of their type. For example, an elite hazard is usually worth XP equal to that of a standard monster of their level.

Trap Roles

- **Shooter:** Multiple attacks or areas of effect.
- **Assassin:** The trap alternates between triggering and retracting.
- **Blocker:** The trap serves as an impediment, or punishes movement through a particular area.
- **Warning:** The trap makes a ruckus or otherwise alerts other enemies. Typically it also has negative effects to those who trigger it.

Traps in Encounters

Traps come with a level and an XP value. Add them to encounters just as you would monsters.

Sample Traps

Cinder Trap

One sconce is set up to launch its torch at a distant creature when that creature disturbs the trap's trigger.

Level 1 One-Off Warning (25 XP Trap)

Perception DC 12: The character notices the slow-burning torch and the mechanism that flings it.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack • Fire

Ranged 5; +4 vs Reflex

Hit 1d6+1 fire damage.

Countermeasures

An adjacent character can disable the trap with a DC 18 Sleight of Hand check.

If the trap is triggered, an adjacent character can throw himself in front of the trap to prevent the torch from being flung into the air with a successful DC 12 Acrobatics or Athletics check. However, if the character is successful, they suffer 1 point of fire damage.

Simple Spear Trap

A spear shoots out from a hole near to the trigger of this trap.

Level 1 One-Off Warning (25 XP Trap)

Perception DC 12: The character notices the mechanism that fires the spear.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack

+4 vs AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable the spear trap with a DC 18 Sleight of Hand check.

A DC 12 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Whistling Staircase

A staircase where the stairs are attached by a mechanism to a bell that rings when the stairs are stepped on.

Level 1 One-Off Warning (25 XP Trap)

Perception DC 12: The character notices the cords running beneath the stairs.

Trigger The trap is triggered when a Medium or larger creature steps onto the stairs. It must be manually reset before it triggers again.

Attack

Effect The trapped stairs make a terrible racket, alerting those nearby.

Countermeasures

An adjacent character can disable the whistling stairs with a DC 18 Sleight of Hand check.

A DC 12 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Quicksand

A patch of quicksand across one or several squares, which looks just like other sandy ground.

Level 1 Hazard Blocker (50 XP Trap)

Nature DC 18: The character notices that the ground ahead is quicksand, and which squares are affected.

Trigger The trap attacks when a character enters one of its squares.

Target The creature that entered the trigger square.

† Attack

+4 vs Reflex

Hit The target falls into the pit and sinks 1 square down. Sinking targets are restrained. Each round, the trap makes a secondary attack against sinking creatures.

Secondary Attack: +4 vs Fortitude; the target sinks 1 square to a maximum depth of 3 squares. Targets in over their head begin to suffocate.

On a miss, the target rises one square. A creature that rises to the surface can move to an adjacent, unoccupied square as a free action. They are prone. Miss Target returns to last square it occupied and its move action ends immediately

Countermeasures

A character in the pit can rise 1 square as a move action using Athletics (DC 12).

A character adjacent to the pit using a long item (like a ten-foot pole, rope, polearm haft or snake) to help the target escape grants the target a +2 bonus to their Athletics check.

A character with a rope around their body can easily dive in and retrieve a drowning target.

Snare Trap

A noose lays on the ground. When it is disturbed, the noose tightens and a mechanism in the ceiling (or attached to a tree) yanks the target into the air.

Level 1 One-Off Elite Warning (50 XP Trap)

Perception DC 12: The character notices coiled rope. DC 18: The character spots the noose.

Trigger The trap attacks when a character enters the square with the noose. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack

+4 vs Reflex

Hit The target is restrained and suspended upside-down 2 squares in the air until freed (Sleight of Hand DC 8 for an ally, DC 12 for the target).

Countermeasures

A character who makes a successful Athletics check (DC 5 or DC 10 without a running start) can jump over the noose.

An adjacent character can trigger the trap with a DC 12 Sleight of Hand check (standard action).

An adjacent character can destroy the trap by cutting the rope

Stinking Trench

A thin (one-square wide, one-square deep) trench runs along several squares. It is thick on the ground with rotting matter.

Level 1 Hazard Blocker (50 XP Trap)

Perception DC 5: The character notices the horrific smell coming from the trench.

Trigger The trap is triggered when a creature enters or begins its turn in one of the trap's squares.

Target The creature.

† Attack • Necrotic

+4 vs Fortitude

Hit The target is dazed (save ends).

Countermeasures

A character who makes a successful Athletics check (DC 5 or DC 10 without a running start) can jump over the trench.

Arrow Trap

An arrow shoots out from a hole across the room from the trigger of this trap.

Level 2 One-Off Warning (31 XP Trap)

Perception DC 19: The character notices the small hole on the chest through which the arrow is fired.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack

+8 vs AC

Hit 1d10+3 damage.

Countermeasures

An adjacent character can disable the poison arrow trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Scythe Trap

A scythe swings out from the ceiling to attack the creature that triggers this trap.

Level 2 One-Off Warning (31 XP Trap)

Perception DC 13: The character notices the scythe blade housing in the drawer

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack

+5 vs AC

Hit 1d10+3 damage.

Countermeasures

An adjacent character can disable the scythe blade trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap

Concealed Pit Trap

A pit trap of one or more squares in area is hidden beneath a fragile surface layer, like a lattice of branches heaped with straw.

Level 2 Hazard Warning (63 XP Trap)

Perception DC 13: The character notices that the squares hiding the pit trap bow in slightly.

Trigger The trap attacks when a character enters one of its squares. It must be manually reset to be hidden again, but in the meantime characters can enter or be forced to move into its squares.

Target The creature that entered one of the trap's squares.

† Attack

+6 vs Reflex

Hit The target falls into the pit, takes 1d10+3 damage, and falls prone.

Miss The target returns to the last square it occupied and its move action ends immediately.

Effect The pit trap opens and the trap is no longer hidden.

Countermeasures

An adjacent character can trigger the trap with a DC 9 Sleight of Hand check.

An adjacent character can disable the trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Gate Spikes

When disturbed, spikes shoot out of the top of this gate.

Level 2 Hazard Assassin (63 XP Trap)

Perception DC 13: The character notices the hidden mechanism that fires the spears.

Trigger The trap is triggered when a character attempts to climb over the gate.

Target The creature climbing over the gate.

† Attack

+7 vs AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable the spears with a DC 13 Sleight of Hand check.

A character that makes a DC 19 Athletics check to vault over the gate is outside of the spike's reach.

Zombie Breakout

The arms and heads protuding of several zombies buried beneath the surface.

Level 2 Hazard Blocker (63 XP Trap)

Perception DC 13: The character notices the zombie's head and shoulders poking out of the muck.

Religion DC 13: The character recognizes the creature as a zombie.

Trigger The trap is triggered when a creature enters or begins its turn in one of the trap's squares.

Target The creature in the zombie's square.

† Attack • Necrotic

+4 vs AC

Hit 2d6+2 necrotic damage, and the target falls prone.

Countermeasures

A character can make a DC 15 (or 30 without an running start) Athletics check to leap over the zombie without provoking an attack

Killing the zombie removes the hazard.

Floor Spears

When triggered, spears jab from holes in the floor.

Level 2 Recurring Blocker (125 XP Trap)

Perception DC 13: The character notices a series of holes in the ground.

Perception DC 19: The character notices the trigger or triggers.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target All creatures.

✧ Attack

Near burst 3; +8 vs AC

Hit 1d8+3 damage.

Countermeasures

A character adjacent to the trigger can disable it with a DC 19 Sleight of Hand check.

A successful Athletics check (DC 5, or DC 10 without a running start) allows a character to leap over the trigger.

An adjacent character can disable the spear attack in one square with a DC 19 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character can ready an action to attack the spear for a square (AC 13, other defenses 10; hp 10).

Fusillade of Javelins Trap

Javelins are launched from a row of holes when this trap is triggered, and every round afterwards.

Level 2 Recurring Shooter (125 XP Trap)

Perception DC 13: The character notices the small holes in the coffer.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target 2d4 targets in range.

↗ Attack

Ranged 10; +8 vs AC

Hit 1d4+3 damage

Countermeasures

An adjacent character can disable the trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character that moves more than 1 square on a turn gains a +5 bonus to AC against the trap's needle attack.

Rain of Darts Trap

Darts are launched from a row of holes when this trap is triggered, and every round afterwards.

Level 2 Recurring Shooter (125 XP Trap)

Perception DC 13: The character notices the small holes in the coffer.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target 1d6 targets in range.

↗ Attack

Ranged 10; +8 vs AC

Hit 1d6+3 damage

Countermeasures

An adjacent character can disable the trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character that moves more than 1 square on a turn gains a +5 bonus to AC against the traps dart attack.

Double-Pike Trap

Two pikes poke out from holes near the trigger of this trap.

Level 3 One-Off Warning (38 XP Trap)

Perception DC 14: The character notices the mechanism that fires the spears.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The two creatures nearest the trap

↗ Attack

Ranged 5; +6 vs AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable the twin-spear trap with a DC 14 Sleight of Hand check.

A DC 14 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Noxious Leak

Flicking a lever causes noxious gas to leak from a nozzle elsewhere in the room.

Level 3 Recurring Shooter (150 XP Trap)

Perception DC 14: The character notices the controls and the spigot.

Trigger The trap triggers when a lever is flicked as a swift action. It becomes available to use again at the start of that creature's next turn.

Target All creatures.

↘ Attack • Necrotic

Near burst 3; +6 vs Fortitude

Hit 2d8+3 necrotic damage.

Countermeasures

A character can attack the spigot (AC 16, other 13; hp 34).

A character can deactivate the control panel (DC 20 Sleight of Hand). If the character fails the check by 10 or more, the control panel explodes (near arc 3, +6 vs Reflex (all creatures); on a hit, 2d6+3 lightning damage) and the trap triggers every turn for the remainder of the encounter.

Rusty Water Tower

A fragile water tower will collapse if disturbed.

Level 5 One-Off Elite Assassin (100 XP Trap)

Perception DC 15: The character notices that the water tower is damaged.

DC 22: The character realizes that a sharp blow will bring most of it down.

Trigger The trap is triggered by any attack directly against the scaffolding, any movement (forced or otherwise) into the scaffolding, or any area effect that encompasses the scaffolding's supports.

Target All creatures.

↗ Attack

Near burst 5; +8 vs Reflex

Hit 3d8+4 damage, and the target is knocked prone.

Miss Half damage.

Effect All squares in the burst become difficult terrain.

Countermeasures

A character can trigger the scaffolding from far away by attacking it (AC 15, other defenses 12).

A character who is aware that the scaffolding may collapse, may make a DC 15 Dungeoneering roll to know which squares will be affected by its collapse.

Acid Spear

When triggered, a hollow spear full of acid is dropped on the target, spearing them to the ground. Characters may assume it is a one-off trap, but in fact there is a large reserve of such spears and they keep firing each round.

Level 5 Recurring Warning (200 XP Trap)

Perception DC 15: The character notices the disguised hole in the ceiling through which the spear is fired.
DC 22: The character notices the acid burn marks in the square targeted by the trap.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target The closest creature in a straight line from the trigger (if any).

↗ Attack • Acid

Ranged 5; +8 vs AC

Hit 2d6+5 damage, and the target is immobile and takes persistent 5 acid damage (save ends both).

Countermeasures

An adjacent character can disable the acid spear trap with a DC 15 Sleight of Hand check.

A DC 15 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

An adjacent character can assist an ally immobilized by the trap as a standard action with a DC 15 Athletics check, granting the victim a +2 bonus to their saving throw against the trap.

Phase Spider Venom Needle Trap

A needle tipped in phase spider venom fires from this trigger when it is touched.

Level 6 One-Off Warning (63 XP Trap)

Perception DC 16: The character notices the needle mechanism inside the lock.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack • Poison

+8 vs Fortitude

Hit The target takes 5 persistent poison damage and is slowed (save ends both).

Special You can create other poison needle traps by taking a poison and setting its attack to +2 + the poison's level. The trap's level is equal to the poison's level.

Countermeasures

An adjacent character can disable the needle trap with a DC 16 Sleight of Hand check.

A DC 16 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Screaming Sarcophagus

A screeching ghost rises from this sarcophagus when it is disturbed.

Level 7 Recurring Elite Warning (600 XP Trap)

Arcana or Religion DC 16: The character notices a small glyph carved into the lid of the sarcophagus, barely distinguishable from the other decorations.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target All creatures.

↘ Attack • Psychic

Near burst 1; +10 vs Will

Hit 4d6+4 psychic damage, and the target is dazed (save ends).

Aftereffect: 4d6+4 psychic damage.

Countermeasures

An adjacent character can disable the glyph with a DC 23 Arcana or Religion check.

Mosaic Trap

The characters must press certain tiles in this ceiling mosaic in the correct order or the roof will collapse on them.

Level 8 One-Off Shooter (100 XP Trap)

Perception DC 17: The character notices that the mosaic tiles seem conspicuously loose.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target All creatures.

✗ Attack

Near burst 5; +11 vs Reflex

Hit 3d8+4 damage, and the target takes persistent 5 damage (save ends).

Countermeasures

An adjacent character can disable the trap with a DC 17 Sleight of Hand check.

Bolt from the Blue

Three metal rods generate a field of static electricity when disturbed.

Level 8 Recurring Elite Shooter (700 XP Trap)

Perception DC 17: The character notices three short metal rods inset in small holes on the door. The rods extend and generate bolts of lightning when the trap is triggered.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target All creatures.

✗ Attack • Lightning

Near arc 5; +11 vs Reflex

Hit 3d8+4 lightning damage and persistent 5 lightning damage (save ends).

Miss Half damage, and no persistent damage.

Countermeasures

An adjacent character can disable a lightning rod with a DC 17 Sleight of Hand check, reducing the size of the burst by 2 squares for each rod disabled. Once all three are disabled, the trap is disabled.

Plume of Flame

When triggered, a blast of fire issues from six nozzles around the room. These nozzles keep blasting flame until disabled.

Level 8 Recurring Elite Shooter (700 XP Trap)

Perception DC 17: The character notices 6 small, recessed nozzles.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target All creatures.

✗ Attack • Fire

Near arc 6; +11 vs Reflex

Hit 3d8+4 fire damage, and persistent 5 fire damage (save ends).

Countermeasures

An adjacent character can disable a single nozzle with a DC 17 Sleight of Hand check, reducing the arc area by 2 for each nozzle disabled.

Shadow Bite Trap

A statue of a grimacing face, mouth wide open, is attached around the knob of a locked door. It bites down on anyone who fails to pick the lock.

Level 9 One-Off Elite Warning (200 XP Trap)

Perception DC 18: The character notices the hinges that bring the jaws slamming shut.

Trigger The trap attacks when a character places a limb inside the maw and fails to pick the lock at the back of the maw.

Target The creature that placed a limb inside the maw.

† Attack • Poison

+12 vs AC

Hit 1d8+2 damage, and the target is grappled. The trap makes a secondary attack against the target.

Secondary Attack: +10 vs Fortitude, the target is injected with shadowstuff toxin (see Afflictions for details).

Miss Half damage, and the target is grappled (but there is no secondary attack).

Countermeasures

An adjacent character can disable the trap with a DC 18 Sleight of Hand check.

A character making a DC 18 Athletics check can pry open the maw, or hold it open so that it cannot slam shut.

Acid Slime Patch

A patch of green slime runs along the ceiling above several squares.

Level 10 Hazard Assassin (250 XP Trap)

Perception DC 19: The character notices the acid slime on the ceiling.

Trigger The trap is triggered when a creature enters or begins its turn in one of the trap's squares.

Target The creature beneath the patch of acid slime.

↗ Attack • Acid

Ranged 5; +13 vs Reflex

Hit 1d12+6 acid damage, and the acid slime makes a secondary attack against the same target.

Secondary Attack: +11 vs. Fortitude; the target takes persistent 5 acid damage (save ends).

Countermeasures

Acid slime can simply be avoided if detected early enough.

A character can attack an acid slime patch (AC 5, other defenses 10) with fire-based attacks. A patch is destroyed if 10 points of fire damage are inflicted upon it.

Green Slime by LadyofHats

Dwarf-Ward Rune

If a non-dwarf passes this magic rune, it glows and releases a blast of force.

Level 10 One-Off Elite Warning (500 XP Trap)

Perception DC 19: The character notices the faint rune. Arcana DC 19: The character notices the rune and provides a +2 bonus to Sleight of Hand checks to disable the trap.

Trigger The trap attacks when a non-dwarf comes into contact with the trigger. It must be manually reset before it triggers again.

Target All creatures.

↘ Attack • Force

Near burst 5; +13 vs Reflex

Hit 4d8+5 force damage.

Countermeasures

An adjacent character can disable the trap with a DC 26 Sleight of Hand check.



Rickety Old Bridge

This bridge over a ravine is old and weak, and in danger of collapse.

Level 10 One-Off Elite Blocker (500 XP Trap)

Perception DC 19: The character notices that the wooden planks in the center of the bridge are loose.

Trigger The trap is triggered when a creature enters one of the trap's squares.

Target All creatures on the bridge.

Attack

Effect The targets fall into the ravine, take 7d10 falling damage, and are knocked prone. The bridge is destroyed.

Countermeasures

An adjacent character can disable the trap with a DC 26 Sleight of Hand check.

A character can attempt to leap over the trapped squares, requiring a DC 20 Athletics check with a running start, or a DC 40 Athletics check without a running start.

There is a narrow path around the trapped squares of the bridge that can be negotiated with a DC 19 Acrobatics check. A character failing this check by 5 or less triggers the trap, a character failing by 5 or more falls from the bridge into the ravine below (7d10 falling damage).

Afflictions

Afflictions are long term, negative effects that characters can suffer from. A creature experiences the negative effects of the stage of the affliction that they are at, plus all earlier stages of the affliction. A creature that reaches stage 0 of its affliction is cured, and loses the affliction.

Transmission

Afflictions like poisons and diseases are usually transmitted in one of the four following ways. Afflictions like curses can, of course, be transmitted in all sorts of other ways.

Contact

Merely touching this type of affliction exposes the creature.

A chest or other object can be smeared with contact poison as part of a trap.

Ingested

Ingested afflictions are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned.

Inhaled

Inhaled afflictions do not affect those that do not breathe. However, holding one's breath is ineffective against most inhaled afflictions; they affect the nasal membranes, tear ducts, and other parts of the body as well as the lungs.

Injury

This affliction must be delivered through a wound. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

A contact or injury poison applied to a weapon is transmitted to the target the next time an attack with that weapon hits, provided there is such a hit within 5 minutes of application.

Aboleth Slime (Disease)

Level 10

Aboleths excrete slime, which makes those exposed to it better suited to the aboleth's underwater caverns.

Infection: Immediately upon being exposed to aboleth slime, the creature is infected.

Progression: Each additional exposure to aboleth slime causes an infected creature to get one step worse. Each hour, the infected creature makes a saving throw. On a success, they get one step better. If the infected

creature reaches stage 3, they only make a saving throw every day.

- *Stage 1:* The victim loses the ability to breathe air and gains the ability to breathe underwater.
- *Stage 2:* The victim's skin softens, giving them resistance to fire 5 and vulnerability to everything else 5.
- *Stage 3:* The victim's skin transforms into a clear, slimy membrane. Every hour this membrane remains dry, the creature loses a recovery. However, the victim does recover the ability to breathe air, if it previously had it.

Cackle Fever (Disease)

Level 12

This disease targets humanoids, although gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of hysterical laughter, giving the disease its common name and its morbid nickname: "the shrieks."

Infection: Any humanoid creature that starts its turn within 2 squares of an infected creature in the throes of hysterical laughter (see stage 2) suffers a +16 attack vs Fortitude. On a hit, it is infected with the disease. On a miss, it is immune to the hysterical laughter of that particular infected creature for 24 hours.

Progression: Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature loses one recovery that cannot be restored until the disease is cured. The creature begins on stage 1.

At the end of each long rest, an infected creature must make an Endure check (DC 25). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The creature is prone to giggling and finds it hard to concentrate (-2 penalty on all Intelligence, Wisdom and Charisma skill checks).
- *Stage 2:* Any event that causes the infected creature great stress – including entering combat, taking damage, experiencing fear, or having a nightmare – forces the creature to make a saving throw. On a failed save, the creature takes 2d10 psychic damage and becomes incapacitated with hysterical laughter (save ends).

- *Stage 3:* As stage 2, but the infected creature no longer makes Endure checks that might improve the affliction.

Curse of Lycanthropy

(Curse)

Level X (this disease is of the same level as the creature that inflicted it).

Lycanthropes are humanoids who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease, typically from the bites of lycanthropes.

Infection: One day after a humanoid creature is bitten by a lycanthrope, the creature must succeed on a saving throw or become infected. The creature begins on stage 1.

Progression: It takes until the next full moon for lycanthropy's symptoms to manifest in an infected creature. Symptoms include heavy hair growth, irritability and a taste for raw meat.

Each time there is a full moon, an infected creature must make an Endure check (DC 14 + the level of the disease). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* If the infected creature is adjacent to an enemy, the creature cannot willingly move away from that enemy.
- *Stage 2:* If the infected creature is adjacent to an enemy, the creature cannot willingly move away from that enemy. The infected creature cannot use powers that target allies.
- *Stage 3:* The infected creature becomes a lycanthrope. They gain the relevant *form of the X* power. When under the light of the full moon, they must use the *form of the X* power, and can do so even if it is expended.

Sewer Plague (Disease)

Level 3

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

Infection: Five minutes after a humanoid creature is bitten by a creature that carries the disease, or comes into contact with filth or offal contaminated by the disease, the creature must succeed on a saving throw or become infected. The creature begins at stage 1.

Progression: It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The creature begins on stage 1.

At the end of each long rest, an infected creature must make an Endure check (DC 16). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The infected creature does not recover spent recoveries.
- *Stage 2:* The infected creature does not recover spent recoveries, cannot heal above its Staggered threshold.
- *Stage 3:* The infected creature does not recover spent recoveries and cannot heal by any means.

Shadowstuff Toxin (Poison)

Level 7

Infection: A creature that makes contact with or is hit with a weapon coated with shadowstuff toxin is subject to a +10 attack vs Fortitude. If hit, they are afflicted. The creature begins on stage 1.

Progression: Each hour the target must make a saving throw. If they fail, they get one stage worse. If they succeed, they make no further saving throws but stay at their current stage until an antidote is administered.

- *Stage 1:* Victim's skin and eyes turn gray.
- *Stage 2:* Shadows cling to the victim; +2 to Stealth.
- *Stage 3:* Victim can no longer be healed beyond staggered.
- *Stage 4:* Victim begins to flicker from existence; +2 bonus to AC.
- *Stage 5:* The character ceases to exist and can only be returned to life by powerful magic.

Cost: 104 gp per dose

Sight Rot (Disease)

Level 9

This painful infection causes bleeding from the eyes and eventually blinds the victim.

Infection: One day after a beast or humanoid drinks water tainted by sight rot, they suffer a +12 attack vs Fortitude. On a hit, they are infected with the disease (beginning on stage 1).

Progression: The creature's vision starts to become blurry.

At the end of each long rest, an infected creature must make an Endure check (DC 22). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The creature suffers a -2 penalty to attack rolls and Perception checks.
- *Stage 2:* The creature suffers a -4 penalty to attack rolls and Perception checks.
- *Stage 3:* The creature is blinded until treated.

Treatment: Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character trained in Nature can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

Threats

Threats are easy to use, thematic, level-appropriate collections of hazards, traps and other challenges.

If the PCs are particularly disadvantaged by the threat relative to their opponents, count the threat as one standard monster of its level for the purposes of encounter design.

Sawmill

Level 1. Wooden floorboards; wooden walls; 20-foot ceiling with beams running across the length and breadth of the mill at 10 feet.

Light: Lanterns (bright in 4x4 area).

⌚ Brambles • Cover

Creatures who start their turn in brambles are slowed until they leave the brambles.

△ Boggy Ground • Difficult Terrain

☛ Mist • Lightly Obscuring

🕒 Cloud of Midges • Difficult Terrain, Lightly Obscuring, 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.

㊀ Saw • Difficult Terrain

Small. AC/Reflex 5, Fortitude 10, 30 HP

If a creature enters this space, make an attack. +3 vs Reflex; 1d10+3 damage.

|| Beams • Difficult Terrain

May treat as normal terrain if you make a DC 13 Acrobatics check; if you fail by 5 or more you fall off the beam.

⌚ Sawdust Port • Hazard

Swift action to activate. Creates arc 3 zone of obscuring terrain.

Deactivate DC 12 (swift action). If deactivation check fails, 2d6 fire damage in zone as a spark ignites the sawdust.

☛ Rope and Pulley

Small. AC/Ref 8, Fortitude 8, 5 HP

Activate as a move action. Travel up to a beam or down from a beam to the ground.

☛ Work Bench • Cover

Medium. AC/Ref 5, Fortitude 10, 20 HP

With a swift action, find an improvised weapon on the bench.

↖ Conveyor Belt • Difficult Terrain, Hazard

Swift action to activate. Creatures on the conveyor belt are shunted 2 squares at the end of each round, until they leave the conveyor belt.

Swamp

Level 2

Light: Depends on the weather. *Swamp lanterns* provide illumination.

≈ Deep Water

Must swim to cross.

★ Brambles • Cover

Creatures who start their turn in brambles are slowed until they leave the brambles.

△ Boggy Ground • Difficult Terrain

☛ Mist • Lightly Obscuring

🕒 Cloud of Midges • Difficult Terrain, Lightly Obscuring, 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.

|| Floating Log • Difficult Terrain

May treat as normal terrain if you make a DC 13 Acrobatics check; if you fail by 5 or more you fall off the log.

⌚ Swamp Lanterns • Hazard, Light Source (bright in 4x4 area)

Leaking plumes of gas. If exposed to flame, they explode and disappear (recharge 5–6): Near burst 1, +5 vs Reflex; 1d12+3 fire damage.

☒ Quicksand • Difficult Terrain, Hazard

Appears as *boggy ground* (notice DC 13 reveals water is bubbling up).

Attack any creature that enters or starts its turn in quicksand: +5 vs Fortitude; the target is restrained until the end of the turn.

Event (roll at the end of each round, on a 6):

- An island turns out to be the back of a giant turtle/hermit crab
- A swamp creature seizes a creature and pulls them into the deep water
- A floating log turns out to be a crocodile
- An abandoned boat floats downstream
- Midges turn out to be blood midges: while in the zone, creatures have vulnerability to all damage 5.

Wizard's Tower

Level 3. Mortared stone walls; flagstone floors; 10-foot ceiling

Light: Continual flame torches provide regular bright light.

■ Chequerboard

Each square is either black or white. On odd rounds, spikes attack creatures standing on a black square. On even rounds, spikes attack creatures standing on a white square.
+9 vs Reflex; 1d12+4 damage.

■ Marble Queen • Cover

Medium. AC/Ref 5, Fortitude 10, 40 HP

DC 14 Athletics to rotate. While facing chequerboard, pattern swaps: on odd rounds, spikes attack white. On even, spikes attack black.

■ Force Wall • Zone

When a creature attempts to enter the zone, make an attack. +9 vs Fortitude; the creature is pushed back the way they came 1d6 squares.

○ Teleportation Circle

This square is adjacent to all other teleportation circles within sight.

■ Summoning Stasis Circle

Appears as a *teleportation circle* (notice DC 14 reveals pentagram etched lightly into the flagstones).

If a creature enters the circle, it is stunned until the end of its next turn.

○ Capacious Cupboard • Cover

Medium. AC/Ref 5, Fortitude 10, 20 HP

Appears as a regular cupboard (notice DC 14 reveals moving objects inside).

Roll at the end of each round. On a 5 or 6, summon a small animated object in an adjacent unoccupied space.

Shutting the cupboard door stops further summons.

Spider's Lair

Level 4. Open ground; tunnels have walls and floors of raw earth and are as high as the spiders that made them.

Light: Dim light under tree canopy; tunnels are dark.

Walls:

○ Web • Difficult Terrain, Lightly Obscured, Hazard, Zone

If a creature enters a web, +7 vs Reflex; the target is slowed until the end of their next turn.

If they are already slowed, they are grappled until the target escapes (DC 14), leaves the space or an adjacent creature helps them escape. If the target fails their escape roll by 5 or more, they are restrained instead. If the rescuer fails their escape roll, they are grappled too.

If a web is exposed to fire, it sets alight. Creatures that enter or begin their turn in the zone take 5 fire damage. At the same initiative count the next round, the fire burns out, the web in that square is destroyed and any adjacent squares with webs are set alight.

|| Branch Bridge • Difficult Terrain

May treat as normal terrain if you make a DC 14 Acrobatics check; if you fail by 5 or more you fall off the branch.

★ Tree • Cover, Impassible

Large. AC/Reflex 4, Fortitude 15, 100 HP. Climb DC 15.

⌘ Trapped Creature • Difficult Terrain

Medium. AC 14, Fortitude/Reflex/Will 12, 34 HP

An adjacent creature can free a trapped creature with an escape roll (DC 14). If the rescuer fails their escape roll by 5 or more, one hand is stuck to the trapped creature until the end of their next turn.

A spider can feed from a trapped creature as a swift action. The trapped creature takes 4d8 damage and the spider heals that amount.

△ Leaf Litter • Difficult Terrain

Small and smaller creatures have light concealment and cover while in leaf litter.

Leaf litter can conceal trapdoors and webs.

● Canopy • Lightly Obscuring

The canopy is too fragile for Medium or larger creatures unless they have wall-climbing.

○ Trapdoor

As a door, but leading down into tunnels. Can open with a swift action.

○ Spider Eggs • Difficult Terrain

Small. AC 14, Fortitude/Reflex/Will 12, 34 HP

If a creature enters this space, make a refresh roll. On a 4 to 6, the eggs hatch. Destroy the eggs and place a vermin swarm on this space. The swarm starts with damage equal to damage taken by the eggs it hatched from.

■ Rotten Patch • Difficult Terrain, Hazard

Appears as one or more squares of a *branch bridge* (notice DC 14 reveals rot has set in).

Attack any creature that enters or starts its turn on the branch: +7 vs Fortitude; that square of the branch is destroyed and the target starts to fall (may make a save to catch the edge).

Frozen Wastes

Level 7

≈ Ice-Cold Water • Hazard

Must swim to cross. At the end of each turn spent in ice-cold water, make an attack: +10 vs Fortitude; on a hit the target is dazed (save ends). If the target is already dazed, they lose one recovery.

⦿ Tree • Cover

Large. AC/Reflex 4, Fortitude 15, 100 HP. Climb DC 15.

△ Slush • Difficult Terrain

☁ Mist • Lightly Obscuring

|| Ice Bridge • Difficult Terrain

Per square: Medium. AC/Reflex 4, Fortitude 12, 10 HP.

Must make a DC 16 Acrobatics check while moving across; if you fail by 5 or more you fall off the bridge. If you fail by less than that, your movement ends.

＼ Ice • Hazard, Zone

Each time a creature enters an ice space, they must make an Acrobatics check (DC 11). On a failure, their movement ends. If they fail by 5 or more, they fall prone and slide 2 squares in a random direction (roll 1d8 and count clockwise to determine the direction).

☒ False Layer of Snow • Difficult Terrain, Hazard, Zone

Appears as *slush* (notice DC 16 reveals gaps in the snow cover). Each time a creature enters the zone, roll 1d6, +1 for every 100 pounds the creature weighs (round down). On a 6 or higher, the layer collapses.

Creatures in the zone make a saving throw; if successful, they move to adjacent unoccupied space (if one exists).

Otherwise, they fall 20 feet (2d10 falling damage). Climb DC 20 to escape the pit.

Events (roll at the end of each round, on a 6):

- A snowstorm descends for the round (lightly obscuring everywhere)
- Chilly wind (every creature is affected by cold as if in *ice-cold water*).

Aboleth's Lair

Level 10. Solid stone but mossy walls and floors; 20-foot ceiling

Light: Darkness.

≈ Deep Water

Must swim to cross.

△ Boggy Ground • Difficult Terrain

☒ Slime Pod • Cover

Small. AC 14, Fortitude/Reflex/Will 12, 34 HP

If a creature enters the slime pod's square, the pod makes an attack and then is destroyed: +13 vs Fortitude; the target is exposed to the aboleth slime affliction.

☁ Phantasmal Force • Cover

An illusion. As a swift action, a creature with telepathy within 12 squares of the *phantasmal force* can change the illusion to something else. Notice DC 19 to see the illusion flicker.

❖ Memory Extractor • Disguised

Appears as mechanical brass legs attached to a coil hanging from a long pole. Notice DC 19 to see traces of scalp on the toes of the legs.

If a creature moves adjacent to the memory extractor or starts their turn adjacent to it, the memory extractor attacks: +13 vs Reflex; 2d12+5 psychic damage, the target is grappled (escape DC 23) and any aboleths within 12 squares learn one memory of the target's.

☒ Whirlpool • Difficult Terrain, Hazard

Appears as *deep water* (notice DC 19 reveals water is shifting). Attack any creature that enters or starts its turn in the whirlpool: +13 vs Fortitude; the target is pulled 2 squares towards the center of the whirlpool and slowed until the end of their next turn.

Magma Caverns

Level 12. Solid stone walls and floors; 20-foot ceiling

Light: Darkness. Pools of lava provide illumination.

≈ Pool of Lava • Fire, Light Source (bright in burst 2), Zone

Creatures that enter or begin their turn on the pool of lava take 6d6+6 fire damage, or 42 fire damage if fully submerged.

⊗ Flame Spurt • Fire, Hazard

Appears as a crack in the ground (notice DC 20 reveals area around crack is seared).

Initiative +11 (recharge 4–6); trigger: As soon as recharged. Near arc 2, +18 vs Reflex; 3d8+6 fire damage.

Disable DC 20 (Dungeoneering or Sleight of Hand).

♣ Noxious Gases • Lightly Obscuring, Zone

Attack creatures that enter or begin their turn in the zone. +15 vs Fortitude; the target is weakened until the end of their next turn.

△ Rubble • Difficult Terrain

★ Boulders • Cover

Medium. AC/Ref 5, Fortitude 10, 40 HP

☒ Fissure

Appears as normal ground (notice DC 20 reveals spiderwebbing cracks).

If the fissure event is triggered, the ground opens up. Creatures on a fissure space make a saving throw; if successful, move to adjacent unoccupied space. Otherwise, fall 60 feet (6d10 falling damage).

Athletics DC 20 to climb from the pit.

Events (roll at the end of each round, on a 6):

- An island starts rising from the lava
- An island starts sinking into the lava
- A fissure opens in the rock
- All noxious gases shift 1 square in a random direction.

Maw of Chaos

Floating island-planets of earth, air, fire and water, and a hundred quasi-, para- and pseudo-elements besides, dot the void. They bump and jostle, splitting and combining, according to unknown laws or the whims of those on them.

Level 17

Subjective Gravity: A creature is pulled towards whatever surface of a chaos mote they are closest to. A creature that is further from the surface of any mote than its own height can fly at its walking speed.

Mind's Influence: A creature standing on a chaos mote can command it to move as a move action. Make an Arcana check, with a DC equal to 10 + the number of squares that make up the mote. On a success, the mote moves up to 6 squares, and will move half that speed next round unless commanded by the same or a different creature.

≈ Pool

Must swim to cross.

⊗ Flames • Fire, Zone

Creatures that enter or begin their turn in flames take 4d8+7 fire damage.

♣ Violent Air • Air, Lightly Obscuring, Zone

Creatures in these spaces are rattled and deafened.

△ Rubble • Difficult Terrain

★ Boulders • Cover

Medium. AC/Ref 5, Fortitude 10, 40 HP

☒ Ancient Portal

Appears as a stone arch (notice DC 23 reveals a flicker of the destination).

If the portal event is triggered, the portal starts pulling creatures towards it if they are on the same mote. At the end of each creature's turn, it is pulled 3 squares towards/into the portal.

A creature adjacent to the portal can use a standard action and make a DC 31 Religion check to activate or deactivate it or, if the portal is activated, to have it only target creatures of a particular alignment.

Events (roll at the end of each round, on a 6):

- A mote starts flying towards another of its own accord
- A portal opens to the City of Brass or another planar location
- A monster turns into a completely different monster
- All elements on a mote swap (air becomes earth, water becomes fire, and vice versa).



Monster Statistics

Battle by Luigi Castellani

A monster has a rank, a role, a size, a source, a type, tags and a level. For example, a giant frog might be a Standard Lurker (rank and role), Medium Natural Beast (size, source and type), with the Aquatic tag, and be level 4.

Rank

Standard

Standard monsters are the default, so this is usually left out of the description (a "Standard Skulker" is just described as an "Skulker").

Mooks

Mooks are weaker monsters that can be cut down in large numbers in a single turn. Four mooks are worth one standard monster.

Compared to standard monsters of the same level, mooks have:

- 1 HP only. A mook takes no damage from attacks that miss them.
- One-quarter as much XP.

Elites

Elites are stronger monsters. Two standard monsters are worth one elite.

Compared to standard monsters of the same level, elite monsters have:

- Twice as much HP.
- A +2 bonus on saving throws.
- 1 Action Point per encounter.
- Twice as much XP.

Bosses

Bosses are very strong monsters. Five standard monsters are worth one boss.

Compared to standard monsters of the same level, boss monsters have:

- Four times as much HP.
- A +5 bonus on saving throws.
- 2 Action Points per encounter.
- Five times as much XP.

Role

A monster's role describes the main contribution they can make in combat.

Archers: Make powerful ranged or far attacks, or both.

Blockers: Protect their allies.

Leaders: Help other monster allies fight better.

"Leader" is a bonus added to other roles, like Blocker (Leader) or Spoiler (Leader), rather than a pure role.

Skulkers: Do devastating attacks every so often, interspersed with hiding or escaping.

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

Strikers: Take advantage of mobility to make attacks and avoid being tied down in combat.

Wreckers: Bring the pain (do a lot of damage).

Size

Creature size is discussed in the Movement and Position chapter of the *Heroes' Handbook*. Monsters belong to the same size categories as player characters.

Source

A monster's source describes where its species or type has come from. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular source.

Cosmic creatures are utterly alien, aberrant beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world.

Elemental creatures are native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements. Others have biological forms infused with elemental energy.

Fey creatures are closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Plane of Faerie.

Shadow creatures are tied to the Plane of Shadow.

Natural creatures are native to the Prime Material Plane, the world.

Outsider creatures are at least partially composed of the essence (but not necessarily the material) of some Outer Plane. Some creatures start out as some other source and become outsiders when they attain a higher (or lower) state of spiritual existence.

Type

A monster's type describes its shape and form. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type.

The game includes the following monster types, which have no rules of their own.

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals, as well as fantastical animals like winged cats or elf hounds.

Automatons do not have organs or coherent bodily systems. They may be very simple creatures, like a gelatinous cube, or masses of a material that is magically animated, like a fire elemental or bronze golem. Undead that have been reanimated from a body or body parts, like skeletons and zombies, are automatons, whereas undead that have been transformed from their living form, like vampires, or undead that are a separate soul, like specters, are humanoids.

Humanoids have bipedal forms, and typically are sapient and sentient, and capable of language and culture. Humanoid races include those commonly found as player characters - humans, dwarves, elves, halflings, goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds - as well as fey like nymphs and dryads and outsiders with with humanoid forms like many devils.

Monstrosities are monsters in the strictest sense - frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses (including minotaurs and medusae). Others are creatures with elemental or other magical influences, like dragons.

Tags

A monster might have one or more tags appended to its type. For example, a couatl is listed as Monstrosity • Dragon, Celestial. The tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting demons would work against any monster that has the Demon tag.

The most common tags are:

Air creatures are particularly linked to the element of air.

Aquatic creatures are comfortable underwater.

Celestials are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. A celestial who strays from a good alignment is a horrifying rarity. Celestials include angels and pegasi.

Cold creatures are particularly linked to cold energy.

Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs.

Demons are chaotic evil creatures of wickedness that are native to the Lower Planes. Along with devils, they are classified as fiends. A few are the servants of deities, but many more labor under the leadership of demon princes. Evil priests and mages sometimes summon demons to the material world to do their bidding.

Devils are evil creatures of wickedness that are native to the Lower Planes. Along with demons, they are classified as fiends. A few are the servants of deities, but many more labor under the leadership of archdevils. Evil priests and mages sometimes summon devils to the material world to do their bidding.

Dragons are reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudodragons.

Earth creatures are particularly linked to the element of earth.

Fire creatures are particularly linked to the element of fire.

Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads (ettins) or strange forms (fomorians). The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.

Mounts give their riders special benefits.

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as the gas spore also fall into this category.

Reptiles are scaled, cold-blooded creatures.

Shapechangers have the innate ability to change forms.

Spiders are eight-legged arachnids.

Swarms are groups of creatures that act as one, like a swarm of rats or spiders.

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

Water creatures are particularly linked to the element of water.

Alignment

A monster's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil monster might be difficult to reason with and might attack characters on sight, whereas an unaligned monster might be willing to negotiate.

The alignment specified in a monster's stat block is the default. Feel free to depart from it and change a monster's alignment to suit the needs of your campaign.

Some creatures are listed as "Any" alignment.

Hit Points

A monster usually dies or is destroyed when it drops to 0 hit points, or is rendered unconscious if the attacker would prefer.

Regeneration #: The creature heals # hit points at the start of its turn, unless it is dead.

Bloodied Regeneration #: The creature has regeneration while it is staggered only.

Unblooded Regeneration #: The creature has regeneration while it is not staggered.

Speed

A monster's speed tells you how far it can move with a Walk action. It can also take other actions that use speed, like Run and Charge.

Other movement types, like fly or swim, may also be listed.

Ability Scores

Every monster has six ability scores (Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma) and corresponding modifiers. These modifiers include the monster's half-level bonus.

Skills

The Skills entry is reserved for monsters that are trained in one or more skills. For example, a monster that is very perceptive and stealthy might have bonuses to Perception and Stealth checks.

Monsters can make skill checks with skills that are not listed. In those cases, use the monster's relevant ability modifier, as provided in the ability scores section.

Vulnerabilities, Resistances, and Immunities

Some creatures have vulnerability, resistance, or immunity to certain types of damage. In addition, some creatures are immune to certain conditions.

Two special resistances are described below:

Incorporeal: A creature that is incorporeal takes half damage on all attacks.

Reactive Resistance X (immediate (counter) action, encounter): The first time a creature is damaged by an attack that does acid, cold, lightning, fire or thunder damage, the creature gains resistance to that energy X. This lasts until the end of the encounter.

Senses and initiative

The Senses entry notes a monster's Perception modifier, as well as any special senses the monster might have. Special senses are described in the main Rulebook.

Languages

The languages that a monster can speak, if any, are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry.

Telepathy

Telepathy is a magical ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can

receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

Level

A monster's **level** tells you how great a threat the monster is. An appropriately equipped and well-rested party of four adventurers should be able to defeat four standard monsters that each have a level equal to the adventurers' level without suffering any deaths. For example, a party of four 3rd-level characters should find four level 3 monsters to be a worthy challenge, but not a deadly one.

Recoveries

Although they rarely get a chance to use them, all monsters (unless otherwise mentioned) have at least 1 recovery. Level 11+ monsters have 2, and Level 21+ monsters have 3.

Experience Points

The number of experience points (XP) a monster is worth is based on its level. Typically, XP is awarded for defeating the monster, although the GM may also award XP for neutralizing the threat posed by the monster in some other manner.

A monster's XP is also used to calculate how many monsters should be included in an encounter.

XP is calculated based on a monster's rank and level, as shown below.

Table - Monster XP

Level	Mook	Standard	Elite	Boss
1	25	100	200	500
2	31	125	250	625
3	38	150	300	750
4	44	175	350	875
5	50	200	400	1,000
6	63	250	500	1,250
7	75	300	600	1,500
8	88	350	700	1,750
9	100	400	800	2,000
10	125	500	1,000	2,500

11	150	600	1,200	3,000
12	175	700	1,400	3,500
13	200	800	1,600	4,000
14	250	1,000	2,000	5,000
15	300	1,200	2,400	6,000
16	350	1,400	2,800	7,000
17	400	1,600	3,200	8,000
18	500	2,000	4,000	10,000
19	600	2,400	4,800	12,000
20	700	2,800	5,600	14,000
21	800	3,200	6,400	16,000
22	1,000	4,000	8,000	20,000
23	1,200	4,800	9,600	24,000
24	1,400	5,600	11,200	28,000
25	1,600	6,400	12,800	32,000
26	2,000	8,000	16,000	40,000
27	2,400	9,600	19,200	48,000
28	2,800	11,200	22,400	56,000
29	3,200	12,800	25,600	64,000
30	4,000	16,000	32,000	80,000

Auras

A creature's aura affects creatures within a burst X equal to the aura X listed in the monster description.

Actions and powers

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the Rulebook.

See the Rulebook for more details of how to interpret powers.

Special symbols are used to indicate whether an attack is a basic attack, and what its range is:

1. \ddagger Basic Melee Attack
2. \dagger Melee Attack
3. \rightarrow Basic Ranged Attack
4. \rightarrow Ranged Attack
5. \nwarrow Near Attack
6. $*$ Far Attack

Unless otherwise mentioned, melee and ranged attacks have one target. Near and far attacks target all creatures within their area of effect, unless otherwise mentioned.

Limited Usage

Some special abilities have restrictions on the number of times they can be used.

Refresh X, Y: The notation “refresh X, Y” means a monster can use a special ability once and that the ability then has a random chance of refreshing during each subsequent round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the numbers in the refresh notation, the monster regains the use of the special ability. The ability also refreshes when the monster finishes a short or long rest.

For example, “refresh 5, 6” means a monster can use the special ability once. Then, at the start of the monster's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Encounter: This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

Equipment

A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip monsters with additional gear and trinkets however you like, and you decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else, for instance.

Variants

Variants are alternative forms or varieties of the monster. They might have different types, movement speeds, powers or other statistics. Unless otherwise mentioned, the features listed under the Variants section are in addition to those of the standard form.

Monster Templates

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a unique creature, the individual creation of a single experimenter, or the first generation of offspring from parents of different species. Other templates represent a thing that can happen to a creature, like becoming a ghost.

A template usually turns a standard monster into an elite monster. Applying an elite template to a monster that is already an elite turns it into a boss monster.

Standard Bonuses

If you apply a template to a monster, it gets the following standard bonuses depending on whether it ends up as an elite or as a boss:

Elites

From Standard to Elite:

- x2 HP
- +2 bonus on saving throws
- 1 Action Point per encounter
- x2 XP

Bosses

From Standard to Boss (two templates applied):

- x4 HP
- +5 bonus on saving throws
- 2 Action Points per encounter
- x5 XP

From Elite to Boss:

- x2 HP
- +5 bonus on saving throws total (doesn't stack)
- +1 Action Point per encounter
- x2.5 XP

Ghost

Speed: fly 6 (hover).

Incorporeal: The ghost takes half damage from all attacks; see *vulnerable*.

Vulnerable: radiant damage 10, force damage 10. If it takes radiant or force damage, the ghost loses incorporeal until the start of its next turn.

Drain Lifeforce

While adjacent to a creature that is staggered or dying, the ghost gains regeneration 5 (10 at Level 11, 15 at Level 21).

☒ **Malevolence** (standard, refresh 5, 6) • Psychic Ranged 5, 1 target; Level +2 vs Will; target is controlled (save ends). The ghost is removed from play until the target succeeds on their save, then the ghost is placed in an unoccupied space adjacent to the target. While removed from play, the ghost does not take turns, suffer persistent damage or make saving throws.

Half-Fiend

Lord of Violence by Justin Nichol

Defenses: +2 Fortitude, +2 Reflex.

Senses: Darkvision.

Resist: acid 5, cold 5, fire 5.

Level 11: acid 10, cold 10, fire 10.

Level 21: acid 15, cold 15, fire 15.

Immune: Poison.

Darkness aura 6: Bright light within the aura is reduced to dim light.

