

Contents

1	Running The Game	3
	Ad-Hoc Circumstantial Modifiers	3
	Narrative Pacing	3
	Principles of Rise	3
	Overland Movement	4
2	Expanded Skills	6
	General Guidance	6
	Awareness	6
	Balance	7
	Craft	7
	Creature Handling	7
	Deduction	8
	Devices	8
	Disguise	9
	Endurance	9
	Flexibility	9
	Intimidate	9
	Jump	10
	Knowledge	10
	Linguistics	10
	Medicine	10
	Perform	10
	Persuasion	10
	Profession	11
	Ride	11
	Sleight of Hand	11
	Stealth	12
	Survival	12
	Swim	13
3	The World of Altus	14
	The Story of Creation	14
4	Monsters	17
	Monster Statistics	17
	Monster Combat Mechanics	19
	Monster Descriptions	20
5	Campaign Settings	90
	Praxis	90

Dreadbore Isles	91
The Soulforge	92
6 Modules	94
7 The House of Liberation	95
7.1 The Holding Cells	95
A Reference	100
A.1 Ability Tags	100
A.2 Circumstances and Debuffs	101
A.3 Traits	103

Chapter 1

Running The Game

This book provides helpful guidance on how to play the Rise role-playing game. It includes some context for the narrative universe of Rise, mechanics for monsters and other antagonists, and clarifying rules for special circumstances.

Ad-Hoc Circumstantial Modifiers

Circumstances frequently modify a creature's odds of success when making attacks and checks, or when defending itself from attacks. Rise defines a number of specific circumstances with explicit effects, but as the GM, you should feel free to decide that any circumstances should modify the odds of success.

There are two kinds of circumstantial modifiers. Circumstances that make a creature better or worse at its task give it a bonus or penalty to its attack or check. Circumstances that make the task easier or harder increase or decrease the difficulty value of the task, or the defense of the attacked creature.

Most circumstances grant a +2 bonus or impose a -2 penalty. Of course, you can get more specific than that, especially in unusually significant circumstances.

Narrative Pacing

A typical game of Rise is broken up into two distinct concepts. Sometimes, you will interact with the world in broad, sweeping descriptions, as you describe in general terms what your character does. For example, you and your group may decide to travel overland for seven days to reach a distant city. Just like you don't need to mention every time your character breathes or takes a step, you don't need to track every second of time spent on that journey. Until something of dramatic significance happens, the GM should narrate the events of the journey in general terms to avoid spending time on irrelevant details.

If something important happens, the pace of the game should change to focus on the current events. For example, if your group is ambushed by roaming bandits, the exact actions you take become important. This is called an encounter. During an encounter, the GM should ask each player to describe their character's actions more precisely. If the encounter is time-sensitive, such as combat, the GM should track the flow of time in **rounds**. A round represents six seconds of time, so there are ten rounds per minute.

Not all encounters require tracking time precisely. For example,

if you and your party encounter a broken-down caravan carrying an angry prince, your exact actions can be important. Whether you show appropriate deference and fix his caravan, ignore him, or kill him to steal his jewelry can have important repercussions in the game world. However, the exact time it takes to make that decision and execute on it is not usually important.

Not every challenge needs to be handled with the narrative pacing of an encounter, especially if the outcome of the challenge is uninteresting or predetermined. Even combat can be described in broad terms, such as if you are significantly more powerful than your foes and your victory is assured. In all cases, the GM decides how to handle the flow of time and the narrative pacing. They may have information you don't about what is important and what is irrelevant.

Principles of Rise

- **The Game Master controls the world.** Everything about the game world is up to the GM: the people your character meets, the challenges they will overcome, and the very ground under their feet. Even the “rules” of the game are completely subject to the GM's whim.
- **You control your character.** A GM should never tell you how your character feels or what they try to do — unless, of course, your character is being controlled by hostile magic or some other power.
- **Respect and trust are critical.** The GM has a great deal of power in Rise, and the players have to trust that the GM knows what they are doing. Likewise, the GM needs to let the players do what they want — even if it doesn't suit their idea of what “should” happen. Some of the most memorable events happen when players do things that are totally unexpected.
- **Everything is flexible.** Rise contains hundreds of pages of rules. We think they're pretty good rules. But sometimes, you don't need them all — or you think you've come up with something better. Do whatever works for you and your group.
- **Do what makes sense.** This book doesn't contain rules for how to drink water, sleep, or blink. If something isn't described explicitly here, assume that it works the same way it does in reality.
- **It's just a game, so have fun.**

Rule of Drama

The Rule of Drama is simple: **Only dramatic actions matter.** In general, an action has dramatic significance if there is a consequence for failure, the exact time required to perform the task is important, or the game master says so. This has several effects.