Smite Good: Attacks against Good and Lawful Good aligned creatures do +2 damage (+4 at Level 11, +6 at Level 21)

Blasphemous Word (standard, refresh 5, 6)

Near burst 5, enemies only; Level +2 vs Will; the target is dazed (save ends) or, if the target is staggered, the target is stunned instead (save ends).

Forlorn Shade

Senses: Darkvision

Defenses: +2 AC; +1 Reflex, +1 Will

Shadow Walk (swift, encounter) • **Illusion, Teleportation**

The shade shifts 3 and is invisible until the end of its next turn.

Grasping Shadow (reaction, at-will)

A creature marked by the shade makes an attack that does not include the shade as a target: Ranged 20, the marked creature; Charisma vs Will; psychic damage equal to the shade's level.

Dark Challenge

When a shade strikes a target in melee, the target is marked until the end of the shade's next turn.

Adventurer

You can apply a character class to a monster using the simple Adventurer template below.

As with other templates, the move from standard to elite also doubles a creature's HP, gives them a saving throw bonus and an additional action point.

Defenses: As per the class.

Trained Skills: Choose two from the class skills.

Class Features: As per the class.

Powers: Choose from those powers available to the class, of the creature's level or lower. Do not choose two powers of the same frequency and level (do not choose two level 13 encounter powers or two level 25 daily powers, for example).

1. One at-will power.
2. One encounter power (two from level 11).
3. One daily power (two from level 21).
4. One utility power (two from level 11, three from level 21).



Monster Traits

Monster traits are abilities that can be added to any monster. Adding traits does not sufficiently affect the overall challenge posed by a monster as to alter its role or level.

Against the Fallen

When an ally is killed, the creature gains a +1 power bonus to its next attack roll.

Combat Drill (immediate (react), at-will)

When an ally moves into or out of an adjacent square; the monster may shift up to three squares as long as it moves in the direction of its ally.

Dirty Fighter

+2 damage against targets granting the creature combat advantage. In addition, all enemies suffer an additional -1 penalty to attack rolls against the creature when it is behind cover or has concealment.

Encouraging Reaction

When the creature scores a critical hit, one ally can make a basic attack as an immediate (react) action.

Group Confidence

If creatures with this trait in the encounter outnumber their opponents by 2-to-1, each such creature gains +2 power bonus to damage rolls.

Ironclad (mook only)

When the mook is reduced to 0 hit points or less, it is considered staggered and is set to 1 hit point. If a staggered ironclad mook is reduced to 0 hit points or less, it is killed.

Martyrdom (immediate (react), encounter)

When the monster is reduced to 0 hit points or less; all allies in line of sight may shift three squares.

More Than Expected (mook only)

When the mook is eliminated, make a save. On a success, place an identical mook anywhere within ten squares of it that is not in line of sight of a player character. Do not adjust experience.

Reliable Backup

The creature gains a +2 power bonus to AC while adjacent to an ally.

Skysea Denizen

Replace the creature's swim speed with a fly speed.
Remove the Aquatic tag, if the creature has it.

We Are One

The creature can sacrifice its move action to give an ally a move action. Creatures cannot receive more than two move actions per round. A creature that has received a move action can replace two move actions with one standard action.

Aboleths

In cliffside caves and sunken ruins dwell strange beings, servants of the mysterious aboleth.

Enthralled Servant

Level 6 Blocker (250 XP)

Medium Natural Humanoid (Chaotic Evil)

Senses: Perception +4, low-light vision

Languages: Common

Str: 20 (+8), **Con:** 14 (+5), **Dex:** 14 (+5)

Int: 10 (+3), **Wis:** 12 (+4), **Cha:** 10 (+3)

Initiative: +7; **Speed:** 7, swim 6

AC: 22; **Fort:** 21, **Ref:** 18, **Will:** 17

HP: 54, **Staggered:** 27

Immune: charm

‡ **Dagger** (standard, at-will) • **Weapon**

+11 vs AC; 3d4+5 damage, and the target is marked until the end of the encounter.

↗ **Dagger** (standard, at-will) • **Weapon**

Ranged 5/10; +11 vs AC; 1d4+5 damage.

Marked Strike

An enthralled servant gains a +1 power bonus to attack and damage rolls against a target marked by itself or one of its allies.

One Mind, One Advantage

While an enthralled servant has combat advantage against a target, allies within 5 squares also have combat advantage against that target.

Thralls are mind-controlled humanoids forced to obey their aboleth master's commands.

Half-Aboleth

Level 6 Boss Wrecker (1250 XP)

Medium Cosmic Humanoid (Chaotic Evil)

Senses: Perception +4, darkvision

Languages: Common

Str: 22 (+9), **Con:** 20 (+8), **Dex:** 14 (+5)

Int: 10 (+3), **Wis:** 12 (+4), **Cha:** 10 (+3)

Initiative: +5; **Speed:** 7, swim 6

Action Points: 2

AC: 18; **Fort:** 22, **Ref:** 18, **Will:** 15; **Saving Throws:** +5

HP: 252, **Staggered:** 126

Immune: charm

‡ **Falchion** (standard, at-will) • **Weapon**

+11 vs AC; 2d4+6 damage (2d4+14 on a critical hit), and the target is marked until the end of the half-aboleth's next turn.

† **Tentacle Rake** (swift, at-will)

+11 vs AC; 1d4+2 damage, and the target is blinded until the end of the half-aboleth's next turn.

↗ **Slimy Spew** (standard, refresh 5, 6) • **Acid**

Ranged 5; +9 vs Reflex; 1d8+2 acid damage, and the target is slowed (save ends).

Sure Strike

When attacking a marked target, the half-aboleth makes two attack rolls and uses the better result.

One Mind, One Advantage

While a half-aboleth has combat advantage against a target, allies within 5 squares also have combat advantage against that target.

Half-aboleths are trusted, elite servants of the aboleths. Whether they are truly the children of an aboleth is

unclear, but they have mucus sacs and tentacles reminiscent of their namesakes.

Transformed Servant

Level 8 Blocker (350 XP)

Medium Natural Humanoid • Aquatic (Chaotic Evil)

Senses: Perception +5, low-light vision

Languages: Common

Str: 22 (+10), **Con:** 18 (+8), **Dex:** 14 (+6)

Int: 10 (+4), **Wis:** 12 (+5), **Cha:** 10 (+4)

Initiative: +8; **Speed:** 6, swim 8

AC: 24; **Fort:** 23, **Ref:** 19, **Will:** 18

HP: 64, **Staggered:** 32

Immune: charm

‡ **Greatsword** (standard, at-will) • **Weapon**

+13 vs AC; 2d10+5 damage, and the target is marked until the end of the encounter.

† **Surging Strike** (standard, refresh 5, 6) • **Weapon**

The transformed servant makes a charge attack while swimming; +13 vs AC; 2d10+6 damage, and the target is stunned (save ends).

Marked Strike

A transformed servant gains a +2 power bonus to attack and damage rolls against a target marked by itself or one of its allies.

One Mind, One Advantage

While a transformed servant has combat advantage against a target, allies within 5 squares also have combat advantage against that target.

A transformed servant is a mind-controlled servant of the aboleth that has been "gifted" underwater adaptations.

Veteran Thrall

Level 8 Wrecker (350 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +8, darkvision; **Skills:** Bluff +13, Intimidate +13

Languages: Common, Deep Speech

Str: 20 (+9), **Con:** 17 (+7), **Dex:** 17 (+7)

Int: 12 (+5), **Wis:** 10 (+4), **Cha:** 11 (+4)

Equipment: scimitar, net

Initiative: +11; **Speed:** 6, swim 4

AC: 20; **Fort:** 21, **Ref:** 19, **Will:** 20

HP: 75, **Staggered:** 37

Immune: charm, **Resist:** radiant 5, **Vulnerable:** psychic 5

‡ **Scimitar** (standard, at-will) • **Weapon**

+13 vs AC; 2d10+5 damage (+1d10 damage if the target is staggered).

† **Net** (standard, at-will) • **Weapon**

Reach 2; +13 vs Reflex; The target is slowed until they spend a move action escaping from the net.

† **Subdual Strike** (standard, at-will)

+13 vs Fortitude; 4 damage and the target is dazed until the end of their next turn.

Feel No Pain

While staggered, the veteran thrall counts as not being staggered for the purpose of any negative effects of being staggered.

One Mind, One Advantage

While a veteran thrall has combat advantage against a target, allies within 5 squares also have combat advantage against that target.

Those that have been kept as thralls of the aboleths for longer periods – the veteran thralls and thrall commanders – are trusted with the nets used to capture future thralls.

Thrall Commander

Level 10 Blocker (500 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +10, darkvision; **Skills:** Bluff +16, Intimidate +16, Nature +15

Languages: Common, Deep Speech

Str: 21 (+10), **Con:** 18 (+9), **Dex:** 18 (+9)

Int: 13 (+6), **Wis:** 11 (+5), **Cha:** 12 (+6)

Equipment: scimitar, net

Initiative: +14; **Speed:** 6, swim 4

AC: 26; **Fort:** 23, **Ref:** 22, **Will:** 22

HP: 74, **Staggered:** 37

Immune: charm, **Resist:** radiant 5, **Vulnerable:** psychic 5

‡ **Scimitar** (standard, at-will) • **Weapon**

+15 vs AC; 2d12+5 damage.

† **Net** (standard, at-will) • **Weapon**

Reach 2; +15 vs Reflex; The target is slowed until they spend a move action escaping from the net.

† **Subdual Strike** (standard, at-will)

+15 vs Fortitude; The target is stunned until the end of their next turn.

Mob Tactics

Allies within 10 squares receive a +1 power bonus on attack rolls.

Feel No Pain

While staggered, the thrall commander counts as not being staggered for the purpose of any negative effects of being staggered.

One Mind, One Advantage

While a thrall commander has combat advantage against a target, allies within 5 squares also have combat advantage against that target.

Chuul

Level 14 Wrecker (1000 XP)

Large Cosmic Monstrosity • Aquatic (Chaotic Evil)

Senses: Perception +16, darkvision; **Skills:** Athletics +24, Stealth +22

Languages: Common, Deep Speech

Str: 20 (+12), **Con:** 18 (+11), **Dex:** 16 (+10)

Int: 10 (+7), **Wis:** 14 (+9), **Cha:** 5 (+4)

Initiative: +17; **Speed:** 6, swim 4

AC: 26; **Fort:** 27, **Ref:** 25, **Will:** 26

HP: 111, **Staggered:** 55

‡ **Claw** (standard, at-will)

Reach 2; +19 vs AC; 3d10+5 damage. Make a secondary attack against the target. **Secondary Attack:** +17 vs Fortitude; the target is grappled.

† **Paralysing Tentacles** (standard, at-will)

Reach 2, a grappled target; +19 vs Fortitude; 3d10+11 damage and the target is dazed (save ends). If the target is already dazed, it is stunned instead (save ends).

A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good

swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Aboleth

Level 18 Spoiler (Leader) (2000 XP)

Large Cosmic Monstrosity • Aquatic (Evil)

Senses: Perception +26, darkvision; **Skills:** Arcana +25,

Dungeoneering +25, History +25

Languages: Common, Deep Speech, telepathy 1 mile

Str: 26 (+17), **Con:** 20 (+14), **Dex:** 12 (+10)

Int: 15 (+11), **Wis:** 17 (+12), **Cha:** 17 (+12)

Initiative: +19; **Speed:** 2, swim 12

AC: 32; **Fort:** 30, **Ref:** 29, **Will:** 31

HP: 114, **Staggered:** 57

Resist: radiant 10, **Vulnerable:** psychic 10

Mucus Cloud aura 1: Make a secondary attack against any creature that begins its turn adjacent to the aboleth while underwater.

Secondary Attack: +21 vs Fortitude; the creature is exposed to the aboleth slime affliction (see the Afflictions chapter).

‡ **Tentacle** (standard, at-will)

Reach 3; +23 vs AC; 4d8+8 damage and make a secondary attack.

Secondary Attack: +21 vs Fortitude; the target is exposed to the aboleth slime affliction.

↗ **Domination Gaze** (standard, at-will)

Ranged 10, a creature afflicted with aboleth slime; +23 vs Will; The target is dominated (save ends). The aboleth can only dominate one creature in this way at a time. If the encounter ends and the target is still dominated, the effect lasts indefinitely, and the dominated creature does not count towards the number of creatures the aboleth can dominate.

* **Hypnotic Pattern** (standard, recharge 4, 5, 6)

Far burst 2; The target is dazed (save ends).

Far Voice

The aboleth can communicate telepathically with creatures it has dominated regardless of distance.

¤ **Mucus Cloud** (swift, at-will)

Near burst 1; +23 vs Fortitude; The target is exposed to the aboleth slime affliction.

¤ **Roil** (standard, at-will)

Near burst 10, creatures in water without a swim speed; +23 vs Fortitude; The target falls prone.

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Animals

Many animals are mundane beasts, like those found in the real world.

Eagle

Level 1 Striker (100 XP)

Small Natural Beast (Unaligned)

Senses: Perception +8, low-light vision

Str: 12 (+1), **Con:** 14 (+2), **Dex:** 17 (+3)

Int: 3 (-4), **Wis:** 14 (+2), **Cha:** 13 (+1)

Initiative: +5; **Speed:** 2, fly 8

AC: 15; **Fort:** 12, **Ref:** 14, **Will:** 12

HP: 29, **Staggered:** 14

‡ **Talons** (standard, at-will)

+6 vs AC; 1d6+3 damage (1d6+6 damage with flyby attack).

† **Flyby Attack** (standard, at-will)

The eagle flies up to 8 squares. At one point during the movement, they can make one basic melee attack. Moving away from the target of the attack does not provoke opportunity attacks.

A bird of prey with keen eyesight.

Raven of Doom

Level 1 Skulker (100 XP)

Small Natural Beast (Unaligned)

Senses: Perception +1, low-light vision

Str: 8 (-1), **Con:** 14 (+2), **Dex:** 16 (+3)

Int: 6 (-2), **Wis:** 12 (+1), **Cha:** 10 (+0)

Initiative: +7; **Speed:** 2, fly 6 (hover)

AC: 15; **Fort:** 13, **Ref:** 14, **Will:** 12

HP: 25, **Staggered:** 12

‡ **Harrying Bite** (standard, at-will)

+6 vs AC; 1d4+1 damage, and the target is rattled until the end of its next turn.

Murder of Crows

When a raven of doom is killed, all other ravens of doom within 2 squares gain a +4 power bonus on attacks rolls until the end of their next turn.

A sinister raven associated with ill omens.

Great Ape

Level 3 Wrecker (150 XP)

Large Natural Beast (Unaligned)

Senses: Perception +7, low-light vision; **Skills:** Athletics +10

Str: 19 (+5), **Con:** 14 (+3), **Dex:** 15 (+3)

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 10 (+1)

Initiative: +3; **Speed:** 6, climb 6

AC: 15; **Fort:** 17, **Ref:** 15, **Will:** 14

HP: 45, **Staggered:** 22

‡ **Slam** (standard, at-will)

+8 vs AC; 1d8+4 damage.

Bounding Smash (standard, encounter)

The ape shifts 6 squares and makes a slam attack. If the attack hits, the target is pushed 1 square.

An unnaturally large and powerful gorilla, orangutan or chimpanzee, or a hitherto unknown ape.

Bison

Level 4 Wrecker (175 XP)

Large Natural Beast (Unaligned)

Senses: Perception +3, low-light vision; **Skills:** Endure +12

Str: 25 (+9), **Con:** 21 (+7), **Dex:** 14 (+4)

Int: 2 (-2), **Wis:** 12 (+3), **Cha:** 8 (+1)

Initiative: +4; **Speed:** 6

AC: 16; **Fort:** 20, **Ref:** 14, **Will:** 14

HP: 51, **Staggered:** 25

‡ **Gore** (standard, at-will)

+9 vs AC; 1d10+7 damage.

† **Trample** (standard, at-will)

The bison can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the bison must end its move in an unoccupied space. Each time it enters a creature's space, the bison makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Wild Charge

On a charge, if the basic melee attack hits, make a secondary attack. **Secondary Attack:** +9 vs AC; the target is pushed 2 and knocked prone.

A large herbivorous mammal with formidable horns. Statistics can also be used for a bull.

Giant Frog

Level 4 Wrecker (175 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +6, low-light vision; **Skills:** Athletics +10 (+15 jumping), Stealth +8

Str: 18 (+6), **Con:** 16 (+5), **Dex:** 15 (+4)

Int: 2 (-2), **Wis:** 11 (+2), **Cha:** 8 (+1)

Initiative: +6; **Speed:** 4, climb 4 (wall-climber), swim 4; see also *leap*

AC: 16; **Fort:** 16, **Ref:** 17, **Will:** 14

HP: 37, **Staggered:** 18

‡ **Bite** (standard, at-will)

+9 vs AC; 1d8+4 damage, or 1d8+8 against a grappled or blinded target.

† **Tongue Lash** (swift, at-will)

Ranged 3; +7 vs Reflex; the target is grappled. If it is Large size or smaller, it is also pulled adjacent to the giant frog.

Leap (move, at-will)

The giant frog jumps 4 squares, without provoking opportunity attacks.

An oversized amphibian with a sticky tongue and powerful hind legs.

Variants

Poison Arrow Frog

Replace *tongue lash* with:

Venomous Spittle (standard, at-will)

Ranged 10; +9 vs Reflex; 1d8+3 poison damage, and the target is blinded until the end of the giant frog's next turn.

Phantom Cat

Level 4 Striker (175 XP)

Medium Fey Beast (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Stealth +11

Str: 14 (+4), **Con:** 14 (+4), **Dex:** 18 (+6)

Int: 2 (-2), **Wis:** 13 (+3), **Cha:** 11 (+2)

Initiative: +8; **Speed:** 8, climb 6; see also *shadow pounce*

AC: 18; **Fort:** 16, **Ref:** 18, **Will:** 15

HP: 44, **Staggered:** 22

‡ **Bite** (standard, at-will)

+9 vs AC; 1d6+4 damage, and the phantom cat shifts 1.

Shadow Pounce (move, encounter)

The phantom cat teleports 5 squares, and then makes a *bite* attack.

On a hit, it does an additional 2d6 damage and knocks the target prone.

A ghostly panther that can pass through solid objects.

Dog-faced Baboon

Level 5 Elite Wrecker (400 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +5, low-light vision; **Skills:** Athletics +12

Str: 20 (+7), **Con:** 15 (+4), **Dex:** 13 (+3)

Int: 2 (-2), **Wis:** 14 (+4), **Cha:** 12 (+3)

Initiative: +4; **Speed:** 8, climb 5

Action Points: 1

AC: 17; **Fort:** 20, **Ref:** 17, **Will:** 15; **Saving Throws:** +2

HP: 114, **Staggered:** 57; see also *bounding pounce*

‡ **Bite** (standard, at-will)

+10 vs AC; 1d10+5 damage.

† **Bounding Pounce** (standard, at-will)

The baboon shifts 8 squares and makes a bite attack. If the attack hits, the target is knocked prone.

¤ **Baboon Frenzy** (standard, encounter, refreshes when first staggered)

Near burst 1; +8 vs AC (enemies only); 1d10+5 damage.

A fearsome yellow baboon, usually found in troops dominated by a particularly powerful male.

Scintillating Boa

Level 5 Elite Blocker (400 XP)

Large Natural Monstrosity • Reptile (Unaligned)

Senses: Perception +9, low-light vision; **Skills:** Stealth +10

Languages: Common, Draconic

Str: 20 (+7), **Con:** 16 (+5), **Dex:** 16 (+5)

Int: 10 (+2), **Wis:** 15 (+4), **Cha:** 10 (+2)

Initiative: +7; **Speed:** 6, climb 6

Action Points: 1

AC: 21; **Fort:** 18, **Ref:** 17, **Will:** 16; **Saving Throws:** +2

HP: 98, **Staggered:** 49

‡ **Bite** (standard, at-will)

+10 vs AC; 2d6+5 damage.

† **Grab and Swallow** (standard, at-will)

Stunned target only; +10 vs AC; 1d10+5 damage, the target is grappled, and the scintillating boa makes a secondary attack on the same target.

Secondary Attack: +10 vs Fortitude (must be grappling the target; the target must be Medium or smaller); the target is swallowed.

While the target is swallowed, it is restrained and takes 5 damage plus 5 acid damage at the start of each of the scintillating boa's turns. The swallowed creature can make basic melee attacks with one-handed or natural weapons. If the scintillating boa dies, any creature trapped inside it can escape as a move action, ending that action in a square formerly occupied by the scintillating boa.

¤ **Shimmering Scales** (swift, refresh 5, 6) • **Charm**

Near burst 5; +8 vs Will; the target is stunned (save ends).

Aftereffect: The target is dazed (save ends).

A gigantic constrictor with shimmering scales that can hypnotize its prey with captivating patterns and constrict them with immense strength.

Ancient Hermit Crab

Level 5 Boss Blocker (1000 XP)

Large Natural Monstrosity • Aquatic (Unaligned)

Senses: Perception +10, low-light vision; **Skills:** History +10, Religion +10

Languages: Common

Str: 20 (+7), **Con:** 18 (+6), **Dex:** 12 (+3)

Int: 16 (+5), **Wis:** 16 (+5), **Cha:** 15 (+4)

Initiative: +5; **Speed:** 6, swim 6

Action Points: 2

AC: 21; **Fort:** 19, **Ref:** 17, **Will:** 15; **Saving Throws:** +5

HP: 196, **Staggered:** 98

Resist: attacks that target AC 5

‡ **Claw** (standard, at-will)

Reach 2; +10 vs AC; 2d8+5 damage, and a Medium or smaller target is grappled.

† **Crushing Claw** (standard, at-will)

+8 vs Fortitude (must be grappling the target); 2d8+10 damage, and the target takes persistent 5 damage until it escapes the grapple.

† **Spiky Charge** (standard, refresh 5, 6)

The hermit crab makes a charge attack with its spiny shell: +13 vs AC; 3d6+5 damage, and the target is pushed 1 square. If the target is pushed against an immovable object, such as a wall, it is immobile and takes persistent 5 damage (save ends both).

† **Spiky Shell** (reaction, at-will)

+8 vs Reflex (When the crab is hit by a melee attack); 1d6+5 damage.

Ancient hermit crabs are sought out for their wisdom and knowledge, particularly of the deep past. Sometimes, they are revered as estuarine gods by villages and towns.

Devil Ape

Level 8 Wrecker (350 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +9, low-light vision; **Skills:** Athletics +19, Endure +16

Str: 22 (+10), **Con:** 16 (+7), **Dex:** 17 (+7)
Int: 2 (+0), **Wis:** 12 (+5), **Cha:** 14 (+6)

Initiative: +11; **Speed:** 7

AC: 20; **Fort:** 21, **Ref:** 19, **Will:** 20

HP: 75, **Staggered:** 37

Resist: cold 5

‡ **Pummel** (standard, at-will)

+13 vs AC; 2d10+9 damage.

✓ **Thrown Rocks** (standard, at-will)

+13 vs AC; 2d10+9 damage and the target is knocked prone if it is Small or smaller.

↗ **Call Landslide** (standard, encounter)

Ranged 40 (cannot target creatures within 20 squares); +13 vs Fortitude; 3d10+9 damage.

Black Curse (reaction, encounter)

the devil ape is reduced to 0 HP or below; The triggering creature suffers a -2 penalty to saving throws until their next long rest.

A demonic primate with fiery eyes, razor-sharp claws, and a bloodcurdling howl. Dark magic binds a devil ape to its mountain home, allowing it to control the elements and punish its slayer.

Tyrannosaur

Level 10 Elite Striker (1000 XP)

Huge Natural Beast • Reptile (Unaligned)

Senses: Perception +7, low-light vision; **Skills:** Athletics +16, Stealth +13

Str: 22 (+11), **Con:** 18 (+9), **Dex:** 16 (+8)

Int: 2 (+1), **Wis:** 14 (+7), **Cha:** 10 (+5)

Initiative: +10; **Speed:** 8

Action Points: 1

AC: 24; **Fort:** 25, **Ref:** 22, **Will:** 19; **Saving Throws:** +2

HP: 148, **Staggered:** 74

‡ **Bite** (standard, at-will)

Reach 3; +15 vs AC; 2d6+6 damage, and the target is grappled.

† **Gaping Charge** (standard, at-will)

The tyrannosaurus makes a charge attack: +16 vs AC; 2d6+12 damage, and the target is knocked prone and stunned (save ends).

† **Jaws of Doom** (standard, at-will)

A creature the tyrannosaurus has grappled takes 4d6+6 damage.

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

Aquatic

Ragged Tooth Shark

Level 4 Striker (175 XP)

Medium Natural Beast • Aquatic (Unaligned)

Senses: Perception +9, low-light vision

Str: 18 (+6), **Con:** 15 (+4), **Dex:** 15 (+4)

Int: 2 (-2), **Wis:** 15 (+4), **Cha:** 6 (+0)

Initiative: +6; **Speed:** swim 8

AC: 18; **Fort:** 17, **Ref:** 16, **Will:** 15

HP: 44, **Staggered:** 22

‡ **Bite** (standard, at-will)

+9 vs AC; 1d10+4 damage.

† **Swimby Attack** (standard, at-will)

The shark swims up to 8 squares. At one point during the movement, they can make one basic melee attack. Moving away from the target of the attack does not provoke opportunity attacks.

Blood Frenzy

A ragged tooth shark gains +1 power bonus to attack rolls and a +2 power bonus to damage rolls against staggered enemies.

Quipper Swarm

Level 6 Striker (250 XP)

Medium Natural Beast • Aquatic, Swarm (Unaligned)

Senses: Perception +3, low-light vision

Str: 12 (+4), **Con:** 16 (+6), **Dex:** 19 (+7)

Int: 1 (-2), **Wis:** 10 (+3), **Cha:** 12 (+4)

Initiative: +9; **Speed:** swim 6 (compress Tiny)

AC: 20; **Fort:** 18, **Ref:** 20, **Will:** 16

HP: 54, **Staggered:** 27

Resist: Melee and Ranged attacks (half damage), **Vulnerable:** Near and Far attacks 10

Swarm Violence aura 1: If an enemy begins their turn in this aura, makes a basic melee attack against them as a free action.

Frenzied Aura aura 2: The quipper swarm's swarm attack aura increases to 2 squares the first time an adjacent enemy becomes staggered.

‡ **Razor Storm** (standard, at-will)

+11 vs AC; 1d8+4 damage, and the target takes persistent 5 damage (save ends).

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them.

Plesiosaur

Level 10 Wrecker (500 XP)

Huge Natural Beast • Aquatic, Reptile (Unaligned)

Senses: Perception +8, low-light vision

Str: 22 (+11), **Con:** 20 (+10), **Dex:** 15 (+7)

Int: 2 (+1), **Wis:** 17 (+8), **Cha:** 8 (+4)

Initiative: +7; **Speed:** 2, swim 8

AC: 22; **Fort:** 24, **Ref:** 21, **Will:** 22

HP: 87, **Staggered:** 43

‡ **Bite** (standard, at-will)

Reach 3; +15 vs AC; 3d6+6 damage, and target is weakened (save ends).

† **Tail Snap** (counter, at-will)

When an enemy in reach stands up from prone: Reach 3; +15 vs AC; 2d6+6 damage, and the target is pushed 3 squares.

† **Tail Sweep** (standard, refresh 4, 5, 6)

Near burst 3; +13 vs Reflex; 4d8+6 damage, and the target is knocked prone if it is Medium size or smaller.

An aquatic, long-necked reptile.

Canines

Dog

Level 1 Striker (100 XP)

Small Natural Beast (Unaligned)

Senses: Perception +6, low-light vision; **Skills:** Athletics +6

Str: 13 (+1), **Con:** 17 (+3), **Dex:** 15 (+2)

Int: 2 (-4), **Wis:** 12 (+1), **Cha:** 6 (-2)

Initiative: +2; **Speed:** 8

AC: 15; **Fort:** 12, **Ref:** 14, **Will:** 13

HP: 29, **Staggered:** 14

‡ **Bite** (standard, at-will)

+6 vs AC; 1d10+3 damage. *Secondary Attack:* +6 vs Reflex; the target falls prone.

Worry

If the dog's target is prone, attacks do +1d6 damage on a hit.

Some breeds of domesticated dog are effective trackers or guards. These statistics can also be used for small wild canines such as coyotes, jackals, and African wild dogs.

Variants

Grim

Add the Adventurer template (Priest class).

Wolf

Level 3 Striker (150 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Nature +8, Stealth +9

Str: 13 (+2), **Con:** 15 (+3), **Dex:** 15 (+3)

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 6 (-1)

Initiative: +4; **Speed:** 8

AC: 17; **Fort:** 14, **Ref:** 16, **Will:** 15

HP: 39, **Staggered:** 19

‡ **Bite** (standard, at-will)

+8 vs AC; 1d12+4 damage. *Secondary Attack:* +8 vs Reflex; the target falls prone.

Worry

If the wolf's target is prone, attacks do +1d6 damage on a hit.

Wolves are cunning pack predators and effective hunters. These statistics can also be used for hyenas.

Dire Wolf

Level 7 Striker (300 XP)

Large Natural Beast (Unaligned)

Senses: Perception +12, low-light vision; **Skills:** Nature +12, Stealth +14

Str: 25 (+10), **Con:** 15 (+5), **Dex:** 17 (+6)

Int: 2 (-1), **Wis:** 12 (+4), **Cha:** 10 (+3)

Initiative: +9; **Speed:** 8

AC: 21; **Fort:** 18, **Ref:** 20, **Will:** 19

HP: 59, **Staggered:** 29

‡ **Bite** (standard, at-will)

+12 vs AC; 2d10+4 damage. *Secondary Attack:* +12 vs Reflex; the target falls prone.

Worry

If the dire wolf's target is prone, attacks do +2d6 damage on a hit.

Dire wolves are prehistoric pack predators of enormous size and ferocity. These statistics can also represent a dire hyena.

Variants

Yeth Hound

Bay (encounter, standard): Near burst 5; +12 vs Will; the target is dazed.

Shadow Mastiff

Bay (encounter, standard): Near burst 5; +12 vs Will; the target is dazed.

Shadow Blend: While the shadow mastiff is in dim light, it is invisible.

Worg

Level 11 Striker (600 XP)

Large Natural Beast (Unaligned)

Senses: Perception +17, low-light vision; **Skills:** Nature +17, Stealth +17

Str: 17 (+8), **Con:** 15 (+7), **Dex:** 15 (+7)
Int: 6 (+3), **Wis:** 14 (+7), **Cha:** 10 (+5)

Initiative: +12; **Speed:** 8
AC: 25; **Fort:** 22, **Ref:** 24, **Will:** 23
HP: 79, **Staggered:** 39

‡ Bite (standard, at-will)

+16 vs AC; 3d8+5 damage. *Secondary Attack:* +16 vs Reflex; the target falls prone.

Worry

If the worg's target is prone, attacks do +3d6 damage on a hit.

Large, intelligent, and malevolent wolf-like creatures, worgs are often found in the service of evil masters. They can be taught to understand and even speak the languages of their masters.

Variants

Winter Wolf

Resistance cold 5; **Vulnerability** fire 5.

Breath Weapon (encounter): Near arc 5; +16 vs Reflex; 3d8+5 cold damage; on a miss, do half damage.

Catch Breath (at-will, swift) • Stance: At the start of the winter wolf's next turn, its breath weapon is recharged. While in this stance, the wolf cannot make opportunity attacks.

Quadrupeds

Riding Horse

Level 1 Wrecker (100 XP)

Large Natural Beast • Mount (Unaligned)

Senses: Perception +2; **Skills:** Athletics +9, Endure +9

Str: 18 (+4), **Con:** 18 (+4), **Dex:** 16 (+3)
Int: 2 (-4), **Wis:** 14 (+2), **Cha:** 2 (-4)

Initiative: +3; **Speed:** 10
AC: 13; **Fort:** 14, **Ref:** 12, **Will:** 13
HP: 33, **Staggered:** 16

‡ Hoof (standard, at-will)

+6 vs AC; 1d10+5 damage.

Trample (standard, at-will)

The riding horse can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the riding horse must end its move in an unoccupied space. Each time it enters a creature's space, the riding horse makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Ride Down • Mount

When the riding horse *tramples*, the rider can make a basic melee attack in place of one of the riding horse's basic melee attacks.

A horse trained to be comfortable around humanoids, suitable for travel, riding and light loads.

War Horse

Level 2 Wrecker (125 XP)

Large Natural Beast • Mount (Unaligned)

Senses: Perception +3; **Skills:** Athletics +11, Endure +10

Str: 20 (+6), **Con:** 18 (+5), **Dex:** 16 (+4)
Int: 2 (-3), **Wis:** 14 (+3), **Cha:** 2 (-3)

Initiative: +4; Speed: 8

AC: 14; **Fort:** 15, **Ref:** 13, **Will:** 14

HP: 39, **Staggered:** 19

‡ Hoof (standard, at-will)

+7 vs AC; 1d12+6 damage.

Trample (standard, at-will)

The war horse can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the war horse must end its move in an unoccupied space. Each time it enters a creature's space, the war horse makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Ride Down • Mount

When the war horse *tramples*, the rider can make a basic melee attack in place of one of the war horse's basic melee attacks.

Powerful horses trained to endure or even relish the chaos and stress of battle.

Boar

Level 4 Wrecker (175 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +5, low-light vision

Str: 15 (+4), **Con:** 17 (+5), **Dex:** 10 (+2)
Int: 2 (-2), **Wis:** 13 (+3), **Cha:** 4 (-1)

Initiative: +4; Speed: 8

AC: 16; **Fort:** 17, **Ref:** 15, **Will:** 16

HP: 51, **Staggered:** 25

‡ Tusk (standard, at-will)

+9 vs AC; 1d12+8 damage.

Going Down Swinging

When staggered and when reduced to 0 HP or below, the boar makes a basic melee attack.

Aggressive wild pigs, armed with sharp tusks and fierce when provoked.

Pegasus

Level 8 Striker (350 XP)

Large Natural Beast • Mount (Good)

Senses: Perception +14, darkvision; **Skills:** Insight +14

Languages: Common

Str: 18 (+8), **Con:** 16 (+7), **Dex:** 15 (+6)
Int: 10 (+4), **Wis:** 13 (+5), **Cha:** 13 (+5)

Initiative: +10; Speed: 12, fly 24

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20

HP: 64, **Staggered:** 32

‡ Hoof (standard, at-will)

+13 vs AC; 2d10+5 radiant damage.

Flyby Attack

The pegasus flies up to its fly speed and makes a basic melee attack at any point during the move without provoking an opportunity attack from the target.

Flying Strike • Mount

When the pegasus uses *flyby attack*, the rider can make a basic melee attack in place of the pegasus's basic melee attacks.

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.

Unicorn

Level 8 Striker (350 XP)

Large Natural Beast • Mount (Good)

Senses: Perception +13, low-light vision; **Skills:** Athletics +18, Religion +13

Languages: Common, Sylvan

Str: 20 (+9), **Con:** 21 (+9), **Dex:** 17 (+7)

Int: 10 (+4), **Wis:** 21 (+9), **Cha:** 24 (+11)

Initiative: +11; **Speed:** 12

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20

HP: 64, **Staggered:** 32

Magic Circle aura 2 If an Evil or Chaotic Evil creature attempts to move into the aura, make an attack: +11 vs Will; on a hit, the target's move ends without them entering the aura.

‡ **Hoof** (standard, at-will)

+13 vs AC; 2d10+5 radiant damage.

Trample

The unicorn can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the unicorn must end its move in an unoccupied space. Each time it enters a creature's space, the unicorn makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Healing Horn (swift, at-will) • Healing

An adjacent ally can spend a recovery to either heal up to their recovery value or make a saving throw against any conditions and afflictions affected by a saving throw.

Teleport (move, daily) • Teleportation

The unicorn teleports to anywhere within the boundaries of its forest home.

Ride Down • Mount

When the unicorn *tramples*, the rider can make a basic melee attack in place of one of the unicorn's basic melee attacks.

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorn by *LadyofHats*

Variant

Winged Unicorn

Speed: 8, fly 12

Nightmare

Level 12 Striker (700 XP)

Large Natural Beast • Mount (Evil)

Senses: Perception +13, darkvision; **Skills:** Arcana +18, Stealth +19

Str: 18 (+10), **Con:** 16 (+9), **Dex:** 15 (+8)

Int: 13 (+7), **Wis:** 13 (+7), **Cha:** 12 (+7)

Initiative: +14; **Speed:** 8, fly 18

AC: 26; **Fort:** 23, **Ref:** 25, **Will:** 24

HP: 84, **Staggered:** 42

Sulfurous Smoke aura 3 Lightly obscured. Enemies that begin their turn in the aura are rattled until they leave the aura. The nightmare and its rider can see through its aura.

‡ **Hoof** (standard, at-will)

+17 vs AC; 3d8+6 fire damage.

Flyby Attack

The nightmare flies up to its fly speed and makes a basic melee attack at any point during the move without provoking an opportunity attack from the target.

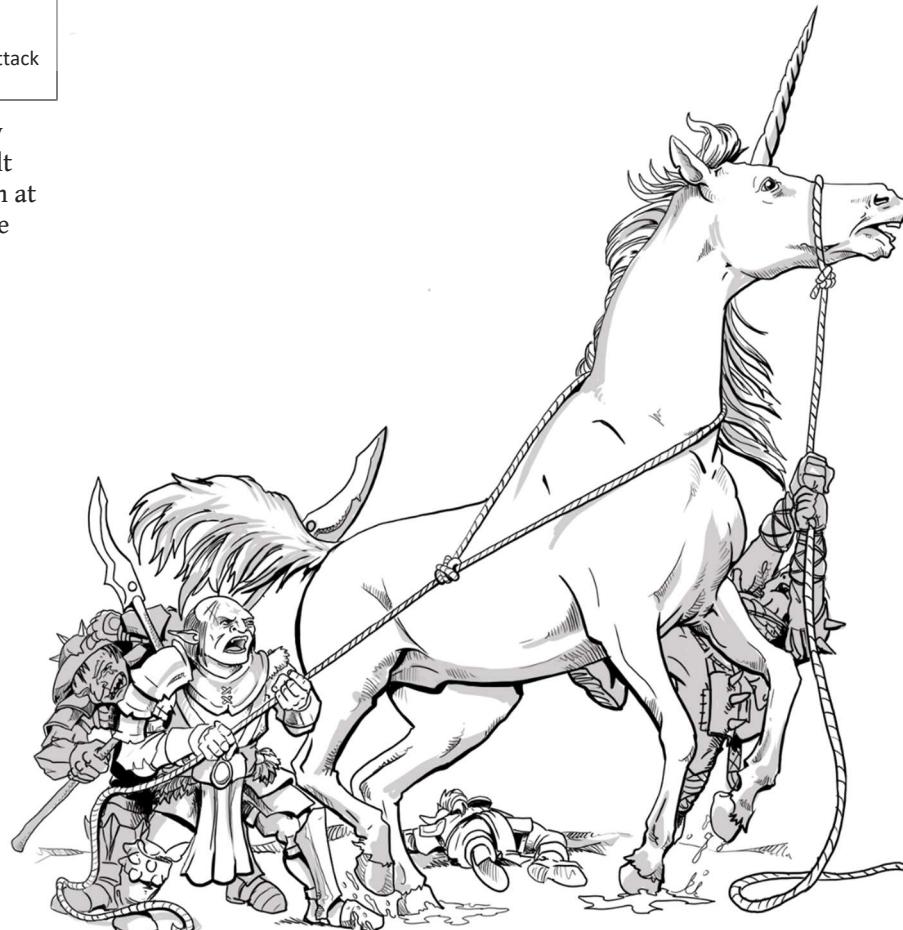
Spectral Leap (swift, at-will) • Mount, Stance, Teleportation

At the start of the nightmare's next turn, the nightmare and any creature riding it are transported to the Ethereal Plane or Astral Plane. While in this stance, the nightmare cannot make opportunity attacks.

Flying Strike • Mount

When the nightmare uses *flyby attack*, the rider can make a basic melee attack in place of the nightmare's basic melee attacks.

A demonic steed wreathed in flames, conjured from the underworld for dark missions and shadowy purposes. A nightmare is about the size of a light war horse, and has the wit to carry out tasks with or without a rider.



Elephant

Level 13 Blocker (800 XP)

Huge Natural Beast (Unaligned)

Senses: Perception +18, low-light vision; **Skills:** Insight +18

Str: 30 (+16), **Con:** 21 (+11), **Dex:** 10 (+6)

Int: 2 (+2), **Wis:** 13 (+7), **Cha:** 7 (+4)

Initiative: +12; **Speed:** 8

AC: 29; **Fort:** 26, **Ref:** 25, **Will:** 25

HP: 89, **Staggered:** 44

‡ **Stomp** (standard, at-will)

+18 vs AC; 3d8+7 damage.

† **Tusk** (standard, at-will)

+18 vs AC; 3d8+7 damage and the target is knocked prone.

† **Trunk** (swift, at-will)

+18 vs Reflex; The target is shunted 3 squares.

Trample

The elephant can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the elephant must end its move in an unoccupied space. Each time it enters a creature's space, the elephant makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

Mammoth

Level 17 Blocker (1600 XP)

Huge Natural Beast (Unaligned)

Senses: Perception +22, low-light vision; **Skills:** Insight +22

Str: 30 (+18), **Con:** 21 (+13), **Dex:** 10 (+8)

Int: 2 (+4), **Wis:** 13 (+9), **Cha:** 7 (+6)

Initiative: +16; **Speed:** 8 (ice walk)

AC: 33; **Fort:** 30, **Ref:** 29, **Will:** 29

HP: 109, **Staggered:** 54

Resist: cold 10

‡ **Stomp** (standard, at-will)

+22 vs AC; 4d8+7 damage.

¤ **Tusks** (standard, at-will)

Near burst 1; +22 vs AC; 2d12+6 damage and the target is knocked prone.

† **Trunk** (swift, at-will)

+22 vs Reflex; The target is shunted 5 squares.

Trample

The mammoth can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the mammoth must end its move in an unoccupied space. Each time it enters a creature's space, the mammoth makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

A prehistoric elephant with long, curved tusks and a shaggy coat.

Constructs

Constructs are magically created automatons.

Wicker Golem

Level 1 Striker (100 XP)

Medium Natural Automaton • Construct (Unaligned)

Senses: Perception +0, darkvision; **Skills:** Athletics +8

Str: 16 (+3), Con: 14 (+2), Dex: 14 (+2)

Int: 7 (-2), Wis: 10 (+0), Cha: 11 (+0)

Initiative: +4; **Speed:** 6

AC: 15; Fort: 14, Ref: 13, Will: 12

HP: 29, Staggered: 14

Immune: disease, poison, sleep, **Resist:** attacks that target AC 5,

Vulnerable: fire 10

‡ **Slam** (standard, at-will)

+6 vs AC; 1d8+3 damage, and the target is grappled.

† **Clench** (standard, at-will)

+4 vs Fortitude (must be grappling the target); 1d8+6 damage.

Constructed of interwoven dried branches and vines, the wicker golem is often set as a task for apprentice magicians.

Vigilant Statue

Level 6 Boss Blocker (1250 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +2, darkvision; see also *vigilance*

Languages: Common

Str: 20 (+8), Con: 20 (+8), Dex: 9 (+2)

Int: 8 (+2), Wis: 10 (+3), Cha: 14 (+5)

Initiative: +4; **Speed:** 6; can't shift

Action Points: 2

AC: 22; Fort: 19, Ref: 18, Will: 18; Saving Throws: +5

HP: 216, Staggered: 108

Immune: disease, poison, sleep, **Resist:** all 10

Suppressive Aura (Necrotic) aura 2: Enemies in the aura only regain half the standard amount of hit points from healing effects.

‡ **Slam** (standard, at-will)

Reach 2; +11 vs AC; 2d6+5 damage.

† **Double Attack** (standard, at-will)

The vigilant statue makes two *slam* attacks. A target hit by both attacks is pushed 2 squares and knocked prone.

‡ **Castigate** (standard, refresh 5, 6) • **Psychic**

Near burst 3; +9 vs Will; 3d8+2 psychic damage, and the target is dazed until the end of the vigilant statue's next turn.

‡ **Menacing Visage** (swift, encounter) • **Fear**

Near burst 5; +9 vs Will; the target is rattled (save ends).

Vigilance

A vigilant statue is instantly aware of all creatures entering or leaving its enshrined area. It does not know the exact location of intruders, but is aware of their presence, making it all but impossible to surprise.

A stoic stone statue enchanted to stand guard, the vigilant statue remains motionless until provoked, at which point it animates with surprising speed and strength to defend its designated area.

Animate Collector

Level 8 Spoiler (350 XP)

Medium Natural Automaton • Construct (Unaligned)

Senses: Perception +11, low-light vision; **Skills:** Diplomacy +14, Endure +18, History +18

Languages: Common

Str: 17 (+7), Con: 20 (+9), Dex: 16 (+7)

Int: 20 (+9), Wis: 16 (+7), Cha: 12 (+5)

Initiative: +11; **Speed:** 6

AC: 22; Fort: 20, Ref: 19, Will: 21

HP: 64, Staggered: 32

Immune: disease, poison, sleep

‡ **Fists** (standard, at-will)

+13 vs AC; 2d10+5 damage.

‡ **Fire Spray** (standard, encounter)

+13 vs Reflex; 2d6 fire damage and the target takes 5 persistent fire damage (save ends).

Harden Skin (move, at-will)

The animate collector gains 8 temporary hit points.

Machine Logic (reaction, encounter)

The animate collector is the target of a Psychic attack: The attack has no effect on the animate collector.

An amalgamation of enchanted objects brought to life, the animate collector has a relentless desire to gather and hoard valuable items

Animate Guardian

Level 12 Blocker (700 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +19, low-light vision; **Skills:** Endure +22

Languages: Common

Str: 24 (+13), Con: 20 (+11), Dex: 19 (+10)

Int: 12 (+7), Wis: 14 (+8), Cha: 18 (+10)

Initiative: +16; **Speed:** 8

AC: 28; Fort: 25, Ref: 24, Will: 24

HP: 84, Staggered: 42

Immune: disease, poison, sleep

‡ **Multi-Equipped Arm** (standard, at-will)

+17 vs AC; 3d8+6 damage.

‡ **Bolt Rifle Arm** (standard, at-will)

Ranged 20; +17 vs AC; 3d8+6 damage.

‡ **Fire Spray** (standard, encounter)

+17 vs Reflex; 2d6 fire damage and the target takes 5 persistent fire damage (save ends).

Machine Logic (reaction, encounter)

The animate guardian is the target of a Psychic attack: The attack has no effect on the animate collector.

Pig Iron (swift, at-will) • **Stance**

The animate guardian has resistance to all damage 5.

Intervene (swift, at-will) • **Stance**

As a counter, if an ally of the guardian is the target of an attack, the guardian may shift up to 5 squares to be adjacent to the ally, and then switch places with them. The guardian becomes a target of the attack instead of the ally.

A magical construct bound to protect a specific person, object, or location, the animate guardian is a loyal and unwavering sentinel, skilled in combat and relentless in its duty.

Animate Battleform

Level 16 Blocker (1400 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +23, low-light vision; **Skills:** Endure +26

Languages: Common

Str: 24 (+15), **Con:** 20 (+13), **Dex:** 19 (+12)

Int: 12 (+9), **Wis:** 14 (+10), **Cha:** 18 (+12)

Initiative: +20; **Speed:** 8

AC: 32; **Fort:** 29, **Ref:** 28, **Will:** 28

HP: 104, **Staggered:** 52

Immune: disease, poison, sleep, **Resist:** [energy] 10

‡ **Multi-Equipped Arm** (standard, at-will)

+21 vs AC; 3d10+7 damage.

✓ **Bolt Rifle Arm** (standard, at-will)

Ranged 20; +21 vs AC; 3d10+7 damage.

↳ **Elemental Maelstrom** (standard, encounter)

Near burst 5, all creatures; +21 vs Reflex; 3d10+7 [energy] damage and the target is shunted 3 squares. *Miss:* Half damage and the target is shunted 1 square.

↳ **Reactor Leak** (reaction, encounter)

Near burst 5, all creatures; +21 vs Fortitude (the animate battleform is staggered); 3d10+7 radiant damage and the target is weakened (save ends).

Machine Logic (reaction, encounter)

The animate guardian is the target of a Psychic attack: The attack has no effect on the animate collector.

Pig Iron (swift, at-will) • **Stance**

The animate guardian has resistance to all damage 10.

Recharge (swift, at-will) • **Stance**

The animate battleform's *elemental maelstrom* power refreshes on a 5 or 6.

A powerful construct purpose-built for combat, the animate battleform is powered by a particular type of energy stored in the gemstone on its chest. It is resistant to this form of energy and able to unleash it as an attack. The GM can choose or roll on the table below.

The battleform is powered by a particular type of energy, which it is resistant to and able to unleash as an attack. The GM can choose or roll on the table below.

Table – Animate Battleform

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Couatl

Couatl, also known as feathered dragons, are dragons sent from the heavens to do good on earth. Despite their holy mission, they remain carnivores - and they hunger for the meat of those intellectually beneath them.

Young Couatl

Level 3 Boss Striker (750 XP)

Medium Natural Monstrosity • Dragon, Celestial (Lawful Good)

Senses: Perception +7, darkvision; **Skills:** Arcana +9, Insight +7, Religion +9, Stealth +10

Languages: Common, Draconic

Str: 16 (+4), **Con:** 14 (+3), **Dex:** 18 (+5)

Int: 16 (+4), **Wis:** 13 (+2), **Cha:** 16 (+4)

Initiative: +7; **Speed:** 4, fly 8 (hover), overland flight 12; see also *flyby attack*

Action Points: 2

AC: 17; **Fort:** 14, **Ref:** 16, **Will:** 14; **Saving Throws:** +5

HP: 156, **Staggered:** 78; see also *energy leak*

Resist: poison 15

‡ **Bite** (standard, at-will) • **Poison**

+8 vs AC; 1d6+4 damage, and the target takes persistent 5 poison damage (save ends).

‡ **Tail Slap** (standard, at-will)

+8 vs AC; 1d8+4 damage, and the target is grappled.

† **Constrict** (standard, at-will)

+6 vs Fortitude (must be grappling the target); 1d8+8 damage, and the target is dazed until the end of the couatl's next turn.

† **Flyby Attack** (standard, at-will)

The couatl flies up to 8 squares and makes a basic melee attack at any point during the move without provoking an opportunity attack from the target.

¤ **Breath Weapon** (standard, refresh 5, 6) • **Poison**

Near arc 5; +6 vs Fortitude; 1d8+2 poison damage, and the target is weakened and takes persistent 5 poison damage (save ends).

¤ **Energy Leak** (free, encounter) • **Poison**

When first staggered; the couatl's breath weapon refreshes, and the couatl uses it immediately.

¤ **Blinding Presence** (standard, encounter) • **Radiant**

Near burst 5; +6 vs Will (enemies only); the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target is rattled (save ends).

Adult Couatl

Level 8 Boss Striker (1750 XP)

Large Natural Monstrosity • Dragon, Celestial (Lawful Good)

Senses: Perception +11, darkvision; **Skills:** Arcana +13, Insight +11, Religion +13, Stealth +14

Languages: Common, Draconic, telepathy 10

Str: 18 (+8), **Con:** 16 (+7), **Dex:** 20 (+9)

Int: 18 (+8), **Wis:** 14 (+6), **Cha:** 18 (+8)

Initiative: +11; **Speed:** 4, fly 10 (hover), overland flight 15; see also *flyby attack*

Action Points: 2

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 19; **Saving Throws:** +5

HP: 256, **Staggered:** 128; see also *energy leak*

Resist: poison 20

‡ **Bite** (standard, at-will) • **Poison**

Reach 2; +13 vs AC; 1d8+5 damage, and the target takes persistent 5 poison damage (save ends).

‡ **Tail Slap** (standard, at-will)

Reach 2; +13 vs AC; 1d10+5 damage, and the target is grappled.

† **Constrict** (standard, at-will)

+11 vs Fortitude (must be grappling the target); 1d10+10 damage, and the target is dazed until the end of the couatl's next turn.

† **Flyby Attack** (standard, at-will)

The couatl flies up to 10 squares and makes a basic melee attack at any point during the move without provoking an opportunity attack from the target.

¤ **Breath Weapon** (standard, refresh 5, 6) • **Poison**

Near arc 5; +11 vs Fortitude; 1d10+3 poison damage, and the target is weakened and takes persistent 5 poison damage (save ends).

¤ **Energy Leak** (free, encounter) • **Poison**

When first staggered; the couatl's breath weapon refreshes, and the couatl uses it immediately.

¤ **Blinding Presence** (standard, encounter) • **Radiant**

Near burst 5; +11 vs Will (enemies only); the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target is rattled (save ends).

¤ **Cloak of Invisibility** (standard, refresh 5, 6) • **Illusion**

The couatl becomes invisible until it attacks.

Elder Couatl

Level 15 Boss Striker (6000 XP)

Large Natural Monstrosity • Dragon, Celestial (Lawful Good)
Senses: Perception +16, darkvision; **Skills:** Arcana +17, Insight +15, Religion +17, Stealth +19
Languages: Common, Draconic, telepathy 10
Str: 20 (+12), **Con:** 18 (+11), **Dex:** 24 (+14)
Int: 20 (+12), **Wis:** 17 (+10), **Cha:** 20 (+12)

Initiative: +16; **Speed:** 6, fly 12 (hover), overland flight 18; see also *flyby attack*

Action Points: 2

AC: 29; **Fort:** 26, **Ref:** 29, **Will:** 26; **Saving Throws:** +5

HP: 396, **Staggered:** 198; see also *energy leak*

Resist: poison 25

Detect Thoughts aura 10: The couatl has a +2 power bonus to all defenses against attacks from enemies in aura. Enemies in aura cannot use Stealth to hide from couatl; the couatl receives a +10 power bonus to Insight checks to oppose Bluff checks made by creatures in the aura.

‡ **Bite** (standard, at-will) • **Poison**

Reach 2; +20 vs AC; 1d10+6 damage, and the target takes persistent 10 poison damage (save ends).

‡ **Tail Slap** (standard, at-will)

Reach 2; +20 vs AC; 2d6+6 damage, and the target is grappled.

† **Constrict** (standard, at-will)

+18 vs Fortitude (must be grappling the target); 2d6+12 damage, and the target is dazed until the end of the couatl's next turn.

† **Flyby Attack** (standard, at-will)

The couatl flies up to 12 squares and makes a basic melee attack at any point during the move without provoking an opportunity attack from the target.

↗ **Breath Weapon** (standard, refresh 5, 6) • **Poison**

Near arc 5; +18 vs Fortitude; 3d6+4 poison damage, and the target is weakened and takes persistent 10 poison damage (save ends).

↗ **Energy Leak** (free, encounter) • **Poison**

When first staggered; the couatl's breath weapon refreshes, and the couatl uses it immediately.

↗ **Blinding Presence** (standard, encounter) • **Radiant**

Near burst 5; +18 vs Will (enemies only); the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target is rattled (save ends).

Cloak of Invisibility (standard, refresh 5, 6) • **Illusion**

The couatl becomes invisible until it attacks.

Ethereal Step (move, refresh 5, 6) • **Teleportation**

The couatl becomes incorporeal and teleports 12 squares. It remains incorporeal until the end of its next turn.

Ancient Couatl

Level 22 Boss Striker (20000 XP)

Huge Natural Monstrosity • Dragon, Celestial (Lawful Good)
Senses: Perception +20, darkvision; **Skills:** Arcana +22, Insight +20, Religion +22, Stealth +25

Languages: Common, Draconic, telepathy 10

Str: 24 (+18), **Con:** 20 (+16), **Dex:** 28 (+20)

Int: 22 (+17), **Wis:** 19 (+15), **Cha:** 22 (+17)

Initiative: +22; **Speed:** 8, fly 14 (hover), overland flight 18; see also *flyby attack*

Action Points: 2

AC: 36; **Fort:** 34, **Ref:** 37, **Will:** 32; **Saving Throws:** +5

HP: 536, **Staggered:** 268; see also *energy leak*

Resist: poison 30

Detect Thoughts aura 10: The couatl has a +2 power bonus to all defenses against attacks from enemies in aura. Enemies in aura cannot use Stealth to hide from couatl; the couatl receives a +10 power bonus to Insight checks to oppose Bluff checks made by creatures in the aura.

‡ **Bite** (standard, at-will) • **Poison**

Reach 3; +27 vs AC; 2d6+9 damage, and the target takes persistent 15 poison damage (save ends).

‡ **Tail Slap** (standard, at-will)

Reach 3; +27 vs AC; 3d6+9 damage, and the target is grappled.

† **Constrict** (standard, at-will)

+25 vs Fortitude (must be grappling the target); 3d6+18 damage, and the target is dazed until the end of the couatl's next turn.

† **Flyby Attack** (standard, at-will)

The couatl flies up to 12 squares and makes a basic melee attack at any point during the move without provoking an opportunity attack from the target.

↗ **Serpent's Gaze** (swift, at-will, once per round) • **Charm, Gaze**

Ranged 10; +25 vs Will; the target is stunned (save ends).

↗ **Breath Weapon** (standard, refresh 5, 6) • **Poison**

Near arc 5; +25 vs Fortitude; 4d6+5 poison damage, and the target is weakened and takes persistent 15 poison damage (save ends).

↗ **Energy Leak** (free, encounter) • **Poison**

When first staggered; the couatl's breath weapon refreshes, and the couatl uses it immediately.

↗ **Blinding Presence** (standard, encounter) • **Radiant**

Near burst 5; +25 vs Will (enemies only); the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target is rattled (save ends).

Cloak of Invisibility (standard, refresh 5, 6) • **Illusion**

The couatl becomes invisible until it attacks.

Ethereal Step (move, refresh 5, 6) • **Teleportation**

The couatl becomes incorporeal and teleports 12 squares. It remains incorporeal until the end of its next turn.

Cult of the New Moon

The church of Shehaan has never shied from acknowledging the goddess's moods and strange humors. She can be wild during the new moon, and takes on a shadowed aspect during the lunar eclipse. Legend has it that Shehaan's shadow self once lasted for decades or centuries, and ruled the earth with darkness and glory. The Cult of the New Moon are a heretic branch of the church of Shehaan that worships what they claim is the true Shehaan, the dark aspect she showed during this period. Whereas the church cautions that lycanthropy is a gift or a curse depending on how it is used, the Cult treats shapechanging as a tool at best and an excuse for cruelty and violence at worst.

Squirming Mound

Level 1 Striker (100 XP)

Medium Natural Automaton • Construct (Chaotic Evil)

Senses: Perception +0, darkvision; **Skills:** Acrobatics +8, Stealth +8

Languages: Common

Str: 16 (+3), **Con:** 14 (+2), **Dex:** 16 (+3)

Int: 6 (-2), **Wis:** 10 (+0), **Cha:** 15 (+2)

Initiative: +5; **Speed:** 7

AC: 15; **Fort:** 12, **Ref:** 14, **Will:** 12

HP: 29, **Staggered:** 14

‡ **Hooked Glaive** (standard, at-will) • **Weapon**

+6 vs AC; 1d8+3 damage.

† **Disarm** (reaction, at-will) • **Weapon**

When an enemy misses the mound with a melee attack; +4 vs Reflex; the target's weapon is ripped from its grasp and lands 1d6 squares away in a random direction.

Vermin Rebuke (reaction, encounter) • **Poison**

When the mound is hit with a melee attack; The target takes 1d6+2 poison damage.

Swift Withdraw (swift, at-will)

The mound shifts 1 square.

A squirming mound is made of worms, newts, frogs, millipedes and all manner of other creeping and crawling things.

Worm That Walks

Level 2 Boss Spoiler (Leader) (625 XP)

Medium Natural Humanoid • Vermin (Chaotic Evil)

Senses: Perception +10, Darkvision, blindsight 6; **Skills:** Arcana +8, Diplomacy +9, Insight +10, Stealth +10

Languages: Common, Celestial, Deep Speech

Str: 10 (+1), **Con:** 12 (+2), **Dex:** 16 (+4)

Int: 13 (+2), **Wis:** 17 (+4), **Cha:** 15 (+3)

Initiative: +5; **Speed:** 6

Action Points: 2

AC: 16; **Fort:** 14, **Ref:** 13, **Will:** 15; **Saving Throws:** +5

HP: 136, **Staggered:** 68

Resist: poison 5, cold 5

Squirming aura 1: Creatures grant combat advantage to the worm that walks while they are in the aura.

‡ **Disfiguring Touch** (standard, at-will)

+7 vs AC; 1d12+3 necrotic damage.

↗ **Spit Spiders** (standard, at-will)

Ranged 10; +7 vs Reflex; 1d8+3 poison damage and the target's space becomes a spider-infested zone. Creatures ending their turn in the zone take 5 poison damage.

Command Spiders (swift, at-will)

The worm that walks can move each spider-infested zone up to 3 squares.

Declaration Powers

At the end of its turn, the worm that walks can choose one of the following:

Collapse into swarm (counter) The worm that walks is the target of Melee or Ranged attack: The worm that walks becomes a swarm. It gains the Swarm tag, the compress Tiny special movement mode and resistance 5 to damage from Melee and Ranged attacks.

However, it gains weakness 5 to damage from Near and Far attacks. The worm that walks can leave swarm form as a swift action.

Fast healing (reaction) The worm that walks does not take fire or thunder damage before the start of its next turn: The worm that walks heals 5.

Vermin feeding on the corpse of a dead spellcaster sometimes capture a sliver of the caster's soul and power, and form into the horrifying shambling entity known as the worm that walks.

Lamia

Level 15 Spoiler (1200 XP)

Large Shadow Beast (Evil)

Senses: Perception +21, darkvision; **Skills:** Bluff +20, History +20, Religion +20

Languages: Common

Str: 18 (+11), **Con:** 12 (+8), **Dex:** 15 (+9)

Int: 13 (+8), **Wis:** 15 (+9), **Cha:** 12 (+8)

Equipment: spear, javelin

Initiative: +16; **Speed:** 8

AC: 29; **Fort:** 27, **Ref:** 26, **Will:** 28

HP: 99, **Staggered:** 49

‡ **Spear** (standard, at-will) • **Weapon**

+20 vs AC; 3d10+6 damage.

✓ **Javelin** (standard, at-will) • **Weapon**

Ranged 5/10; +20 vs AC; 2d10+6 damage.

↗ **Charm** (standard, encounter) • **Psychic**

Ranged 10; +20 vs Will; The target is dominated until the end of their next turn.

* **Touch of Slumber** (standard, encounter) • **Psychic**

Far burst 1 (within 10); +20 vs Will; The target is slowed (save ends). If the target is already slowed, the target falls asleep until roused.

† **Lamia's Touch** (standard, at-will) • **Necrotic**

+20 vs Fortitude; 2d10+6 necrotic damage and the target ages one year. The aging wears off at a rate of one year per month.

Declaration Powers

At the end of its turn, the lamia can choose one of the following:
Collapse into swarm (counter) The lamia is the target of Melee or Ranged attack, or as a free action during its turn: The lamia becomes a swarm. It gains the Swarm tag, the compress Tiny special movement mode and resistance 10 to damage from Melee and Ranged attacks. However, it gains weakness 10 to damage from Near and Far attacks. A swarm can occupy the same space as other creatures. The lamia can leave swarm form as a swift action.

Fast healing (reaction) The lamia does not take fire or thunder damage before the start of its next turn: The lamia heals 10.

Lamias are scorpion, snake or lion-bodied centaurs with human upper bodies. They were once lycanthropes, but after they took control of a kingdom and ruled it with an iron fist Shehaan fixed them in hybrid form. Jealous of the shapeshifting they had lost, they used dark rituals to give themselves back the ability to transform - but the transformation is incomplete, and only allows them to turn into swarms of insects.

Lamias recruit unwanted children, turning them into lycanthropes - their janissaries. As an incantation, a lamia can remove one of its eyes and either command it roll of its own volition (speed 3) or assign it to a servant to spy. Lamias will bargain to get an eye back.

Lamia Superior

Level 19 Spoiler (2400 XP)

Large Shadow Beast (Evil)

Senses: Perception +26, darkvision; **Skills:** Bluff +28, History +27, Religion +27

Languages: Common

Str: 20 (+14), **Con:** 12 (+10), **Dex:** 15 (+11)

Int: 18 (+13), **Wis:** 17 (+12), **Cha:** 20 (+14)

Equipment: spear, javelin

Initiative: +20; **Speed:** 8, climb 6, swim 6

AC: 33; **Fort:** 31, **Ref:** 30, **Will:** 32

HP: 119, **Staggered:** 59

‡ **Scimitar** (standard, at-will) • **Weapon**

+24 vs AC; 6d6+6 damage.

✓ **Javelin** (standard, at-will) • **Weapon**

Ranged 5/10; +24 vs AC; 2d12+7 damage.

↗ **Charm** (standard, encounter) • **Psychic**

Ranged 10; +24 vs Will; The target is dominated until the end of their next turn.

* **Touch of Slumber** (standard, encounter) • **Psychic**

Far burst 1 (within 10); +24 vs Will; The target is slowed (save ends). If the target is already slowed, the target falls asleep until roused.

† **Lamia's Touch** (standard, at-will) • **Necrotic**

+24 vs Fortitude; 6d6+6 necrotic damage and the target ages 1d4 years. The aging wears off at a rate of one year per month.

Invisibility (swift, encounter) • **Illusion**

The lamia superior turns invisible until the end of its next turn.

Declaration Powers

At the end of its turn, the lamia can choose one of the following:
Collapse into swarm (counter) The lamia is the target of Melee or Ranged attack, or as a free action during its turn: The lamia becomes a swarm. It gains the Swarm tag, the compress Tiny special movement mode and resistance 10 to damage from Melee and Ranged attacks. However, it gains weakness 10 to damage from Near and Far attacks. A swarm can occupy the same space as other creatures. The lamia can leave swarm form as a swift action.

Fast healing (reaction) The lamia does not take fire or thunder damage before the start of its next turn: The lamia heals 10.

Deepfolk

Deepfolk are amphibious humanoids with fish-like features, skilled in underwater combat and wielding weapons crafted from coral and obsidian.

Siyokoy by Miguel Santos

Deepfolk Warrior

Level 6 Wrecker (250 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +9; **Skills:** Athletics +14, Stealth +11

Languages: Deep Speech

Str: 22 (+9), **Con:** 16 (+6), **Dex:** 16 (+6)

Int: 5 (+0), **Wis:** 12 (+4), **Cha:** 6 (+1)

Initiative: +6; **Speed:** 6, swim 8

AC: 18; **Fort:** 21, **Ref:** 18, **Will:** 15

HP: 63, **Staggered:** 31

‡ **Claw** (standard, at-will)

+11 vs AC; 1d10+6 damage, and the deepfolk makes a secondary attack against the same target.

Secondary Attack: +7 vs Reflex; the target is grappled.

† **Worrying Bite** (standard, at-will)

+11 vs AC (must be grappling the target); 2d8+6 damage, and the target is dazed until the end of the deepfolk's next turn.

↗ **Blinding Mucus** (standard, refresh 5, 6)

Ranged 5; +9 vs Reflex; 1d8+3 damage, and the target is blinded until the end of the deepfolk's next turn.

Deepfolk Berserker

Level 8 Wrecker (350 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +7, darkvision; **Skills:** Athletics +17, Nature +12

Languages: Deep Speech

Str: 18 (+8), **Con:** 12 (+5), **Dex:** 15 (+6)

Int: 11 (+4), **Wis:** 8 (+3), **Cha:** 10 (+4)

Equipment: longsword, small shield, javelins

Initiative: +10; **Speed:** 6, swim 8

AC: 20; **Fort:** 21, **Ref:** 19, **Will:** 20

HP: 75, **Staggered:** 37

‡ **Shark-Toothed Longsword** (standard, at-will) • **Weapon**

+13 vs AC; 2d10 damage and 5 persistent damage (save ends).

↗ **Coral Javelin** (standard, at-will) • **Weapon**

Ranged 5/10; +13 vs AC; 1d10+9 damage.

† **Ravaging Assault** (standard, at-will) • **Weapon**

+13 vs AC; 2d10 damage and 10 persistent damage (save ends).

Effect: The deepfolk berserker grants combat advantage until the end of its next turn.

Deepfolk Hydromancer

Level 10 Spoiler (500 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +17, darkvision; **Skills:** Arcana +19, Insight +17

Languages: Deep Speech

Str: 14 (+7), **Con:** 9 (+4), **Dex:** 13 (+6)

Int: 19 (+9), **Wis:** 14 (+7), **Cha:** 13 (+6)

Equipment: short sword, arcane focus

Initiative: +11; **Speed:** 6, swim 8

AC: 24; **Fort:** 22, **Ref:** 21, **Will:** 23

HP: 74, **Staggered:** 37

‡ **Shark-Toothed Short Sword** (standard, at-will) • **Weapon**

+15 vs AC; 2d10 damage and 5 persistent damage (save ends).

↗ **Coral Javelin** (standard, at-will) • **Weapon**

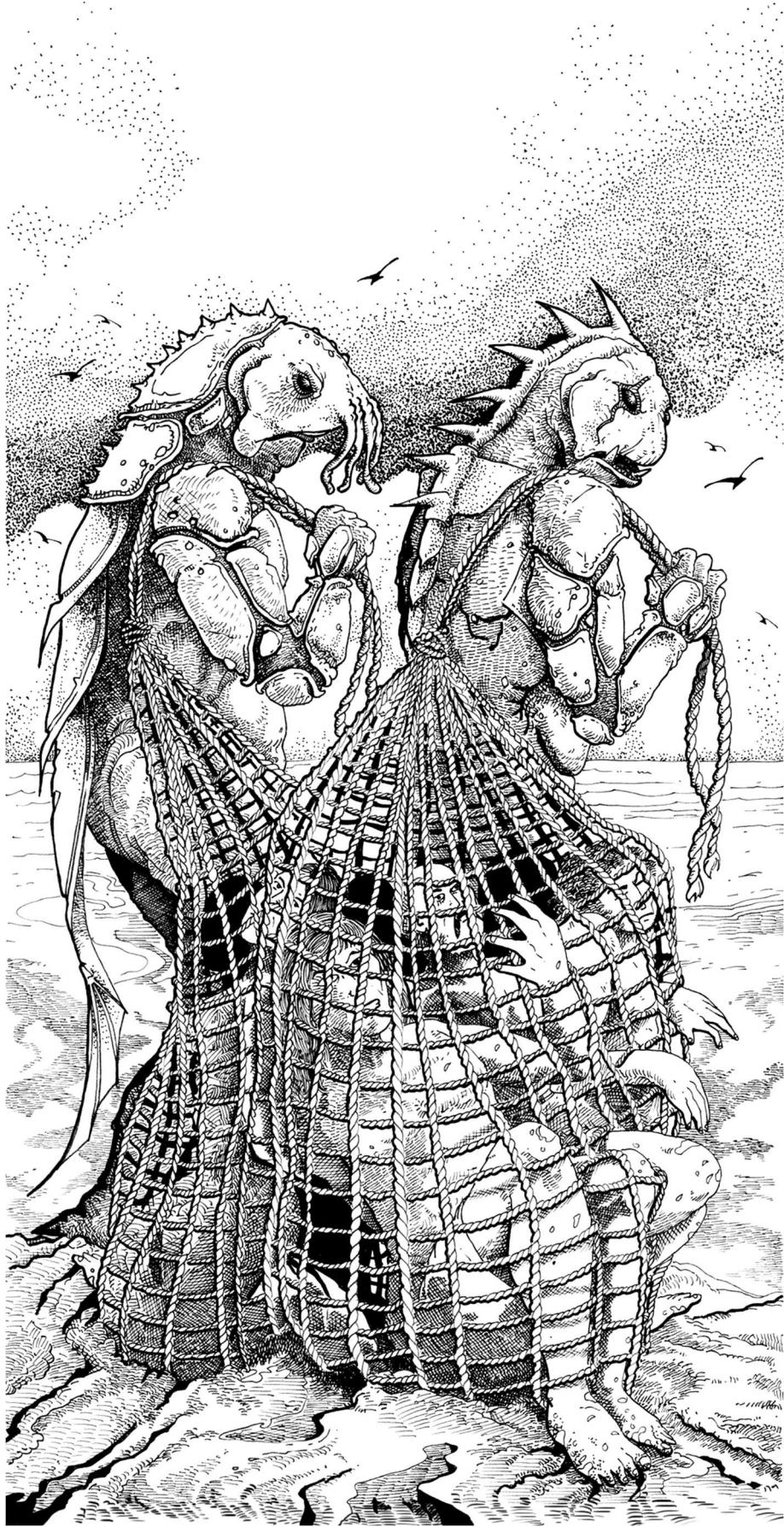
Ranged 5/10; +15 vs AC; 1d12+5 damage.

† **Drowning Grasp** (standard, at-will)

+15 vs Fortitude (if the target breathes water, it is immune to this attack); The target takes 15 persistent damage (save ends).

↗ **Drowning in the Deep** (standard, at-will)

Near blast 5, all creatures currently taking persistent damage; +15 vs AC; 2d12+5 damage, and one deepfolk within the area of effect heals 10 damage.



Elementals

Ryzom MMORPG Concept Art (Kami)

Gargoyle

Level 8 Skulker (350 XP)

Medium Elemental Humanoid • Earth (Evil)

Senses: Perception +12, darkvision; **Skills:** Stealth +12

Languages: Primordial

Str: 21 (+9), **Con:** 17 (+7), **Dex:** 17 (+7)

Int: 5 (+1), **Wis:** 17 (+7), **Cha:** 17 (+7)

Initiative: +11; **Speed:** 6, fly 6

AC: 22; **Fort:** 21, **Ref:** 19, **Will:** 19

HP: 53, **Staggered:** 26

‡ **Claw** (standard, at-will)

+13 vs AC; 2d6+5 damage.

Stone Form (standard, at-will)

The gargoyle gains resistance 25 to all damage, regeneration 3, and tremorsense 10 (losing all other senses). The gargoyle can leave stone form as a swift action; otherwise it cannot act.

Sudden Violence (reaction, at-will)

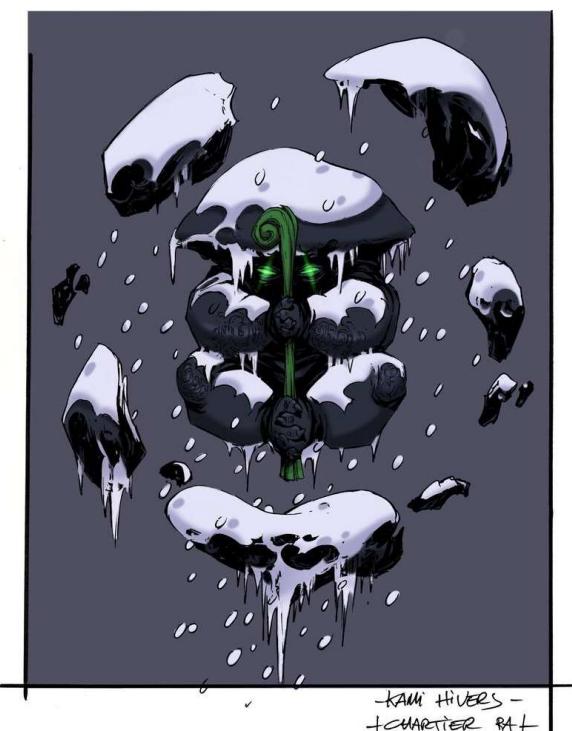
When the gargoyle leaves stone form, it gets a basic melee attack against all adjacent enemies and shifts 3 squares.

Stone guardians brought to life, gargoyles are winged creatures with a menacing appearance. When they remain perfectly still, they are difficult to distinguish from inanimate statues.

Variant

Aquatic Gargoyle

Add the Aquatic tag. Replace the fly speed with swim speed 6.



Jinushigami

Level 13 Elite Spoiler (1600 XP)

Gargantuan Elemental Automaton • Earth (Unaligned)

Senses: Perception +18, tremorsense 12, truesight 6, telepathy 30;

Skills: Diplomacy +21, Heal +18, Intimidate +21

Languages: Common, Primordial

Str: 28 (+15), **Con:** 28 (+15), **Dex:** 25 (+13)

Int: 23 (+12), **Wis:** 24 (+13), **Cha:** 31 (+16)

Equipment: Gargantuan quarterstaff

Initiative: +13; **Speed:** 10, burrow 8 (earth glide)

Action Points: 1

AC: 27; **Fort:** 25, **Ref:** 24, **Will:** 26; **Saving Throws:** +2

HP: 178, **Staggered:** 89

Resist: acid 10, lightning 10, fire 10

Terrain Manipulation 10: Enemies treat all squares in the aura as difficult terrain. Allies in the aura receive a +2 power bonus to speed.

‡ **Quarterstaff** (standard, at-will) • **Weapon**

+18 vs AC; 3d8+7 damage.

↗ **Travel Bug** (swift, encounter) • **Psychic**

Ranged 10; +16 vs Reflex; the target is slowed (save ends).

↖ **Repel Metal or Stone** (swift, encounter)

Near burst 5; +16 vs Fortitude (all creatures of stone or metal, all creatures wearing metal armor, all loose metal and stone objects); the target is pushed 5

↖ **Earthquake** (standard, encounter)

Near burst 16; +16 vs Fortitude; the target is restrained (save ends); **Miss:** the target falls prone.

Ward

A jinushigami can identify a 5-mile square as its ward. Within its ward, enemies receive no attack bonus for having combat advantage against the jinushigami.

Ward Jump (move, daily)

The jinushigami teleports to the center of its ward. The jinushigami can only use this ability while within 10 miles of its ward.

Jinushigami are the spirit guardians of natural wonders, with control over the landscapes they protect.

Air Elementals

Air elementals are composed of swirling winds.

Small Air Elemental

Level 5 Spoiler (200 XP)
Small Elemental Automaton • Air (Unaligned)

Senses: Perception +4, darkvision

Languages: Primordial

Str: 10 (+2), **Con:** 10 (+2), **Dex:** 17 (+5)
Int: 4 (-1), **Wis:** 11 (+2), **Cha:** 11 (+2)

Initiative: +7; **Speed:** fly 10

AC: 19; **Fort:** 17, **Ref:** 16, **Will:** 18

HP: 49, **Staggered:** 24

‡ **Buffet** (standard, at-will) • Air

+8 vs Fortitude; The target is pushed 2 squares and falls prone.

Pass Through (standard, at-will)

The air elemental must be invisible: The air elemental moves up to its speed, with phasing. Make a basic melee attack against all creatures moved through.

Lesser Air (standard, at-will) • Illusion

The air elemental becomes invisible. After it completes a move or attack, or after it is hit by an attack, it becomes visible.

↗ **Control Wind** (standard, at-will) • Air

+8 vs Fortitude; The target is shunted 2 squares.

Medium Air Elemental

Level 9 Spoiler (400 XP)
Medium Elemental Automaton • Air (Unaligned)

Senses: Perception +8, darkvision

Languages: Primordial

Str: 12 (+5), **Con:** 14 (+6), **Dex:** 21 (+9)
Int: 4 (+1), **Wis:** 11 (+4), **Cha:** 11 (+4)

Initiative: +13; **Speed:** fly 10

AC: 23; **Fort:** 21, **Ref:** 20, **Will:** 22

HP: 69, **Staggered:** 34

Clattering din aura 2 Creatures that begin their turn within the aura are rattled and deafened until they leave the aura.

‡ **Buffet** (standard, at-will) • Air

+12 vs Fortitude; The target is pushed 3 squares and falls prone.

Pass Through (standard, at-will)

The air elemental must be invisible: The air elemental moves up to its speed, with phasing. Make a basic melee attack against all creatures moved through.

Lesser Air (standard, at-will) • Illusion

The air elemental becomes invisible. After it completes a move or attack, or after it is hit by an attack, it becomes visible.

↗ **Control Wind** (standard, at-will) • Air

+12 vs Fortitude; The target is shunted 2 squares.

Variants

Invisible Stalker

Replace *buffet* and *control wind* with

Claw (standard, at-will) +14 vs Reflex; 2d12+4 damage and make a secondary attack against the target.

Secondary Attack +14 vs Fortitude; the target is grappled.

Constrictor (swift, at-will) • Stance At the start of the invisible stalker's turn, it makes a *claw* attack against a creature it is grappling. While in this stance, the invisible stalker cannot make opportunity attacks.

Human Shield (swift, at-will) • Stance As an

immediate counter, if the invisible stalker is grappling a creature and is the target of an attack targeting AC or Reflex, it can make the creature it is grappling the target of the attack instead. The invisible stalker cannot do this if the creature it is grappling is the one attacking. While in this stance, the invisible stalker grants combat advantage and cannot make opportunity attacks.

Poltergeist

Medium shadow humanoid (undead)

Raise Up (free, at-will) If *control wind* hits: +14 vs Will; the target is levitated 1 square and restrained (save ends both).

Large Air Elemental

Level 13 Spoiler (800 XP)

Large Elemental Automaton • Air (Unaligned)

Senses: Perception +12, darkvision; **Skills:** Acrobatics +24

Languages: Primordial

Str: 14 (+8), **Con:** 16 (+9), **Dex:** 25 (+13)
Int: 6 (+4), **Wis:** 11 (+6), **Cha:** 11 (+6)

Initiative: +19; **Speed:** fly 10

AC: 27; **Fort:** 25, **Ref:** 24, **Will:** 26

HP: 89, **Staggered:** 44

Clattering din aura 2 Creatures that begin their turn within the aura are rattled and deafened until they leave the aura.

‡ **Buffet** (standard, at-will) • Air

+16 vs Fortitude; The target is pushed 4 squares and falls prone.

Pass Through (standard, at-will)

The air elemental must be invisible: The air elemental moves up to its speed, with phasing. Make a basic melee attack against all creatures moved through.

Lesser Air (standard, at-will) • Illusion

The air elemental becomes invisible. After it completes a move or attack, or after it is hit by an attack, it becomes visible.

↗ **Control Wind** (standard, at-will) • Air

+16 vs Fortitude; The target is shunted 3 squares.

Earth Elementals

Earth elementals embody raw earth and stone.

Small Earth Elemental

Level 3 Skulker (150 XP)

Small Elemental Automaton • Earth (Unaligned)

Senses: Perception +2, tremorsense 12; **Skills:** Endure +8

Languages: Primordial

Str: 17 (+4), **Con:** 13 (+2), **Dex:** 8 (+0)
Int: 4 (-2), **Wis:** 11 (+1), **Cha:** 11 (+1)

Initiative: +1; **Speed:** 4, burrow 4 (earth glide)

AC: 15; **Fort:** 16, **Ref:** 14, **Will:** 15

HP: 45, **Staggered:** 22

‡ **Slam** (standard, at-will) • Air

+8 vs AC; 1d12+4 damage.

Hardened Skin (swift, at-will) • Stance

While in this stance, the earth elemental can halve the damage it takes from attack as an immediate counter. It then leaves this stance.

Variants

Small Xorn

All-Around Vision The xorn cannot be flanked.

Medium Earth Elemental

Level 7 Skulker (300 XP)

Medium Elemental Automaton • Earth (Unaligned)

Senses: Perception +6, tremorsense 12; **Skills:** Endure +14

Languages: Primordial

Str: 21 (+8), **Con:** 17 (+6), **Dex:** 8 (+2)

Int: 4 (+0), **Wis:** 11 (+3), **Cha:** 11 (+3)

Initiative: +5; **Speed:** 4, burrow 4 (earth glide)

AC: 19; **Fort:** 20, **Ref:** 18, **Will:** 19

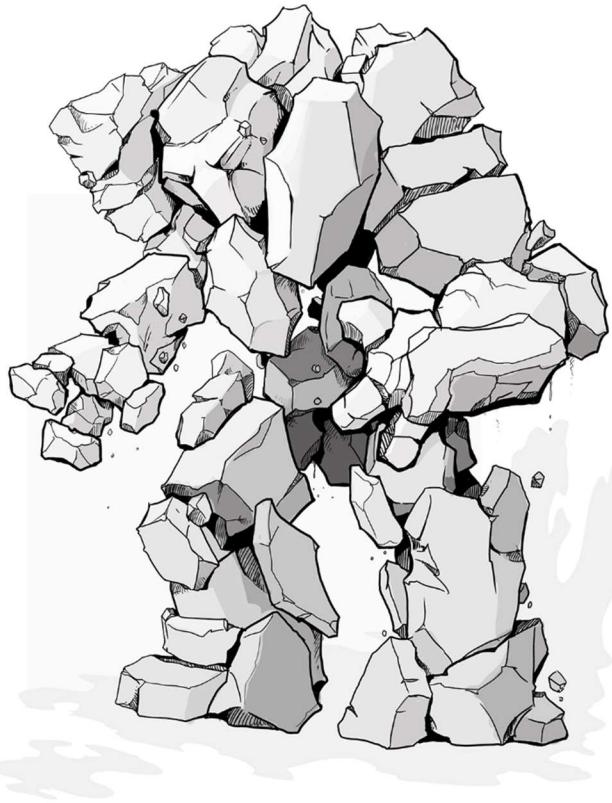
HP: 69, **Staggered:** 34

‡ **Slam** (standard, at-will) • Air

+12 vs AC; 2d10+4 damage.

Hardened Skin (swift, at-will) • Stance

While in this stance, the earth elemental can halve the damage it takes from attack as an immediate counter. It then leaves this stance.



Variants

Medium Xorn

All-Around Vision The xorn cannot be flanked.

Sand Sentry

Medium elemental humanoid (earth)

Skills Acrobatics +7, Stealth +7

Speed 5, burrow 10 (earth glide)

‡ **Blinding Sand** (standard, encounter) Near arc 2; +12 vs Reflex; 2d10+4 damage, and the target is blinded (save ends).

Glass Armor When the sand sentry takes fire or lightning damage, its outer layer of sand fuses into sheets of hardened glass. It loses earth glide but gains resistance to all damage 5 until it takes damage.

Large Earth Elemental

Level 11 Skulker (600 XP)

Large Elemental Automaton • Earth (Unaligned)

Senses: Perception +10, tremorsense 12; **Skills:** Endure +18

Languages: Primordial

Str: 25 (+12), **Con:** 17 (+8), **Dex:** 19 (+9)

Int: 6 (+3), **Wis:** 11 (+5), **Cha:** 11 (+5)

Initiative: +14; **Speed:** 4, burrow 4 (earth glide)

AC: 23; **Fort:** 24, **Ref:** 22, **Will:** 23

HP: 93, **Staggered:** 46

‡ **Slam** (standard, at-will) • Air

+16 vs AC; 3d8+5 damage.

Hardened Skin (swift, at-will) • Stance

While in this stance, the earth elemental can halve the damage it takes from attack as an immediate counter. It then leaves this stance.

Variants

Large Xorn

All-Around Vision The xorn cannot be flanked.

Earth Elemental by LadyofHats

Fire Elementals

Fire elementals are living manifestations of flame.

Small Fire Elemental

Level 4 Striker (175 XP)

Small Elemental Automaton • Fire (Unaligned)

Senses: Perception +4, darkvision

Languages: Primordial

Str: 10 (+2), **Con:** 10 (+2), **Dex:** 13 (+3)

Int: 4 (-1), **Wis:** 11 (+2), **Cha:** 11 (+2)

Initiative: +5; **Speed:** 6

AC: 18; **Fort:** 15, **Ref:** 17, **Will:** 16

HP: 44, **Staggered:** 22

Resist: fire 10

‡ **Burn** (standard, at-will) • Fire

+7 vs Reflex; The target takes 5 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 5.

Doused

If the fire elemental is doused in water, smothered or otherwise risks being put out, it loses the *burn* power (save ends).

Variants

Fire Snake

Bite (standard, at-will) +9 vs AC; 1d12+5 damage and the target is immobile until the end of its next turn.

Fire Bat
Speed fly 8

Attach (reaction, at-will) If an adjacent enemy who is taking persistent fire damage moves, the fire bat can shift after them up to its speed.

Fire Wisp
Fiery Leap (standard, at-will) The fire wisp moves up to its speed, with phasing. Make a basic melee attack against all creatures moved through.

Pyrolisk
Replace *burn* with:

Bite (standard, at-will) +9 vs AC; 1d12+5 damage
Burning Gaze (standard, at-will) Ranged 10; +9 vs Reflex; the target takes 10 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 10.
Pyrotechnics (standard, encounter) Near burst 2; +9 vs Fortitude; the target is blinded until the end of their next turn.

Magmin
Heatwave aura 2 A creature that ends its turn within the aura takes 5 fire damage.

Medium Fire Elemental

Level 8 Striker (350 XP)
Medium Elemental Automaton • Fire (Unaligned)
Senses: Perception +8, darkvision
Languages: Primordial
Str: 12 (+5), **Con:** 14 (+6), **Dex:** 17 (+7)
Int: 4 (+1), **Wis:** 11 (+4), **Cha:** 11 (+4)

Initiative: +11; **Speed:** 6
AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20
HP: 64, **Staggered:** 32
Resist: fire 15

Burn (standard, at-will) • Fire
+11 vs Reflex; The target takes 10 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 10.

Doused
If the fire elemental is doused in water, smothered or otherwise risks being put out, it loses the *burn* power (save ends).

Variants

Thoqua

Speed burrow 4
Molten Body (reaction, at-will) An adjacent enemy makes a Melee attack against the thoqua: Make a *burn* attack against the attacker.

Medium Magma Elemental

Speed burrow 4
Lava Puddle (swift, encounter) • Fire, Zone An adjacent square becomes coated with lava.

Any time a creature enters or starts its turn in the zone, it is the target of an attack: +13 vs Fortitude; the target takes 10 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 10.

Salamander

Medium elemental humanoid (fire)
Humanoid The salamander can wield weapons. Any time the salamander hits a creature with a metal melee weapon, it can make a *burn* attack against that target as a free action.
Grab (standard, at-will) +13 vs AC; 2d10+5 damage and the target is grappled.
Constrictor (swift, at-will) • Stance At the start of your turn, make a *burn* attack against a grappled target as a free action. While in this stance, the salamander cannot make opportunity attacks.

Ifrit

Add the Adventurer template (Magician class).

Azer

Medium elemental humanoid (fire)
Humanoid The azer can wield weapons. Any time the azer hits a creature with a metal melee weapon, it can make a *burn* attack against that target as a free action.

Large Fire Elemental

Level 12 Striker (700 XP)
Large Elemental Automaton • Fire (Unaligned)
Senses: Perception +12, darkvision
Languages: Primordial
Str: 14 (+8), **Con:** 14 (+8), **Dex:** 21 (+11)
Int: 6 (+4), **Wis:** 11 (+6), **Cha:** 11 (+6)

Initiative: +17; **Speed:** 8
AC: 26; **Fort:** 23, **Ref:** 25, **Will:** 24
HP: 84, **Staggered:** 42
Resist: fire 20

Burn (standard, at-will) • Fire
+15 vs Reflex; The target takes 15 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 15.

Doused
If the fire elemental is doused in water, smothered or otherwise risks being put out, it loses the *burn* power (save ends).

Variants

Hell Moth

Large cosmic monstrosity (fire)

Speed fly 8

Bite (standard, at-will) +17 vs AC; 3d8+6 fire damage and make a secondary attack against the target.

Secondary Attack: +17 vs Fortitude; the target is grappled.

Immolation (swift, at-will) • Stance At the start of the hell moth's turn, it makes a *burn* attack against a creature it is grappling. While in this stance, the hell moth cannot make opportunity attacks.

Human Shield (swift, at-will) • Stance As an immediate counter, if the hell moth is grappling a creature and is the target of an attack targeting AC or Reflex, it can make the creature it is grappling the target of the attack instead. The hell moth cannot do this if the creature it is grappling is the one attacking. While in this stance, the hell moth grants combat advantage and cannot make opportunity attacks.

Water Elementals

Water elementals are fluid entities shaped from water.

Small Water Elemental

Level 3 Spoiler (150 XP)

Small Elemental Automaton • Water (Unaligned)

Senses: Perception +2, darkvision; **Skills:** Athletics +9

Languages: Primordial

Str: 14 (+3), **Con:** 13 (+2), **Dex:** 10 (+1)

Int: 4 (-2), **Wis:** 11 (+1), **Cha:** 11 (+1)

Initiative: +2; **Speed:** 4, swim 10

AC: 17; **Fort:** 15, **Ref:** 14, **Will:** 16

HP: 39, **Staggered:** 19

Vortex aura 2 Water in the area that is in the same body of water as the water elemental is difficult terrain for swimming creatures that don't have the Water tag.

‡ Wave (standard, at-will) • Water

+8 vs AC; 1d12+4 damage and the target is shunted 1 square.

¤ Drench (swift, at-will) • Water

Near burst 2; All non-magical fires are extinguished. Creatures taking persistent fire damage no longer do so. Any ongoing powers with the Fire tag end immediately.

Medium Water Elemental

Level 7 Spoiler (300 XP)

Medium Elemental Automaton • Water (Unaligned)

Senses: Perception +6, darkvision; **Skills:** Athletics +14

Languages: Primordial

Str: 16 (+6), **Con:** 17 (+6), **Dex:** 12 (+4)

Int: 4 (+0), **Wis:** 11 (+3), **Cha:** 11 (+3)

Initiative: +7; **Speed:** 4, swim 10

AC: 21; **Fort:** 19, **Ref:** 18, **Will:** 20

HP: 59, **Staggered:** 29

Vortex aura 3 Water in the area that is in the same body of water as the water elemental is difficult terrain for swimming creatures that don't have the Water tag.

‡ Wave (standard, at-will) • Water

+12 vs AC; 2d10+4 damage and the target is shunted 2 squares.

¤ Drench (swift, at-will) • Water

Near burst 3; All non-magical fires are extinguished. Creatures taking persistent fire damage no longer do so. Any ongoing powers with the Fire tag end immediately.

Large Water Elemental

Level 11 Spoiler (600 XP)

Large Elemental Automaton • Water (Unaligned)

Senses: Perception +10, darkvision; **Skills:** Athletics +20

Languages: Primordial

Str: 20 (+10), **Con:** 19 (+9), **Dex:** 14 (+7)

Int: 6 (+3), **Wis:** 11 (-5), **Cha:** 11 (+5)

Initiative: +12; **Speed:** 4, swim 10

AC: 25; **Fort:** 23, **Ref:** 22, **Will:** 24

HP: 79, **Staggered:** 39

Vortex aura 4 Water in the area that is in the same body of water as the water elemental is difficult terrain for swimming creatures that don't have the Water tag.

‡ Wave (standard, at-will) • Water

+16 vs AC; 3d8+5 damage and the target is shunted 4 squares.

¤ Drench (swift, at-will) • Water

Near burst 4; All non-magical fires are extinguished. Creatures taking persistent fire damage no longer do so. Any ongoing powers with the Fire tag end immediately.

Fey

Barghests

Barghests are wolf-goblin demons.

Special

Transformation: If a barghest has fed on 10 or more humanoids, then the next full moon it reforms as a greater barghest. This is a good opportunity for the heroes to face the barghest in a weaker form, get a sense of its powers and tactics before it flees, and then a few days later face a more challenging greater barghest.

Barghest

Level 6 Elite Striker (500 XP)

Medium Fey Humanoid • Shapechanger (Evil)

Senses: Perception +10, low-light vision; **Skills:** Athletics +12, Stealth +11

Languages: Common, Goblin

Str: 19 (+7), **Con:** 15 (+5), **Dex:** 17 (+6)

Int: 12 (+4), **Wis:** 14 (+5), **Cha:** 16 (+6)

Initiative: +8; **Speed:** 8

Action Points: 1

AC: 20; **Fort:** 20, **Ref:** 19, **Will:** 16; **Saving Throws:** +2

HP: 108, **Staggered:** 54

‡ Bite (standard, at-will)

+11 vs AC; 1d10+4 damage, and the target is grappled.

† Feed (standard, at-will) • Healing, Necrotic

+9 vs Fortitude (must be grappling the target); 2d6+2 necrotic damage, the target loses 1 recovery, the barghest heals 15 hit points and the barghest gains a +2 power bonus on attack and damage rolls until the end of its next turn.

↗ Howl of the Damned (standard, refresh 5, 6) • Fear, Psychic

Near arc 3; +9 vs Will; 3d6+3 psychic damage, and the target is rattled (save ends).

Shapechange (swift, at-will) • Polymorph

A barghest can assume the shape of a giant black dog or a goblin-like humanoid, or its original barghest form. It loses its bite attack in goblin form. Each time a barghest changes shape it can shift 3 squares.

Greater Barghest

Level 11 Elite Striker (1200 XP)

Large Fey Humanoid • Shapechanger (Evil)

Senses: Perception +12, low-light vision; **Skills:** Athletics +16, Intimidate +14, Insight +12, Stealth +14

Languages: Common, Goblin

Str: 22 (+11), **Con:** 17 (+8), **Dex:** 19 (+9)

Int: 14 (+7), **Wis:** 15 (+7), **Cha:** 18 (+9)

Initiative: +11; **Speed:** 8

Action Points: 1

AC: 25; **Fort:** 26, **Ref:** 23, **Will:** 21; **Saving Throws:** +2

HP: 158, **Staggered:** 79

‡ Bite (standard, at-will)

+16 vs AC; 3d6+6 damage, and the target is grappled.

† Feed (standard, at-will) • Healing, Necrotic

+14 vs Fortitude (must be grappling the target); 4d6+3 necrotic damage, the target loses 1 recovery, the barghest heals 15 hit points and the barghest gains a +2 power bonus on attack and damage rolls until the end of its next turn.

↗ Howl of the Damned (standard, refresh 5, 6) • Fear, Psychic

Near arc 5; +14 vs Will; 4d6+4 psychic damage, and the target is dazed and weakened (save ends both).

Shapechange (swift, at-will) • Polymorph

A barghest can assume the shape of a giant black dog or a goblin-like humanoid, or its original barghest form. It loses its bite attack in goblin form. Each time a barghest changes shape it can shift 3 squares.

Mitflits

Small, cowardly and self-pitying fey, mitflits have an empathetic connection with insects, scorpions and other skittering things.

Mitflit

Level 1 Mook Striker (25 XP)

Small Fey Humanoid • Gremlin (Any)

Senses: Perception +1, Darkvision

Languages: Deep Speech

Str: 8 (-1), **Con:** 11 (+0), **Dex:** 13 (+1)

Int: 8 (-1), **Wis:** 13 (+1), **Cha:** 8 (-1)

Equipment: shortsword, 10 darts

Initiative: +1; **Speed:** 4, climb 4

AC: 15; **Fort:** 12, **Ref:** 14, **Will:** 13

HP: 1

‡ Shortsword (standard, at-will) • Weapon

+6 vs AC; 5 damage.

↗ Dart (standard, at-will) • Weapon

Ranged 4/8; +6 vs AC; 5 damage.

Vengeance

If the mitflit is staggered, they do +2 damage.

Escape Route

The mitflit is not subject to opportunity attacks when moving into an ally's space or into a square adjacent to an ally.

Scorpion Knight

Level 1 Blocker (100 XP)

Small Fey Humanoid • Gremlin (Any)

Senses: Perception +1, Darkvision; **Skills:** Sleight of Hand +7, Stealth +7

Languages: Deep Speech

Str: 12 (+1), **Con:** 15 (+2), **Dex:** 15 (+2)

Int: 6 (-2), **Wis:** 13 (+1), **Cha:** 10 (+0)

Equipment: flail, shortbow, a whistle only audible to creatures with blindsense or blindsight

Initiative: +2; **Speed:** 4, climb 4

AC: 17; **Fort:** 14, **Ref:** 13, **Will:** 13

HP: 29, **Staggered:** 14

‡ **Flail** (standard, at-will) • **Weapon**

+6 vs AC; 1d10+3 damage.

✓ **Shortbow** (standard, at-will) • **Weapon**

Ranged 10/20; +6 vs AC; 1d10+3 damage.

Vengeance

If the scorpion knight is staggered, they do +2 damage.

Escape Route

The scorpion knight is not subject to opportunity attacks when moving into an ally's space or into a square adjacent to an ally.

Clamp On

If the scorpion knight and their mount both hit a target with opportunity attacks provoked by the same action, the target is grabbed by the mount.

Mitflits mounted on scorpions, spiders and other giant vermin.

Fiends

Demon Toad

Level 1 Wrecker (100 XP)

Small Outsider Monstrosity • Demon (Chaotic Evil)

Senses: Perception +3, darkvision

Languages: Common, Abyssal

Str: 12 (+1), **Con:** 17 (+3), **Dex:** 14 (+2)

Int: 6 (-2), **Wis:** 14 (+2), **Cha:** 6 (-2)

Initiative: +3; **Speed:** 4, see also *leap*

AC: 13; **Fort:** 14, **Ref:** 12, **Will:** 13

HP: 33, **Staggered:** 16

Resist: poison 5

‡ **Bite** (standard, at-will) • **Poison**

+6 vs AC; 2d8+4 poison damage.

¤ **Foul Belch** (reaction, at-will) • **Poison**

When the toad takes damage: Near burst 1; +4 vs Fortitude; 2d8+4 poison damage, and the target is dazed (save ends).

Leap (move, at-will)

The demon toad jumps 4 squares, without provoking opportunity attacks.

A fiendish toad that can belch toxic gas.

Hopping Imp

Level 1 Wrecker (100 XP)

Small Outsider Humanoid • Demon (Evil)

Senses: Perception +2, darkvision

Languages: Common, Abyssal

Str: 10 (+0), **Con:** 14 (+2), **Dex:** 17 (+3)

Int: 10 (+0), **Wis:** 12 (+1), **Cha:** 14 (+2)

Initiative: +4; **Speed:** 6, fly 2

AC: 13; **Fort:** 14, **Ref:** 12, **Will:** 13

HP: 33, **Staggered:** 16

Resist: fire 5

Curse (Psychic) aura 1: Each time a creature in the aura misses on an attack, it takes 1d8+4 psychic damage.

‡ **Festerling Claws** (standard, at-will) • **Poison**

+6 vs AC; the target takes persistent 5 poison damage (save ends).

¤ **Blight Jet** (standard, at-will) • **Poison**

Near arc 2; +4 vs Fortitude; 2d8+4 poison damage, and the target is slowed (save ends).

A mischievous demon about the size of a cat, with sharp claws and the ability to spit bile through its proboscis.

Burner Demon

Level 5 Wrecker (200 XP)

Medium Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: Perception +6, darkvision

Languages: Common, Abyssal

Str: 10 (+2), **Con:** 16 (+5), **Dex:** 19 (+6)

Int: 10 (+2), **Wis:** 12 (+3), **Cha:** 16 (+5)

Initiative: +9; **Speed:** fly 4 (hover, max altitude 2)

AC: 17; **Fort:** 18, **Ref:** 16, **Will:** 17

HP: 57, **Staggered:** 28

Resist: fire 10, **Vulnerable:** cold 10

‡ **Flickers of Flame** (standard, at-will) • **Fire**

+8 vs Reflex; 2d6+4 fire damage. **Miss:** A random creature adjacent to the burner demon takes 1d6+4 fire damage.

* **Quick Flicking Fire** (standard, at-will) • **Fire**

Far burst 1 within 5; +8 vs Reflex (one random target in range); 2d6+6 fire damage.

An alien demon consisting of many smoking tubes emerging from its goat-like legs. Some of the tubes have eyes, and others lamprey mouths to suck up bodies that have been reduced to ash.

Hellhound

Level 5 Wrecker (200 XP)

Medium Outsider Beast • Demon (Evil)

Senses: Perception +8, darkvision

Languages: Common, Abyssal

Str: 19 (+6), **Con:** 16 (+5), **Dex:** 16 (+5)

Int: 6 (+0), **Wis:** 16 (+5), **Cha:** 6 (+0)

Initiative: +8; **Speed:** 8

AC: 17; **Fort:** 18, **Ref:** 16, **Will:** 17

HP: 57, **Staggered:** 28

Resist: fire 10, **Vulnerable:** cold 10

‡ **Savage Bite** (standard, at-will) • **Fire**

+10 vs AC; 2d6+4 fire damage. **Miss:** Make a *fiery breath* attack as a free action, if available.

¤ **Fiery Breath** (standard, refresh 5, 6) • **Fire**

Near arc 2; +8 vs Reflex; 1d6+4 fire damage, and the target takes persistent 5 fire damage (save ends).

A demonic canine with red eyes, razor-sharp fangs, and the ability to breathe fire.

Flay Devil

Level 6 Striker (250 XP)

Medium Outsider Humanoid • Shapechanger (Evil)

Senses: Perception +7, darkvision; **Skills:** Athletics +12, Bluff +13, Stealth +13

Languages: Common, Celestial

Str: 12 (+4), **Con:** 13 (+4), **Dex:** 14 (+5)

Int: 10 (+3), **Wis:** 12 (+4), **Cha:** 15 (+5)

Initiative: +8; **Speed:** 6

AC: 20; **Fort:** 17, **Ref:** 19, **Will:** 18

HP: 54, **Staggered:** 27

‡ **Dagger** (standard, at-will) • **Weapon**

+11 vs AC; 2d10+3 damage, and 5 persistent damage (save ends) if the target grants combat advantage.

Harvest Skin

If an attack the flay devil makes staggers or reduces to 0 HP or below its target, the flay devil harvests a piece of their skin.

Wear Skin (swift, at-will) • **Polymorph**

The flay devil alters its physical form to appear as a creature whose skin it has harvested.

Passing Resemblance (swift, at-will) • **Stance**

The flay devil must be affected by *wear skin*; While in this stance, if an ally of the creature whose skin the flay devil is wearing attacks the flay devil, the attacker must roll twice for the attack and take the lower result.

Flesh Mask (swift, at-will) • **Stance**

The flay devil must be affected by *wear skin*; While in this stance, the flay devil gains resistance to all damage 10. If it takes damage, it leaves *wear skin* and loses the piece of skin it is currently using.

Mirror Darkly (swift, at-will) • **Stance**

The flay devil must be affected by *wear skin*; While in this stance, if the creature the flay devil is wearing the skin of attacks the flay devil, make a secondary attack against them. *Secondary Attack* +9 vs Will; the target is stunned until the end of their next turn.

A sadistic demon that can take the form of those whose flayed skin it wears.

Hezrou

Level 9 Wrecker (400 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +11, darkvision

Languages: Common, Abyssal

Str: 18 (+8), **Con:** 21 (+9), **Dex:** 10 (+4)

Int: 18 (+8), **Wis:** 14 (+6), **Cha:** 18 (+8)

Initiative: +9; **Speed:** 8, see also *leap*

AC: 21; **Fort:** 22, **Ref:** 20, **Will:** 21

HP: 81, **Staggered:** 40

Demonic Stench aura 1: Creatures in the aura cannot heal.

‡ **Meaty, Clawed Hands** (standard, at-will)

+14 vs AC; 2d8+4 damage, and the target is grappled.

† **Constrict** (standard, at-will)

A creature the hezrou has grappled takes 3d8+4 damage.

Leap (move, at-will)

The hezrou jumps 4 squares, without provoking opportunity attacks.

A hulking and repugnant toad-demon with bloated flesh.

Hungry Maw

Level 9 Wrecker (400 XP)

Medium Outsider Monstrosity • Demon (Chaotic Evil)

Senses: Perception +13, darkvision

Languages: Common, Abyssal

Str: 21 (+9), **Con:** 16 (+7), **Dex:** 18 (+8)

Int: 8 (+3), **Wis:** 18 (+8), **Cha:** 8 (+3)

Initiative: +13; **Speed:** 6

AC: 21; **Fort:** 22, **Ref:** 20, **Will:** 21

HP: 81, **Staggered:** 40

Chomp and Chew aura 1: A creature that enters or begins its turn in the aura takes 10 persistent damage (save ends).

‡ **Big Chomp** (standard, at-will)

+14 vs AC; 4d6+8 damage.

An open mouth bristling with teeth of all sizes and shapes, on legs.

Vulture Demon

Level 9 Wrecker (400 XP)

Large Outsider Monstrosity • Demon (Chaotic Evil)

Senses: Perception +13, darkvision

Languages: Common, Abyssal

Str: 21 (+9), **Con:** 18 (+8), **Dex:** 18 (+8)

Int: 15 (+6), **Wis:** 18 (+8), **Cha:** 16 (+7)

Initiative: +13; **Speed:** 6, fly 8

AC: 21; **Fort:** 22, **Ref:** 20, **Will:** 21

HP: 81, **Staggered:** 40

‡ **Filth Covered Claws** (standard, at-will) • **Poison**

+14 vs AC; 2d8+6 damage, and the target takes 5 persistent poison damage (save ends).

† **Demonic Screech** (standard, refresh 5, 6) • **Psychic**

Near arc 3; +12 vs Will; 2d8+8 psychic damage and the target grants combat advantage until the end of the vulture demon's next turn.

A winged scavenger with a fearful keening screech and claws matted with the rotted flesh of previous victims.

Big Burner

Level 15 Wrecker (1200 XP)

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: Perception +16, darkvision

Languages: Common, Abyssal

Str: 14 (+9), **Con:** 21 (+12), **Dex:** 24 (+14)

Int: 10 (+7), **Wis:** 12 (+8), **Cha:** 18 (+11)

Initiative: +22; **Speed:** fly 8 (hover, max altitude 3)

AC: 27; **Fort:** 28, **Ref:** 26, **Will:** 27

HP: 117, **Staggered:** 58

Resist: fire 15, **Vulnerable:** cold 15

‡ **Flickers of Flame** (standard, at-will) • **Fire**

Reach 2; +18 vs Reflex; 3d6+8 fire damage. *Miss:* A random creature adjacent to the big burner takes 2d6+4 fire damage.

* **Quick Flicking Fire** (standard, at-will) • **Fire**

Far burst 1 within 5; +18 vs Reflex (one random target in range); 4d6+8 fire damage.

Mountain Demon

Level 15 Skulker (1200 XP)

Medium Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +19, darkvision; **Skills:** Athletics +24, Endure +22

Languages: Common, Primordial

Str: 20 (+12), **Con:** 17 (+10), **Dex:** 17 (+10)

Int: 24 (+14), **Wis:** 20 (+12), **Cha:** 17 (+10)

Equipment: club

Initiative: +17; **Speed:** 8

AC: 27; **Fort:** 28, **Ref:** 26, **Will:** 27

HP: 117, **Staggered:** 58

Resist: fire 5, **Vulnerable:** cold 5

‡ **Club** (standard, at-will) • **Weapon**

+20 vs AC; 2d10+6 damage and the target is knocked prone.

✓ **Spit** (standard, at-will) • **Acid**

Ranged 10; +20 vs Fortitude; 3d10+6 poison damage.

* **Mind Blast** (standard, encounter) • **Psychic**

Far burst 3 (within 10); +20 vs Will; 2d10+6 damage and the target is dazed until the end of their next turn.

↗ **Psychic Domination** (standard, encounter) • **Psychic**

Ranged 10; +20 vs Will (the target must be dazed or stunned); The target is controlled (save ends).

A long, lean demon with skin of mottled stone. More patient than most of their kin, they spend long years meditating on the slopes of mountains awaiting inspiration for evil deeds of appropriate stature.

Boar Demon (Nalfeshnee)

Level 19 Wrecker (2400 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +25, darkvision

Languages: Common, Abyssal

Str: 23 (+15), **Con:** 26 (+17), **Dex:** 13 (+10)

Int: 23 (+15), **Wis:** 23 (+15), **Cha:** 20 (+14)

Initiative: +20; **Speed:** 5, fly 8

AC: 31; **Fort:** 32, **Ref:** 30, **Will:** 31

HP: 141, **Staggered:** 70

‡ **Musky Claw** (standard, at-will)

+24 vs AC; 3d10+12 damage.

✗ **Accursed Blast** (standard, encounter) • **Necrotic, Lightning**

Near arc 2; +22 vs Reflex; 3d6+10 necrotic and lightning damage, and the target is weakened until the end of the boar demon's next turn.

Horror Nimbus (reaction, encounter)

When the boar demon is reduced to 0 HP or below: Near burst 2; +22 vs Reflex; the target is pushed 2 and dazed (save ends); *Effect:* The boar demon is destroyed.

A demonic fusion of boar and humanoid, their powerful tusks channel havoc magic.

Frenzy Demon

Level 19 Wrecker (2400 XP)

Medium Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +20, darkvision

Languages: Common, Abyssal

Str: 26 (+17), **Con:** 23 (+15), **Dex:** 16 (+12)

Int: 8 (+8), **Wis:** 12 (+10), **Cha:** 23 (+15)

Initiative: +22; **Speed:** 8

AC: 31; **Fort:** 32, **Ref:** 30, **Will:** 31

HP: 141, **Staggered:** 70

Aura of Frustration (Psychic) aura 3: Each time a creature within the aura misses on an attack roll, the frenzy demon gets a +2 power bonus to its next attack roll.

‡ **Claw** (standard, at-will)

+24 vs AC; 3d12+12 damage.

† **Raking Claws** (standard, at-will)

+24 vs AC; 4d12+8 damage.

A manic and frenzied demon with a twisted and contorted form, possessing incredible speed, agility, and a relentless drive to shred its victims apart.



Bighorn Demon by Justin Nichol

Pincer Demon (Glabrezu)

Level 19 Wrecker (2400 XP)

Huge Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +22, darkvision

Languages: Common, Abyssal

Str: 26 (+17), **Con:** 23 (+15), **Dex:** 10 (+9)

Int: 23 (+15), **Wis:** 16 (+12), **Cha:** 23 (+15)

Initiative: +19; **Speed:** 6

AC: 31; **Fort:** 32, **Ref:** 30, **Will:** 31

HP: 141, **Staggered:** 70

‡ **Pincer** (standard, at-will)

+24 vs AC; 4d8+8 damage.

* **Chaos Hammer** (standard, at-will) • **Force**

Far burst 1 within 5; +22 vs Fortitude; 2d10+8 force damage, and the target falls prone.

A wolf-headed, crab-clawed demon, with a sweet tongue belied by its monstrous appearance. Glabrezu tempt victims into ruin by promising power or wealth.

Laughing Demon

Level 25 Wrecker (6400 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +27, darkvision

Languages: Common, Abyssal

Str: 26 (+20), **Con:** 20 (+17), **Dex:** 26 (+20)

Int: 16 (+15), **Wis:** 14 (+14), **Cha:** 29 (+21)

Initiative: +33; **Speed:** 8

AC: 37; **Fort:** 38, **Ref:** 36, **Will:** 37

HP: 177, **Staggered:** 88

Aura of Mockery (Psychic) aura 3: A creature within the aura that fails a saving throw takes 15 damage.

‡ **Tooth and Claw** (standard, at-will)

+30 vs AC; 2d10+8 damage, and a creature adjacent to the target takes 1d8+4 damage.

† **Tooth and Claw and Stomp** (standard, at-will)

The laughing demon makes two *tooth and claw* attacks.

A deranged and sadistic demon that derives pleasure from the failure of others. Those who provoke its haunting laughter suffer physical harm.

Balor

Level 29 Wrecker (12800 XP)

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: Perception +36, darkvision, trueseeing

Languages: Common, Abyssal

Str: 31 (+24), **Con:** 28 (+23), **Dex:** 28 (+23)

Int: 24 (+21), **Wis:** 24 (+21), **Cha:** 26 (+22)

Initiative: +38; **Speed:** 6, fly 12

AC: 41; **Fort:** 42, **Ref:** 40, **Will:** 41

HP: 201, **Staggered:** 100

Resist: fire 15, necrotic 15, **Vulnerable:** cold 15

Aura of Flame (Fire) aura 2: A creature that enters or begins its turn in the aura takes 20 fire damage.

‡ **Longsword** (standard, at-will) • **Fire, Necrotic, Weapon**

Reach 2; +34 vs AC; 4d12+20 fire and necrotic damage.

† **Flame Whip** (swift, at-will) • **Fire**

Reach 3; +32 vs Reflex; the target is knocked prone and pulled 3.

Lifedrinker (free, at-will) • **Healing**

If a creature is killed within the balor's aura, the balor heals hit points equal to its recovery value.

Fallen Angel's Reckoning (reaction, encounter) • **Radiant**

When the balor is reduced to 0 HP or below: Near burst 5; 2d12+8 radiant radiant damage, and the balor is destroyed.

A towering and immensely powerful demon with fiery wings, wielding a flaming sword and whip, serving as a high-ranking commander of amassed fiends.

Marilith

Level 29 Wrecker (12800 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +33, darkvision

Languages: Common, Abyssal

Str: 31 (+24), **Con:** 28 (+23), **Dex:** 28 (+23)

Int: 18 (+18), **Wis:** 18 (+18), **Cha:** 28 (+23)

Initiative: +38; **Speed:** 8

AC: 41; **Fort:** 42, **Ref:** 40, **Will:** 41

HP: 201, **Staggered:** 100

Wall of Steel aura 2: A creature that leaves the aura takes 15 damage.

‡ **Sword** (standard, at-will) • **Weapon**

Reach 2; +34 vs AC; 3d6+6 damage.

† **Three Whirling Swords** (standard, at-will) • **Weapon**

The marilith makes up to three *sword* attacks, each against a different target. The marilith may shift 1 after each attack.

Terrible Swift Swords (free, encounter)

For the rest of this turn, all attacks the marilith makes score a critical hit on a natural 15-20.

Beguiling Gaze (standard, at-will) • **Psychic, Charm**

Ranged 10; +32 vs Will; the target is pulled 6 squares.

A demon with multiple arms and the lower body of a massive snake, able to wield four blades at the same time.

Orcus

Abyssal Mummy

Level 35 Mook Blocker (10,000 XP)

Medium Outsider Humanoid • Demon, Undead (Chaotic Evil)
Senses: Perception +40, Truesight 24; **Skills:** Arcana +39, History +39, Religion +39

Languages: Common

Str: 25 (+24), **Con:** 12 (+18), **Dex:** 15 (+19)
Int: 10 (+17), **Wis:** 23 (+23), **Cha:** 18 (+21)

Initiative: +36; **Speed:** 4

AC: 51; **Fort:** 48, **Ref:** 47, **Will:** 47

HP: 1

Resist: necrotic, poison 15

† **Mummy Touch** (standard, at-will) • **Necrotic, Weapon**

+40 vs AC; 22 necrotic damage, and the target is subject to a secondary attack. *Secondary Attack:* +40 vs Fortitude; the target contracts mummy rot.

↗ **Look of Horror** (standard, at-will) • **Fear**

Ranged 10; +38 vs Will; The target is rattled until the end of their next turn. If the target is already rattled, they are dazed instead.

↖ **Insect Plague** (standard, at-will) • **Zone**

The mummy is removed from play. A near burst 1 area centered on where the mummy was becomes a zone of lightly obscured difficult terrain. Creatures that end their turn in the zone take 22 damage.

Soul Harvest

If the abyssal mummy reduces a creature to 0 HP or below, it gains one ward.

Protected by Death (counter, at-will)

Spend a ward. The attack misses. If the mummy has no wards, it cannot use this power.

Over the millennia, kings, emperors and high priests who sold their souls to Orcus have been marshalled as his undead servants.

Mummy by LadyofHats

Orcus

Level 35 Boss Spoiler (200,000 XP)

Huge Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +47, Truesight 24; **Skills:** History +47, Religion +47

Languages: All, telepathy 72

Str: 30 (+27), **Con:** 21 (+22), **Dex:** 30 (+27)

Int: 27 (+25), **Wis:** 27 (+25), **Cha:** 30 (+27)

Equipment: wand of Orcus

Initiative: +44; **Speed:** 8, fly 12

Action Points: 2

AC: 49; **Fort:** 47, **Ref:** 46, **Will:** 48; **Saving Throws:** +5

HP: 796, **Staggered:** 398

Resist: acid, cold, fire, lightning, necrotic, poison 15

Aura of Rot 4: Each enemy that starts its turn in the aura takes 32 necrotic damage.

‡ **Wand of Orcus** (standard, at-will) • **Necrotic, Weapon**

+40 vs AC; 7d8+11 damage. On Orcus' next turn, make a secondary attack against the target.

Secondary Attack: +40 vs Will; the target takes 7d8+11 necrotic damage; on a miss, the target takes half damage.

↖ **Wave of Enfeeblement** (swift, refresh 5, 6)

Near burst 4; +38 vs Fortitude; The target is weakened (save ends).

Teleport (swift, refresh 5, 6) • **Teleport**

Orcus teleports up to 24 squares.

† **Tail** (swift, at-will) • **Poison**

+38 vs Fortitude; 6d6+11 poison damage.

↗ **Hand of Bone** (swift, refresh 5, 6)

Ranged 20; +38 vs Will; The target is restrained (save ends).

* **Acid Fountain** (swift, refresh 5, 6) • **Acid**

Far burst 2 within 20; 7d8+11 acid damage. *Miss:* Half damage.

* **Consuming Darkness** (swift, refresh 5, 6) • **Necrotic, Summons, Zone**

Far burst 2 within 20; 7d8+11 necrotic damage. The area of effect becomes a zone of darkness (totally obscured, blocks line of sight) until the end of Orcus's next turn. When the zone ends, place an abyssal mummy in an unoccupied space in the zone.

* **Stench of Death** (swift, encounter) • **Necrotic, Zone**

Far burst 2 within 20; The area of effect becomes a zone until the end of the encounter. Creatures in the zone cannot heal damage.

Orcus can move the zone up to 10 squares as a swift action.

This demonic humanoid is squat and bloated, standing nearly three times as tall as a normal human. It goat-like head sports large, spiraling ram-like horns. Its legs are covered in thick brown fur and end in hooves.

Large powerful arms wield a wicked skull-tipped wand. Two large, black, bat-like wings protrude from its back and a long, snake-like tail, tipped with a sharpened barb, trails behind it.

Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. He fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace he commands his troops as they wage war across the smoldering and stinking planes of the Abyss. Orcus spends most of his days in his palace, rarely leaving its confines unless he decides to lead his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material

Plane. Should a foolish spellcaster open a gate and speak his name, he is more than likely going to hear the call and step through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in his armies.



Flying Heads

A winged head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds.

Flying Head

Level 5 Striker (200 XP)

Small Shadow Monstrosity (Evil)

Senses: Perception +3, darkvision; **Skills:** Stealth +11

Str: 12 (+3), **Con:** 15 (+4), **Dex:** 18 (+6)

Int: 7 (+0), **Wis:** 12 (+3), **Cha:** 10 (+2)

Initiative: +8; **Speed:** fly 7 (hover)

AC: 19; **Fort:** 17, **Ref:** 19, **Will:** 16

HP: 49, **Staggered:** 24

Immune: fear, **Resist:** necrotic 10, **Vulnerable:** radiant 5

‡ **Bite** (standard, at-will) • **Necrotic**

+10 vs AC; 1d6+4 necrotic damage, and the flying head makes a secondary attack on the same target.

Secondary Attack: +8 vs Fortitude; the target loses the ability to heal hit points (save ends).

Flyby Attack (standard, refresh 5, 6)

The flying head flies up to 7 squares. At one point during the movement, they can make one basic melee attack. Moving away from the target of the attack does not provoke opportunity attacks.

↳ **Horrifying Screech** (standard, encounter) • **Fear**

Near arc 3; +8 vs Will; The target is immobile (save ends). *First Failed Save:* The target is stunned (save ends).

Flying Head Swarm

Level 17 Elite Striker (1600 XP)

Huge Shadow Monstrosity • Swarm (Evil)

Senses: Perception +7, darkvision; **Skills:** Stealth +19

Str: 26 (+16), **Con:** 22 (+14), **Dex:** 34 (+20)

Int: 7 (+6), **Wis:** 21 (+13), **Cha:** 18 (+12)

Initiative: +16; **Speed:** fly 10 (compress Tiny, hover)

Action Points: 1

AC: 29; **Fort:** 26, **Ref:** 25, **Will:** 25; **Saving Throws:** +2

HP: 178, **Staggered:** 89

Immune: fear, **Resist:** necrotic 10, Melee and Ranged attacks (half damage), **Vulnerable:** radiant 10, Near and Far attacks 10

Swarm Violence aura 3: If an enemy begins their turn in this aura, makes a basic melee attack against them as a free action.

‡ **Screeching Storm** (standard, at-will) • **Necrotic**

+22 vs AC; 2d8+4 necrotic damage, and the target takes persistent 5 necrotic damage (save ends), and the swarm makes a secondary attack on the same target.

Secondary Attack: +20 vs Fortitude; the target loses a recovery and the ability to heal hit points (save ends, but with a -2 penalty to the roll).

† **Engulfing Swarm** (standard, refresh 5, 6) • **Necrotic**

The swarm attacks up to three Medium or smaller targets; +20 vs Reflex (automatically hits an immobile or stunned creature); the target is grappled and pulled into the swarm's space. The target is dazed and takes persistent 10 necrotic damage and cannot heal hit points until it escapes the grapple. A creature that escapes the grapple shifts to a square of its choice adjacent to the swarm. The swarm can move normally while creatures are engulfed within it.

↳ **Cacophony of Doom** (standard, refresh 5, 6) • **Fear, Psychic**

Near arc 5; +20 vs Will; 3d8+7 psychic damage, and the target is immobile (save ends). *First Failed Save:* The target is stunned (save ends).

Ghouls

Ghouls are foul and ravenous undead, with a paralyzing touch which lets them eat their prey alive.

Ghoul

Level 5 Striker (200 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +6, darkvision; **Skills:** Acrobatics +11, Athletics +10, Stealth +11

Str: 13 (+3), **Con:** 10 (+2), **Dex:** 15 (+4)
Int: 13 (+3), **Wis:** 14 (+4), **Cha:** 12 (+3)

Initiative: +6; **Speed:** 6

AC: 19; **Fort:** 16, **Ref:** 18, **Will:** 17

HP: 49, **Staggered:** 24

Immune: disease, **Resist:** necrotic 5, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will)

+10 vs AC; 2d8+4 damage and the target is immobile until the end of its next turn. If the target is already immobile, it loses 1 recovery. If the target loses all their recoveries, they turn into a ghoul after their next long rest.

Shuffle (swift, at-will)

The ghoul shifts 1 space.

Easy Pickings

The ghoul automatically hits creatures that are immobile.

Variants

Lacedon

Medium natural humanoid (aquatic, undead)

Speed 6, swim 6

Ghast

Level 9 Striker (400 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +10, darkvision; **Skills:** Acrobatics +16, Athletics +16, Stealth +16

Str: 17 (+7), **Con:** 10 (+4), **Dex:** 17 (+7)

Int: 13 (+5), **Wis:** 14 (+6), **Cha:** 16 (+7)

Initiative: +11; **Speed:** 6

AC: 23; **Fort:** 20, **Ref:** 22, **Will:** 21

HP: 69, **Staggered:** 34

Immune: disease, **Resist:** necrotic 5, **Vulnerable:** radiant 5

Stench aura 1 Creatures that begin their turn in the aura grant combat advantage until the end of their next turn.

‡ **Claw** (standard, at-will)

+14 vs AC; 2d12+4 damage and the target is immobile until the end of its next turn. If the target is already immobile, it loses 1 recovery. If the target loses all their recoveries, they turn into a ghast after their next long rest.

Shuffle (swift, at-will)

The ghast shifts 1 space.

Easy Pickings

The ghast automatically hits creatures that are immobile.

Variants

Lacedon Ghast

Medium natural humanoid (aquatic, undead)

Speed 6, swim 6

Ichor-Ghouls

Hundreds of years ago, a secret organization in pursuit of power made the mistake of combining two powerful magical items: an *orb of chaos* and the mysterious *necrosis cube*. The result was the creation of the terrifying undead ichor-ghouls.

Ichor-ghouls that go too long without feeding shrivel and become moribund. Their blood-drenched flesh dries, and they become desiccated husks. The husks' desperate and unquenched need for living energy drives them first to madness and then to near-mindlessness.

Living creatures too near an ichor-ghoul start sweating blood and their skin becomes coated with a scarlet sheen. Blood flows towards the ichor-ghouls, which grow in strength as they absorb it.

When one of the desiccated husks transforms into bloody bones, the husk's dry skin cracks open and the bloody bones literally tear themselves out of their own body. The thing which emerges is a glistening mass of raw muscle, pulsing with thick veins of crimson-black blood. Its fang-like teeth glitter as its mouth parts in a ghastly, hissing smile.

Desiccated Husk

Level 3 Wrecker (150 XP)

Medium Elemental Humanoid • Undead (Evil)

Senses: Perception +1, darkvision

Str: 14 (+3), **Con:** 10 (+1), **Dex:** 8 (+0)

Int: 14 (+3), **Wis:** 10 (+1), **Cha:** 17 (+4)

Initiative: +0; **Speed:** 4

AC: 15; **Fort:** 16, **Ref:** 14, **Will:** 15

HP: 45, **Staggered:** 22

Resist: necrotic 5, **Vulnerable:** radiant 5

Blood Sweats Aura 4: A living creature that ends its turn in the aura suffers 3 damage.

‡ **Claw** (standard, at-will)

+8 vs AC; 1d12+4 damage.

Reformation

Keep track of all damage the desiccated husk does, including through its aura. If damage done ever exceeds 22, that desiccated husk is replaced by a bloody bones as an reaction action. Add 44 to the desiccated husk's current HP to determine the bloody bones' current HP. A bloody bones created in this way only gives 150 XP total for being defeated.

Bloody Bones

Level 3 Elite Wrecker (300 XP)

Medium Elemental Humanoid • Undead (Evil)

Senses: Perception +2, darkvision

Str: 14 (+3), **Con:** 10 (+1), **Dex:** 12 (+2)

Int: 14 (+3), **Wis:** 13 (+2), **Cha:** 17 (+4)

Initiative: +2; **Speed:** 6

Action Points: 1

AC: 15; **Fort:** 16, **Ref:** 14, **Will:** 15; **Saving Throws:** +2

HP: 90, **Staggered:** 44

Resist: necrotic 5, **Vulnerable:** radiant 5

Blood Sweats Aura 4: A living creature that ends its turn in the aura suffers 3 damage.

‡ **Wicked Claw** (standard, at-will)

+8 vs AC; 1d12+4 damage, and the target takes persistent 5 damage (save ends).

Slide Away (counter, encounter)

Shift 6.

This creature appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. Its eye sockets are hollow and show no pupils.

Special

Heroes can either encounter a bloody bones after it emerges from a dessicated husk, or encounter the bloody bones in that form - if it has already achieved its reformation through feeding on the blood of other creatures before the heroes arrived on the scene.

Giants

Ogre

Level 10 Wrecker (500 XP)

Large Natural Humanoid • Giant (Evil)
Senses: Perception +10; **Skills:** Athletics +20
Languages: Common, Giantish
Str: 21 (+10), **Con:** 8 (+4), **Dex:** 15 (+7)
Int: 6 (+3), **Wis:** 10 (+5), **Cha:** 7 (+3)
Equipment: greatclub, 3 javelins

Initiative: +12; **Speed:** 6
AC: 22; **Fort:** 23, **Ref:** 21, **Will:** 22
HP: 87, **Staggered:** 43

‡ **Greatclub** (standard, at-will) • **Club, Weapon**

Reach 1; +15 vs AC; 2d12+10 damage. *Secondary Attack:* +15 vs Fortitude; the target is dazed.

✓ **Javelin** (standard, at-will) • **Thrown Weapon, Weapon**

Ranged 5/10; +15 vs AC; 2d12+5 damage and the target suffers a -2 penalty to AC until they spend a swift action pulling the javelin from where it has lodged.

Wild Swing (standard, encounter)

Make a basic melee attack against all enemies in reach. If the attack hits, push the target 2 squares and they fall prone.

Punisher (swift, at-will) • **Club, Stance**

If the ogre starts its turn in this stance, and it is wielding a club, it does 6 damage to an enemy in reach. While in this stance, the ogre cannot make opportunity attacks.

Throw and Rush (swift, at-will) • **Stance, Thrown Weapon**

If the ogre starts its turn in this stance, it can make a basic ranged attack with a thrown weapon, switch weapons and charge the same enemy it threw the javelin at. If so, it then leaves this stance and its turn ends.

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Variant

Merrow

Large natural humanoid (aquatic, ogre)

Speed 6, swim 8

Hill Giant

Level 12 Wrecker (700 XP)

Large Natural Humanoid • Giant (Evil)
Senses: Perception +12; **Skills:** Athletics +24
Languages: Common, Giantish
Str: 25 (+13), **Con:** 19 (+10), **Dex:** 8 (+5)
Int: 6 (+4), **Wis:** 10 (+6), **Cha:** 7 (+4)
Equipment: greatclub

Initiative: +11; **Speed:** 6

AC: 24; **Fort:** 25, **Ref:** 23, **Will:** 24

HP: 99, **Staggered:** 49

‡ **Greatclub** (standard, at-will) • **Club, Weapon**

Reach 1; +17 vs AC; 3d8+11 damage. *Secondary Attack:* +17 vs Fortitude; the target is dazed.

✓ **Rock** (standard, at-will) • **Weapon**

Far arc 2 within 10; +17 vs AC (There must be a suitable rock within reach); 3d8+11 damage and the target is pushed 2 squares and knocked prone.

Punisher (swift, at-will) • **Club, Stance**

If the giant starts its turn in this stance, and it is wielding a club, it does 6 damage to an enemy in reach. While in this stance, the giant cannot make opportunity attacks.

Ogre by LadyofHats



The weakest and smallest of the true giants, hill giants are still large and formidable. Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out.

Adults are about 10% feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

Fire Giant

Level 14 Spoiler (1000 XP)

Large Elemental Humanoid • Fire, Giant (Evil)

Senses: Perception +16; **Skills:** Athletics +29, Intimidate +19

Languages: Common, Giantish, Primordial

Str: 31 (+17), **Con:** 21 (+12), **Dex:** 9 (+6)

Int: 10 (+7), **Wis:** 14 (+9), **Cha:** 11 (+7)

Equipment: greatsword

Initiative: +13; **Speed:** 6

AC: 26; **Fort:** 27, **Ref:** 25, **Will:** 26

HP: 111, **Staggered:** 55

Burning aura 2: Creatures take 7 fire damage if they begin their turns in the aura.

‡ **Greatsword** (standard, at-will) • **Heavy Blade, Weapon**

Reach 1; +19 vs AC; 3d10+5 damage, and do 8 damage to a creature adjacent to you or the target.

✓ **Rock** (standard, at-will) • **Weapon**

Far arc 2 within 10; +19 vs AC (There must be a suitable rock within reach); 3d10+5 damage and the target is pushed 2 squares and knocked prone.

✓ **Provoke the Earth** (swift, once per round) • **Fire**

Ranged 10; A fire- or earth-based trap or hazard of your choice triggers, even if it has already been expended.

Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

Frost Giant

Level 16 Wrecker (1400 XP)

Large Elemental Humanoid • Cold, Giant (Evil)

Senses: Perception +18; **Skills:** Athletics +30

Languages: Common, Giantish, Primordial

Str: 29 (+17), **Con:** 21 (+13), **Dex:** 9 (+7)

Int: 10 (+8), **Wis:** 14 (+10), **Cha:** 11 (+8)

Equipment: greataxe

Initiative: +15; **Speed:** 6

AC: 28; **Fort:** 29, **Ref:** 27, **Will:** 28

HP: 123, **Staggered:** 61

‡ **Greataxe** (standard, at-will) • **Axe, Weapon**

Reach 1; +21 vs AC; 3d10+13 damage; on a miss, do 9 damage.

✓ **Throw Ice** (standard, at-will) • **Weapon**

Far arc 2 within 10; +21 vs AC (There must be a suitable chunk of ice within reach); 3d10+7 cold damage and the target is pushed 2 squares and knocked prone.

✓ **Slip** (swift, at-will) • **Stance**

While in this stance, when the giant moves (willingly or unwillingly), at the end of the move the giant can shift 2 squares.

✓ **Blood Lust** (swift, at-will) • **Axe, Stance**

While in this stance, if an attack causes you to become staggered, as a reaction you can make a basic melee attack against the creature that attacked you. While in this stance, you cannot make opportunity attacks.

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers.

An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

Stone Giant

Level 18 Wrecker (2000 XP)

Huge Elemental Humanoid • Earth, Giant (Unaligned)

Senses: Perception +19; **Skills:** Athletics +31, Stealth +25

Languages: Common, Giantish, Primordial

Str: 27 (+17), **Con:** 19 (+13), **Dex:** 15 (+11)

Int: 10 (+9), **Wis:** 12 (+10), **Cha:** 11 (+9)

Equipment: greatclub

Initiative: +20; **Speed:** 8

AC: 30; **Fort:** 31, **Ref:** 29, **Will:** 30

HP: 135, **Staggered:** 67

‡ Greatclub (standard, at-will) • Club, Weapon

Reach 1; +23 vs AC; 4d8+15 damage and make a secondary attack.

Secondary Attack: +23 vs Fortitude; the target is dazed until the end of its next turn.

↗ Rock (standard, at-will) • Weapon

Far arc 2 within 10; +23 vs AC (There must be a suitable rock within reach); 4d8+8 damage and the target is pushed 2 squares and knocked prone.

Meld with Stone (swift, encounter) • Stance

While in this stance, the giant gains burrow 8 (earth glide). This stance ends when the giant next emerges from the earth/stone.

Hardened Skin (swift, at-will) • Stance

While in this stance, the giant can halve the damage it takes from attack as an immediate counter. It then leaves this stance.

Punisher (swift, at-will) • Stance

If the giant starts its turn in this stance, and it is wielding a club, it does 6 damage to an enemy in reach. While in this stance, the giant cannot make opportunity attacks.

The most patient and thoughtful of the giants, stone giants are often found meditating or practising martial arts on mountaintops.

Stone giants prefer robes or loose-fitting tunics and trousers, dyed in shades of red or saffron. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

Storm Giant

Level 20 Spoiler (2800 XP)

Huge Elemental Humanoid • Giant, Lightning (Unaligned)

Senses: Perception +30; **Skills:** Athletics +39, Insight +30, Intimidate +27

Languages: Common, Giantish, Primordial

Str: 39 (+24), **Con:** 23 (+16), **Dex:** 14 (+12)

Int: 16 (+13), **Wis:** 20 (+15), **Cha:** 15 (+12)

Equipment: greatsword

Initiative: +22; **Speed:** 8

AC: 34; **Fort:** 32, **Ref:** 31, **Will:** 33

HP: 124, **Staggered:** 62

‡ Greatsword (standard, at-will) • Heavy Blade, Weapon

Reach 1; +25 vs AC; 6d6+7 damage, and do 11 damage to a creature adjacent to you or the target.

↗ Rock (standard, at-will) • Weapon

Far arc 2 within 10; +25 vs AC (There must be a suitable rock within reach); 6d6+7 damage and the target is pushed 2 squares and knocked prone.

↗ Lightning Bolt (standard, encounter) • Lightning

Ranged 10; +23 vs Reflex; 7d8+6 lightning damage and the target is dazed (save ends).

Bolt from the Blue (swift, at-will) • Stance

While in this stance, the *lightning bolt* power recharges at the start of each of the giant's turns. The giant cannot make opportunity attacks while in this stance.

Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old.

Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Fir Bolg

Proud and noble warriors of giant size, the fir bolg live in tight-knit clans in forests and other wild places.

Fir Bolg Hunter

Level 6 Striker (250 XP)

Large Natural Humanoid (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Nature +13, Stealth +13

Languages: Common, Giant

Str: 21 (+8), **Con:** 18 (+7), **Dex:** 15 (+5)

Int: 10 (+3), **Wis:** 14 (+5), **Cha:** 16 (+6)

Equipment: longbow, greataxe, Large leather armor

Initiative: +8; **Speed:** 6

AC: 20; **Fort:** 17, **Ref:** 19, **Will:** 18

HP: 54, **Staggered:** 27

† Greataxe (standard, at-will) • Weapon

+11 vs AC; 2d10+3 damage.

↗ Longbow (standard, at-will) • Weapon

Ranged 20/40; +11 vs AC; 2d10+3 damage.

↗ Hurl Boulder (standard, encounter) • Weapon

Ranged 10; +11 vs AC; 1d10+3 damage and the target is knocked prone.

↗ Wild Swing (standard, encounter) • Weapon

Near burst 1; +11 vs AC; 2d10+3 damage.

Recover Boulder (move, at-will)

Hurl boulder recharges.

Natural Woodsmen (move, at-will)

The fir bolg has a +2 bonus to defenses until it moves from its current space.

Fir Bolg Archer

Level 7 Archer (300 XP)

Large Natural Humanoid (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Nature +13, Stealth +15

Languages: Common, Giant

Str: 18 (+7), **Con:** 20 (+8), **Dex:** 18 (+7)

Int: 11 (+3), **Wis:** 14 (+5), **Cha:** 16 (+6)

Equipment: longbow, dagger, Large leather armor

Initiative: +10; **Speed:** 6

AC: 19; **Fort:** 18, **Ref:** 19, **Will:** 19

HP: 49, **Staggered:** 24

† **Dagger** (standard, at-will) • **Weapon**

+12 vs AC; 2d10+4 damage.

↗ **Longbow** (standard, at-will) • **Weapon**

Ranged 20/40; +12 vs AC; 2d10+4 damage.

↗ **Hurl Boulder** (standard, encounter) • **Weapon**

Ranged 10; +12 vs AC; 1d10+4 damage and the target is knocked prone.

↗ **Surprise Shot** (standard, encounter) • **Weapon**

Ranged 20/40; +12 vs AC (the fir bolg has combat advantage against the target); 3d10+3 damage and the target is stunned until the end of their next turn.

Recover Boulder (move, at-will)

Hurl boulder recharges.

Natural Woodsman (move, at-will)

The fir bolg has a +2 bonus to defenses until it moves from its current space.

Fir Bolg Chieftain

Level 14 Blocker (1000 XP)

Large Natural Humanoid (Unaligned)

Senses: Perception +17, low-light vision; **Skills:** Diplomacy +25, Nature +22, Stealth +22

Languages: Common, Giant

Str: 22 (+13), **Con:** 20 (+12), **Dex:** 17 (+10)

Int: 16 (+10), **Wis:** 16 (+10), **Cha:** 22 (+13)

Equipment: longbow, great axe, Large leather armor, druidic focus

Initiative: +17; **Speed:** 6

AC: 30; **Fort:** 27, **Ref:** 26, **Will:** 26

HP: 94, **Staggered:** 47

† **Great Axe** (standard, at-will) • **Weapon**

+19 vs AC; 3d10+5 damage.

↗ **Longbow** (standard, at-will) • **Weapon**

Ranged 20/40; +19 vs AC; 3d10+5 damage.

↗ **Hurl Boulder** (standard, encounter) • **Weapon**

Ranged 10; +19 vs AC; 2d10 damage and the target is knocked prone.

↗ **Berserker's Frenzy** (standard, encounter) • **Weapon**

Near burst 1, all creatures; +19 vs AC; 3d10+5 damage. *Effect* After all attacks are resolved, the fir bolg shifts 1 and may make a basic melee attack.

† **Decapitating Strike** (standard, refresh 5, 6) • **Weapon**

+19 vs AC; 5d8+6 damage. If the target is staggered (either by this attack, or already staggered), the target is also stunned until the end of its next turn.

Recover Boulder (move, at-will)

Hurl boulder recharges.

Natural Woodsman (move, at-will)

The fir bolg has a +2 bonus to defenses until it moves from its current space.

Fir Bolg Shaman

Level 8 Spoiler (350 XP)

Large Natural Humanoid (Unaligned)

Senses: Perception +12, low-light vision; **Skills:** Arcana +18, Nature +17

Languages: Common, Giant

Str: 19 (+8), **Con:** 14 (+6), **Dex:** 14 (+6)

Int: 20 (+9), **Wis:** 18 (+8), **Cha:** 17 (+7)

Equipment: longbow, dagger, druidic focus

Initiative: +10; **Speed:** 6

AC: 22; **Fort:** 20, **Ref:** 19, **Will:** 21

HP: 64, **Staggered:** 32

† **Dagger** (standard, at-will) • **Weapon**

+13 vs AC; 2d10+5 damage.

↗ **Hurl Boulder** (standard, encounter) • **Weapon**

Ranged 10; +13 vs AC; 1d10+5 damage and the target is knocked prone.

* **Strike of Nature** (standard, refresh 5, 6)

Far burst 2 (within 10); +13 vs Reflex; 2d10+5 damage and the target is immobile (save ends).

↗ **Spirit Strike** (standard, encounter) • **Psychic**

Ranged 10; +13 vs Will; 1d10+5 damage and the target is stunned until the end of their next turn.

Recover Boulder (move, at-will)

Hurl boulder recharges.

Natural Woodsman (move, at-will)

The fir bolg has a +2 bonus to defenses until it moves from its current space.

Wooden Skin (standard, encounter)

The fir bolg gains 21 temporary hit points.

Hags

Hags are cruel witches from the Plane of Faerie.

Blood-Drinker Hag

Level 3 Boss Spoiler (750 XP)

Medium Fey Humanoid • Undead (Any)

Senses: Perception +5, darkvision; **Skills:** Bluff +8

Languages: Common

Str: 19 (+5), Con: 14 (+3), Dex: 14 (+3)

Int: 12 (+2), Wis: 9 (+0), Cha: 14 (+3)

Initiative: +3; **Speed:** 6

Action Points: 2

AC: 17; Fort: 17, Ref: 15, Will: 12; Saving Throws: +5

HP: 156, Staggered: 78

Immune: disease, poison, **Resist:** necrotic 10, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will)

+8 vs AC; 1d10+4 damage.

† **Toothed Tongue** (standard, at-will) • Necrotic

Reach 2; +8 vs AC; 1d6+4 damage, and the target is grappled.

† **Tooth and Claw** (standard, at-will)

The hag makes a *claw* and a *toothed tongue* attack in either order.

Drink Salt (swift, at-will) • Healing, Necrotic

A creature the hag has grappled takes 1d6+2 necrotic damage. The hag gains temporary hit points equal to the amount of necrotic damage dealt to the target.

¤ **Hungry Tongues** (standard, refresh 5, 6)

Near burst 2; +8 vs AC; 1d6+4 damage, and the target is grappled.

The hag can grapple up to three targets with hungry tongues.

Feeding Ward

The hag gains a +2 power bonus to all defenses while the hag is grappling one or more enemies.

Ice Hag

Level 12 Elite Striker (1400 XP)

Medium Fey Humanoid • Cold (Any)

Senses: Perception +10, low-light vision, can see through concealment from precipitation; **Skills:** Intimidate +13, Nature +11, Stealth +15

Languages: Common, Giant

Str: 23 (+12), Con: 19 (+10), Dex: 18 (+10)

Int: 11 (+6), Wis: 18 (+10), Cha: 14 (+8)

Initiative: +12; **Speed:** 4 (ice stride), fly 10 (hover), overland flight 15

Action Points: 1

AC: 26; Fort: 26, Ref: 24, Will: 22; Saving Throws: +2

HP: 168, Staggered: 84

Immune: cold

Unceasing Sleet (Cold) aura 1: Squares in aura are heavily obscured and creatures that enter or begin their turns in the aura take 1d6 cold damage.

‡ **Claw** (standard, at-will)

+17 vs AC; 3d6+6 damage.

† **Fierce Gust** (standard, at-will)

+17 vs AC; 2d6+6 damage, and the ice hag shifts 2 squares (usually up).

† **Snowblind Strike** (reaction, encounter, refreshes when first staggered)

When the ice hag is hit with a melee attack; +17 vs AC; 3d8+5 damage, and the target is blinded (save ends).

† **Reaving Wind** (standard, refresh 5, 6)

The ice hag flies up to 10 squares and makes two *claw* attacks at any point during that movement. It can combine the attacks on one target or attack multiple targets, and does not provoke opportunity attacks when moving away from the first target.

Change Shape (swift, at-will) • Polymorph

An ice hag can alter their physical form to appear as an old wolf or an old woman of any Medium humanoid race.

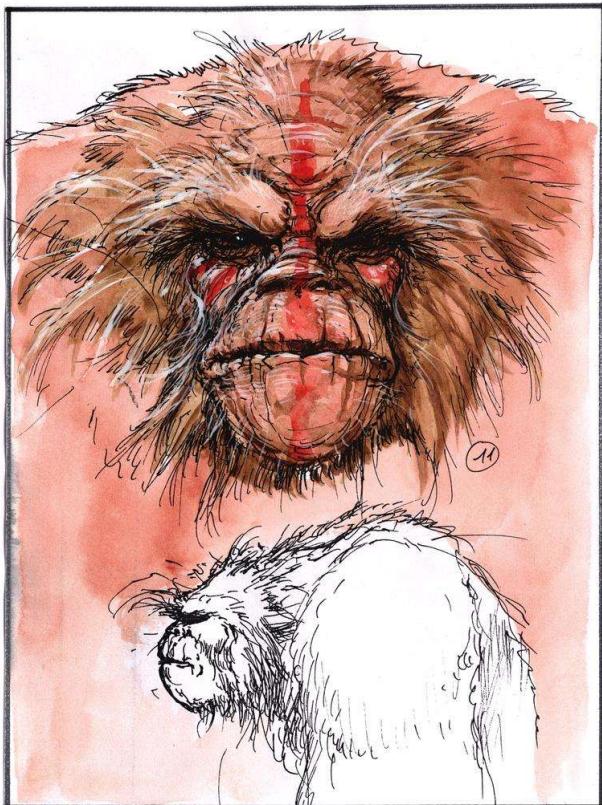
Humanoids

Humans need no introduction. These profiles can be easily adapted to represent other humanoids by choosing from the following traits.

In exchange, subtract 1 from their Fortitude, Reflex and Will defenses.

Apefolk

Apefolk are humanoids reminiscent of humankind's closest relatives: gorillas, orang utans and chimpanzees. Apefolk tend to form city-states, populated by philosophers, soldiers and merchants.



Ryzom MMORPG Concept Art (Apefolk)

Medium natural humanoid (apefolk)

Cull the Weak (standard, encounter)

The apefolk makes two basic melee attacks against the same staggered opponent.

High elf

Medium fey humanoid (high elf)

Highblood Teleport (move, encounter) • Teleportation

The high elf teleports up to 5.

Halfling

Medium natural humanoid (halfling)

Lucky (counter, encounter)

When an attack hits the halfling; reroll the attack roll and take the second result.

Dragonborn

Medium natural humanoid (dragon, reptile)

Breath Weapon (standard, encounter) • Fire, Cold, Acid, Poison or Lightning

Level +2 vs Reflex; $1d6+4$ damage.

Level 11: $2d6+8$ damage, Level 21: $3d6+12$ damage.

Tiefling

Medium natural humanoid (fiend)

Vengeance of the Pits (react, encounter) • Fire

When an attack by an enemy within 10 squares hits the tiefling; the attacker takes $1d6+4$ fire damage.

Level 11: $2d6+6$ fire damage, Level 21: $3d6+12$ fire damage.

Dwarf

Medium natural humanoid (dwarf)

Tough as Nails (swift, encounter) • Healing

The dwarf spends a recovery and heals one quarter of its maximum HP.

Wood elf

Medium natural humanoid (wood elf)

Careful Focus (free, creature makes an attack roll, encounter)

When the wood elf makes an attack roll: reroll the attack roll and take the new result.

Gang of Ruffians

Thieves, bandits and other violent thugs can be represented by the statistics below.

III-Equipped Combatant

Level 1 Mook Striker (25 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +4; **Skills:** Intimidate +5, Sleight of Hand +5

Languages: Common

Str: 12 (+1), **Con:** 10 (+0), **Dex:** 13 (+1)

Int: 10 (+0), **Wis:** 8 (-1), **Cha:** 10 (+0)

Equipment: hatchet, bow

Initiative: +3; **Speed:** 6

AC: 15; **Fort:** 14, **Ref:** 13, **Will:** 13

HP: 1; a missed attack never damages a mook

‡ **Hatchet** (standard, at-will) • **Weapon**

+6 vs AC; 5 damage.

↗ **Bow** (standard, at-will) • **Weapon**

Ranged 10/20; +6 vs AC; 5 damage.

Bodyguard

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +1; **Skills:** Acrobatics +7, Athletics +8

Languages: Common

Str: 16 (+3), **Con:** 13 (+1), **Dex:** 14 (+2)

Int: 11 (+0), **Wis:** 12 (+1), **Cha:** 10 (+0)

Equipment: spiked chain

Initiative: +4; **Speed:** 6

AC: 17; **Fort:** 14, **Ref:** 13, **Will:** 12

HP: 29, **Staggered:** 14

‡ **Spiked Chain** (standard, at-will) • **Weapon**

Reach 2; +6 vs AC; 2d4+3 damage.

↗ **Tripping Strike** (standard, refresh 5, 6) • **Weapon**

+6 vs AC; 2d4+3 damage, and the target is knocked prone.

Chain Brawler

Level 1 Striker (100 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +4; **Skills:** Intimidate +5, Stealth +7, Sleight of Hand +7

Languages: Common

Str: 12 (+1), **Con:** 10 (+0), **Dex:** 14 (+2)

Int: 10 (+0), **Wis:** 9 (-1), **Cha:** 10 (+0)

Equipment: length of chain

Initiative: +4; **Speed:** 6

AC: 15; **Fort:** 13, **Ref:** 14, **Will:** 13

HP: 29, **Staggered:** 14

‡ **Length of Chain** (standard, at-will) • **Weapon**

Reach 2; +6 vs AC; 1d6+3 damage (1d6+6 vs prone target). The chain brawler can choose to knock the target prone instead of doing damage.

Mancatcher

Level 1 Striker (100 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +5; **Skills:** Stealth +8, Thievery +8

Languages: Common

Str: 12 (+1), **Con:** 13 (+1), **Dex:** 16 (+3)

Int: 10 (+0), **Wis:** 11 (+0), **Cha:** 12 (+1)

Equipment: longspear, short sword, net

Initiative: +5; **Speed:** 6

AC: 15; **Fort:** 12, **Ref:** 14, **Will:** 12

HP: 29, **Staggered:** 14

‡ **Longspear** (standard, at-will) • **Weapon**

Reach 2; +6 vs AC; 1d10+1 damage.

† **Weighted Net** (standard, at-will) • **Weapon**

Reach 3; 1d4+1 damage.

Secondary Attack: +5 vs Reflex; the target is immobile (save ends).

† **Sliding Strike** (standard, encounter) • **Weapon**

+4 vs Will; 1d6+3 damage, and the warden shunts the target 1 square.

Combat Advantage

The warden deals an additional 1d6 damage against any target it has combat advantage against.

Scurvy Pirate

Level 3 Blocker (150 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +6; **Skills:** Athletics +9

Languages: Common

Str: 16 (+4), **Con:** 15 (+3), **Dex:** 14 (+3)

Int: 10 (+1), **Wis:** 11 (+1), **Cha:** 12 (+2)

Equipment: leather armor, boat hook, crossbow

Initiative: +5; **Speed:** 6

AC: 19; **Fort:** 16, **Ref:** 15, **Will:** 14

HP: 39, **Staggered:** 19

‡ **Boat Hook** (standard, at-will) • **Weapon**

Reach 2; +8 vs AC; 2d6+3 damage.

↗ **Crossbow** (standard, at-will) • **Weapon**

Ranged 15/30; +8 vs AC; 1d8+2 damage.

† **Powerful Strike** (standard, refresh 5, 6) • **Weapon**

Reach 2; +8 vs AC; 1d6+7 damage, and target is knocked prone.

† **Think Again!** (counter, at-will)

When an enemy moves or shifts within reach: Reach 2; +6 vs Fortitude; target ends its movement, losing its action (although it can take another action to continue moving).

Shadowblast Warlock

Level 3 Skulker (150 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +10; **Skills:** Intimidate +7, Stealth +7, Athletics +6

Languages: Common

Str: 14 (+3), **Con:** 12 (+2), **Dex:** 13 (+2)

Int: 11 (+1), **Wis:** 18 (+5), **Cha:** 10 (+1)

Equipment: knife

Initiative: +6; **Speed:** 6

AC: 17; **Fort:** 14, **Ref:** 15, **Will:** 16

HP: 33, **Staggered:** 16

‡ **Knife** (standard, at-will) • **Weapon**

+8 vs AC; 1d6+3 damage.

✓ **Shadowblast** (standard, at-will) • **Necrotic**

Ranged 40/80; +8 vs AC; 1d8+6 damage, and the target is immobile (save ends).

✓ **Shadowblast Headshot** (standard and move, refresh 6) • **Necrotic**

Ranged 40/80; +8 vs AC; 2d8+6 damage, and the target is dazed (save ends); **Miss:** The shadowblast warlock regains the use of this power

Gang Initiate

Level 4 Mook Striker (44 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +7; **Skills:** Intimidate +7, Stealth +10

Languages: Common

Str: 12 (+3), **Con:** 11 (+2), **Dex:** 16 (+5)

Int: 11 (+2), **Wis:** 11 (+2), **Cha:** 10 (+2)

Equipment: iron knuckles, bow

Initiative: +7; **Speed:** 6

AC: 18; **Fort:** 17, **Ref:** 17, **Will:** 14

HP: 1; a missed attack never damages a mook

‡ **Iron Knuckles** (standard, at-will) • **Weapon**

+9 vs AC; 7 damage, and the target is pushed 1 square. If the target cannot be pushed, it takes an additional 2 damage.

✓ **Bow** (standard, at-will) • **Weapon**

Ranged 10/20; +9 vs AC; 8 damage.

Gang Leader

Level 4 Elite Spoiler (Leader) (350 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +8; **Skills:** Intimidate +10, Bluff +10, Stealth +9

Languages: Common

Str: 11 (+2), **Con:** 13 (+3), **Dex:** 14 (+4)

Int: 14 (+4), **Wis:** 12 (+3), **Cha:** 16 (+5)

Equipment: arbalest

Initiative: +4; **Speed:** 6

Action Points: 1

AC: 18; **Fort:** 15, **Ref:** 15, **Will:** 17; **Saving Throws:** +2

HP: 88, **Staggered:** 44

‡ **Knife** (standard, at-will) • **Weapon**

+9 vs AC; 1d6+3 damage.

✓ **Arbalest** (standard, at-will) • **Weapon**

Ranged 5/10; +9 vs AC; 2d6+5 damage, and the target is knocked prone.

Enough Screwing Around (standard, refresh 5, 6)

Allies in Near burst 4 can make a saving throw or make a basic attack.

Redeployment (move, at-will)

One ally in Near burst 5 shifts 3 squares.

Help Me! (reaction, at-will)

When an ally is staggered: All allies in line of sight of the gang leader shift 3 squares.

Legion

Soldiers and other organized, well-equipped armed forces can be represented by the statistics below.

Legionary

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +2; **Skills:** Athletics +10, Endure +7

Languages: Common, Giant

Str: 20 (+5), **Con:** 15 (+2), **Dex:** 14 (+2)

Int: 10 (+0), **Wis:** 14 (+2), **Cha:** 10 (+0)

Equipment: scale armor, heavy shield, short sword, three javelins

Initiative: +4; **Speed:** 6

AC: 17; **Fort:** 15, **Ref:** 12, **Will:** 12

HP: 29, **Staggered:** 14

‡ **Short Sword** (standard, at-will) • **Weapon**

+6 vs AC; 1d6+5 damage.

✓ **Javelin** (standard, at-will) • **Weapon**

Ranged 10/20; +6 vs AC; 1d6+5 damage.

Heart of the Legion

When adjacent to an ally, the legionary receives a +1 power bonus to all defenses.

Infantry

Level 2 Mook Striker (31 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +2; **Skills:** Athletics +6, Endure +4

Languages: Common, Giant

Str: 19 (+5), **Con:** 15 (+3), **Dex:** 14 (+3)

Int: 10 (+1), **Wis:** 13 (+2), **Cha:** 9 (+0)

Equipment: leather armor, longspear

Initiative: +3; **Speed:** 7

AC: 16; **Fort:** 16, **Ref:** 14, **Will:** 13

HP: 1; a missed attack never damages a mook

‡ Longspear (standard, at-will) • Weapon

Reach 2; +7 vs AC; 5 damage.

Heart of the Legion

When adjacent to an ally, the infantry receives a +1 power bonus to all defenses.

Signifier

Level 2 Spoiler (Leader) (125 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +5; **Skills:** Athletics +10, Endure +5, Religion +7

Languages: Common, Giant

Str: 16 (+4), **Con:** 15 (+3), **Dex:** 14 (+3)

Int: 12 (+2), **Wis:** 18 (+5), **Cha:** 16 (+4)

Equipment: scale armor, signum spear

Initiative: +3; **Speed:** 6

AC: 16; **Fort:** 14, **Ref:** 13, **Will:** 15

HP: 34, **Staggered:** 17

‡ Signum Spear (standard, at-will) • Weapon

+7 vs AC; 1d8+3 damage.

✓ Wrath of the Legion (standard, at-will) • Psychic

Ranged 10; +5 vs Will; 2d4+4 psychic damage.

¤ Sigil of Succor (standard, encounter) • Healing

Near burst 5; allies only; the target heals 5 hit points and all persistent effects on it end

¤ Sigil of Destruction (standard, refresh 5, 6) • Force

Near burst 3; +5 vs Reflex (enemies only); 2d8+4 force damage, and the target is knocked prone.

¤ Sigil of Terror (standard, refresh 6) • Psychic, Fear

Near burst 3; +5 vs Will; the target is dazed and weakened (save ends both).

Heart of the Legion

When adjacent to an ally, the signifier receives a +1 power bonus to all defenses.

Grenadier

Level 2 Archer (125 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +6; **Skills:** Endure + 9

Languages: Common

Str: 12 (+2), **Con:** 14 (+3), **Dex:** 12 (+2)

Int: 10 (+1), **Wis:** 9 (+0), **Cha:** 10 (+1)

Equipment: crossbow, grenades

Initiative: +2; **Speed:** 6

AC: 14; **Fort:** 14, **Ref:** 14, **Will:** 13

HP: 29, **Staggered:** 14

‡ Dagger (standard, at-will) • Weapon

+7 vs AC; 1d8+2 damage.

✓ Crossbow (standard, at-will) • Weapon

Ranged 10/20; +7 vs AC; 1d8+4 damage.

* Grenade (standard and move, at-will) • Weapon

Far burst 2 within 15; +5 vs Reflex; 1d6+4 damage.

Grenadier (standard, refresh 5, 6) • Weapon

The grenadier shifts 3 squares and makes a *grenade* attack.

Heart of the Legion

When adjacent to an ally, the grenadier receives a +1 power bonus to all defenses.

Centurion

Level 3 Blocker (Leader) (150 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +4; **Skills:** Athletics +13, Endure +11

Languages: Common, Giant

Str: 21 (+6), **Con:** 16 (+4), **Dex:** 14 (+3)

Int: 12 (+2), **Wis:** 16 (+4), **Cha:** 13 (+2)

Equipment: chainmail, heavy shield, longsword

Initiative: +5; **Speed:** 6

AC: 19; **Fort:** 18, **Ref:** 14, **Will:** 15

HP: 39, **Staggered:** 19

‡ Longsword (standard, at-will) • Weapon

+8 vs AC; 1d10+5 damage.

¤ Rally Point (standard, refresh 5, 6)

Near burst 5; allies in the burst shift 3 squares. Allies that end up adjacent to the centurion gain a +1 power bonus to attack and damage rolls until the end of the centurion's next turn.

Heart of the Legion

When adjacent to an ally, the centurion receives a +1 power bonus to all defenses.

Siege Engineer

Level 2 Archer (125 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +1; **Skills:** Athletics +7

Languages: Common

Str: 12 (+2), **Con:** 13 (+2), **Dex:** 17 (+4)

Int: 10 (+1), **Wis:** 11 (+1), **Cha:** 12 (+2)

Equipment: leather armor, dagger, crossbow

Initiative: +4; **Speed:** 6

AC: 14; **Fort:** 13, **Ref:** 15, **Will:** 13

HP: 29, **Staggered:** 14

‡ Dagger (standard, at-will) • Weapon

+7 vs AC; 1d4+1 damage.

✓ Crossbow (standard, at-will) • Weapon

Ranged 15/30; +7 vs AC; 1d8+3 damage.

✓ Fire Ballista! (standard, refresh 5, 6) • Weapon

Range 20/40; +7 vs AC; 2d10+3 damage; must be adjacent to another siege engineer, and at a ballista to use.

Heart of the Legion

When adjacent to an ally, the grenadier receives a +1 power bonus to all defenses.

Infiltrator

Level 5 Skulker (200 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +9; **Skills:** Athletics +12, Endure +6, Stealth +11

Languages: Common, Giant

Str: 16 (+5), **Con:** 15 (+4), **Dex:** 19 (+6)

Int: 14 (+4), **Wis:** 14 (+4), **Cha:** 10 (+2)

Equipment: leather armor, short sword

Initiative: +10; **Speed:** 7

AC: 19; **Fort:** 17, **Ref:** 18, **Will:** 16

HP: 41, **Staggered:** 20

‡ **Short Sword** (standard, at-will) • **Weapon**

+10 vs AC; 1d6+3 damage.

✓ **Assassin's Mark** (swift, refresh 4, 5, 6)

The target is marked and grants the infiltrator combat advantage until the end of the infiltrator's next turn.

Combat Advantage

The infiltrator deals an additional 2d6 damage on melee attacks against any target it has combat advantage against.

Heart of the Legion

When adjacent to an ally, the infiltrator receives a +1 power bonus to all defenses.

Fire Magician

Level 8 Archer (350 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +10; **Skills:** Athletics +11, Intimidate +12

Languages: Common

Str: 16 (+7), **Con:** 17 (+7), **Dex:** 14 (+6)

Int: 12 (+5), **Wis:** 14 (+6), **Cha:** 12 (+5)

Equipment: wand

Initiative: +6; **Speed:** 6

AC: 20; **Fort:** 21, **Ref:** 19, **Will:** 20

HP: 53, **Staggered:** 26

Smoke 'Em if You've Got 'Em (Fire) aura 1: Enemies in the aura when the fire magician uses their scorching ray or fire wall attacks suffers 5 fire damage.

‡ **Fist** (standard, at-will)

+13 vs AC; 2d6+5 damage.

✓ **Scorching Ray** (standard, at-will) • **Fire**

Near arc 5; +11 vs Reflex; 2d6+5 damage, and the target takes persistent 5 fire damage (save ends).

* **Fire Wall** (standard, at-will) • **Fire**

Far wall 5 within 10; +11 vs Reflex; 2d6+5 damage, and the target takes persistent 5 fire damage (save ends).

Mercenary Raid

A powerful and well-established mercenary group or rival adventuring party.

Longbowman

Level 8 Mook Archer (88 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +11; **Skills:** Intimidate +9, Stealth +13

Languages: Common

Str: 14 (+6), **Con:** 15 (+6), **Dex:** 18 (+8)

Int: 12 (+5), **Wis:** 14 (+6), **Cha:** 13 (+5)

Equipment: longbow

Initiative: +8; **Speed:** 6

AC: 20; **Fort:** 20, **Ref:** 20, **Will:** 18

HP: 1; a missed attack never damages a mook

‡ **Knife** (standard, at-will) • **Weapon**

+13 vs AC; 6 damage.

✓ **Longbow** (standard, at-will) • **Weapon**

Ranged 20/40; +13 vs AC; 8 damage.

Snapshot (move, at-will) • **Weapon**

The longbowman makes a longbow attack.

Insidious Assassin

Level 9 Skulker (400 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +13; **Skills:** Acrobatics +13, Stealth +16

Languages: Common

Str: 16 (+7), **Con:** 14 (+6), **Dex:** 18 (+8)

Int: 16 (+7), **Wis:** 18 (+8), **Cha:** 16 (+7)

Equipment: knife

Initiative: +12; **Speed:** 6

AC: 23; **Fort:** 20, **Ref:** 22, **Will:** 20

HP: 57, **Staggered:** 28

‡ **Knife** (standard, at-will) • **Weapon**

+14 vs AC; 2d8+8 damage, and the target is weakened (save ends).

Combat Advantage

The insidious assassin deals an additional 8 damage against targets that grant the insidious assassin combat advantage.

Prime Position (move, at-will)

The insidious assassin may shift to any square adjacent to an adjacent enemy. All adjacent enemies grant the insidious assassin combat advantage until the end of the current turn.

Pervasive Wound (free, encounter)

When the insidious assassin hits a target granting combat advantage to the insidious assassin: The target takes persistent 5 damage until the end of the encounter or until the target is reduced to 0 hit points or below.

Mercenary Lord

Level 10 Elite Spoiler (Leader) (1000 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +13; **Skills:** Bluff +13, Diplomacy +13, Endure +13, Athletics +13, Intimidate +13

Languages: Common

Str: 16 (+8), Con: 16 (+8), Dex: 16 (+8)

Int: 18 (+9), Wis: 16 (+8), Cha: 14 (+7)

Equipment: crossbow

Initiative: +8; **Speed:** 6

Action Points: 1

AC: 24; **Fort:** 22, **Ref:** 23, **Will:** 21; **Saving Throws:** +2

HP: 148, **Staggered:** 74

‡ **Heavy mace** (standard, at-will) • **Weapon**

+15 vs AC; 1d10+5 damage.

✓ **Crossbow** (standard, at-will) • **Weapon**

Ranged 15/30; +15 vs AC; 2d10+5 damage.

Inspiring Presence

All allied creatures in the encounter gain a +2 power bonus to damage rolls and saving throws. If the mercenary lord is killed, all allied creatures are rattled and suffer a -2 penalty to saving throws until the end of the encounter.

Double Shot (standard, at-will) • **Weapon**

The mercenary lord makes two *crossbow* attacks.

Get Up! (standard, refresh 5, 6) • **Healing**

One standard (not an elite or boss) ally spends a recovery and heals hit points equal to their recovery value.

Relay Command (swift, once per round)

One ally makes a basic attack. If that ally misses, select another ally to make a basic attack.

Loyalty (counter, at-will)

When the mercenary lord is hit by a ranged attack: One ally within 4 squares swaps location with the mercenary lord and suffers the hit instead.

The Black Gloves

Worshippers of the power-hungry god Kain, the Black Gloves are the acceptable face of tyranny. With gentle words and sheathed swords, they explain why hierarchy and control are needed in these dark times. Only when defied do they send in their veteran guards or draw on their own considerable power. Even then, they are careful to make an example of only as many people as is needed to restore order – plus a few of the usual suspects to deter any further rebellion.

Dark Knight

Level 11 Boss Wrecker (3000 XP)

Medium Natural Humanoid • Human (Evil)

Senses: Perception +13; **Skills:** Endure +19, Athletics +17, Intimidate +13

Languages: Common

Str: 28 (+14), Con: 28 (+14), Dex: 16 (+8)

Int: 10 (+5), Wis: 8 (+4), Cha: 8 (+4)

Equipment: mancatcher, blowgun

Initiative: +11; **Speed:** 5

Action Points: 2

AC: 23; **Fort:** 25, **Ref:** 24, **Will:** 20; **Saving Throws:** +5

HP: 372, **Staggered:** 186

Resist: all 5

‡ **Mancatcher** (standard, at-will) • **Weapon**

Reach 2; +16 vs AC; 3d8+9, and the target is grappled.

✓ **Concealed Blowgun** (standard, at-will) • **Weapon, Poison**

Ranged 10/20; +16 vs AC; 2d6+6 damage, and the target is stunned until the start of the dark knight's next turn.

† **Double Attack** (standard, at-will) • **Weapon**

The dark knight makes two *mancatcher* attacks.

† **Rend** (standard, refresh 4, 5, 6) • **Weapon**

A creature the dark knight has grappled takes 3d6+11 damage.

Regeneration

At the start of its turn, if the dark knight is staggered, it heals 5 hit points.

Indomitable

The dark knight cannot be dazed, marked, or weakened.

Armored Warmage

Level 12 Wrecker (700 XP)

Medium Natural Humanoid • Human (Evil)

Senses: Perception +10; **Skills:** Intimidate +10, Athletics +11

Languages: Common

Str: 18 (+10), Con: 18 (+10), Dex: 12 (+7)

Int: 12 (+7), Wis: 14 (+8), Cha: 12 (+7)

Equipment: rod

Initiative: +7; **Speed:** 3

AC: 24; **Fort:** 26, **Ref:** 22, **Will:** 24

HP: 99, **Staggered:** 49

‡ **Dagger** (standard, at-will) • **Weapon**

+17 vs AC; 2d6+5 damage.

✓ **Lightning Bolt** (standard, at-will) • **Lightning**

Ranged 30/60; +17 vs AC; 3d6+10 lightning damage.

Supercharged Bolt (standard and move, at-will) • **Lightning**

Ranged 30/60; +17 vs AC; 2d6+18 lightning damage.

* **Sweep the Enemy** (standard and move, refresh 6) • **Lightning**

Far burst 5 within 40; +15 vs Reflex; 1d8+14 lightning damage, and the target is marked until the armored warmage is reduced to 0 hit points or below.

Master Assassin

Level 12 Elite Skulker (1400 XP)

Medium Natural Humanoid • Human (Evil)

Senses: Perception +17; **Skills:** Bluff +14, Diplomacy +14, Intimidate +14, Stealth +20

Languages: Common

Str: 16 (+9), **Con:** 16 (+9), **Dex:** 22 (+12)

Int: 20 (+11), **Wis:** 16 (+9), **Cha:** 15 (+8)

Equipment: knife, hand crossbow

Initiative: +16; **Speed:** 6

Action Points: 1

AC: 26; **Fort:** 24, **Ref:** 25, **Will:** 23; **Saving Throws:** +2

HP: 138, **Staggered:** 69

‡ **Close & Personal** (standard, at-will) • **Weapon**

+17 vs AC; 2d8+6 damage, and the master assassin can make another *close & personal* attack. The master assassin can repeat this until they miss, or they have hit a total of three times.

✓ **Hand Crossbow** (standard, at-will) • **Weapon**

Ranged 10/20; +17 vs AC; 3d6+10 damage, and the target takes persistent 1 damage until the end of the encounter or until the target is reduced to 0 hit points or below. This damage is cumulative with successive hits with hand crossbow (maximum persistent 10 damage).

Instinctual Camouflage

When the master assassin benefits from cover or concealment, enemies suffer an additional -2 penalty to attack him.

Love Your Work

When the master assassin scores a critical hit, they gain an action point.

✗ **Rain of Knives** (standard, at-will) • **Weapon**

Near arc 8; +15 vs Reflex (enemies only); 2d6+6 damage, and the target is slowed (save ends).

Cover to Cover (move, at-will)

The master assassin shifts 4 squares and can make a Stealth check.

Veteran Crossbowman

Level 14 Mook Archer (250 XP)

Medium Natural Humanoid • Human (Unaligned)

Senses: Perception +12

Languages: Common

Str: 14 (+9), **Con:** 14 (+9), **Dex:** 20 (+12)

Int: 16 (+10), **Wis:** 14 (+9), **Cha:** 12 (+8)

Equipment: crossbow

Initiative: +11; **Speed:** 6

AC: 26; **Fort:** 26, **Ref:** 28, **Will:** 24

HP: 1; a missed attack never damages a mook

‡ **Shortsword** (standard, at-will) • **Weapon**

+19 vs AC; 12 damage.

✓ **Crossbow** (standard, at-will) • **Weapon**

Ranged 15/30; +19 vs AC; 12 damage.

Quick Shift

The veteran crossbowman can shift a square as a swift action.

Veteran Swordsman

Level 14 Mook Striker (250 XP)

Medium Natural Humanoid • Human (Unaligned)

Senses: Perception +14

Languages: Common

Str: 18 (+11), **Con:** 18 (+11), **Dex:** 18 (+11)

Int: 12 (+8), **Wis:** 14 (+9), **Cha:** 12 (+8)

Equipment: longsword

Initiative: +13; **Speed:** 6

AC: 28; **Fort:** 26, **Ref:** 28, **Will:** 24

HP: 1; a missed attack never damages a mook

‡ **Longsword** (standard, at-will) • **Weapon**

+19 vs AC; 16 damage.

✓ **Wild Strike** (standard, at-will) • **Weapon**

The blademaster gains a +2 power bonus to attack and makes a *longsword* attack. The blademaster then suffers a -2 penalty to AC and Reflex defense until the start of their next turn.

Martial Arts Master

Level 13 Boss Blocker (4000 XP)

Medium Natural Humanoid • Human (Evil)

Senses: Perception +19, darkvision, blindsight 10

Languages: Common

Str: 22 (+12), **Con:** 22 (+12), **Dex:** 22 (+12)

Int: 14 (+8), **Wis:** 16 (+9), **Cha:** 15 (+8)

Initiative: +8; **Speed:** 6

Action Points: 2

AC: 29; **Fort:** 26, **Ref:** 26, **Will:** 24; **Saving Throws:** +5

HP: 356, **Staggered:** 178

Immune: poison, disease

‡ **Unarmed Strike** (standard, at-will)

+18 vs AC; 3d6+10 damage, and the target is knocked prone.

✗ **Roundhouse** (standard, at-will)

Near burst 1; +16 vs Reflex; 2d8+7 damage, and the target is dazed until the start of the martial arts master's next turn.

† **Front Kick** (standard, refresh 4, 5, 6)

+18 vs AC; 3d6+10 damage, and the target is unconscious (save ends). If the target suffers any damage, it is no longer unconscious.

In a Flash

When the martial arts master runs, they gain a +4 power bonus to AC and Reflex defense. When they charge, their attack automatically hits.

Backbreaker (move, at-will)

+16 vs Fortitude; 3d6+12 damage, and the target is dazed, slowed, and weakened (save ends each).

Cruel Lieutenant

Level 14 Elite Striker (2000 XP)

Medium Natural Humanoid • Human (Evil)

Senses: Perception +14; **Skills:** Acrobatics +16, Athletics +17, Intimidate +14

Languages: Common

Str: 18 (+11), **Con:** 20 (+12), **Dex:** 18 (+11)

Int: 15 (+9), **Wis:** 14 (+9), **Cha:** 12 (+8)

Initiative: +14; **Speed:** 6

Action Points: 1

AC: 28; **Fort:** 27, **Ref:** 25, **Will:** 25; **Saving Throws:** +2

HP: 188, **Staggered:** 94

Resist: all 5

‡ **Improvised Weapon** (standard, at-will) • **Weapon**

+19 vs AC; 3d6+12 damage.

One-Handed Choke (standard, refresh 5, 6)

+19 vs AC; 3d8+12 damage, and the target is grappled.

Rage (standard, at-will)

The berserker shifts 4 squares and gains 10 temporary hit points.

† **Menacing Lift** (standard and move, at-will)

+17 vs AC (must be grappling the target); 3d8+12 damage and the target is dazed and takes persistent 5 damage (save ends both).

Formidable Archer

Level 15 Archer (1200 XP)

Medium Natural Humanoid • Human (Evil)

Senses: Perception +14; **Skills:** Acrobatics +16, Intimidate +14, Stealth +16

Languages: Common

Str: 16 (+10), **Con:** 16 (+10), **Dex:** 18 (+11)

Int: 15 (+9), **Wis:** 14 (+9), **Cha:** 14 (+9)

Equipment: knife, composite longbow

Initiative: +11; **Speed:** 6

AC: 27; **Fort:** 26, **Ref:** 27, **Will:** 26

HP: 81, **Staggered:** 40

‡ **Knife** (standard, at-will) • **Weapon**

+20 vs AC; 2d8+8 damage.

✓ **Composite Longbow** (standard, at-will) • **Weapon**

Ranged 40/70; +20 vs AC; 3d6+15 damage, and the target is weakened or slowed (save ends).

Called Shot (move, refresh 5, 6)

The formidable archer hits with their next *composite longbow* attack this turn.

Head Shot (free, encounter)

When the formidable archer hits with a *composite longbow* attack: The triggering attack is a critical hit.

Archvillain

Level 16 Elite Wrecker (Leader) (2800 XP)

Medium Natural Humanoid • Human (Evil)

Senses: Perception +15; **Skills:** Acrobatics +12, Intimidate +9, Stealth +12

Languages: Common

Str: 18 (+12), **Con:** 20 (+13), **Dex:** 16 (+11)

Int: 16 (+11), **Wis:** 14 (+10), **Cha:** 10 (+8)

Equipment: gauntlet, tome

Initiative: +11; **Speed:** 6

Action Points: 1

AC: 28; **Fort:** 29, **Ref:** 27, **Will:** 29; **Saving Throws:** +2

HP: 246, **Staggered:** 123

Resist: all 5

‡ **Gauntlet** (standard, at-will) • **Weapon**

+21 vs AC; 4d8+11 damage, and the target is knocked prone.

✓ **Acid Splash** (standard, at-will) • **Acid**

Ranged 30/60; +19 vs AC (two adjacent creatures); 3d6+8 damage.

Unstaggered Regeneration

At the start of its turn, if the archvillain is not staggered, it heals 5 hit points.

Weak Point

When an enemy scores a critical hit on the archvillain, the archvillain suffers an additional 20 damage.

* **Thunderball** (standard, refresh 5, 6) • **Thunder**

Far burst 1 within 10; +19 vs Reflex; 3d6+8 thunder damage, and the target is knocked prone and dazed stunned until the start of the archvillain's next turn.

Second Phase (reaction, encounter)

When the archvillain is reduced to 0 hit points or lower: The archvillain heals 190 hit points and any of their powers that originally required a standard action now require a move action.

Thieves' Guild

A thieves' guild, powerful and united bandit clan or other group of well-established, stealthy combatants can be represented by the statistics below.

Repeater Crossbowman

Level 5 Mook Archer (50 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +7; **Skills:** Intimidate +7, Stealth +9

Languages: Common

Str: 13 (+3), **Con:** 12 (+3), **Dex:** 14 (+4)

Int: 12 (+3), **Wis:** 12 (+3), **Cha:** 11 (+2)

Equipment: repeater crossbow

Initiative: +4; **Speed:** 6

AC: 17; **Fort:** 17, **Ref:** 18, **Will:** 16

HP: 1; a missed attack never damages a mook

‡ **Shortsword** (standard, at-will) • **Weapon**

+10 vs AC; 5 damage.

✓ **Repeater Crossbow** (standard, at-will) • **Weapon**

Ranged 10/20; +10 vs AC; 7 damage.

Wild Spray (move, at-will) • **Weapon**

The repeater crossbowman hit with a *repeater crossbow* attack this turn; the repeater crossbowman makes one *repeater crossbow* attack against an enemy within 2 squares of the original target.

Cowled Assassin

Level 5 Skulker (200 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +9; **Skills:** Bluff +11, Intimidate +10, Stealth +11

Languages: Common

Str: 10 (+2), **Con:** 12 (+3), **Dex:** 18 (+6)

Int: 16 (+5), **Wis:** 16 (+5), **Cha:** 18 (+6)

Equipment: knife

Initiative: +10; **Speed:** 6

AC: 19; **Fort:** 16, **Ref:** 18, **Will:** 18

HP: 41, **Staggered:** 20

‡ **Concealed Knife** (standard, at-will) • **Weapon**

+10 vs AC; 1d8+6 damage, and the target takes persistent 5 damage (save ends).

A Looker

Until the cowled assassin hits with *concealed knife*, he gains a +3 power bonus to all defenses and a +3 power bonus to Bluff and Intimidate skill checks.

Slip-Out (move, at-will)

The cowled assassin shifts 4 squares and gains a +1 power bonus to AC until the start of his next turn.

Relay Information (move, at-will)

Ranged 20; +8 vs Will; The target grants combat advantage to all allied adversaries of the same type as the cowled assassin until the start of the cowled assassin's next turn.

Repeater Crossbow Master

Level 5 Archer (200 XP)

Medium Natural Humanoid • Human (Any)
Senses: Perception +9; **Skills:** Intimidate +7, Athletics +10
Languages: Common
Str: 13 (+3), Con: 16 (+5), Dex: 13 (+3)
Int: 12 (+3), Wis: 14 (+4), Cha: 11 (+2)
Equipment: repeater crossbow

Initiative: +3; **Speed:** 5
AC: 17; **Fort:** 17, **Ref:** 16, **Will:** 16
HP: 41, **Staggered:** 20

‡ **Shortsword** (standard, at-will) • **Weapon**
+10 vs AC; 1d6+4 damage.
✓ **Repeater Crossbow** (standard, at-will) • **Weapon**
Ranged 25/50; +10 vs AC; 2d6+6 damage.
* **Bring Down the Rain** (standard, at-will) • **Weapon**
Far wall 4 within 25; +8 vs Reflex; 1d8+6 damage.

Wolfshead Bandit

Level 6 Mook Archer (63 XP)

Medium Natural Humanoid • Human (Any)
Senses: Perception +10; **Skills:** Intimidate +9, Stealth +11
Languages: Common
Str: 14 (+5), Con: 14 (+5), Dex: 16 (+6)
Int: 13 (+4), Wis: 14 (+5), Cha: 12 (+4)
Equipment: bow

Initiative: +6; **Speed:** 6
AC: 18; **Fort:** 18, **Ref:** 17, **Will:** 17
HP: 1; a missed attack never damages a mook

‡ **Scythe** (standard, at-will) • **Weapon**
+11 vs AC; 5 damage.
✓ **Bow** (standard, at-will) • **Weapon**
Ranged 20/40; +11 vs AC; 7 damage.

Hulk

Level 6 Wrecker (250 XP)

Medium Natural Humanoid • Human (Any)
Senses: Perception +10; **Skills:** Intimidate +11, Athletics +12
Languages: Common
Str: 18 (+7), Con: 16 (+6), Dex: 14 (+5)
Int: 12 (+4), Wis: 14 (+5), Cha: 12 (+4)
Equipment: club, bow

Initiative: +5; **Speed:** 6
AC: 18; **Fort:** 19, **Ref:** 18, **Will:** 18
HP: 63, **Staggered:** 31
Resist: all 5

‡ **Club** (standard, at-will) • **Weapon**
+11 vs AC; 1d8+6 damage, and the target is dazed until the end of the hulk's next turn.

✓ **Bow** (standard, at-will) • **Weapon**
Ranged 20/40; +11 vs AC; 2d6+7 damage.

Hulking (move, refresh 4, 5, 6)
If the hulk is dazed, immobile, slowed or weakened, the hulk loses these conditions.

Sniper Bandit

Level 7 Mook Striker (75 XP)

Medium Natural Humanoid • Human (Any)
Senses: Perception +9; **Skills:** Intimidate +9, Stealth +11
Languages: Common
Str: 13 (+4), Con: 15 (+5), Dex: 17 (+6)
Int: 12 (+4), Wis: 14 (+5), Cha: 12 (+4)
Equipment: repeater arbalest

Initiative: +8; **Speed:** 6
AC: 21; **Fort:** 19, **Ref:** 20, **Will:** 19
HP: 1; a missed attack never damages a mook

‡ **Dagger** (standard, at-will) • **Weapon**
+12 vs AC; 6 damage.
✓ **Repeater Arbalest** (standard, at-will) • **Weapon**
Ranged 10/20; +12 vs AC; 6 damage, and the target is knocked prone.
Sprint Shot (standard, at-will) • **Weapon**
Shift 4 squares then: Ranged 10/20; +12 vs AC; 6 damage, and the target is knocked prone.

King of Thieves

Level 7 Elite Blocker (Leader) (600 XP)

Medium Natural Humanoid • Human (Any)
Senses: Perception +10; **Skills:** Acrobatics +12, Intimidate +9, Stealth +12
Languages: Common
Str: 14 (+5), Con: 16 (+6), Dex: 18 (+7)
Int: 15 (+5), Wis: 14 (+5), Cha: 12 (+4)
Equipment: crossbow

Initiative: +9; **Speed:** 6
Action Points: 1
AC: 23; **Fort:** 18, **Ref:** 20, **Will:** 20; **Saving Throws:** +2
HP: 118, **Staggered:** 59

Sleep When You're Dead aura 5: Each time an ally in the aura is staggered or reduced to 0 hit points or below, the ally can make a basic attack. If the ally is at 0 hit points or below, it falls unconscious after making the attack.

‡ **Dagger** (standard, at-will) • **Weapon**
+12 vs AC; 1d8+4 damage.
✓ **Crossbow** (standard, at-will) • **Weapon**
Ranged 10/20; +12 vs AC; 2d8+6 damage.
Empty The Quirrel (standard, refresh 6)
The king of thieves makes a *crossbow* attack. If it hits, he makes another *crossbow* attack. This continues until the king of thieves misses or has made four *crossbow* attacks.
Intimidating (counter, at-will)
When the king of thieves is hit: The attacker re-rolls their attack roll and takes the lower result.

Inevitables

Inevitables are epic threats that punish those who defy the laws of the universe.

Undying

Level 20 Skulker (2800 XP)

Medium Fey Humanoid • Undead (Unaligned)

Senses: Perception +23, darkvision; **Skills:** Arcana +28, Bluff +32, Nature +28, Sleight of Hand +30, Stealth +30

Languages: Common, Elven, Sylvan

Str: 21 (+15), **Con:** 18 (+14), **Dex:** 20 (+15)

Int: 17 (+13), **Wis:** 16 (+13), **Cha:** 24 (+17)

Initiative: +25; **Speed:** 8

AC: 32; **Fort:** 33, **Ref:** 31, **Will:** 32

HP: 147, **Staggered:** 73

Immune: disease, poison, **Resist:** 10 necrotic, **Vulnerable:** 10 radiant

‡ Claws (standard, at-will) • Necrotic

+25 vs AC; 6d6+7 necrotic damage and the target grants combat advantage until the end of its next turn.

✓ Blight (standard, refresh 5, 6) • Necrotic

Ranged 10; +25 vs Fortitude; 6d6+7 necrotic damage and the target is placed under lifewatch until the end of the encounter. If a creature under lifewatch heals or receives healing, it is weakened (save ends).

† Mesmerising Touch (swift, refresh 5, 6) • Charm, Psychic

+25 vs Will; The target is dazed until the end of its next turn, and placed under lifewatch until the end of the encounter. If the target is already under lifewatch, they are stunned instead of dazed.

Provisional Healing (swift, encounter) • Healing

An adjacent creature not under lifewatch heals equal to its recovery value. It is then under lifewatch until the end of the encounter.

Weakened by Sunlight

While in bright light, the Undying grants combat advantage.

The Undying are elves and fey who attempted to extend their lifespans by unnatural means, and were struck down by the god Enoran as punishment. Now they hunt those who would prolong their lives.

Marut

Level 21 Blocker (3200 XP)

Large Outsider Humanoid • Construct (Unaligned)

Senses: Perception +23, darkvision; **Skills:** Diplomacy +29, Insight +28, Religion +26

Languages: Common

Str: 35 (+22), **Con:** 20 (+15), **Dex:** 13 (+11)

Int: 12 (+11), **Wis:** 17 (+13), **Cha:** 18 (+14)

Initiative: +21; **Speed:** 6

AC: 37; **Fort:** 34, **Ref:** 33, **Will:** 33

HP: 129, **Staggered:** 64

‡ Fist of Thunder (standard, at-will) • Thunder

Reach 1; +26 vs AC; 6d6+8 thunder damage and the target is deafened (save ends) and pushed 2 squares.

‡ Fist of Lightning (standard, at-will) • Lightning

Reach 1; +26 vs AC; 6d6+8 lightning damage and the target is blinded until the end of their next turn.

↗ Word of Command (swift, at-will) • Charm, Psychic

Ranged 10; +26 vs Will; The marut chooses one: the target falls prone, the target is immobile until the end of their next turn, the target drops what they are holding, the target is pulled 6 squares or the target is pushed 6 squares.

↗ Mark of Justice (swift, at-will) • Charm, Psychic

Ranged 10; +26 vs Will; The marut announces something the target must not do. A mark appears on the target's forehead (save ends). If the target does that thing while the mark is on their forehead, the target takes 3d8+8 damage.

Regeneration (swift, at-will) • Healing, Stance

At the beginning of the marut's next turn, it heals 15 damage. While in this stance, it cannot make opportunity attacks.

Plane Shift (swift, daily) • Stance

At the beginning of the marut's next turn, it travels to another plane of existence of its choice. It then leaves this stance. While in this stance, it cannot make opportunity attacks.

Maruts confront those who would try to deny the grave itself.

Any who use unnatural means to extend their life span could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way might be labeled transgressors as well. Those who use magic to reverse death aren't worthy of a marut's attention unless they do so repeatedly or on a massive scale.

When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

Infected

The Infected come about because of a disease, which creates lesions, warts, and boils on the skin as well as causing inflammation within the brain. Those infected think only of eating and destroying. The disease is extremely infectious and can render the target violently ill for days or weeks, bringing them near the point of death, but most of those infected make a full recovery - if they are given time. Infected are also known as "false zombies".

Creeper by Ian MacLean

Infected Animal

Level 3 Wrecker (150 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +1, darkvision

Str: 16 (+4), **Con:** 12 (+2), **Dex:** 13 (+2)

Int: 1 (-4), **Wis:** 10 (+1), **Cha:** 3 (-3)

Initiative: +2; **Speed:** 8, climb 4

AC: 15; **Fort:** 15, **Ref:** 16, **Will:** 15

HP: 45, **Staggered:** 22; see also *nerve shot*

Immune: disease, poison

‡ **Bite** (standard, at-will)

+8 vs AC; 1d8+6 damage, and if the target is Medium or smaller, it is knocked prone.

† **Rake** (move, at-will)

+6 vs AC (one prone enemy); 1d8+6 damage, and the target is immobile until the start of the Infected animal's next turn.

Nerve Shot

Any critical hit to the Infected animal reduces it to 0 hit points instantly.

Brains ...

If the Infected animal is marked, it ignores that condition while adjacent to a prone enemy.

Infected animals are mostly dogs with the occasional bear thrown in. They prefer running at full speed, pouncing an opponent with the basic strike, and then keeping them in place by raking at them constantly.

Infected Drone

Level 3 Wrecker (150 XP)

Medium Natural Humanoid (Unaligned)

Senses: Perception +0, darkvision

Str: 14 (+3), **Con:** 10 (+1), **Dex:** 6 (-1)

Int: 1 (-4), **Wis:** 8 (+0), **Cha:** 3 (-3)

Initiative: -1; **Speed:** 3, climb 3

AC: 15; **Fort:** 16, **Ref:** 15, **Will:** 15

HP: 45, **Staggered:** 22; see also *nerve shot*

Immune: disease, poison

‡ **Slam** (standard, at-will)

+8 vs AC; 1d8+6 damage.

† **Infected Grab** (counter, at-will)

When an enemy attempts to move out of an adjacent square; +6 vs Reflex; The target's move action ends without it moving from the square.

Nerve Shot

Any critical hit to the Infected drone reduces it to 0 hit points instantly.

Inhuman Burst (free, encounter)

The speed of the Infected drone increases to 6 until the end of its turn.

The infected drone was a normal human but has become physically larger due to the mutation.

Infected Guard

Level 4 Wrecker (150 XP)

Medium Natural Humanoid (Unaligned)

Senses: Perception +1, darkvision

Str: 14 (+4), **Con:** 10 (+2), **Dex:** 6 (+0)

Int: 1 (-3), **Wis:** 8 (+1), **Cha:** 3 (-2)

Initiative: +0; **Speed:** 4, climb 2

AC: 16; **Fort:** 18, **Ref:** 16, **Will:** 14

HP: 51, **Staggered:** 25; see also *nerve shot*

Immune: disease, poison

‡ **Slam** (standard, at-will)

+9 vs AC; 2d6+5 damage.

† **Infected Grab** (counter, at-will)

When an enemy leaves an adjacent square; +7 vs Reflex; The target is unable to move from the square.

Shreds of Armor (counter, encounter)

When the guard is hit: The guard takes no damage and is dazed until the end of its next turn.

Nerve Shot

Any critical hit to the Infected guard reduces it to 0 hit points instantly.

Force of Attack

If the Infected guard scores a critical hit, it knocks the enemy prone and can immediately make a *slam* attack against the enemy as a free action.

Infected guards were soldiers or guards who were infected while they were still in armor. They are also physically larger.

Infected Grub

Level 5 Mook Striker (50 XP)

Medium Natural Humanoid (Unaligned)

Senses: Perception -1, darkvision

Str: 16 (+5), **Con:** 10 (+2), **Dex:** 10 (+2)

Int: 1 (-3), **Wis:** 8 (+1), **Cha:** 3 (-2)

Initiative: +0; **Speed:** 4, climb 2

AC: 19; **Fort:** 17, **Ref:** 17, **Will:** 16

HP: 1; a missed attack never damages a mook

Immune: disease, poison

‡ **Slam** (standard, at-will)

+10 vs AC; 5 damage.

Infected grubs are normal humans infected by the virus. They prefer running towards a target and ripping it apart.

Infected Behemoth

Level 8 Wrecker (350 XP)

Large Natural Beast (Unaligned)

Senses: Perception +3, darkvision

Str: 21 (+9), **Con:** 18 (+8), **Dex:** 10 (+4)

Int: 1 (-1), **Wis:** 8 (+3), **Cha:** 3 (+0)

Initiative: +5; **Speed:** 5, climb 2

AC: 20; **Fort:** 24, **Ref:** 18, **Will:** 19

HP: 75, **Staggered:** 37

Immune: disease, poison

‡ **Slam** (standard, at-will)

Reach 2; +13 vs AC; 2d8+7 damage or 2d6+5 damage, and the target is grappled.

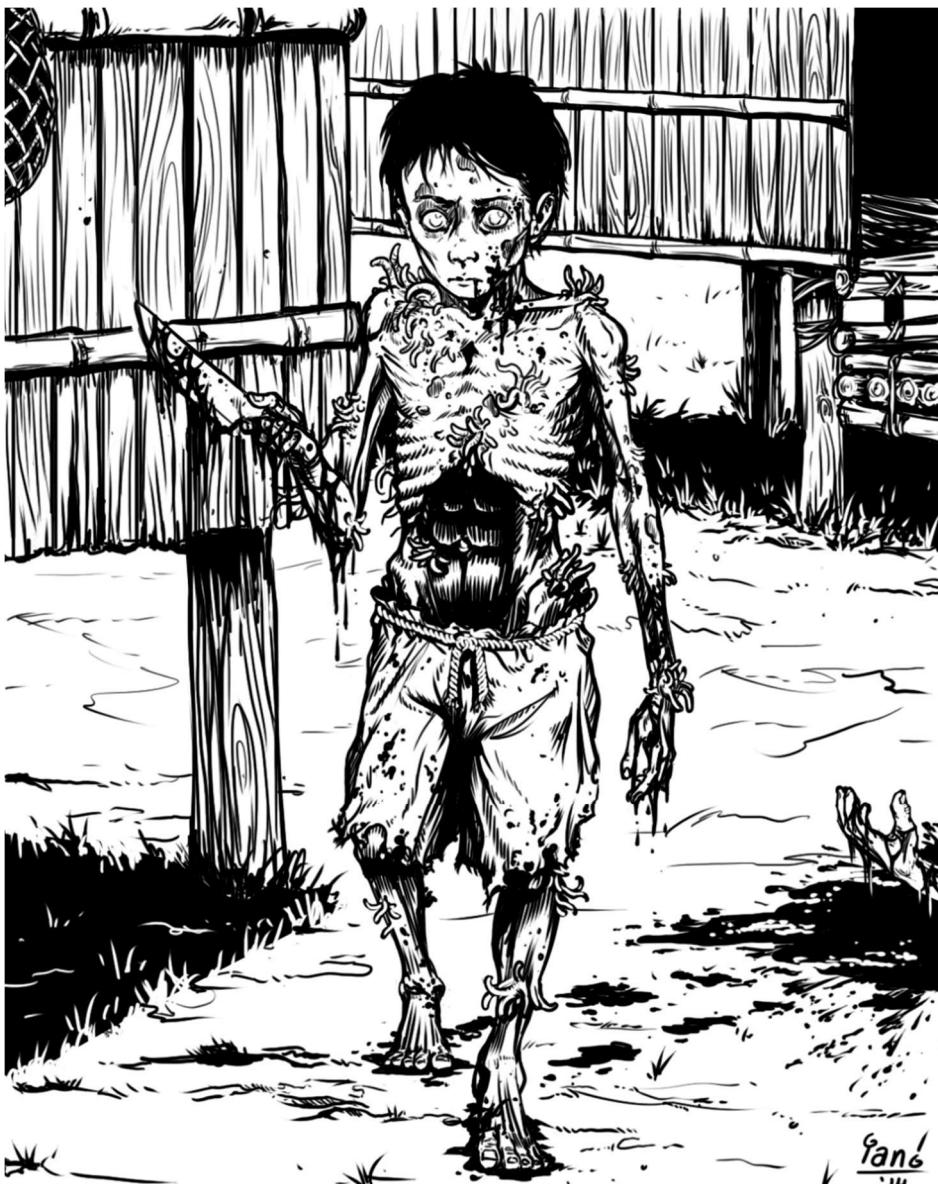
↗ **Debris Throw** (standard, refresh 4, 5, 6)

Far burst 2 within 20; +11 vs Reflex; 2d6+5 damage, and the target is knocked prone.

† **Hulk Rend** (standard, at-will) • **Weapon**

Reach 2; +11 vs AC (must be grappling the target); 2d8+7 damage, and the target is dazed and weakened (save ends both).

The behemoth has had their body and muscles expand until they reach a massive size. The behemoth will use debris throw (if no debris is readily to hand, it will rip up a chunk of tarmac or a large rock) to knock down opponents and run up to fallen targets to use hulk rend.



Invaders

The Invaders represent an alien invasion. This mixing of genres will not suite all fantasy campaigns, but it has been a part of the hobby since the very beginning. The Invaders may be merely an exploratory force, or a misdirected unit intended for a fight on another planet, or the full force of an interstellar armada. In any case, the creatures outlined here represent bodies (also called "shells") cobbled together by the aliens from supplies on their spaceship and whatever materials - inorganic and otherwise - that they find.

The invasion force consists of "skinner" shock troops and "widows", which provide command and control. Mobile artillery units are called "chanks" and the flying vehicles are "screamers". There are also rarely seen larger "beast" mobile strongpoints.

The Invaders have basic intelligence and, with the help of a widow, can coordinate their actions and formulate tactics. However, their overarching strategy of the entire force depends on the "Tri-Pod"—the alien commander.

Skinner

Level 13 Mook Archer (350 XP)

Medium Cosmic Automaton • Construct (Unaligned)

Senses: Perception +14; **Skills:** Acrobatics +16, Athletics +15

Str: 14 (+8), **Con:** 14 (+8), **Dex:** 20 (+11)

Int: 16 (+9), **Wis:** 14 (+8), **Cha:** 12 (+7)

Initiative: +13; **Speed:** 6

AC: 25; **Fort:** 25, **Ref:** 27, **Will:** 23

HP: 1; a missed attack never damages a mook

✗ **Merged Weapon** (standard, at-will) • **Weapon**

Ranged 15/30; +18 vs AC; 10 damage.

✗ **Backup System** (counter, encounter)

When the skinner is reduced to 0 hit points or below by a non-critical hit: The skinner's current hit point total is set to 1.

Skinners are jumbled collections of cybernetic and organic parts. They are produced in the thousands from on-site materials.

Punk

Level 13 Elite Wrecker (1600 XP)

Large Cosmic Automaton • Construct (Unaligned)

Senses: Perception +8; **Skills:** Intimidate +12, Athletics +15

Str: 18 (+10), **Con:** 18 (+10), **Dex:** 12 (+7)

Int: 12 (+7), **Wis:** 14 (+8), **Cha:** 12 (+7)

Initiative: +7; **Speed:** 4

Action Points: 1

AC: 25; **Fort:** 28, **Ref:** 25, **Will:** 23; **Saving Throws:** +2

HP: 210, **Staggered:** 105

✗ **Slam** (standard, at-will)

+18 vs AC; 3d8+10 damage, and the target is pushed 1 square.

✗ **Weapon Arm** (standard, at-will) • **Weapon**

Ranged 40/80; +18 vs AC; 3d6+13 damage.

✗ **Chaos Fire** (move, at-will)

When the punk hits with its *weapon arm* attack: The punk makes another *weapon arm* attack.

✗ **Too Close** (move, at-will)

The punk makes a slam attack.

✗ **Tracking** (move, at-will)

Ranged 40/80 (one square of cover); The punk ignores cover provided by that source until the end of the punk's next turn.

✗ **Anarchy Response** (swift, refresh 6)

The punk must hit with its *weapon arm* using *chaos fire*: The punk makes another *weapon arm* attack.

The punk is a larger infantry support unit with four legs, capable of laying down heavy fire against single or multiple targets. What's left of its organic head has been supplanted with considerable tracking equipment to pinpoint distant targets. The punk is also often seen an anti-aircraft weapon. It is often flanked by at least a half-dozen skinners.

Chank

Level 14 Archer (1000 XP)

Large Cosmic Automaton • Construct (Unaligned)

Senses: Perception +8; **Skills:** Athletics +12

Str: 10 (+7), **Con:** 8 (+6), **Dex:** 16 (+10)

Int: 14 (+9), **Wis:** 14 (+9), **Cha:** 8 (+6)

Initiative: +7; **Speed:** 3

AC: 26; **Fort:** 25, **Ref:** 27, **Will:** 25

HP: 77, **Staggered:** 38

↗ **Self Propelled Plasma Artillery System** (standard and move, at-will) • **Weapon**

Far burst 1 within 5 and 120; +17 vs Reflex; 2d8+8 damage, and the target is knocked prone. *Miss:* Half damage.

* **Perimeter Blast** (standard and move, refresh 4, 5, 6) • **Weapon**

Far burst 1 within 5 and 120; +17 vs Reflex; The target is pushed 4 squares. If the target cannot be pushed 4 squares, it takes 2d8+8 damage. Buildings, objects, non-moving vehicles, and terrain take 40 points of damage.

Secured Position

As long as there is at least one ally adjacent to the chank, the chank is immune to being immobile, knocked prone, pushed, slowed or marked.

Charge Capacitor (standard, at-will)

Increase the damage of the chank's next *self propelled plasma artillery system* attack by 1d8.

Capacitor Purge (reaction, encounter)

When the chank is reduced to 0 hit points or below: The chank makes a *perimeter blast* attack.

This unfortunately nicknamed cybernetic mobile artillery unit is only seen coupled with larger units. It has few organic components in its assembly, mostly consisting of recoil absorption hardware and armament. As the chank has no close combat capacity, it depends on its guards to protect it.

Mother Screamers

Level 14 Skulker (Leader) (1000 XP)

Large Cosmic Automaton • Construct (Unaligned)

Senses: Perception +12

Str: 14 (+9), **Con:** 18 (+11), **Dex:** 16 (+10)

Int: 12 (+8), **Wis:** 10 (+7), **Cha:** 8 (+6)

Initiative: +7; **Speed:** fly 5

AC: 28; **Fort:** 26, **Ref:** 27, **Will:** 25

HP: 77, **Staggered:** 38

↗ **Pulse Rifle** (standard, at-will) • **Weapon**

Ranged 30/60; +19 vs AC; 3d6+12 damage.

Repulsor Shield

The screamer does not provoke opportunity attacks when attacking. The screamer is immune to attacks made from a range of 30 squares or more.

Deploy Support Unit (move, at-will)

Place a screamer baby in an adjacent square. The mother can only have three baby units in the encounter at a time. A baby placed this way acts on the mother's initiative and can act immediately after being placed.

Dash (move, at-will)

Shift 2 squares.

Screamer is an umbrella term for one-manned aircraft operated by the shells. Both are considered attack vehicles as neither can be used as a transport. The smaller screamer is used in close quarters as a high-ground support platform for ground based infantry

shells while the larger one is an anti-vehicle / crowd disposal device. The only organic compound used in the screamer is a brain (the baby often sports an exposed human skull).

Beast

Level 14 Boss Striker (5000 XP)

Large Cosmic Automaton • Construct (Unaligned)

Senses: Perception +14; **Skills:** Athletics +16

Str: 18 (+11), **Con:** 16 (+10), **Dex:** 16 (+10)

Int: 16 (+10), **Wis:** 14 (+9), **Cha:** 6 (+5)

Initiative: +12; **Speed:** 7

Action Points: 2

AC: 28; **Fort:** 27, **Ref:** 27, **Will:** 24; **Saving Throws:** +5

HP: 376, **Staggered:** 188

‡ **Slam** (standard, at-will)

+19 vs AC; 2d8+15 damage.

Raw Materials

Place six corpses in Near burst 10 around the beast at the start of the encounter.

Gray Infection (standard, at-will) • **Weapon**

+17 vs Reflex; 2d8+7 damage, and the target suffers persistent 1 damage until the end of the encounter.

¤ **Shoulder-Mounted Plasma Caster** (standard, at-will) • **Weapon**

Near burst 1 (within 20/40); +17 vs Reflex; 2d8+7 damage, and the target takes persistent 5 fire damage (save ends).

↗ **Flesh Hooks** (standard, refresh 5, 6)

Ranged 20; +17 vs Reflex; 3d6+13 damage, the target is pulled into an adjacent square, and the beast immediately makes a *gray infection* attack.

Convert (move, at-will)

Target one adjacent corpse or killed creature. The target is replaced with a skinner. A skinner placed this way acts on the beast's initiative and can act immediately after being placed.

Nano-Propagation (swift, at-will)

Select one enemy suffering from persistent damage from *gray infection*. Increase the persistent damage by 1.

Also known as a conversion unit, the beast is a mobile command node that expands the Invaders' influence and sphere of control. Although capable of combat, the beast prefers to remain back, while constructing more Invaders. While fixed and defended facilities produce larger units like screamers and punks, beasts expand through uncontrolled and populated areas producing ground units as fast as they can acquire raw materials. To destroy one is to cripple the enemy advancement in that area. Unfortunately, beasts are incredibly difficult to defeat. Unlike many Invaders, the beast, although cybernetic, has no visible human features.

Widow

Level 15 Spoiler (Leader) (1200 XP)

Medium Cosmic Automaton • Construct (Unaligned)

Senses: Perception +14; **Skills:** Acrobatics +16, Intimidate +14, Stealth +16
Str: 16 (+10), **Con:** 16 (+10), **Dex:** 18 (+11)
Int: 15 (+9), **Wis:** 14 (+9), **Cha:** 14 (+9)

Initiative: +11; **Speed:** 6

AC: 29; **Fort:** 26, **Ref:** 26, **Will:** 30

HP: 99, **Staggered:** 49

✗ **No Other Solution** (standard, at-will)

+20 vs AC; 3d6+13 damage.

✓ **Direct Control** (standard, at-will)

One Skinner makes a basic attack which automatically hits its target.

Pulse Sequence (move, refresh 4, 5, 6)

Place one Skinner in an adjacent square.

Uplink (swift, at-will) • **Stance**

When the widow enters this stance it chooses a Skinner. On its turn, that Skinner can (as a swift action) shift one square and make a basic attack. The widow can select a new Skinner as the target of this stance as a swift action.

The widow is an advanced Skinner that has the capacity to influence if not outright control the Skimmers around it. The widow has very few organic components, sometimes as little as 2%. It also doesn't always completely follow the humanoid form. Some have synthetic tentacles while others have multiple legs. Individual units have been nicknamed "scorpion," "centaur," "tarantula," and "octopus".



Ryzom MMORPG Concept Art (Kami Noir)

The Tri-Pod

Level 15 Boss Striker (6000 XP)

Gargantuan Cosmic Automaton • Construct, Mount (Unaligned)

Senses: Perception +16; **Skills:** Athletics +16, Bluff +16, Intimidate +16

Str: 18 (+11), **Con:** 16 (+10), **Dex:** 14 (+9)

Int: 20 (+12), **Wis:** 18 (+11), **Cha:** 16 (+10)

Initiative: +11; **Speed:** 5

Action Points: 2

AC: 29; **Fort:** 27, **Ref:** 26, **Will:** 29; **Saving Throws:** +5

HP: 396, **Staggered:** 198

✗ **Heat Ray** (standard, at-will) • **Weapon**

Ranged 50/100 (minimum Ranged 4); +20 vs AC; 24 damage. This is considered a critical hit. The Tri-Pod does not provoke opportunity attacks with its heat ray. The Tri-Pod cannot use heat ray on a creature it is grappling.

Force Field

The Tri-Pod is immune to all damage until a single attack does 50 damage or more damage to the Tri-Pod.

✓ **Dual Turrets** (standard, at-will) • **Weapon**

The Tri-Pod makes two *heat ray* attacks. They cannot target the same creature.

Tentacle Whip (move, at-will) • **Weapon**

Reach 4; +18 vs Reflex (two creatures); 2d8+8 damage, and the target is either grappled or pushed 6 squares. If the target hits an obstruction, it takes 2d8 additional damage.

Tentacle Crush (move, at-will)

Reach 4; +18 vs Fortitude (must be grappling the target); 3d6+13 damage.

Power System's Repaired (reaction, encounter)

When the Tri-Pod is reduced to 0 hit points or lower: The Tri-Pod's force field is re-activated; it stands up (if prone) and heals 300 hit points.

Spirit, the Invader commander, is locked in a three-legged mobile command robot known inventively as the Tri-Pod.

Baby Screamer

Level 16 Mook Archer (350 XP)

Medium Cosmic Automaton • Construct (Unaligned)

Senses: Perception +12

Str: 14 (+10), **Con:** 10 (+8), **Dex:** 18 (+12)

Int: 12 (+9), **Wis:** 10 (+8), **Cha:** 8 (+7)

Initiative: +15; **Speed:** fly 7

AC: 28; **Fort:** 27, **Ref:** 29, **Will:** 27

HP: 1; a missed attack never damages a mook

✗ **Pulse Rifle** (standard, at-will) • **Weapon**

Ranged 20/40; +21 vs AC; 10 damage, and the baby screamer can shift one square.

Dash (move, at-will)

The baby screamer shifts 2 squares.

Pulse Engine (counter, encounter)

When an enemy hits the baby screamer: The baby screamer shifts one square, and the attack misses.

Jiang-Shi

Jiang-shi are hopping vampires.



Fighter by Luigi Castellani

In the World

Distractable: The jiang-shi is compelled to count any heap of things it comes across, like a pile of glutinous rice or a basket of hen eggs. It must spend at least one move action per round counting until it has finished (it is a very fast counter, but there can be a lot of rice in a pile). It cannot use its *special scroll* or *drink breath* powers while distracted.

One More Breath: When a jiang-shi is reduced to 0 HP or below, they fall unconscious and awaken in 1 hour with full hit points. The jiang-shi must then focus for 1 minute to fully return from the Beyond. If it fails to do so (for example, because it is counting hen eggs), it is destroyed.

Weaknesses: Creatures can use a mirror or ringing bell to *repel* a jiang-shi, or an altar heaped with edible offerings to the spirits to *lure* a jiang-shi (see Advanced Combat).

Transformation: If a jiang-shi scholar has drunk the breath of 10 or more humanoids, then the next time it is reduced to 0 HP, it reforms as a jiang-shi magistrate. This is a good opportunity for the heroes to face the jiang-shi in a weaker form, get a sense of its powers and tactics to defeat it, and then a few days later face a more challenging jiang-shi magistrate.

Jiang-Shi Scholar

Level 8 Boss Striker (Leader) (1750 XP)

Medium Natural Humanoid • Undead (Evil)

Senses: Perception +12, blind, breathsense 12; **Skills:** Acrobatics +13, Athletics +10, Insight +12, Stealth +13

Languages: Common

Str: 12 (+5), Con: 12 (+5), Dex: 18 (+8)

Int: 12 (+5), Wis: 16 (+7), Cha: 14 (+6)

Initiative: +8; **Speed:** 6 (versatile stride)

Action Points: 2

AC: 22; Fort: 19, Ref: 21, Will: 20; **Saving Throws:** +5

HP: 256, **Staggered:** 128

Immune: prone, **Resist:** necrotic 5, **Vulnerable:** radiant 5

‡ **Bite** (standard, at-will)

+13 vs AC; 2d10+5 damage.

† **Claw** (standard, at-will)

+13 vs AC; 1d10+5 damage, and the target is grappled.

Multiattack (standard, at-will)

Make a *claw* and a *bite* attack.

Special Scroll • Healing

While the jiang-shi is not staggered, it has regeneration 5 and a +4 power bonus to defenses against Arcane attacks.

† **Drink Breath** (swift, at-will)

+11 vs Fortitude (must be grappling the target); 3d10+5 necrotic damage, and the target is weakened (save ends), though no longer grappled. *Sudden leap* refreshes.

Sudden Leap (counter, refresh special)

Triggered when the jiang-shi is the target of a melee attack; the jiang-shi grapples the attacker and jumps 6 squares. The attacker can then make their attack if able to do so.

Breathsense

As truesight, except that a living creature who holds their breath is invisible to the jiang-shi for as long as they hold their breath. To hold their breath in this way, a creature must have one hand free to fully plug their nose or cover their mouth.

Jiang-Shi Magistrate

Level 11 Boss Striker (Leader) (3000 XP)

Medium Natural Humanoid • Undead (Evil)

Senses: Perception +14, blind, breathsense 18; **Skills:** Acrobatics +15, Athletics +12, History +12, Insight +14, Stealth +15

Languages: Common

Str: 14 (+7), **Con:** 14 (+7), **Dex:** 20 (+10)

Int: 14 (+7), **Wis:** 18 (+9), **Cha:** 16 (+8)

Initiative: +10; **Speed:** 8 (versatile stride, water walk)

Action Points: 2

AC: 25; **Fort:** 22, **Ref:** 24, **Will:** 23; **Saving Throws:** +5

HP: 316, **Staggered:** 158

Immune: prone, **Resist:** necrotic 10, **Vulnerable:** radiant 10

‡ **Bite** (standard, at-will)

+16 vs AC; 3d8+5 damage.

† **Claw** (standard, at-will)

Reach 1; +16 vs AC; 2d8+5 damage, and the target is grappled.

Multiaattack (standard, at-will)

Make a *claw* and a *bite* attack.

Special Scroll • Healing

While the jiang-shi is not staggered, it has regeneration 10 and a +4 power bonus to defenses against Arcane attacks.

† **Drink Breath** (swift, at-will)

+14 vs Fortitude (must be grappling the target); 6d6+4 necrotic damage, and the target is weakened (save ends) and still grappled.

Sudden leap refreshes.

Sudden Leap (counter, refresh special)

Triggered when the jiang-shi is the target of a melee attack; the jiang-shi grapples the attacker and jumps 8 squares. The attacker's attack fails.

Breathsense

As truesight, except that a living creature who holds their breath is invisible to the jiang-shi for as long as they hold their breath. To hold their breath in this way, a creature must have one hand free to fully plug their nose or cover their mouth.

Water Walk

The jiang-shi can walk across the surface of water as if it were solid ground.

Juggernauts

Juggernauts are the golem-like constructs created by a long-ago empire. Each juggernaut has room in its torso for a humanoid rider, who can direct the juggernaut.

The Minotaur

Level 5 Elite Wrecker (400 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +12, darkvision; **Skills:** Athletics +15, Endure +16, Intimidate +9

Str: 26 (+10), **Con:** 28 (+11), **Dex:** 10 (+2)

Int: 12 (+3), **Wis:** 14 (+4), **Cha:** 12 (+3)

Initiative: +2; **Speed:** 7

Action Points: 1

AC: 17; **Fort:** 17, **Ref:** 17, **Will:** 17; **Saving Throws:** +2

HP: 114, **Staggered:** 57

Resist: all 10

‡ **Slam** (standard, at-will)

Reach 2; +10 vs AC; 2d6+6 damage.

↗ **Lightning Shot** (standard, at-will) • **Lightning**

Ranged 30/60; +10 vs AC; 2d8+6 lightning damage.

Minotaur Rush

The Minotaur is immune to opportunity attacks. When the Minotaur moves, it ignores difficult terrain and squares occupied by enemies. Shunt enemies in squares the Minotaur enters 1 square. The Minotaur cannot be knocked prone.

Iron Onslaught (standard, refresh 6)

The Minotaur shifts up to 9 squares in a straight line. The Minotaur makes a *slam* attack against each enemy in reach during this movement. On a hit, the target is knocked prone. The Minotaur can only attack each target once.

Eruption (reaction, encounter)

When the Minotaur is staggered: The Minotaur immediately stands up if prone and recovers from all conditions it suffers from. The Minotaur makes an *iron onslaught* attack.

The original use of the Minotaur was to breach walls and other defenses during siege warfare.

The Emperor

Level 9 Elite Archer (800 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +11, darkvision; **Skills:** Acrobatics +14, Athletics +13, Endure +16

Str: 20 (+9), **Con:** 24 (+11), **Dex:** 20 (+9)

Int: 14 (+6), **Wis:** 14 (+6), **Cha:** 13 (+5)

Initiative: +9; **Speed:** 6, fly 8

Action Points: 1

AC: 21; **Fort:** 21, **Ref:** 21, **Will:** 19; **Saving Throws:** +2

HP: 114, **Staggered:** 57

Resist: all 10

‡ **Slam** (standard, at-will)

+14 vs AC; 1d8+6 damage, and the target is knocked prone.

↗ **Lightning Shot** (standard, at-will) • **Lightning**

Ranged 40/80; +14 vs AC; 2d8+8 lightning damage.

Alpha Strike (standard, refresh 5, 6)

The Emperor flies 7 squares and makes 3 *lightning shot* attacks.

↗ **Floating Orbs** (swift, at-will) • **Lightning**

Ranged 15/30; +14 vs AC; 2d6+6 lightning damage.

Armed Shell (free, encounter)

When the Emperor is staggered: The Emperor's ground and fly speeds increase by 1, the Emperor is healed to its maximum hit point total and it loses all resistances.

The Emperor is built in the shape of a gigantic, powerful human. The exposed copper and bronze wires that make up its artificial musculature give it the appearance of a skinless, gleaming gold giant floating through the air.

The Scorpion

Level 15 Elite Archer (2400 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +13, darkvision; **Skills:** Acrobatics +16, Athletics +24, Endure +24

Str: 30 (+17), **Con:** 30 (+17), **Dex:** 18 (+11)

Int: 14 (+9), **Wis:** 12 (+8), **Cha:** 13 (+8)

Initiative: +9; **Speed:** 6

Action Points: 1

AC: 27; **Fort:** 29, **Ref:** 26, **Will:** 25; **Saving Throws:** +2

HP: 162, **Staggered:** 81

Resist: all 10

‡ **Heavy Piton Leg** (standard, at-will)

Reach 2; +20 vs AC; 3d6+13 damage, and the target is pushed 3 squares and knocked prone.

✓ **Lightning Shot** (standard, at-will) • **Lightning**

Ranged 30/60; +20 vs AC; 3d6+13 lightning damage, and the target is knocked prone.

✗ **Lightning Field** (standard, at-will) • **Lightning**

Near burst 2; +18 vs Reflex; 2d8+8 lightning damage, and the target is pushed 3 squares and knocked prone.

↗ **Second Arc** (standard, at-will) • **Lightning**

The Scorpion makes a *lightning shot* attack. If it hits, it makes a second attack against the same target.

* **Thunder Fall** (standard and move, at-will) • **Thunder**

Far burst 1 within 30; +18 vs Reflex; 3d6+10 damage, and the target is knocked prone.

Deployment (move, at-will) • **Stance**

The Scorpion cannot move or be moved until it deactivates deployment. Its AC increases to 29 but its Reflex defense decreases to 24. The Scorpion cannot make *heavy piton leg* or *thunder fall* attacks while in this stance.

Fortified Platform

The Scorpion cannot be knocked prone or subject to unwilling movement.

The Scorpion is in the shape of a many-legged insect, but with the animated stone and bronze of the other juggernauts. The rider must lie supine in the "body" of the Scorpion, in a small dark room called the "coffin".

The Awoken

Level 15 Boss Striker (6000 XP)

Large Natural Automaton • Construct (Good)

Senses: Perception +19, darkvision, blindsight 10

Languages: Common

Str: 30 (+17), **Con:** 26 (+15), **Dex:** 12 (+8)

Int: 14 (+9), **Wis:** 21 (+12), **Cha:** 19 (+11)

Initiative: +9; **Speed:** 6

Action Points: 2

AC: 29; **Fort:** 28, **Ref:** 26, **Will:** 26; **Saving Throws:** +5

HP: 396, **Staggered:** 198

Immune: poison, disease, **Resist:** all 10

‡ **Slam** (standard, at-will)

Reach 2; +20 vs AC; 3d8+13 damage, and the target is pushed 3 squares or grappled.

✓ **Force Boom** (standard, at-will) • **Force**

Ranged 20/40; +20 vs AC; 3d6+13 force damage, and the target takes persistent 10 force damage (save ends).

* **Firebomb** (standard, refresh 5, 6) • **Fire**

Far burst 3 within 20; +18 vs Reflex; 2d8+8 fire damage, and the target takes persistent 10 fire damage (save ends).

† **Direct Kill** (move, at-will) • **Force, Weapon**

Reach 2; +18 vs Fortitude (must be grappling the target); 3d6+13 damage, and the target takes persistent 10 damage (save ends).

Self-Repair (swift, at-will) • **Healing**

The Awoken heals 10 hit points.

Scan the Area (swift, at-will)

The Awoken gains a +2 power bonus to attack rolls and can ignore difficult terrain until the start of the Awoken's next turn.

Force Shield (swift, at-will)

The Awoken gains a +1 power bonus to all defenses until the start of the Awoken's next turn, and can shift 1 square.

Unfeeling

The Awoken cannot be marked, dominated, or surprised.

The Awoken is the only juggernaut in recorded history to become self-aware, and able to direct itself without a rider in its torso.

Lycanthropes

Lycanthropes are humanoids that can take animal or hybrid form. Those bitten by a lycanthrope risk contracting the disease themselves. This is represented by the curse of lycanthropy affliction (see the Afflictions chapter).

Wolf Shifter

Level 6 Striker (250 XP)

Medium Natural Humanoid • Shapeshifter (Unaligned)

Senses: Perception +14, low-light vision; **Skills:** Stealth +15

Languages: Common

Str: 17 (+6), **Con:** 19 (+7), **Dex:** 19 (+7)

Int: 14 (+5), **Wis:** 16 (+6), **Cha:** 16 (+6)

Equipment: battleaxe, leather armor

Initiative: +10; **Speed:** 6

AC: 20; **Fort:** 17, **Ref:** 19, **Will:** 18

HP: 54, **Staggered:** 27

‡ **Battleaxe** (standard, at-will) • **Weapon**

+11 vs AC; 2d10+3 damage.

‡ **Bite** (standard, at-will)

+11 vs AC; 1d12+4 damage and the target falls prone and is exposed to lycanthropy.

† **Hamstring** (standard, encounter)

+11 vs AC; 3d8+5 damage and the target is slowed (save ends).

While the target is slowed, if it is knocked prone it becomes immobile (save ends) instead of slowed.

Pack Tactics

The wolf shifter gets a +1 bonus to attack rolls for each ally adjacent to their target.

Change Form (swift, at-will) • **Stance**

If the wolf shifter starts its turn in this stance, it changes form (from humanoid to wolf or vice versa). In humanoid form it can use *battleaxe*. In wolf form it can use *bite* and *hamstring*, and its speed increases to 8. In either form, it has *pack tactics*.

The wolf shifter can use *battleaxe* while in humanoid form and *bite* and *hamstring* while in wolf form.

Bear Shifter

Level 8 Wrecker (350 XP)

Medium Natural Humanoid • Shapeshifter (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Endure +16, Nature +13

Languages: Common

Str: 22 (+10), **Con:** 16 (+7), **Dex:** 20 (+9)

Int: 14 (+6), **Wis:** 10 (+4), **Cha:** 17 (+7)

Equipment: war maul, leather armor

Initiative: +13; **Speed:** 6

AC: 20; **Fort:** 21, **Ref:** 19, **Will:** 20

HP: 75, **Staggered:** 37

‡ **Maul** (standard, at-will) • **Weapon**

+13 vs AC; 2d10+9 damage.

‡ **Claws** (standard, at-will)

+13 vs AC; 1d10+9 damage and the bear shifter gets 8 temporary hit points.

¤ **Cave Bear Frenzy** (standard, encounter)

Near burst 1, all enemies; +13 vs AC; 1d12+9 damage.

Overbearing Attack (standard, encounter)

The bear shifter charges and makes a basic attack. If the attack hits, the target is shunted 3 squares and knocked prone.

Change Form (swift, at-will) • **Stance**

If the bear shifter starts its turn in this stance, it changes form (from humanoid to wolf or vice versa). In humanoid form it can use *maul*. In bear form it can use *claws* and *cave bear frenzy* and its speed increases to 8. In either form, it can use *overbearing attack*.

Raven Scout

Level 8 Skulker (350 XP)

Small Natural Humanoid • Shapeshifter (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Sleight of Hand +19, Stealth +19

Languages: Common

Str: 16 (+7), **Con:** 16 (+7), **Dex:** 22 (+10)

Int: 18 (+8), **Wis:** 10 (+4), **Cha:** 17 (+7)

Equipment: daggers, leather armor

Initiative: +14; **Speed:** 6, fly 8

AC: 20; **Fort:** 21, **Ref:** 19, **Will:** 20

HP: 75, **Staggered:** 37

‡ **Dagger Strike** (standard, at-will) • **Weapon**

+13 vs AC; 2d10+5 damage.

¤ **Dagger Throw** (standard, at-will) • **Weapon**

Ranged 5/10; +13 vs AC; 2d10+5 damage.

‡ **Claws** (standard, at-will)

+13 vs AC; 2d10+5 damage.

Twin Strike

Choose two enemies. Make a basic attack against each one.

Dive Bomb

Fly up to your speed. Make a basic melee attack against each enemy you move adjacent to during your flight.

Change Form (swift, at-will) • **Stance**

If the raven scout starts its turn in this stance, it changes form (from humanoid to raven or vice versa). It can use *dagger strike*, *dagger throw* and *twin strike* in humanoid form and *claws* and *dive bomb* in raven form.

Rabbit Shaman

Level 11 Spoiler (600 XP)

Small Natural Humanoid • Shapeshifter (Unaligned)

Senses: Perception +16, low-light vision; **Skills:** Endure +17, Nature +21

Languages: Common

Str: 12 (+6), **Con:** 14 (+7), **Dex:** 21 (+10)

Int: 18 (+9), **Wis:** 22 (+11), **Cha:** 20 (+10)

Equipment: dagger, druidic focus, leather armor

Initiative: +15; **Speed:** 6, forest stride

AC: 25; **Fort:** 23, **Ref:** 22, **Will:** 24

HP: 79, **Staggered:** 39

‡ **Kick** (standard, at-will) • **Weapon**

+16 vs AC; 3d8+5 damage.

✓ **Soulwrack** (standard, at-will) • **Psychic**

Ranged 10; +16 vs Will; 3d8+5 psychic damage.

✗ **Spirit Assault** (standard, encounter) • **Psychic**

Near blast 5, all enemies; +16 vs Will; 3d8+5 psychic damage and the target is pushed 3 squares.

Change Form (swift, at-will) • **Stance**

If the rabbit shifter starts its turn in this stance, it changes form (from humanoid to winter hare or vice versa). It can use all powers in either form.



Miscellaneous

Grynlod Nomad

Level 2 Spoiler (125 XP)

Medium Natural Humanoid • Grynloc (Unaligned)

Senses: Perception +8, magic sight; **Skills:** Arcana +10

Languages: Common, Primordial

Str: 11 (+1), **Con:** 12 (+2), **Dex:** 13 (+2)

Int: 17 (+4), **Wis:** 13 (+2), **Cha:** 12 (+2)

Equipment: Staff

Initiative: +3; **Speed:** 7

AC: 16; **Fort:** 14, **Ref:** 13, **Will:** 15

HP: 34, **Staggered:** 17

‡ **Bite** (standard, at-will)

Melee; +7 vs AC; 1d12+3 damage.

↗ **Distraction** (swift, refresh 5, 6) • **Illusion, Psychic**

Ranged 10; +5 vs Will; The target is dazed until the end of their next turn.

* **Shape Magic** (swift, encounter) • **Zone**

Far burst 2, one zone or conjuration; If the target is a conjuration, you can move it to any unoccupied space in the burst. If the target is a zone, squares of your choice cease to be part of the zone and an equal number of squares in the burst become part of the zone.

↗ **Animate Staff** (standard, at-will) • **Weapon**

Ranged 10; +7 vs AC; 1d12+3 damage.

Magic Sight

The grynlod can, to a range of 12 squares, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapeshifter or a creature that is transformed by magic.

Grynlods are seven-foot tall, lanky hairless humanoids with legs that bend backwards, like a horse's. Their long, toothy mouths make them look a little like camels. They are nomadic desert-dwellers who can literally see magic instead of light when they lower a special lid across their eyes.

Their ability to shape magic allows them to write messages invisible to the naked eye and craft beautiful raiments of pure magic that require special sight or a *detect magic* invocation to see.

Elohim Sky Guardian

Level 10 Archer (500 XP)

Medium Outsider Humanoid • Celestial (Good)

Senses: Perception +20, low-light vision; **Skills:** Arcana +19

Languages: Common, Celestial

Str: 14 (+7), **Con:** 13 (+6), **Dex:** 22 (+11)

Int: 18 (+9), **Wis:** 20 (+10), **Cha:** 21 (+10)

Equipment: short sword, longbow

Initiative: +16; **Speed:** 6, fly 8

AC: 22; **Fort:** 21, **Ref:** 22, **Will:** 22

HP: 61, **Staggered:** 30

‡ **Short Sword** (standard, at-will) • **Weapon**

+15 vs AC; 2d12+5 damage.

↗ **Longbow** (standard, at-will) • **Weapon**

Ranged 20/40; +15 vs AC; 2d12+5 damage.

† **Disarming Swoop** (standard, encounter)

+15 vs Reflex; The target is disarmed of one weapon. The eloheim may move up to its speed before or after making this attack.

Dive Attack (swift, at-will) • **Stance**

While in this stance, the eloheim may make a basic melee attack against each enemy it moves adjacent to during its movement.

Aerial Acrobat (swift, at-will) • **Stance**

While in this stance, the eloheim receives a +4 bonus to AC and Reflex while airborne.

Volley of Arrows (swift, at-will) • **Stance**

While in this stance, the eloheim can make three *longbow* attacks as a standard action. Each attack must be against a different target.

Winged, angelic warriors in golden armor, the eloheim sky guardians are sworn to protect those under divine guidance.

Ophiduans

The ophidian are an ancient race of serpentine humanoids, whom legend states have walked the earth since before the rise of mammals.

Their cities stand in the midst of thick forests, wild jungles, hidden mountain passes, and anywhere else they can hide from the eyes of humanity. Should anyone draw near enough to see, however, the high walls and sweeping arches of their temples are unmistakable. As befits a race of snake-like creatures, their architecture favors tight spaces, ramps or shallow steps, and rooms built with floors and ledges at various heights. Their tools and weapons are similarly built, favoring flexibility and speed over brute force.

Semiferum Caste Ophidian

Level 13 Striker (800 XP)

Medium Natural Monstrosity • Reptile (Evil)

Senses: Perception +7, darkvision

Languages: Common, Draconic

Str: 10 (+6), **Con:** 19 (+10), **Dex:** 22 (+12)

Int: 10 (+6), **Wis:** 12 (+7), **Cha:** 19 (+10)

Equipment: Spiked chain, longbow

Initiative: +12; **Speed:** 6

AC: 27; **Fort:** 24, **Ref:** 26, **Will:** 25

HP: 89, **Staggered:** 44

Resist: poison 10

‡ **Spiked Chain** (standard, at-will) • **Weapon, Poison**

+18 vs AC; 11 poison damage.

✓ **Longbow** (standard, at-will) • **Weapon**

Ranged 20; +18 vs AC; 11 damage.

✗ **Charm** (standard, encounter) • **Psychic, Charm**

+16 vs Will; dazed (save ends).

This creature appears as a somehow pathetic cross of man and snake. A vaguely humanoid torso, covered in reptilian scales, melds into an enormous serpentine tail at the waist. A gaunt humanoid face, also covered in scales, bulges in odd spots as fangs far too large for the mouth push at the thin lips from within. Sporadic tufts of hair just from the top of the head, giving the creature almost a sickly appearance.

Hominis Caste Ophidian

Level 13 Elite Spoiler (Leader) (1600 XP)

Medium Natural Humanoid • Reptile (Evil)

Senses: Perception +10, darkvision

Languages: Common, Draconic

Str: 13 (+7), **Con:** 19 (+10), **Dex:** 15 (+8)

Int: 22 (+12), **Wis:** 19 (+10), **Cha:** 18 (+10)

Equipment: Spiked chain, longbow

Initiative: +8; **Speed:** 6

Action Points: 1

AC: 27; **Fort:** 25, **Ref:** 24, **Will:** 26; **Saving Throws:** +2

HP: 178, **Staggered:** 89

Resist: poison 10

‡ **Spiked Chain** (standard, at-will) • **Weapon**

+18 vs AC; 3d8+7 damage.

✓ **Longbow** (standard, at-will) • **Weapon**

Ranged 20; +18 vs AC; 3d8+7 damage.

↗ **Ophidiophobia** (swift, refresh 5, 6) • **Fear, Psychic**

+16 vs Will; 4d10+6 psychic damage and push 4.

* **Hypnotism** (standard, encounter) • **Psychic, Charm**

Far burst 1 within 10; +16 vs Will; 3d8+7 psychic damage and dazed (save ends).

The individual before you might pass for human, were it not for the supple scales that make up her skin. Her eyes are dark and unblinking, her features gaunt, her teeth unusually sharp. A dark shock of hair begins at a widow's peak at her forehead, and flows down her neck and back.

Anguineum Caste Ophiduan

Level 13 Boss Spoiler (3200 XP)

Medium Natural Monstrosity • Reptile (Evil)

Senses: Perception +9, darkvision

Languages: Common, Draconic

Str: 22 (+12), **Con:** 18 (+10), **Dex:** 13 (+7)

Int: 19 (+10), **Wis:** 17 (+9), **Cha:** 19 (+10)

Equipment: Spiked chain, longbow

Initiative: +7; **Speed:** 6

Action Points: 2

AC: 27; **Fort:** 25, **Ref:** 24, **Will:** 26; **Saving Throws:** +5

HP: 356, **Staggered:** 178

Resist: poison 10

Ophidiophobia (Psychic) aura 2: Creatures beginning their turn in the aura take 4d10+6 psychic damage and are pushed 4.

‡ **Spiked Chain** (standard, at-will) • **Weapon, Poison**

+18 vs AC; 3d8+7 poison damage.

✓ **Longbow** (standard, at-will) • **Weapon**

Ranged 20; +18 vs AC; 3d8+7 damage.

¤ **Charm** (swift, encounter) • **Psychic, Charm**

+16 vs Will; dazed (save ends).

* **Hypnotism** (standard, encounter) • **Psychic, Charm**

Far burst 1 within 10; +16 vs Will; 3d8+7 psychic damage and dazed (save ends).

¤ **Spit Poison** (reaction, refresh 5, 6) • **Poison**

When the anguineum hits with an attack: Near arc 3; +16 vs Fortitude; 3d8+7 poison damage, and the target takes persistent 5 poison damage (save ends). *Aftereffect:* The target is blinded (save ends).

Ophiduan by Beth Trott

This creature appears to be a great serpent with humanoid features. A serpentine torso boasts a pair of slender arms, each of which is abnormally long and possessed of two elbow joints. The torso splits into two long, writhing tails. A cobra-like hood flares open behind its head, which boasts an oversized face that — despite its scales and unhinged jaw — appears as much human as snake.



Ostovites

Jealous of the size and skeletons of larger creatures, the strange insects called ostovites use skeletons they find or "create" to build themselves chariots of bone.

Special

Ostovites are usually found sheltered in their bone chariots, which they control through elaborate pulleys and levers. The ostovites will intermittently lift their bone chariot's face masks (often made from hip bones or interlaced ribs) to strike with their mandibles.

Bone Chariot

Level 2 Blocker (125 XP)

Medium Natural Automaton • Construct, Mount (Unaligned)

Senses: Perception -3

Str: 14 (+3), **Con:** 16 (+4), **Dex:** 8 (+0)
Int: 2 (-3), **Wis:** 2 (-3), **Cha:** 2 (-3)

Initiative: +0; **Speed:** 5

AC: 18; **Fort:** 15, **Ref:** 14, **Will:** 14

HP: 34, **Staggered:** 17

Resist: all 5

‡ **Slam** (standard, at-will)

+7 vs AC; 1d12+3 damage.

Shelter • Mount

An ostovite riding a bone chariot benefits from cover and the bone chariot's resistance to all damage 5. It is affected by area of effect attacks, although it still receives the resistance against those attacks. The bone chariot acts on its rider's initiative count.

Shattered Bone

While the bone chariot is staggered, it loses its resistance to all damage 5 and no longer grants *shelter* to the ostovite riding it.

Empty Vessel

If the ostovite riding the bone chariot is ever incapacitated or leaves the bone chariot, the bone chariot cannot take any actions until an ostovite rides it again.

Skeletons as assembled by someone with only a passing familiarity with or interest in human anatomy.

Game Master tips

The players will likely assume that the ostovite and its chariot are a single creature. Assume they are attacking the chariot unless they specify otherwise. When the ostovite is ready to attack, it lifts the chariot's bone mask. At some point, they will tweak that the chariot's skittering silver "tongue" is an armor-plated insect with a hundred chitinous legs gripping onto the chariot.

Since a chariot stops working when its ostovite is destroyed, the heroes may start targeting the ostovites with attacks. Some things they may choose include:

1. The default is simply to attack the ostovite through the bone chariot. The ostovite has cover, and gets resistance from the chariot until the chariot is staggered.

2. They may pull the chariot's mask off to leave the ostovite exposed. Make a Strength check vs Fortitude.
3. They may ready an action to attack when the ostovite attacks.
4. Any other creative solution will do.

Ostovite

Level 2 Skulker (125 XP)

Tiny Cosmic Monstrosity (Evil)

Senses: Perception +2; **Skills:** Stealth +9

Str: 6 (-1), **Con:** 14 (+3), **Dex:** 16 (+4)

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 8 (+0)

Initiative: +4; **Speed:** 5

AC: 16; **Fort:** 14, **Ref:** 15, **Will:** 13

HP: 29, **Staggered:** 14

Resist: radiant 5

‡ **Mandibles** (standard, at-will) • **Acid**

+7 vs AC; 1d12+3 acid damage.

† **Bone Spike** (standard, at-will)

+7 vs AC; 2d10+2 damage. *Special:* Only usable if the ostovite is not in a bone chariot.

Scuttle Away (reaction, encounter)

When the ostovite's bone chariot is destroyed; Shift 5.

Variant

Ostovite Sentient: As the ostovite, except it does not get *bone spike*. Instead, it has:

Activation aura 10: Bone chariots within the aura that are not being ridden act on the ostovite sentient's initiative as if they were being ridden, taking their full complement of actions.

Mega-Chariot

Level 3 Boss Blocker (0 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception -3

Str: 18 (+5), **Con:** 20 (+6), **Dex:** 6 (-1)

Int: 2 (-3), **Wis:** 2 (-3), **Cha:** 2 (-3)

Initiative: -1; **Speed:** 5

Action Points: 2

AC: 19; **Fort:** 16, **Ref:** 15, **Will:** 15; **Saving Throws:** +5

HP: 78, **Staggered:** 39; see also *breakdown*

Resist: all 5

Ostovite Lashings (Acid) aura 1: Creatures that begin their turn adjacent to the mega-chariot take 1d12+4 acid damage.

‡ **Slam** (standard, at-will)

+8 vs AC; 1d12+4 damage.

↗ **Ostovite Surprise** (reaction, at-will) • **Acid**

When an enemy does not move during their turn: Ranged 5; +8 vs AC; The target takes persistent 5 acid damage (save ends).

Bone Garden

Each time the mega-chariot takes damage, create a Near burst 1 zone of difficult terrain. This lasts until the end of the encounter.

Breakdown

When the mega-chariot is reduced to 0 HP or below, it is replaced by an ostovite swarm.

Special

The mega-chariot gives no XP. The ostovite swarm must be defeated for the heroes to gain XP.

Ostovite Swarm

Level 3 Boss Spoiler (750 XP)

Large Cosmic Monstrosity • Swarm (Evil)

Senses: Perception +2

Str: 12 (+2), **Con:** 14 (+3), **Dex:** 16 (+4)

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 8 (+0)

Initiative: +4; **Speed:** 5 (compress Tiny)

AC: 15; **Fort:** 13, **Ref:** 12, **Will:** 14

HP: 78, **Staggered:** 39

Resist: radiant 5

Activation aura 10: Bone chariots within the aura act on the ostovite swarm's initiative as if they were being ridden, taking their full complement of actions.

‡ **Bone Spike** (standard, at-will)

+8 vs AC; 1d12+4 damage, and the target is grappled (save ends).

↗ **Mandibles** (standard, at-will) • **Acid**

Near arc 1; +8 vs AC; 1d12+2 acid damage.

† **Begin the Harvest** (standard, encounter)

+8 vs AC (must be grappling the target); 2d10+3 damage, and the target is weakened (save ends).

Scuttle Away (reaction, encounter)

When the ostovite swarm is staggered for the first time; Shift 5

Ghoul Worm

Level 4 Elite Striker (350 XP)

Large Cosmic Monstrosity (Evil)

Senses: Perception +7; **Skills:** Stealth +8

Str: 19 (+6), **Con:** 20 (+7), **Dex:** 9 (+1)

Int: 7 (+0), **Wis:** 11 (+2), **Cha:** 9 (+1)

Initiative: +3; **Speed:** 6

Action Points: 1

AC: 18; **Fort:** 15, **Ref:** 17, **Will:** 16; **Saving Throws:** +2

HP: 88, **Staggered:** 44

Resist: radiant 10

Stench aura 2: A creature that enters the aura or begins its turn in it is rattled (save ends).

‡ **Bite** (standard, at-will)

+9 vs AC; 1d12+5 damage, and the target is grappled.

† **Slam** (standard, at-will)

+9 vs AC; 1d12+5 damage, and the target takes persistent 5 necrotic damage (save ends).

† **Constrict** (standard, at-will)

Must be grappling the target; 1d12+5 damage, and the target is dazed until the end of the ghoul worm's next turn.

↗ **Horror** (counter, at-will) • **Fear, Psychic**

Near burst 10, one creature; +7 vs Will (a creature sees the ghoul worm for the first time); The target is stunned until the end of their next turn.

Speed Burst (counter, refresh 4, 5, 6)

The ghoul worm takes a move action.

An ostovite that grows fat and strong on freshly-dead corpses eventually sheds its carapace and emerges as a ghoul worm, which resembles the decaying corpse of a naga or large snake. Ghoul worms often wear a giant skull to complete the illusion that they are an undead serpent. The emergence of a ghoul worm often provokes a schism in ostovite hives, with some in the hive worshipping the ghoul worm and others spurning it out of fear.

Plane of Shadow

The Plane of Shadow coexists alongside the Prime Material Plane, the world. It is a twisted shadow of the world.

Shadow Bat Swarm

Level 3 Skulker (150 XP)

Medium Shadow Beast • Swarm (Unaligned)

Senses: Perception +7, darkvision; **Skills:** Stealth +10

Str: 13 (+2), **Con:** 14 (+3), **Dex:** 18 (+5)

Int: 2 (-3), **Wis:** 13 (+2), **Cha:** 11 (+1)

Initiative: +9; **Speed:** 2, fly 8 (clumsy in air, compress Tiny)

AC: 17; **Fort:** 15, **Ref:** 17, **Will:** 14

HP: 33, **Staggered:** 16; see also *umbra healing*

Resist: cold 5, necrotic 5, Melee and Ranged attacks (half damage),

Vulnerable: radiant 5, Near and Far attacks 5

Swarm Violence aura 1: If an enemy begins their turn in this aura, makes a basic melee attack against them as a free action.

‡ **Cloud of Teeth** (standard, at-will) • **Cold, Necrotic**

+8 vs AC; 2d6+4 cold and necrotic damage.

♂ **Blinding Wings** (standard, encounter)

Near burst 2; +6 vs Fortitude; 1d6+4 damage, and the target is blinded (save ends).

Umbra Healing • **Healing**

At the start of its turn, the shadow bat swarm heals 5 points of damage as long as an ally is within Near 10.

A swarm of eerie, shadowy bats that soar through the Plane of Shadow. Their touch leaves a shadowy film behind.

Shadow Drake

Level 3 Boss Skulker (750 XP)

Large Shadow Beast (Evil)

Senses: Perception +8, darkvision; **Skills:** Arcana +7, Stealth +10

Languages: Common, Draconic

Str: 18 (+5), **Con:** 16 (+4), **Dex:** 18 (+5)

Int: 12 (+2), **Wis:** 15 (+3), **Cha:** 10 (+1)

Initiative: +9; **Speed:** 6, fly 8

Action Points: 2

AC: 17; **Fort:** 16, **Ref:** 16, **Will:** 12; **Saving Throws:** +5

HP: 132, **Staggered:** 66; see also *umbra burst*

Resist: cold 10, necrotic 10, **Vulnerable:** radiant 10

‡ **Bite** (standard, at-will) • **Cold, Necrotic**

Reach 2; +8 vs AC; 1d6+4 damage, and the target takes persistent 5 cold and necrotic damage (save ends).

† **Tail Slap** (standard, at-will) • **Cold, Necrotic**

+8 vs AC; 1d6+4 damage, and the target is knocked prone.

Umbra Rage (standard, at-will)

The umbra drake makes a *bite* and a *tail slap* attack. If both attacks strike the same target, the target is weakened (save ends).

♂ **Breath Weapon** (standard, refresh 5, 6) • **Cold, Necrotic**

Near arc 5; +6 vs Reflex; 1d12+3 damage, and the target takes 5 persistent cold and necrotic damage and is blinded (save ends all).

♂ **Umbra Burst** (reaction, encounter) • **Cold, Necrotic**

When reduced to 0 hit points or below: Near burst 1; +6 vs

Fortitude; 3d6+3 cold and necrotic damage, and the target is weakened.

The shadow drake resembles a clumsy, stub-nosed lizard with wings barely large enough to lift it from the

ground. Clinging, frosted-over dark goop trail like snot from its nostrils.

Umbral Mass

Level 4 Elite Skulker (350 XP)

Large Shadow Monstrosity (Evil)

Senses: Perception +3, darkvision; **Skills:** Stealth +10

Languages: Common, telepathy 10

Str: 17 (+5), **Con:** 16 (+5), **Dex:** 17 (+5)

Int: 13 (+3), **Wis:** 15 (+4), **Cha:** 12 (+3)

Initiative: +11; **Speed:** 5

Action Points: 1

AC: 18; **Fort:** 17, **Ref:** 17, **Will:** 14; **Saving Throws:** +2

HP: 74, **Staggered:** 37

Immune: disease, poison, **Resist:** cold 10, necrotic 10, **Vulnerable:** radiant 10

‡ **Tentacle** (standard, at-will) • **Cold, Necrotic**

Reach 3; +9 vs AC; 1d8+3 cold and necrotic damage, and the target is grappled. The umbral mass deals an automatic 1d8+3 damage at the beginning of its turn each round it maintains the grapple.

↗ **Fist of Madness** (standard, refresh 5, 6) • **Psychic**

Ranged 10; +7 vs Will; 1d8+2 psychic damage, and the target is weakened and slowed (save ends both).

♂ **Flailing Burst** (standard, encounter) • **Cold, Necrotic**

Near burst 3; +7 vs AC (enemies only); 1d8+3 cold and necrotic damage.

Opportunistic Reach

The range of the umbral mass's opportunity attacks is its reach (3).

A malevolent entity formed from condensed shadows, the umbral mass engulfs its prey.

Shadow Prince

Level 5 Elite Spoiler (400 XP)

Medium Shadow Humanoid • Human (Any)

Senses: Perception +11, darkvision; **Skills:** Arcana +9, Insight +11, Religion +9

Languages: Common

Str: 8 (+1), **Con:** 14 (+4), **Dex:** 8 (+1)

Int: 14 (+4), **Wis:** 18 (+6), **Cha:** 17 (+5)

Initiative: +1; **Speed:** 6

Action Points: 1

AC: 19; **Fort:** 17, **Ref:** 15, **Will:** 20; **Saving Throws:** +2

HP: 98, **Staggered:** 49; see also *shadow burst*

Resist: cold 5, necrotic 5, **Vulnerable:** radiant 5

Shadow Haze (*Necrotic*) aura 1: Enemies that end or start their turn in the aura take 5 points of necrotic damage.

↗ **Shadow Bolt** (standard, at-will) • **Cold, Necrotic**

Ranged 10; +8 vs Reflex; 3d4+6 cold and necrotic damage.

↗ **Flame Gout** (swift, refresh 5, 6) • **Fire**

Ranged 10; +8 vs Reflex; 1d12+4 fire damage.

♂ **Shadow Burst** (reaction, encounter) • **Necrotic, Healing**

Near burst 5; +8 vs Fortitude; 10 necrotic damage, and all undead and creatures with the shadow ancestry within the burst heal 10 hit points.

Shadow Jump (move, at-will) • **Teleportation**

Ranged 10; one ally; the target teleports 3 squares.

Shadow princes are born from the dying hopes and dreams of those in the Prime Material Plane who would

have been great, but for an accident of birth or other misfortune.

Greymalkin

Level 8 Elite Striker (700 XP)

Large Shadow Monstrosity (Evil)

Senses: Perception +7, darkvision, low-light vision; **Skills:** Stealth +14

Str: 15 (+6), **Con:** 17 (+7), **Dex:** 20 (+9)

Int: 5 (+1), **Wis:** 17 (+7), **Cha:** 8 (+3)

Initiative: +9; **Speed:** 8

Action Points: 1

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20; **Saving Throws:** +2

HP: 128, **Staggered:** 64

Resist: necrotic 5, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will) • **Teleportation**

Reach 3; +13 vs AC; 2d10+5 damage.

† **Bounding Pounce** (standard, at-will)

The greymalkin shifts 8 squares and makes a claw attack. If the attack hits, the target is knocked prone.

Multiple Images (swift, refresh 5, 6) • **Illusion**

The greymalkin receives a +6 power bonus to AC. Each time an attack misses the greymalkin, the bonus decreases by 2.

The creature appears to be some sort of predatory cat, resembling a smoke-gray leopard with an unusually bestial snout. The air around it seems to shimmer, not unlike a heat mirage, and without a sound a second identical creature appears to the left.

Shapeshifter Slime

Shapeshifter slime are oozes of unusual intelligence, who can disguise themselves as humanoids.

The shapeshifter slime begins in human form. Once sufficiently damaged, it transforms into its original slime form. You get separate XP for defeating each form.

Ochre Jelly by LadyofHats

Shapeshifter Slime (Human Form)

Level 6 Archer (250 XP)

Medium Cosmic Humanoid • Shapechanger (Unaligned)
Senses: Perception +6; **Skills:** Arcana +12, Bluff +9, History +12
Languages: Common, Draconic
Str: 10 (+3), **Con:** 12 (+4), **Dex:** 14 (+5)
Int: 18 (+7), **Wis:** 17 (+6), **Cha:** 12 (+4)

Initiative: +5; **Speed:** 6

AC: 18; **Fort:** 15, **Ref:** 19, **Will:** 18

HP: 45, **Staggered:** 22

Vulnerable: poison 10

‡ **Dagger** (standard, at-will) • **Weapon**

+11 vs AC; 4d4 damage.

↗ **Magic Missile** (standard, at-will) • **Force**

Ranged 20; +11 vs AC; 2d4+4 force damage.

Fading (reaction, encounter)

When first staggered: The monster regresses to its natural form.

Shapeshifter Slime (Slime Form)

Level 6 Skulker (250 XP)

Medium Cosmic Automaton • Blind, Shapechanger (Unaligned)

Senses: Perception +12, blindsight 10, tremorsense 10; **Skills:** Bluff +6, Stealth +6

Languages: telepathy 15

Str: 10 (+3), **Con:** 17 (+6), **Dex:** 14 (+5)

Int: 10 (+3), **Wis:** 18 (+7), **Cha:** 6 (+1)

Initiative: +9; **Speed:** 6, climb 6 (wall-climber), swim 6

AC: 20; **Fort:** 18, **Ref:** 18, **Will:** 18

HP: 45, **Staggered:** 22

Vulnerable: poison 10

‡ **Slam** (standard, at-will)

+11 vs AC; 2d10+4 damage.

Lethargy

Any time the shapeshifter slime takes cold damage, it is slowed (save ends), unless it is already slowed.



Skeletons

Undead by Luigi Castellani

Skeleton Warrior

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +0, darkvision

Str: 10 (+0), **Con:** 10 (+0), **Dex:** 10 (+0)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 10 (+0)

Initiative: +0; **Speed:** 6

AC: 17; **Fort:** 14, **Ref:** 13, **Will:** 13

HP: 29, **Staggered:** 14

Resist: necrotic 5, **Vulnerable:** radiant 5

‡ **Longsword** (standard, at-will) • **Heavy Blade, Weapon**

+6 vs AC; 1d10+3 damage. The skeleton warrior may also do 2 damage to a creature adjacent to the skeleton warrior or the target.

Reform

The skeleton is unconscious and helpless when reduced to 0 HP, but is not destroyed unless reduced to negative HP equal to its staggered value or its bones are disturbed. Bones can be disturbed as a swift action by an adjacent creature or by a creature moving through the space or stopping on it. One round after being reduced to 0 HP, the skeleton makes a saving throw. On a success, the skeleton is restored to 1 HP. On a failure, it is destroyed.

An animated skeleton clad in tattered armor, wielding ancient weapons with an eerie proficiency, relentless in pursuit of its long-forgotten purpose.

Smoldering Skeleton

Level 2 Archer (125 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +9, low-light vision

Str: 15 (+3), **Con:** 13 (+2), **Dex:** 17 (+4)

Int: 3 (-3), **Wis:** 14 (+3), **Cha:** 12 (+2)

Initiative: +7; **Speed:** 6

AC: 14; **Fort:** 13, **Ref:** 14, **Will:** 13

HP: 29, **Staggered:** 14

Immune: disease, poison, **Resist:** fire 5, necrotic 5, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will) • **Fire**

+7 vs AC; 2d4+4 fire damage.

↗ **Blazing Orb** (standard, at-will) • **Fire**

Ranged 10; +5 vs Reflex; 1d10+5 fire damage.

Reform

The skeleton is unconscious and helpless when reduced to 0 HP, but is not destroyed unless reduced to negative HP equal to its staggered value or its bones are disturbed. Bones can be disturbed as a swift action by an adjacent creature or by a creature moving through the space or stopping on it. One round after being reduced to 0 HP, the skeleton makes a saving throw. On a success, the skeleton is restored to 1 HP. On a failure, it is destroyed.

A charred skeleton, wreathed in flames and embers. It flings balls of fire conjured in its bony palms.

Failed Sacrifice

Level 6 Wrecker (250 XP)

Medium Natural Humanoid • Undead (Chaotic Evil)

Senses: Perception +3, darkvision; **Skills:** Stealth +10

Languages: Common

Str: 20 (+8), **Con:** 17 (+6), **Dex:** 15 (+5)

Int: 8 (+2), **Wis:** 10 (+3), **Cha:** 12 (+4)

Initiative: +5; **Speed:** 6

AC: 18; **Fort:** 20, **Ref:** 17, **Will:** 16

HP: 63, **Staggered:** 31

Immune: disease, poison, **Resist:** necrotic 10, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will)

+11 vs AC; 1d8+5 damage, and the target is weakened (save ends).

† **Flesh Ripper** (standard, refresh 5, 6) • **Healing**

The failed sacrifice makes two *claw* attacks against a single target. If both attacks hit, the target takes an additional 5 damage and the failed sacrifice heals 5 hit points.

Staggered Frenzy

While staggered, the failed sacrifice has a +2 power bonus to attack rolls.

A skeleton of a victim from a dark ritual gone awry, driven by hunger for revenge against those responsible for its fate.

Revenant Skeleton

Level 6 Elite Wrecker (500 XP)

Medium Natural Humanoid • Undead (Evil)

Senses: Perception +4, darkvision

Languages: Common

Str: 19 (+7), **Con:** 14 (+5), **Dex:** 16 (+6)

Int: 11 (+3), **Wis:** 12 (+4), **Cha:** 10 (+3)

Initiative: +5; **Speed:** 8

Action Points: 1

AC: 18; **Fort:** 20, **Ref:** 19, **Will:** 15; **Saving Throws:** +2

HP: 126, **Staggered:** 63

Resist: necrotic 15, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will) • **Necrotic**

+11 vs AC; 1d6+5 damage, and the target takes persistent 5 necrotic damage (save ends).

† **Claw Fury** (standard, at-will) • **Necrotic**

The revenant skeleton makes two *claw* attacks. If both attacks hit the same target, the target is knocked prone.

↗ **Shadowswarm** (standard, encounter) • **Zone**

The revenant skeleton vomits forth a cloud of screaming, shadowy bats, creating a zone that lasts until the end of the encounter. The cloud blocks line of sight and grants concealment to creatures within it. Any enemy within the cloud that makes a Ranged or Far attack suffers an opportunity attack: +11 vs AC; 1d10+1 damage, and the target is rattled until the end of its next turn.

Reform

The skeleton is unconscious and helpless when reduced to 0 HP, but is not destroyed unless reduced to negative HP equal to its staggered value or its bones are disturbed. Bones can be disturbed as a swift action by an adjacent creature or by a creature moving through the space or stopping on it. One round after being reduced to 0 HP, the skeleton makes a saving throw. On a success, the skeleton is restored to 1 HP. On a failure, it is destroyed.

A skeletal figure escaped from the Plane of Shadow to seek retribution against its killers.

Greater Failed Sacrifice

Level 14 Wrecker (1000 XP)

Medium Natural Humanoid • Undead (Chaotic Evil)

Senses: Perception +9, darkvision; **Skills:** Athletics +19, Stealth +16

Languages: Common

Str: 24 (+14), **Con:** 20 (+12), **Dex:** 19 (+11)

Int: 11 (+7), **Wis:** 14 (+9), **Cha:** 15 (+9)

Initiative: +11; **Speed:** 8

AC: 26; **Fort:** 29, **Ref:** 26, **Will:** 24

HP: 111, **Staggered:** 55

Immune: disease, poison, **Resist:** necrotic 15, **Vulnerable:** radiant 10

‡ **Claw** (standard, at-will)

+19 vs AC; 2d8+10 damage, and the target is weakened (save ends) and grappled.

† **Heart Ripper** (standard, refresh 5, 6) • **Healing**

+17 vs Fortitude (must be grappling the target); 4d8+7 damage, and the greater failed sacrifice heals 10 hit points. If this power reduces a target to 0 hit points or below, the greater failed sacrifice rips out the target's heart, killing it instantly.

Staggered Frenzy

While staggered, the greater failed sacrifice gains a +2 bonus to attack rolls and can take an additional standard action each round.

Specters

Peaceful Specter

Level 5 Skulker (200 XP)

Medium Shadow Humanoid • Undead (Good)

Senses: Perception +12, darkvision; **Skills:** Stealth +12

Languages: Common

Str: 10 (+2), **Con:** 12 (+3), **Dex:** 16 (+5)

Int: 17 (+5), **Wis:** 16 (+5), **Cha:** 19 (+6)

Initiative: +7; **Speed:** fly 6

AC: 17; **Fort:** 18, **Ref:** 16, **Will:** 17

HP: 28, **Staggered:** 14

Immune: poison, disease, **Resist:** necrotic 5, insubstantial, **Vulnerable:** radiant 5

Benign Presence aura 2 Creatures in the aura receive a +2 power bonus on saving throws.

↗ **Radiance of Calm** (standard, at-will) • **Psychic**

Ranged 10; +10 vs Will; The target is pushed 5 squares and weakened (save ends).

↗ **Sleep** (standard, at-will) • **Psychic**

Ranged 10; +10 vs Will; The target is slowed (save ends). If the target is already slowed, it falls asleep (until disturbed or save ends, whichever is sooner).

A serene spirit, the peaceful specter offers guidance and solace to lost souls.

Specter of Chivalry

Level 6 Blocker (250 XP)

Medium Shadow Humanoid • Undead (Unaligned)

Senses: Perception +10, darkvision

Languages: Common

Str: 14 (+5), **Con:** 12 (+4), **Dex:** 12 (+4)

Int: 10 (+3), **Wis:** 11 (+3), **Cha:** 14 (+5)

Initiative: +6; **Speed:** 6, fly 6 (hover), phasing

AC: 22; **Fort:** 19, **Ref:** 17, **Will:** 19

HP: 54, **Staggered:** 27

Immune: disease, poison, **Resist:** incorporeal

‡ **Ghostly Sword** (standard, at-will) • **Necrotic, Weapon**

+9 vs Reflex; 2d8+4 necrotic damage, and the target is marked until the end of the specter's next turn.

Knightly Tactics

A specter has combat advantage against any target marked by any *ghostly sword* power.

A gallant specter, born of the soul of one betrayed while upholding their sworn duty. They can be overzealous in maintaining the codes of honor of a bygone time.

Specter of Sorrow

Level 6 Spoiler (250 XP)

Medium Shadow Humanoid • Undead (Chaotic Evil)

Senses: Perception +6, darkvision

Languages: Common

Str: 6 (+1), **Con:** 12 (+4), **Dex:** 20 (+8)

Int: 11 (+3), **Wis:** 6 (+1), **Cha:** 19 (+7)

Initiative: +8; **Speed:** fly 6 (hover), phasing

AC: 20; **Fort:** 16, **Ref:** 20, **Will:** 19

HP: 54, **Staggered:** 27

Immune: disease, poison, **Resist:** necrotic 10, incorporeal, **Vulnerable:** radiant 5

Regretful Whispers (Psychic) aura 1: Any enemy that enters or starts its turn in the aura takes 5 psychic damage and cannot shift until the start of its next turn. If the specter of sorrow takes radiant damage, the aura is negated until the end of its next turn.

‡ **Touch of Misery** (standard, at-will) • **Psychic**

+9 vs Reflex; 1d6+5 psychic damage, and the target takes a -2 penalty to Will defense (save ends).

† **Touch of Grief** (standard, refresh 5, 6) • **Psychic**

+9 vs Reflex; 2d6+4 psychic damage, and target is weakened (save ends).

Spawn Wraith

Any humanoid killed by a specter of sorrow rises as a free-willed basic specter (use these stats, but without the *regretful whispers* power) at the start of its creator's next turn, appearing in the space where it died (or nearest unoccupied space).

A melancholic specter that tries to subject others to whatever tragedy took the specter's life.

Deathgaunt

Level 10 Skulker (500 XP)

Medium Shadow Humanoid • Undead (Chaotic Evil)

Senses: Perception +19, darkvision; **Skills:** Stealth +19

Languages: Common

Str: 13 (+6), **Con:** 15 (+7), **Dex:** 19 (+9)

Int: 20 (+10), **Wis:** 19 (+9), **Cha:** 22 (+11)

Initiative: +14; **Speed:** fly 6

AC: 22; **Fort:** 23, **Ref:** 21, **Will:** 22

HP: 87, **Staggered:** 43

Immune: poison, disease, **Resist:** necrotic 5, insubstantial, **Vulnerable:** radiant 5

Vile Presence aura 2 Creatures in the aura receive a -1 penalty on saving throws.

↗ **Radiance of Fear** (standard, at-will) • **Psychic**

Ranged 10; +15 vs Will; The target is pushed 5 squares and dazed (save ends).

† **Soul Burn** (standard, at-will) • **Psychic**

+15 vs Will; 2d12+5 psychic damage and the target loses one recovery. If the target has no recoveries, they are immune to this power.

Shadowy Presence (swift, encounter) • **Illusion**

The deathgaunt becomes invisible. This effect ends when the deathgaunt is exposed to bright light.

Deathgaunts and gloomwardens are specters that remain on the Prime Material Plane to cause trouble and suffering, even after being given a chance to move on to the afterlife.

Gloomwarden

Level 12 Spoiler (700 XP)

Medium Shadow Humanoid • Undead (Chaotic Evil)

Senses: Perception +22, darkvision; **Skills:** Stealth +22

Languages: Common

Str: 14 (+8), **Con:** 16 (+9), **Dex:** 20 (+11)

Int: 21 (+11), **Wis:** 20 (+11), **Cha:** 23 (+12)

Initiative: +17; **Speed:** fly 6

AC: 26; **Fort:** 24, **Ref:** 23, **Will:** 25

HP: 84, **Staggered:** 42

Immune: poison, disease, **Resist:** necrotic 10, insubstantial,

Vulnerable: radiant 10

Dread Presence aura 2 Creatures in the aura receive a -2 penalty to Will defense.

‡ **Will Drain** (standard, at-will) • **Fear, Psychic**

+17 vs Will; 3d8+6 psychic damage and the target suffers a -2 penalty to Will defense (save ends).

¤ **Radiance of Doom** (standard, encounter) • **Fear, Psychic**

Near burst 3, all non-undead creatures; +17 vs Will; 3d8+6 psychic damage and the target is weakened until the end of their next turn.

¤ **Shadow Revolt** (swift, encounter) • **Fear, Psychic**

Near blast 5, all non-undead creatures; +17 vs Will (the target must not be in bright light); 3d8+6 necrotic damage and the target is immobile (save ends).

Jiang-Shi by Earl Geier



Throach

The throach has the body and head of a roach, and six roach-like legs, but from the end of the thorax protrudes a scorpion-like tail complete with stinger. The stinger is straighter and more spear-like than the slightly curved stinger of a scorpion. The throach's chitinous shell is iridescent dark blue (indigo or navy), almost black, but shades of purple can be seen in the right light.

Throaches thrive in moisture-rich environments, and are common in swamps, marshes and wet forests. They can also be found in the sewer systems of many large cities and occasionally inhabit ruins in damp, rainy regions. Where one throach is found, others are usually located, so even a solitary encounter with one is often indicative of a brood nearby. Throaches prefer to live in dark or shadowy areas, and will scurry from bright light.

Throaches can be deadly to non-adventurers, or even unprepared adventurers with their bite and sting, but the true danger lies in their reproductive method. Throaches are asexual creatures that both produce and fertilize their own eggs. However, in order for the young to hatch and survive, the eggs must be implanted in a living creature. Typically, a throach will sting a victim, and when the paralyzed victim lies helpless it will implant several eggs inside the abdominal cavity. These eggs hatch in 24 hours and begin feeding on the host, killing it in the process. This provides enough nutrition and energy for the young throaches to scurry for cover and establish a territory.

Throach Hatchling

Level 2 Mook Striker (31.25 XP)

Small Natural Beast • Vermin (Unaligned)

Senses: Perception -2, Darkvision; **Skills:** Athletics +6, Stealth +9

Str: 8 (+0), **Con:** 12 (+2), **Dex:** 14 (+3)

Int: 2 (-3), **Wis:** 2 (-3), **Cha:** 2 (-3)

Initiative: +4; **Speed:** 4

AC: 14; **Fort:** 15, **Ref:** 13, **Will:** 14

HP: 1

Vulnerable: light sensitivity

‡ **Bite** (standard, at-will)

+7 vs AC; 5 damage (+2 damage against the creature they were implanted in).

Light Sensitivity

Any time the throach is exposed to bright light, it is rattled (save ends).

Throach hatchlings created through a throach's *implant* power do not grant any XP.

Throach

Level 2 Elite Blocker (250 XP)

Large Natural Beast • Vermin (Unaligned)

Senses: Perception +3, Darkvision; **Skills:** Athletics +11, Sleight of Hand +6, Stealth +6

Str: 18 (+5), **Con:** 16 (+4), **Dex:** 8 (+0)

Int: 2 (-3), **Wis:** 13 (+2), **Cha:** 7 (-1)

Initiative: +1; **Speed:** 10

Action Points: 1

AC: 18; **Fort:** 15, **Ref:** 14, **Will:** 14; **Saving Throws:** +2

HP: 68, **Staggered:** 34

Vulnerable: light sensitivity

‡ **Bite** (standard, at-will)

+7 vs AC; 1d12+3 damage.

† **Sting** (standard, at-will)

+7 vs AC; 1d12+3 damage and the target is dazed (save ends). *First Failed Save:* The target is stunned (save ends).

† **Implant** (standard, at-will)

+7 vs AC (The target is stunned); 2d10+2 damage and the target has 2d4 throach eggs implanted in them. At the end of each of their turns, make a saving throw. On a success, one throach egg is expelled. On a failure, one throach egg hatches. Place a throach hatchling in an adjacent unoccupied space. The throach hatchling acts on the initiative count just after the throach's.

Light Sensitivity

Any time the throach is exposed to bright light, it is rattled (save ends).

This hideous, dark blue creature is nearly seven feet long and has a tail like a scorpion, but no pincers.

Underdeep

Giant Amoeba

Level 1 Elite Blocker (200 XP)

Medium Natural Automaton • Aquatic, Ooze (Unaligned)

Senses: Perception -5, Blindsight 6; **Skills:** Athletics +6

Str: 12 (+1), **Con:** 16 (+3), **Dex:** 1 (-5)

Int: 1 (-5), **Wis:** 1 (-5), **Cha:** 1 (-5)

Initiative: -5; **Speed:** 2, climb 2, swim 4

Action Points: 1

AC: 17; **Fort:** 14, **Ref:** 13, **Will:** 13; **Saving Throws:** +2

HP: 58, **Staggered:** 29

Resist: acid 5

‡ **Pseudopod** (standard, at-will)

+6 vs AC; 1d10+3 damage and grappled.

† **Constrict** (standard, at-will)

Grappled target only; 1d10+3 acid damage.

† **Engulf** (standard, at-will)

+6 vs AC (Grappled target of Medium size or smaller; the giant amoeba must not be staggered); The target is swallowed. It shares a space with the giant amoeba, and cannot move out of the amoeba's space. The target takes 2d8+3 acid damage at the start of each of its turns. It can only target the giant amoeba with attacks, and cannot use two-handed weapons. If the amoeba is staggered or reduced to 0 HP or below, the swallowed target escapes and is placed in an adjacent unoccupied space of the target's choice.

A massive single-celled organism with a gelatinous body, capable of engulfing and digesting its prey.

Hate Reaper

Level 3 Spoiler (150 XP)

Small Natural Monstrosity (Evil)

Senses: Perception +3, tremorsense 12; **Skills:** Stealth +11

Str: 8 (+0), **Con:** 12 (+2), **Dex:** 18 (+5)

Int: 4 (-2), **Wis:** 13 (+2), **Cha:** 16 (+4)

Initiative: +6; **Speed:** 4, burrow 2

AC: 17; **Fort:** 15, **Ref:** 14, **Will:** 16

HP: 39, **Staggered:** 19

‡ **Bite** (standard, at-will)

Melee; +8 vs AC; 1d12+4 damage.

↗ **Gaze of Rage** (standard, refresh 5, 6) • **Fear, Psychic**

Ranged 10; +6 vs Will; The target is controlled until the end of its next turn.

↗ **Inspire Terror** (swift, encounter) • **Fear, Psychic**

Near burst 5; all enemies; +6 vs Will; The target is pushed 3 and rattled (save ends).

A hate reaper is a small, rodent-like monster that can manipulate the emotions of those it is near. In particular, it can amplify anger and fear into incandescent rage.

Ettercap

Level 4 Skulker (175 XP)

Medium Natural Humanoid • Spider (Unaligned)

Senses: Perception +6, darkvision, tremorsense 12 (creatures touching its web); **Skills:** Athletics +11, Stealth +12

Languages: Common

Str: 14 (+4), **Con:** 13 (+3), **Dex:** 17 (+5)

Int: 6 (+0), **Wis:** 15 (+4), **Cha:** 8 (+1)

Initiative: +7; **Speed:** 6 (web stride), climb 6 (wall-climber)

AC: 16; **Fort:** 17, **Ref:** 15, **Will:** 16

HP: 51, **Staggered:** 25

Resist: poison 5

‡ **Fangs** (standard, at-will)

+9 vs AC; 1d12+5 damage and the target is slowed (save ends).

† **Claws** (standard, at-will)

The target must be immobile or restrained: 2d12+3 damage.

↗ **Web Trap** (standard, at-will)

+9 vs AC; The target is immobile (save ends).

Spring Upon Prey (reaction, encounter)

If a creature touches the ettercap's web while the ettercap is on it: The ettercap moves its speed towards the triggering creature and makes a basic melee attack.

Speak with Spiders

The ettercap can speak with spiders.

An ettercap is about 6 feet tall and weighs about 200 pounds. Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move.

Witchcrawler

Level 5 Spoiler (200 XP)

Tiny Natural Monstrosity (Evil)

Senses: Perception +9, blindsight 10; **Skills:** Stealth +11

Str: 16 (+5), **Con:** 15 (+4), **Dex:** 19 (+6)

Int: 9 (+1), **Wis:** 14 (+4), **Cha:** 10 (+2)

Initiative: +6; **Speed:** 6, climb 6

AC: 19; **Fort:** 17, **Ref:** 19, **Will:** 16

HP: 49, **Staggered:** 24

‡ **Mandibles** (standard, at-will)

+10 vs AC; 1d8+4 damage.

↗ **Suffocating Trance** (standard, encounter) • **Psychic**

Near burst 5; +8 vs Reflex (enemies only); the target is restrained and takes persistent 10 damage (save ends both).

Squish Small

A witchcrawler can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the witchcrawler at all.

The witchcrawler is a nightmarish blend of arachnid and serpent, possessing fangs with soporific venom and the ability to crawl along walls and ceilings with unnatural agility.

Stygira

Level 7 Elite Spoiler (600 XP)

Medium Fey Humanoid • Earth (Evil)

Senses: Perception +6, gemsight; **Skills:** Arcana +10, Bluff +8, Dungeoneering +11

Languages: Common, Deep Speech, Giant, Primordial

Str: 12 (+4), **Con:** 10 (+3), **Dex:** 16 (+6)

Int: 14 (+5), **Wis:** 16 (+6), **Cha:** 10 (+3)

Equipment: gemstone

Initiative: +6; **Speed:** 5

Action Points: 1

AC: 21; **Fort:** 19, **Ref:** 18, **Will:** 20; **Saving Throws:** +2

HP: 118, **Staggered:** 59

‡ **Claw** (standard, at-will)

+12 vs AC; 2d10+4 damage and target slowed (save ends). If target already slowed, immobile instead (save ends). If target already immobile, petrified instead (indefinitely).

↗ **Gem Gaze** (standard, at-will) • **Psychic, Fear**

+10 vs Will; 2d10+4 psychic damage, and the target is pushed 2.

↗ **Earthbind** (swift, refresh 5, 6) • **Psychic**

Ranged 10; +10 vs Fortitude; target is lowered safely to the ground, and cannot fly, levitate or climb (save ends).

Light Sickness

If the stygira is exposed to bright light, it is dazed (save ends).

Gemsight

As long as the stygira holds a gemstone, they can see through the gem with darkvision and truesight. The stygira is blind when they are not holding a gem.

A hooded humanoid that sees only through a crystal it holds in its hand, able to paralyze its prey before carting them off to be rendered down in the vast vats of their subterranean lairs.

In the World

Stone Curse: Wounds dealt by the stygira's claws leave the flesh bleached of color and turn the blood that runs from them dark gray. A creature petrified by the stone curse that spends 8 hours in direct sunlight can attempt a new saving throw to remove the effects of stone curse.

Oracles: Stygira know divination magic pertaining to reading omens, clairaudience, reading auras and auguries.

Special

Those stygira with particularly precious gemstones may have different gaze attacks.

Bauble Beast

Level 9 Elite Blocker (800 XP)

Large Natural Monstrosity • Earth (Unaligned)

Senses: Perception +7, darkvision; **Skills:** Acrobatics +13, Bluff +13, Sleight of Hand +13

Languages: Common, Deep Speech, Dwarvish

Str: 18 (+8), **Con:** 16 (+7), **Dex:** 18 (+8)

Int: 12 (+5), **Wis:** 16 (+7), **Cha:** 18 (+8)

Initiative: +8; **Speed:** 6, climb 2

Action Points: 1

AC: 25; **Fort:** 22, **Ref:** 21, **Will:** 21; **Saving Throws:** +2

HP: 138, **Staggered:** 69

‡ **Leg** (standard, at-will)

+14 vs AC; 2d12+4 damage.

† **Jaws** (standard, refresh 4, 5, 6) • **Acid**

+14 vs AC; 4d8+5 acid damage and target is overly-generous (save ends).

¤ **Bile** (standard, refresh 4, 5, 6) • **Acid**

Near arc 3; +12 vs Fortitude; 2d12+4 acid damage and target is overly-generous (save ends).

↗ **Item Toss** (reaction, at-will)

If the bauble beast is handed a gift: Ranged 10; +14 vs AC; 4d8+5 damage and the gift lands in the target's space.

Bile Duct (reaction, encounter)

When first staggered; Make an immediate *bile* attack, whether or not it is refreshed.

A four-legged creature with two small and graceful arms and a blocky head, the beast's mustard-yellow hide is spotted with what appears to be precious stones.

Tactics

The bauble beast attacks until it has been given enough valuable items, then it runs away.

In the World

Forge Jewelry: The bauble beast creates imitation jewelry within its digestive system. Anyone who dons the imitation jewelry is attacked:

+14 vs Will; the target learns where the fake jewelry was created and is compelled for one hour to collect their valuable belongings and bring them to that location. Removing the imitation jewelry ends the effect immediately, but the target can't take it off voluntarily.

Special

The bauble beast introduces a new condition:

Overly-generous: The creature spends up to one move action per round trying to give away an item of value. Unless a particular creature requests a gift and/or requests a particular gift, the gift is chosen randomly and the target is chosen randomly among those that can be reached with a single move.

Otyugh

Level 12 Striker (700 XP)

Large Cosmic Monstrosity (Unaligned)

Senses: Perception +13, darkvision

Languages: Common

Str: 16 (+9), **Con:** 19 (+10), **Dex:** 11 (+6)

Int: 6 (+4), **Wis:** 13 (+7), **Cha:** 6 (+4)

Initiative: +12; **Speed:** 4

AC: 26; **Fort:** 23, **Ref:** 25, **Will:** 24

HP: 84, **Staggered:** 42

Immune: disease

Stench aura 1 Creatures that enter or begin their turn within the aura grant combat advantage.

‡ **Tentacle** (standard, at-will)

Reach 3; +17 vs AC; 3d8+6 damage and the target is grappled. The otyugh can grapple up to three creatures.

† **Bite** (standard, at-will)

+17 vs AC (The target must be grappled.); 6d6+6 damage and the target is exposed to sewer plague.

† **Tentacle Smash** (swift, at-will)

Move each grappled creature to an unoccupied space within reach. If two or more creatures are grappled, they are all dazed until the end of their next turn.

A scavenger with an orb-like body, three legs, three tentacles and a gigantic mouth. A redundancy of eyes bristle from one of its tentacles; the other two are barbed.

Tunnel Brute

Level 16 Wrecker (1400 XP)

Large Natural Monstrosity (Unaligned)

Senses: Perception +8, darkvision, tremorsense 12

Str: 24 (+15), **Con:** 21 (+13), **Dex:** 21 (+13)

Int: 10 (+8), **Wis:** 11 (+8), **Cha:** 21 (+13)

Initiative: +13; **Speed:** 4, burrow 4, climb 2

AC: 28; **Fort:** 29, **Ref:** 27, **Will:** 28

HP: 123, **Staggered:** 69

Miasma of Despair (Fear) aura 1: While a creature is in the aura, it suffers a -2 penalty to defences, on attack rolls and on skill checks.

‡ **Sting** (standard, at-will) • **Poison**

+21 vs AC; 3d10+13 poison damage.

† **All-Out Attack** (standard, encounter)

+21 vs AC; 7d6+13 damage.

This is a brutal giant with insectoid features. Although humanoid in shape, it is covered in a hard chitin. Its eyes are faceted, and its mouth boasts two pairs of mandibles, the lower larger than the upper. It hunches as it walks, its knuckles nearly dragging the floor, and a large tail with a needle-like stinger curls up above its head. A horrific, oppressive stench emanates from the creature; the air around it almost seems to simmer with the fumes.



Tunnel Brute by Beth Trott

Phrenic Scourge

Level 16 Elite Spoiler (2800 XP)

Medium Cosmic Monstrosity (Evil)

Senses: Perception +13, darkvision; **Skills:** Bluff +15, Dungeoneering +20, Insight +18

Languages: Common, Deep Speech; telepathy 20

Str: 10 (+8), **Con:** 21 (+13), **Dex:** 16 (+11)

Int: 24 (+15), **Wis:** 21 (+13), **Cha:** 15 (+10)

Initiative: +11; **Speed:** 6 (compress), burrow 3, climb 6

Action Points: 1

AC: 30; **Fort:** 28, **Ref:** 27, **Will:** 29; **Saving Throws:** +2

HP: 208, **Staggered:** 76

Resist: radiant 10, **Vulnerable:** psychic 10

‡ **Tendril Cluster** (standard, at-will)

+21 vs AC; 3d10+7 psychic damage, and the target is grappled.

† **Implant Larva** (swift, refresh 5, 6) • **Psychic, Disease**

+19 vs Will (must be grappling the target); grapple ends; 3d10+7 psychic damage, and the target is dominated (save ends).

* **Sap Will** (standard, encounter) • **Psychic**

Far burst 1 within 6; +19 vs Will; the target is stunned (save ends).

↗ **Suggestion** (swift, encounter) • **Psychic, Charm**

Ranged 10; +19 vs Will; 2d10+7 psychic damage and shunt target 5.

* **Mandatory Slumber** (standard, at-will) • **Psychic**

Far burst 1 within 6; +19 vs Will; 2d10+7 psychic damage, and the target is knocked prone.

Teleport (move, encounter) • **Teleportation**

Teleport up to 6.

This horrific being stands as a human, but is clearly nothing of the sort. A dark and tattered robe only partly covers a body that appears to be formed entirely of squirming, writhing tendrils in hues of off-white, corpse-gray, and sickly purples and blues. Lengths of these tendrils hang from its sleeves as hands, while others make up a visage that cannot, in any sense of the word, be called a face. It steps forward with a shambling, yet somehow graceful, gait.

Evil Eye

Level 16 Boss Wrecker (5600 XP)

Large Cosmic Monstrosity (Evil)

Senses: Perception +13, all-around vision, darkvision, truesight

Str: 8 (+7), **Con:** 21 (+13), **Dex:** 14 (+10)

Int: 24 (+15), **Wis:** 21 (+13), **Cha:** 16 (+11)

Initiative: +10; **Speed:** fly 6 (hover)

Action Points: 2

AC: 28; **Fort:** 28, **Ref:** 27, **Will:** 29; **Saving Throws:** +5

HP: 492, **Staggered:** 208

Resist: radiant 10, **Vulnerable:** psychic 10

‡ **Lash** (standard, at-will)

+21 vs AC; 4d10+8 damage.

¤ **Gaze Attack** (standard, at-will) • **Psychic, Fire**

Near arc 6; +19 vs Will; the evil eye chooses one effect. It cannot choose one that it has used since the beginning of its last turn.

1. *Charm*: +13 vs Will; the target is dominated (save ends).

2. *Confuse*: +13 vs Will; 2d10+7 psychic damage, and the target cannot use encounter or daily powers (save ends).

3. *Death*: +13 vs Fortitude; 3d10+7 damage.

4. *Enervate*: +13 vs Fortitude; 2d10+7 psychic damage, and the target is weakened (save ends).

5. *Immolate*: +13 vs Reflex; 2d10+7 fire damage.

6. *Paralyze*: +13 vs Will; 2d10+7 psychic damage, and the target is immobile (save ends).

7. *Petrify*: +13 vs Fortitude; the target is petrified (save ends).

8. *Sleep*: +13 vs Will; 2d10+7 psychic damage, and the target is knocked prone (save ends).

All-Out (standard, encounter)

Use *gaze attack* twice (evil eye chooses the effect each time). This power refreshes when the evil eye is first staggered.

Lash Out (reaction, refresh 4, 5, 6)

The evil eye is hit by an attack; the evil eye makes a *gaze attack*, with the effect chosen randomly.

Phrenic Scourge by Beth Trott (on next page)

An enormous floating eye, apparently ripped raw from the skull of some giant beast, hovers in the air before you. Lengths of optic nerve writhe and thrash behind it like tails, fading away after several feet into thin wisps of white mist. That same white mist is visible in the eye's dark pupil, as though through a window to some distant world.



Vermin



Spider by Joyce Maureira

Flash Beetle

Level 1 Spoiler (100 XP)

Small Natural Beast • Vermin (Unaligned)

Senses: Perception +2, low-light vision

Str: 14 (+2), **Con:** 15 (+2), **Dex:** 15 (+2)

Int: 2 (-4), **Wis:** 14 (+2), **Cha:** 11 (+0)

Initiative: +2; **Speed:** 6, fly 6

AC: 15; **Fort:** 13, **Ref:** 12, **Will:** 14

HP: 29, **Staggered:** 14

Luminescence aura 2: The flash beetle casts bright light.

‡ **Bite** (standard, at-will)

+6 vs AC; 1d10+3 damage.

¤ **Flash** (standard, encounter)

Near burst 2; +6 vs Fortitude; The target is rattled until the end of its next turn. If the target was already rattled, it is instead blinded until the end of its next turn.

A bioluminescent insect that can emit dazzling flashes of light when threatened. Flash beetles are found in dark and cavernous environments.

Iridescent Scorpion

Level 1 Striker (100 XP)

Medium Natural Beast • Vermin (Unaligned)

Senses: Perception +0, Tremorsense 12; **Skills:** Athletics +5, Stealth +6

Str: 11 (+0), **Con:** 12 (+1), **Dex:** 12 (+1)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 2 (-4)

Initiative: +1; **Speed:** 8

AC: 15; **Fort:** 12, **Ref:** 14, **Will:** 13

HP: 29, **Staggered:** 14

‡ **Claw** (standard, at-will)

+6 vs AC; 1d10+3 damage.

† **Sting (Red Scorpion)** (standard, at-will)

Reach 1; +6 vs AC; 1d10+3 poison damage and the target becomes vulnerable to poison 5 (save ends).

† **Sting (Blue Scorpion)** (standard, at-will)

Reach 1; +6 vs AC; 1d10+3 poison damage and the target is slowed (save ends).

† **Multiattack** (standard, at-will)

The target is flanked; The scorpion makes two *claw* attacks against the target.

Iridescent scorpions are either blue or red. Each variety has a different poison, administered by its stinger.

Fishing Spiders

A large and agile spider adapted to aquatic habitats, the fishing spider skates across water surfaces or clings on to the riverbed to remain submerged.

Small Fishing Spider

Level 1 Skulker (100 XP)

Small Natural Beast • Spider (Unaligned)

Senses: Perception +0, darkvision, tremorsense (body of water the spider is on or in reach of); **Skills:** Acrobatics +8, Athletics +3, Stealth +8

Str: 7 (-2), **Con:** 10 (+0), **Dex:** 17 (+3)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 2 (-4)

Initiative: +3; **Speed:** 4 (water walk)

AC: 13; **Fort:** 14, **Ref:** 12, **Will:** 13

HP: 33, **Staggered:** 16

‡ **Claw** (standard, at-will) • **Poison**

+6 vs AC; 1d10+3 poison damage. *Secondary Attack:* +4 vs Fortitude; the target is grappled.

† **Bite** (standard, at-will)

The target must be grappled: 2d8+3 damage.

Float (counter, at-will)

At any time that the spider is on the floor of a body of water, it can release its hold to float to the surface.

Medium Fishing Spider

Level 4 Skulker (175 XP)

Medium Natural Beast • Spider (Unaligned)

Senses: Perception +4, darkvision, tremorsense (body of water the spider is on or in reach of); **Skills:** Acrobatics +12, Athletics +9, Stealth +12

Str: 11 (+2), **Con:** 10 (+2), **Dex:** 17 (+5)
Int: 2 (-2), **Wis:** 10 (+2), **Cha:** 2 (-2)

Initiative: +7; **Speed:** 6 (water walk)

AC: 16; **Fort:** 17, **Ref:** 15, **Will:** 16

HP: 51, **Staggered:** 25

‡ **Claw** (standard, at-will) • **Poison**

+9 vs AC; 1d12+5 poison damage. **Secondary Attack:** +7 vs Fortitude; the target is grappled.

† **Bite** (standard, at-will)

The target must be grappled: 2d12+3 damage.

Float (counter, at-will)

At any time that the spider is on the floor of a body of water, it can release its hold to float to the surface.

Large Fishing Spider

Level 8 Skulker (350 XP)

Large Natural Beast • Spider (Unaligned)

Senses: Perception +8, darkvision, tremorsense (body of water the spider is on or in reach of); **Skills:** Acrobatics +16, Athletics +15, Stealth +16

Str: 15 (+6), **Con:** 12 (+5), **Dex:** 17 (+7)
Int: 2 (+0), **Wis:** 10 (+4), **Cha:** 2 (+0)

Initiative: +11; **Speed:** 6 (water walk)

AC: 20; **Fort:** 21, **Ref:** 19, **Will:** 20

HP: 75, **Staggered:** 37

‡ **Claw** (standard, at-will) • **Poison**

+13 vs AC; 2d10+5 poison damage. **Secondary Attack:** +11 vs Fortitude; the target is grappled.

† **Bite** (standard, at-will)

The target must be grappled: 3d10+5 damage.

Float (counter, at-will)

At any time that the spider is on the floor of a body of water, it can release its hold to float to the surface.

Huge Fishing Spider

Level 12 Skulker (700 XP)

Huge Natural Beast • Spider (Unaligned)

Senses: Perception +12, darkvision, tremorsense (body of water the spider is on or in reach of); **Skills:** Acrobatics +20, Athletics +21, Stealth +20

Str: 19 (+10), **Con:** 14 (+8), **Dex:** 17 (+9)
Int: 2 (+2), **Wis:** 10 (+6), **Cha:** 2 (+2)

Initiative: +15; **Speed:** 8 (water walk)

AC: 24; **Fort:** 25, **Ref:** 23, **Will:** 24

HP: 99, **Staggered:** 49

‡ **Claw** (standard, at-will) • **Poison**

+17 vs AC; 3d8+6 poison damage. **Secondary Attack:** +15 vs Fortitude; the target is grappled.

† **Bite** (standard, at-will)

The target must be grappled: 6d6+6 damage.

Float (counter, at-will)

At any time that the spider is on the floor of a body of water, it can release its hold to float to the surface.

Hunting Spiders

Hunting spiders are predators of speed and agility. They have venomous bites. Tarantulas can spray itchy and hindering bristles. Wolf spiders carry their young on their bodies in egg sacs.

Variants

No spider has access to all powers. Instead, they each get a selection, described below.

Tarantula: *Bite, venomous bite, hiss, raise hairs and spray hairs.*

Wolf Spider: *Bite, venomous bite and egg sacs.*

Small Hunting Spider

Level 1 Striker (100 XP)

Small Natural Beast • Spider (Unaligned)

Senses: Perception +0, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:** Acrobatics +8, Athletics +3, Stealth +8

Str: 7 (-2), **Con:** 10 (+0), **Dex:** 17 (+3)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 2 (-4)

Initiative: +3; **Speed:** 5 (web stride), climb 2 (wall-climber)

AC: 15; **Fort:** 12, **Ref:** 14, **Will:** 13

HP: 29, **Staggered:** 14

‡ **Bite** (standard, at-will)

+6 vs AC; 1d10+3 damage, or 2d8+3 damage against a slowed, grappled, restrained or immobile target.

† **Venomous Bite** (standard, at-will) • **Poison**

+6 vs AC; 1d10+3 poison damage and the target is slowed until the end of their next turn.

¤ **Hiss** (swift, encounter) • **Fear**

Near burst 3, all creatures without the Spider tag; +6 vs Will; The target grants combat advantage until the end of their next turn.

Raise Hairs (swift, at-will) • **Poison, Stance**

If an adjacent creature hits the spider with an attack, make an attack. +4 vs Fortitude; the target grants combat advantage until the end of their next turn.

Egg Sacs (counter, encounter)

If the spider is hit by an attack: Place a spider swarm in an adjacent space (whether or not it is occupied).

¤ **Spray Hairs** (swift, encounter) • **Poison**

Near burst 3, all creatures without the Spider tag; +6 vs Reflex; The target grants combat advantage until the end of their next turn. The spider cannot use *raise hairs* if it has used *spray hairs* this encounter.

Medium Hunting Spider

Level 4 Striker (175 XP)

Medium Natural Beast • Spider (Unaligned)

Senses: Perception +4, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:** Acrobatics +12, Athletics +9, Stealth +12

Str: 11 (+2), **Con:** 12 (+3), **Dex:** 17 (+5)

Int: 2 (-2), **Wis:** 10 (+2), **Cha:** 2 (-2)

Initiative: +7; **Speed:** 6 (web stride), climb 3 (wall-climber)

AC: 18; **Fort:** 15, **Ref:** 17, **Will:** 16

HP: 44, **Staggered:** 22

‡ Bite (standard, at-will)

+9 vs AC; 1d12+5 damage, or 2d12+3 damage against a slowed, grappled, restrained or immobile target.

† Venomous Bite (standard, at-will) • Poison

+9 vs AC; 1d12+5 poison damage and the target is slowed until the end of their next turn.

¤ Hiss (swift, encounter) • Fear

Near burst 3, all creatures without the Spider tag; +9 vs Will; The target grants combat advantage until the end of their next turn.

Raise Hairs (swift, at-will) • Poison, Stance

If an adjacent creature hits the spider with an attack, make an attack. +7 vs Fortitude; the target grants combat advantage until the end of their next turn.

Egg Sacs (counter, encounter)

If the spider is hit by an attack: Place a spider swarm in an adjacent space (whether or not it is occupied).

¤ Spray Hairs (swift, encounter) • Poison

Near burst 3, all creatures without the Spider tag; +9 vs Reflex; The target grants combat advantage until the end of their next turn. The spider cannot use *raise hairs* if it has used *spray hairs* this encounter.

Huge Hunting Spider

Level 12 Striker (700 XP)

Huge Natural Beast • Spider (Unaligned)

Senses: Perception +12, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:** Acrobatics +20, Athletics +21, Stealth +20

Str: 19 (+10), **Con:** 14 (+8), **Dex:** 17 (+9)

Int: 2 (+2), **Wis:** 10 (+6), **Cha:** 2 (+2)

Initiative: +15; **Speed:** 8 (web stride), climb 6 (wall-climber)

AC: 26; **Fort:** 23, **Ref:** 25, **Will:** 24

HP: 84, **Staggered:** 42

‡ Bite (standard, at-will)

+17 vs AC; 3d8+6 damage, or 6d6+6 damage against a slowed, grappled, restrained or immobile target.

† Venomous Bite (standard, at-will) • Poison

+17 vs AC; 3d8+6 poison damage and the target is slowed until the end of their next turn.

¤ Hiss (swift, encounter) • Fear

Near burst 3, all creatures without the Spider tag; +17 vs Will; The target grants combat advantage until the end of their next turn.

Raise Hairs (swift, at-will) • Poison, Stance

If an adjacent creature hits the spider with an attack, make an attack. +15 vs Fortitude; the target grants combat advantage until the end of their next turn.

Egg Sacs (counter, encounter)

If the spider is hit by an attack: Place a spider swarm in an adjacent space (whether or not it is occupied).

¤ Spray Hairs (swift, encounter) • Poison

Near burst 3, all creatures without the Spider tag; +17 vs Reflex; The target grants combat advantage until the end of their next turn. The spider cannot use *raise hairs* if it has used *spray hairs* this encounter.

Large Hunting Spider

Level 8 Striker (350 XP)

Large Natural Beast • Spider (Unaligned)

Senses: Perception +8, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:** Acrobatics +16, Athletics +15, Stealth +16

Str: 15 (+6), **Con:** 12 (+5), **Dex:** 17 (+7)

Int: 2 (+0), **Wis:** 10 (+4), **Cha:** 2 (+0)

Initiative: +11; **Speed:** 6 (web stride), climb 4 (wall-climber)

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20

HP: 64, **Staggered:** 32

‡ Bite (standard, at-will)

+13 vs AC; 2d10+5 damage, or 3d10+5 damage against a slowed, grappled, restrained or immobile target.

† Venomous Bite (standard, at-will) • Poison

+13 vs AC; 2d10+5 poison damage and the target is slowed until the end of their next turn.

¤ Hiss (swift, encounter) • Fear

Near burst 3, all creatures without the Spider tag; +13 vs Will; The target grants combat advantage until the end of their next turn.

Raise Hairs (swift, at-will) • Poison, Stance

If an adjacent creature hits the spider with an attack, make an attack. +11 vs Fortitude; the target grants combat advantage until the end of their next turn.

Egg Sacs (counter, encounter)

If the spider is hit by an attack: Place a spider swarm in an adjacent space (whether or not it is occupied).

¤ Spray Hairs (swift, encounter) • Poison

Near burst 3, all creatures without the Spider tag; +13 vs Reflex; The target grants combat advantage until the end of their next turn. The spider cannot use *raise hairs* if it has used *spray hairs* this encounter.

Vermin Swarms

A writhing mass of countless small insects, spiders or other biting creatures.

Variants

Rattlesnake Swarm: Reptile tag.

Spider Swarm: Spider tag. Tremorsense (with contiguous web spaces, while on a web).

Vermin Swarm

Level 2 Striker (125 XP)

Medium Natural Beast • Swarm (Unaligned)

Senses: Perception +7, low-light vision; **Skills:** Stealth +10

Str: 11 (+1), **Con:** 12 (+2), **Dex:** 18 (+5)

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 10 (+1)

Initiative: +7; **Speed:** 6, climb 6 (compress Tiny)

AC: 16; **Fort:** 13, **Ref:** 16, **Will:** 13

HP: 34, **Staggered:** 17

Resist: Melee and Ranged attacks (half damage), **Vulnerable:** Near and Far attacks 5

Swarm Violence aura 1: If an enemy begins their turn in this aura, makes a basic melee attack against them as a free action.

‡ Plague of Fangs (standard, at-will) • Poison

+7 vs AC; 1d10+2 damage, and the vermin swarm makes a secondary attack on the same target.

Secondary Attack: +5 vs Fortitude; 1d10 poison damage.

Swarm

A swarm can occupy the same space as other creatures.

Large Vermin Swarm

Level 6 Striker (250 XP)

Large Natural Beast • Swarm (Unaligned)

Senses: Perception +9, low-light vision; **Skills:** Stealth +12

Str: 11 (+3), **Con:** 12 (+4), **Dex:** 18 (+7)

Int: 2 (-1), **Wis:** 12 (+4), **Cha:** 10 (+3)

Initiative: +9; **Speed:** 6, climb 6 (compress Tiny)

AC: 20; **Fort:** 17, **Ref:** 20, **Will:** 17

HP: 54, **Staggered:** 27

Resist: Melee and Ranged attacks (half damage); **Vulnerable:** Near and Far attacks 5

Swarm Violence aura 1: If an enemy begins their turn in this aura, makes a basic melee attack against them as a free action.

† **Plague of Fangs** (standard, at-will) • **Poison**

+11 vs AC; 2d10+2 damage, and the vermin swarm makes a secondary attack on the same target.

Secondary Attack: +9 vs Fortitude; 1d10 poison damage.

Swarm

A swarm can occupy the same space as other creatures.

Small Webbing Spider

Level 1 Skulker (100 XP)

Small Natural Beast • Spider (Unaligned)

Senses: Perception +0, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:** Acrobatics +8, Athletics +3, Stealth +8

Str: 7 (-2), **Con:** 10 (+0), **Dex:** 17 (+3)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 2 (-4)

Initiative: +3; **Speed:** 5 (web stride), climb 2 (wall-climber)

AC: 13; **Fort:** 14, **Ref:** 12, **Will:** 13

HP: 33, **Staggered:** 16

‡ **Bite** (standard, at-will)

+6 vs AC; 1d10+3 damage, or 2d8+3 damage against a slowed, grappled, restrained or immobile target.

† **Recluse Bite** (standard, at-will) • **Necrotic**

+6 vs AC; 1d10+3 necrotic damage. *Secondary Attack:* +4 vs Fortitude; the target cannot heal necrotic damage from any source until the target's next long rest.

† **Venomous Bite** (standard, at-will) • **Poison**

+6 vs AC; 1d10+3 poison damage and the target is slowed until the end of their next turn.

† **Spit Juices** (standard, at-will) • **Acid**

The target must be grappled or restrained: The target takes 10 persistent acid damage (save ends).

† **Wrap in Silk** (standard, at-will)

+6 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Play Dead (swift, at-will) • **Stance**

If the spider is hit by an attack, as an immediate reaction the spider makes a Bluff check against its enemies' passive Perception. On a successful check, it appears dead until it next acts.

Tethered Leap (move, at-will)

The spider jumps 4 squares, without provoking opportunity attacks, or travels directly down 4 squares. The spider leaves a tether attached to the original square. It can jump back to the original square at any time as a swift action, provided the silk line to its tether remains intact and it hasn't moved more than 8 squares from the tether.

† **Gladiator's Strike** (standard, refresh 4, 5, 6)

+6 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Snare** (swift, at-will)

Reach 4 (directly beneath the spider only); +6 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

♂ **Spray Sticky Venom** (standard, encounter) • **Poison**

Near blast 3, all creatures without the Spider tag; +6 vs Fortitude; 1d10+3 poison damage and the target is immobile (save ends).

Webbing Spiders

Spinner of intricate webs, most webbing spiders ensnare their prey in sticky silk before moving in for the kill.

The reaper spider spins webs for its lair, but is too slow at spinning to throw webs in combat. The short-sighted widow spider catches prey in webs and pre-digests it by spitting acidic juices over it. The crab spider's scent glands can reproduce other smells, helping to lure creatures into the snare it dangles. The jumping spider attaches itself to key points using its web. The spitting spider sprays its target with entangling webs.

Variants

No spider has access to all powers. Instead, they each get a selection, described below.

Reaper Spider: *Bite, Recluse bite and play dead.*

Widow Spider: *Bite, venomous bite, wrap in silk, spit juices and play dead.* Blind beyond 6 squares.

Crab Spider: *Bite, venomous bite and snare.* Crab spiders can also emit a smell of their choice, usually choosing the scent of a local predator or environmental hazard.

Jumping Spider: *Bite and tethered leap.* Jumping spiders also have all-around vision.

Gladiator Spider: *Bite and gladiator's strike.*

Spitting spider: *Bite, venomous bite, spray sticky venom and wrap in silk.*

Medium Webbing Spider

Level 4 Skulker (175 XP)

Medium Natural Beast • Spider (Unaligned)

Senses: Perception +4, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:** Acrobatics +12, Athletics +9, Stealth +12

Str: 11 (+2), **Con:** 12 (+3), **Dex:** 17 (+5)

Int: 2 (-2), **Wis:** 10 (+2), **Cha:** 2 (-2)

Initiative: +7; **Speed:** 6 (web stride), climb 3 (wall-climber)

AC: 16; **Fort:** 17, **Ref:** 15, **Will:** 16

HP: 51, **Staggered:** 25

† **Bite** (standard, at-will)

+9 vs AC; 1d12+5 damage, or 2d12+3 damage against a slowed, grappled, restrained or immobile target.

† **Recluse Bite** (standard, at-will) • Necrotic

+9 vs AC; 1d12+5 necrotic damage. *Secondary Attack:* +7 vs Fortitude; the target cannot heal necrotic damage from any source until the target's next long rest.

† **Venomous Bite** (standard, at-will) • Poison

+9 vs AC; 1d12+5 poison damage and the target is slowed until the end of their next turn.

† **Spit Juices** (standard, at-will) • Acid

The target must be grappled or restrained: The target takes 15 persistent acid damage (save ends).

† **Wrap in Silk** (standard, at-will)

+9 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Play Dead (swift, at-will) • Stance

If the spider is hit by an attack, as an immediate reaction the spider makes a Bluff check against its enemies' passive Perception. On a successful check, it appears dead until it next acts.

Tethered Leap (move, at-will)

The spider jumps 5 squares, without provoking opportunity attacks, or travels directly down 5 squares. The spider leaves a tether attached to the original square. It can jump back to the original square at any time as a swift action, provided the silk line to its tether remains intact and it hasn't moved more than 10 squares from the tether.

† **Gladiator's Strike** (standard, refresh 4, 5, 6)

+9 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Snare** (swift, at-will)

Reach 4 (directly beneath the spider only); +9 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

« **Spray Sticky Venom** (standard, encounter) • Poison

Near blast 3, all creatures without the Spider tag; +9 vs Fortitude; 1d12+5 poison damage and the target is immobile (save ends).

Large Webbing Spider

Level 8 Skulker (350 XP)

Large Natural Beast • Spider (Unaligned)

Senses: Perception +8, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:** Acrobatics +16, Athletics +15, Stealth +16

Str: 15 (+6), **Con:** 12 (+5), **Dex:** 17 (+7)

Int: 2 (+0), **Wis:** 10 (+4), **Cha:** 2 (+0)

Initiative: +11; **Speed:** 6 (web stride), climb 4 (wall-climber)

AC: 20; **Fort:** 21, **Ref:** 19, **Will:** 20

HP: 75, **Staggered:** 37

† **Bite** (standard, at-will)

+13 vs AC; 2d10+5 damage, or 3d10+5 damage against a slowed, grappled, restrained or immobile target.

† **Recluse Bite** (standard, at-will) • Necrotic

+13 vs AC; 2d10+5 necrotic damage. *Secondary Attack:* +11 vs Fortitude; the target cannot heal necrotic damage from any source until the target's next long rest.

† **Venomous Bite** (standard, at-will) • Poison

+13 vs AC; 2d10+5 poison damage and the target is slowed until the end of their next turn.

† **Spit Juices** (standard, at-will) • Acid

The target must be grappled or restrained: The target takes 20 persistent acid damage (save ends).

† **Wrap in Silk** (standard, at-will)

+13 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Play Dead (swift, at-will) • Stance

If the spider is hit by an attack, as an immediate reaction the spider makes a Bluff check against its enemies' passive Perception. On a successful check, it appears dead until it next acts.

Tethered Leap (move, at-will)

The spider jumps 6 squares, without provoking opportunity attacks, or travels directly down 6 squares. The spider leaves a tether attached to the original square. It can jump back to the original square at any time as a swift action, provided the silk line to its tether remains intact and it hasn't moved more than 12 squares from the tether.

† **Gladiator's Strike** (standard, refresh 4, 5, 6)

+13 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Snare** (swift, at-will)

Reach 4 (directly beneath the spider only); +13 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

« **Spray Sticky Venom** (standard, encounter) • Poison

Near blast 3, all creatures without the Spider tag; +13 vs Fortitude; 2d10+5 poison damage and the target is immobile (save ends).

Huge Webbing Spider

Level 12 Skulker (700 XP)

Huge Natural Beast • Spider (Unaligned)

Senses: Perception +12, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:** Acrobatics +20, Athletics +21, Stealth +20

Str: 19 (+10), **Con:** 14 (+8), **Dex:** 17 (+9)

Int: 2 (+2), **Wis:** 10 (+6), **Cha:** 2 (+2)

Initiative: +15; **Speed:** 8 (web stride), climb 6 (wall-climber)

AC: 24; **Fort:** 25, **Ref:** 23, **Will:** 24

HP: 99, **Staggered:** 49

‡ **Bite** (standard, at-will)

+17 vs AC; 3d8+6 damage, or 6d6+6 damage against a slowed, grappled, restrained or immobile target.

† **Recluse Bite** (standard, at-will) • Necrotic

+17 vs AC; 3d8+6 necrotic damage. *Secondary Attack:* +15 vs Fortitude; the target cannot heal necrotic damage from any source until the target's next long rest.

† **Venomous Bite** (standard, at-will) • Poison

+17 vs AC; 3d8+6 poison damage and the target is slowed until the end of their next turn.

† **Spit Juices** (standard, at-will) • Acid

The target must be grappled or restrained: The target takes 25 persistent acid damage (save ends).

† **Wrap in Silk** (standard, at-will)

+17 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Play Dead (swift, at-will) • Stance

If the spider is hit by an attack, as an immediate reaction the spider makes a Bluff check against its enemies' passive Perception. On a successful check, it appears dead until it next acts.

Tethered Leap (move, at-will)

The spider jumps 6 squares, without provoking opportunity attacks, or travels directly down 6 squares. The spider leaves a tether attached to the original square. It can jump back to the original square at any time as a swift action, provided the silk line to its tether remains intact and it hasn't moved more than 12 squares from the tether.

† **Gladiator's Strike** (standard, refresh 4, 5, 6)

+17 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Snare** (swift, at-will)

Reach 4 (directly beneath the spider only); +17 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

¤ **Spray Sticky Venom** (standard, encounter) • Poison

Near blast 3, all creatures without the Spider tag; +17 vs Fortitude; 3d8+6 poison damage and the target is immobile (save ends).

Worms

Purple Worm by LadyofHats

Scavenger Worm

Level 8 Blocker (350 XP)

Large Cosmic Monstrosity (Unaligned)

Senses: Perception +13, blindsight 12

Str: 14 (+6), **Con:** 24 (+11), **Dex:** 21 (+9)

Int: 1 (-1), **Wis:** 21 (+9), **Cha:** 6 (+2)

Initiative: +13; **Speed:** 6, climb 4

AC: 24; **Fort:** 21, **Ref:** 20, **Will:** 20

HP: 64, **Staggered:** 32

Resist: radiant 10, **Vulnerable:** psychic 10

‡ **Bite** (standard, at-will) • Acid

+13 vs AC; 2d10+5 acid damage.

¤ **Tranquilizing Spray** (standard, encounter) • Acid, Psychic

Near arc 2; +11 vs Fortitude; 2d10+5 acid damage and the target falls prone.

This insectoid creature might be mistaken for a simple giant centipede, were it not for the circular, moray-like maw, the hard reflective chitin that clicks as it moves, and its complete lack of eyes. Something green and foul-smelling trickles from its mouth.

Burrower Worm

Level 10 Elite Striker (1000 XP)

Huge Cosmic Monstrosity (Evil)

Senses: Perception +13; **Skills:** Stealth +15

Str: 21 (+10), **Con:** 17 (+8), **Dex:** 20 (+10)

Int: 4 (+2), **Wis:** 17 (+8), **Cha:** 12 (+6)

Initiative: +12; **Speed:** 8, burrow 8

Action Points: 1

AC: 24; **Fort:** 23, **Ref:** 23, **Will:** 21; **Saving Throws:** +2

HP: 148, **Staggered:** 74

‡ **Bite** (standard, at-will)

Reach 2; +15 vs AC; 2d8+6 damage, and the target is knocked prone

† **Death from Below** (standard, at-will)

The worm moves below the surface up to its burrow speed, avoiding opportunity attacks, and then bursts up from the ground and makes a secondary attack with combat advantage.

Secondary Attack: +17 vs AC; 2d8+6 damage, and the target is grappled.

¤ **Acidic Spew** (swift, refresh 4, 5, 6) • Acid

Far burst 1 within 10; +15 vs AC; 1d8+5 damage.

A digging worm of enormous size. It prefers to attack from below, tunnelling up with dazzling speed.



Zombies

A reanimated but decaying corpse, the zombie shambles aimlessly.

Zombie

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +0, darkvision

Str: 12 (+1), **Con:** 10 (+0), **Dex:** 8 (-1)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 1 (-5)

Initiative: -1; **Speed:** 6

AC: 17; **Fort:** 14, **Ref:** 13, **Will:** 13

HP: 29, **Staggered:** 14

Immune: disease, **Resist:** necrotic 5, **Vulnerable:** radiant 5

‡ **Slam** (standard, at-will)

+6 vs AC; 1d10+3 damage and make a secondary attack against the target. *Secondary Attack:* +4 vs Fortitude; the target is grappled.

Slow

Zombies do not get a move action (though they trade their standard action for a move action).

Teamwork

The zombie automatically hits creatures that are grappled by an ally.

Dinner Rush

The zombie's speed on a charge is doubled.

Variants

Fast Zombie

Remove the *slow* feature.

Putrid Zombie

Stench aura 1 Creatures that begin their turn within the aura grant combat advantage.

Zombified Wyvern

Level 7 Wrecker (300 XP)

Large Natural Automaton • Undead (Evil)

Senses: Perception +4, darkvision

Str: 21 (+8), **Con:** 18 (+7), **Dex:** 12 (+4)

Int: 5 (+0), **Wis:** 12 (+4), **Cha:** 6 (+1)

Initiative: +4; **Speed:** 3, fly 6 (hover)

AC: 19; **Fort:** 22, **Ref:** 17, **Will:** 17

HP: 69, **Staggered:** 34

Immune: disease, poison, **Resist:** necrotic 10, **Vulnerable:** radiant 10

‡ **Bite** (standard, at-will)

Reach 2; +12 vs AC; 2d6+5 damage.

‡ **Claws** (standard, at-will)

The zombified wyvern can attack with its claws only while flying; +12 vs AC; 1d10+5 damage, and the target is knocked prone.

† **Necrotic Sting** (standard, at-will) • **Necrotic**

Reach 2; +12 vs AC; 1d8+5 damage, and the target takes persistent 5 necrotic damage (save ends).

Appendix: Monsters by Level

Name	Level	Role				
Mitflit	1	Mook Striker	Small Water Elemental	3	Spoiler	
III-Equipped Combatant	1	Mook Striker	Desiccated Husk	3	Wrecker	
Eagle	1	Striker	Scurvy Pirate	3	Blocker	
Raven of Doom	1	Skulker	Shadowblast Warlock	3	Skulker	
Dog	1	Striker	Centurion	3	Blocker	
Riding Horse	1	Wrecker	Infected Animal	3	Wrecker	
Wicker Golem	1	Striker	Infected Drone	3	Wrecker	
Squirming Mound	1	Striker	Shadow Bat Swarm	3	Skulker	
Scorpion Knight	1	Blocker	Hate Reaper	3	Spoiler	
Demon Toad	1	Wrecker	Bloody Bones	3	Elite Wrecker	
Hopping Imp	1	Wrecker	Young Couatl	3	Boss Striker	
Bodyguard	1	Blocker	Blood-Drinker Hag	3	Boss Spoiler	
Chain Brawler	1	Striker	Ostovite Swarm	3	Boss Spoiler	
Mancatcher	1	Striker	Shadow Drake	3	Boss Skulker	
Legionary	1	Blocker	Gang Initiate	4	Mook Striker	
Skeleton Warrior	1	Blocker	Infected Guard	4	Wrecker	
Flash Beetle	1	Spoiler	Bison	4	Wrecker	
Iridescent Scorpion	1	Striker	Giant Frog	4	Wrecker	
Small Fishing Spider	1	Skulker	Phantom Cat	4	Striker	
Small Hunting Spider	1	Striker	Ragged Tooth Shark	4	Striker	
Small Webbing Spider	1	Skulker	Boar	4	Wrecker	
Zombie	1	Blocker	Small Fire Elemental	4	Striker	
Giant Amoeba	1	Elite Blocker	Ettercap	4	Skulker	
Infantry	2	Mook Striker	Medium Fishing Spider	4	Skulker	
Throach Hatchling	2	Mook Striker	Medium Hunting Spider	4	Striker	
War Horse	2	Wrecker	Medium Webbing Spider	4	Skulker	
Grenadier	2	Archer	Gang Leader	4	Elite Spoiler	
Siege Engineer	2	Archer	Ghoul Worm	4	Elite Striker	
Signifier	2	Spoiler	Umbral Mass	4	Elite Skulker	
Grynlod Nomad	2	Spoiler	Repeater Crossbowman	5	Mook Archer	
Bone Chariot	2	Blocker	Infected Grub	5	Mook Striker	
Ostovite	2	Skulker	Small Air Elemental	5	Spoiler	
Smoldering Skeleton	2	Archer	Small Air Elemental	5	Wrecker	
Vermin Swarm	2	Striker	Burner Demon	5	Wrecker	
Throach	2	Elite Blocker	Hellhound	5	Striker	
Worm That Walks	2	Boss Spoiler	Flying Head	5	Striker	
Mega-Chariot	3	Boss Blocker	Ghoul	5	Skulker	
Great Ape	3	Wrecker	Infiltrator	5	Skulker	
Wolf	3	Striker	Cowled Assassin	5	Archer	
Small Earth Eleemntal	3	Skulker	Repeater Crossbow Master	5	Skulker	
			Peaceful Specter	5	Skulker	
			Witchcrawler	5	Spoiler	

Dog-faced Baboon	5	Elite Wrecker	Bear Shifter	8	Wrecker
Scintillating Boa	5	Elite Blocker	Raven Scout	8	Skulker
The Minotaur	5	Elite Wrecker	Large Fishing Spider	8	Skulker
Shadow Prince	5	Elite Spoiler	Large Hunting Spider	8	Striker
Ancient Hermit Crab	5	Boss Blocker	Large Webbing Spider	8	Skulker
Wolfshead Bandit	6	Mook Archer	Scavenger Worm	8	Blocker
Enthralled Servant	6	Blocker	Greymalkin	8	Elite Striker
Quipper Swarm	6	Striker	Adult Couatl	8	Boss Striker
Deepfolk Warrior	6	Wrecker	Jiang-Shi Scholar	8	Boss Striker
Flay Devil	6	Striker	Medium Air Elemental	9	Spoiler
Fir Bolg Hunter	6	Striker	Hezrou	9	Wrecker
Hulk	6	Wrecker	Hungry Maw	9	Wrecker
Wolf Shifter	6	Striker	Vulture Demon	9	Wrecker
Shapeshifter Slime (Human Form)	6	Archer	Ghast	9	Striker
Shapeshifter Slime (Slime Form)	6	Skulker	Insidious Assassin	9	Skulker
Failed Sacrifice	6	Wrecker	The Emperor	9	Elite Archer
Specter of Chivalry	6	Blocker	Bauble Beast	9	Elite Blocker
Specter of Sorrow	6	Spoiler	Thrall Commander	10	Blocker
Large Vermin Swarm	6	Striker	Plesiosaur	10	Wrecker
Barghest	6	Elite Striker	Deepfolk Hydromancer	10	Spoiler
Revenant Skeleton	6	Elite Wrecker	Ogre	10	Wrecker
Half-Aboleth	6	Boss Wrecker	Elohim Sky Guardian	10	Archer
Vigilant Statue	6	Boss Blocker	Deathgaunt	10	Skulker
Sniper Bandit	7	Mook Striker	Tyrannosaur	10	Elite Striker
Dire Wolf	7	Striker	Mercenary Lord	10	Elite Spoiler
Medium Earth Eleemntal	7	Skulker	Burrower Worm	10	Elite Striker
Medium Water Elemental	7	Spoiler	Worg	11	Striker
Fir Bolg Archer	7	Archer	Large Earth Elemental	11	Skulker
Zombified Wyvern	7	Wrecker	Large Water Elemental	11	Spoiler
King of Thieves	7	Elite Blocker	Rabbit Shaman	11	Spoiler
Stygira	7	Elite Spoiler	Greater Barghest	11	Elite Striker
Longbowman	8	Mook Archer	Dark Knight	11	Boss Wrecker
Transformed Servant	8	Blocker	Jiang-Shi Magistrate	11	Boss Striker
Veteran Thrall	8	Wrecker	Nightmare	12	Striker
Devil Ape	8	Wrecker	Animate Guardian	12	Blocker
Pegasus	8	Striker	Large Fire Elemental	12	Striker
Unicorn	8	Striker	Hill Giant	12	Wrecker
Animate Collector	8	Spoiler	Armored Warmage	12	Wrecker
Deepfolk Berserker	8	Wrecker	Gloomwarden	12	Spoiler
Gargoyle	8	Skulker	Otyugh	12	Striker
Medium Fire Elemental	8	Striker	Huge Fishing Spider	12	Skulker
Fir Bolg Shaman	8	Spoiler	Huge Hunting Spider	12	Striker
Fire Magician	8	Archer	Huge Webbing Spider	12	Skulker
Infected Behemoth	8	Wrecker	Ice Hag	12	Elite Striker

Master Assassin	12	Elite Skulker	The Awoken	15	Boss Striker
Skinner	13	Mook Archer	Baby Screamer	16	Mook Archer
Elephant	13	Blocker	Animate Battleform	16	Blocker
Large Air Elemental	13	Spoiler	Frost Giant	16	Wrecker
Semiferum Caste Ophiduan	13	Striker	Tunnel Brute	16	Wrecker
Jinushigami	13	Elite Spoiler	Archvillain	16	Elite Wrecker
Punk	13	Elite Wrecker	Phrenic Scourge	16	Elite Spoiler
Hominis Caste Ophiduan	13	Elite Spoiler	Evil Eye	16	Boss Wrecker
Anguineum Caste Ophiduan	13	Boss Spoiler	Mammoth	17	Blocker
Martial Arts Master	13	Boss Blocker	Flying Head Swarm	17	Elite Striker
Veteran Crossbowman	14	Mook Archer	Aboleth	18	Spoiler
Veteran Swordsman	14	Mook Striker	Stone Giant	18	Wrecker
Chuul	14	Wrecker	Lamia Superior	19	Spoiler
Fire Giant	14	Spoiler	Boar Demon (Nalfeshnee)	19	Wrecker
Fir Bolg Chieftain	14	Blocker	Frenzy Demon	19	Wrecker
Chank	14	Archer	Pincer Demon (Glabrezu)	19	Wrecker
Mother Screamer	14	Skulker	Storm Giant	20	Spoiler
Greater Failed Sacrifice	14	Wrecker	Undying	20	Skulker
Cruel Lieutenant	14	Elite Striker	Marut	21	Blocker
Beast	14	Boss Striker	Ancient Couatl	22	Boss Striker
Lamia	15	Spoiler	Laughing Demon	25	Wrecker
Big Burner	15	Wrecker	Balor	29	Wrecker
Mountain Demon	15	Skulker	Marilith	29	Wrecker
Formidable Archer	15	Archer	Abyssal Mummy	35	Mook Blocker
Widow	15	Spoiler	Orcus	35	Boss Spoiler
The Scorpion	15	Elite Archer			
Elder Couatl	15	Boss Striker			
The Tri-Pod	15	Boss Striker			

Appendix: Creating New Monsters

This guide will step you through the process of creating a new monster.

Level and Rank

At what level do you expect heroes to fight this monster? That is the monster's level.

If a monster has a resistance or vulnerability "X" listed, this is equal to 5 for monsters level 1-10, 10 for monsters level 11-20 and 15 for monsters level 21-30.

When the heroes fight the monster, do you expect it to challenge four or five heroes (Boss rank), two or three heroes (Elite rank), one hero (Standard rank) or only to challenge one hero when there are about four of the monster (Mook rank)?

Size, Source, Type and Tags

This is a naturalistic description of how large the monster is, which plane of existence it comes from, what form its body takes and any additional categories it falls into.

Every monster has a size, source and type. Only add tags where appropriate.

Sizes

- Tiny: Cat sized or smaller
- Small: Dog sized
- Medium: Human sized
- Large: Cow sized
- Huge: Elephant sized
- Gargantuan: Blue whale sized or larger

Sources

- Alien to this universe: Cosmic. Resistance to radiant X, vulnerable to psychic X.
- Native to elemental planes: Elemental
- Native to outer planes: Outsider. Resistance to radiant X, vulnerable to necrotic X.
- Native to the Plane of Faerie: Fey. Vulnerability to poison X.
- Native to the Plane of Shadow: Shadow. Resistance to necrotic X, vulnerable to radiant X.
- Native to the world: Natural

Type

- Humanoid body and physiology: Humanoid
- Animal body and physiology: Beast
- Unnatural body and physiology: Monstrosity
- Assembled from raw matter or materials: Automaton

Tags

Origin:

- Comes from the evil elemental planes: Demon. Reactive resistance X.
- Comes from Hell: Devil. Resistance to fire X.
- Comes from the Heavens: Celestial.
- Created from a dead body: Undead. Resistance to poison X, vulnerability to radiant X.
- Created from a dead spirit or soul: Undead. Incorporeal, vulnerability to radiant X.
- Created from non-living matter: Construct. Resistance to poison and psychic X, vulnerability to acid X.
- Lives partially or entirely underwater: Aquatic.

Elemental Connection:

- Has a special connection to elemental earth: Earth.
- Has a special connection to elemental water: Water. Resistance to acid X.
- Has a special connection to elemental air: Air.
- Has a special connection to elemental fire or to fire energy: Fire. Resistance to fire X, vulnerability to cold X.
- Has a special connection to cold energy: Cold. Resistance to cold X, vulnerability to fire X.

Physiology:

- Eight-legged arachnid: Spider.
- Formless: Ooze. Resistance to acid X.
- Reptilian: Reptile.
- Is an animated plant: Plant. Resistance to radiant and psychic X, vulnerability to poison and fire X.
- Reptilian creature of elemental power, usually winged: Dragon.
- Large or larger humanoid related to ogres or true giants: Giant.
- Can freely or regularly change its form: Shapechanger.
- Is made up of many smaller creatures: Swarm. Resistance to Melee and Ranged X, vulnerability to Near and Far X.
- If ridden, gives the rider one or more benefits or powers: Mount.

Role

The role is the function that the monster plays in combat. It determines defenses, HP and the damage that the monster does.

Archer

AC: 12 + level.

Fort: 11 + level; Ref: 12 + level; Will: 12 + level.

HP: 21 + (4 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level vs AC; +3 + level vs Fortitude, Reflex or Will

Blocker

AC: 16 + level.

Fort: 13 + level; Ref: 12 + level; Will: 12 + level.

HP: 24 + (5 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level vs AC; +3 + level vs Fortitude, Reflex or Will

Skulker

AC: 14 + level.

Fort: 12 + level; Ref: 13 + level; Will: 11 + level.

HP: 21 + (4 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level vs AC; +3 + level vs Fortitude, Reflex or Will

Spoiler

AC: 14 + level.

Fort: 12 + level; Ref: 11 + level; Will: 13 + level.

HP: 24 + (5 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level vs AC; +3 + level vs Fortitude, Reflex or Will

Striker

AC: 14 + level.

Fort: 11 + level; Ref: 13 + level; Will: 12 + level.

HP: 24 + (5 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level vs AC; +3 + level vs Fortitude, Reflex or Will

Wrecker

AC: 12 + level.

Fort: 13 + level; Ref: 11 + level; Will: 12 + level.

HP: 27 + (6 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level vs AC; +3 + level vs Fortitude, Reflex or Will

Senses

- The monster is blind: Blind tag, resistance to radiant X.
- The monster can see in the dark: Darkvision.
- The monster can see well in poor lighting: Low-light vision.
- The monster can accurately sense the presence of creatures without seeing, for example through echolocation: Blindsight 10.

- The monster can accurately sense the presence of creatures in contact with the ground, for example through vibrations: Tremorsense 10.
- The monster can see through shapechanging magic, illusions, invisibility, etc.: Truesight 10.

Movement

Most monsters have a regular speed, which is their speed on land (walking). A monster that is as fast as a human should have a speed of 6.

Some monsters can also swim, climb, fly, burrow or teleport.

There are a number of special movement properties:

- The monster can move unimpeded through certain difficult terrain: Terrain stride.
- The monster's feet are grippy, allowing it to travel across sheer surfaces and upside down across ceilings: Wall-walker.
- The monster can move through obstacles as if they weren't there: Phasing.
- The monster is a good flier or swimmer but clumsy on the ground: Clumsy on ground -4.
- The monster is a poor flier but comfortable on the ground: Clumsy in air -4.
- The monster is a poor swimmer but comfortable on the ground: Clumsy in water -4.
- The monster can stay in place while flying, even while knocked unconscious: Hover.
- The monster can fly or levitate, but not above 10 feet: Maximum altitude 2.
- The monster can squish into very small spaces: Compress

Abilities

Assign the monster ability scores based on what seems appropriate. In general, a monster's highest ability score should equal about 16 + half its level.

Skills

Choose any number of skills for the monster to be trained in. These skills have a bonus of 5 + half level + the relevant ability modifier.

Always list the monster's Perception modifier. If they are not trained in Perception, the modifier is half the monster's level + its Wisdom modifier.

Initiative

A monster's initiative modifier equals half the monster's level plus its Dexterity modifier.

Powers

The best way to determine good powers for a monster is to look at similar, existing monsters. However, here is some guidance about the kind of damage that powers should do, by level.

For each power you design, identify whether it has a single target or two or more targets, and whether it is usable at-will or less frequently (for the purpose of this table, powers usable once per encounter and usable on a refresh are counted together as "surge" powers). This determines how much damage it should do, by level.

Type

Mooks deal static damage, and in general should only target one creature with each attack.

Elites should have powers that allow them to attack roughly twice as often as standard monsters.

Bosses should have powers that allow them to attack roughly four times as often as standard monsters, or do more damage when they attack.

Role

Creatures with the wrecker role do bonus damage on all attacks. Mooks with the wrecker role should only add half that number to their damage (round down).

Ryzom MMORPG Concept Art (Odd Fauna)



Table - Monster Level and Damage

Mook Level	At-Will Damage (Single Target)	At-Will Damage (Multi- Target)	Surge Damage (Single Target)	Surge Damage (Multi- Target)	Wrecker Bonus Damage
1	5	1d10+3	1d6+3	2d8+3	1d10+3
2	5	1d12+3	1d8+3	2d10+2	1d12+3
3	6	1d12+4	1d8+3	2d10+3	1d12+4
4	6	1d12+5	1d8+4	2d12+3	1d12+5
5	7	2d8+4	1d10+4	2d12+4	2d8+4
6	7	2d10+3	1d12+4	3d8+5	2d10+3
7	8	2d10+4	1d12+4	3d10+3	2d10+4
8	8	2d10+5	1d12+5	3d10+5	2d10+5
9	9	2d12+4	1d12+6	4d8+5	2d12+4
10	9	2d12+5	2d8+5	4d8+6	2d12+5
11	10	3d8+5	2d8+5	6d6+4	3d8+5
12	10	3d8+6	2d8+6	6d6+6	3d8+6
13	11	3d8+7	2d10+5	4d10+6	3d8+7
14	11	3d10+5	2d10+6	5d8+6	3d10+5
15	12	3d10+6	2d10+6	5d8+7	3d10+6
16	12	3d10+7	2d10+7	7d6+7	3d10+7
17	13	4d8+7	2d12+6	4d12+7	4d8+7
18	13	4d8+8	2d12+7	5d10+7	4d8+8
19	14	6d6+6	2d12+7	5d10+8	6d6+6
20	14	6d6+7	2d12+8	7d8+6	6d6+7
21	15	6d6+8	3d8+8	7d8+7	6d6+8
22	15	4d10+8	3d8+9	7d8+8	4d10+8
23	16	5d8+8	3d8+9	5d12+8	5d8+8
24	16	5d8+9	3d8+10	5d12+10	5d8+9
25	17	5d8+10	3d10+8	8d8+8	5d8+10
26	17	7d6+9	3d10+9	8d8+9	7d6+9
27	18	4d12+9	3d10+9	8d8+10	4d12+9
28	18	4d12+10	3d10+10	6d12+9	4d12+10
29	19	6d8+10	4d8+10	6d12+10	6d8+10
30	19	5d10+10	4d8+11	9d8+10	5d10+10
31	20	5d10+11	4d8+11	9d8+11	5d10+11
32	20	5d10+12	4d8+12	8d10+10	5d10+12
33	21	7d8+9	6d6+10	8d10+11	7d8+9
34	21	7d8+10	6d6+11	7d12+10	7d8+10
35	22	7d8+11	6d6+11	7d12+11	7d8+11

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