Checks without Rolls

A check represents an attempt to accomplish a dramatically significant goal, usually while under some sort of time pressure or distraction. When there is no dramatic significance to the task, a check should not be rolled.

Taking 5: Normally, if a check would be required but there is no dramatic significance to the check, assume the character rolled a 5 when determining whether the check is successful. This is called “taking 5”.

Taking 10: If a character would not succeed when taking 5, the character can try to “take 10” instead. Taking 10 requires spending ten times the amount of time normally required to accomplish the task. If a task takes a variable amount of time, assume it took the average amount of time required to make a check. In exchange, the character calculates their check result if they had rolled a 10.

Essentially, taking 10 means the character repeatedly attempts the task until they succeed. It is possible to take 10 on a task that has consequences for failure, but taking 10 guarantees that those consequences occur.

Overland Movement

This section provides rules governing overland movement speeds. Not every game should think about overland movement travel speed in a detailed way. It’s fine to just say that characters spend “a few days” walking around between various important locations.

However, sometimes you do care about the details. You might be running a low fantasy campaign where characters track rations and struggle against their environment more often than fantastic monsters. Alternately, you might present players with a specific deadline in-game, like “the Ritual of Corruption will be finished in two weeks”, and the players might be interested in figuring out exactly how much travelling they can do before the deadline is up.

Standard Travel Days

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day normally represents 10 hours of actual travel time. However, sailing ships and other methods of travel that keep moving without requiring a rest are listed with a full 24 hours of travel time.

Creatures can make an Endurance check to push beyond a standard 10-hour travel day. In addition, they can make an Endurance check to travel faster within a normal travel day. For details, see Overland Exertion, page ??.

Standard travel distances on foot are listed in Table 1.1: Travel Distance By Movement Speed, page 4. When using mounts or ships, Table 1.2: Mounts and Vehicles, page 4 will be more convenient.

Table 1.1: Travel Distance By Movement Speed

	— — — Speed — — —			
	15 feet	20 feet	30 feet	40 feet
One Hour (Overland)				
Walk	3/4 mile	1 mile	1-1/2 miles	2 miles
Hustle	1-1/2 miles	2 miles	3 miles	4 miles
One Day (Overland)				
Walk	7-1/2 miles	10 miles	15 miles	20 miles
Hustle	—	—	—	—

Table 1.2: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse	4 miles	40 miles
Light warhorse	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse	3-1/2 miles	35 miles
Heavy warhorse	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony	3 miles	30 miles
Warpony	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey	2 miles	20 miles
Mule	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed) ¹	1/2 mile	5 miles
Keelboat (rowed) ¹	1 mile	10 miles
Rowboat (rowed) ¹	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

¹ Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can’t be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Overland Terrain

Travelling over a flat, paved highway is much faster than trailblazing through a jungle. You can use Table 1.3: Terrain and Overland Movement, page 5 as a reference for common terrain.

A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no significant paths.

Table 1.3: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1-1/2	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Chapter 2

Expanded Skills

This chapter provides a more detailed explanation of how skills can be used in Rise. It's generally not worth the time to reference this chapter during an active game session. Instead, you can just use the guidelines for Standard Difficulty Values when unexpected circumstances arise. Basically, just guess how hard the task seems, choose an appropriate DV, and move on. However, this chapter can be useful for pre-planning adventures, or for resolving important checks where the players might disagree about how difficult it should be.

There are two main types of information in this chapter. First, some tasks are simply so rare or esoteric that they aren't worth the space it would take to define them in the core book. Most campaigns will never need to know exactly how difficult it is to read someone's lips at a distance. This book has more space to go into detail about infrequently used rules.

Second, the core rules are sometimes vague to allow room for reasonable interpretation. Your game will inevitably run into situations outside the scope of what can be defined ahead of time in a book, so the core rules have to be flexible. This chapter provides additional examples and context to help you choose reasonable modifiers for specific or unusual circumstances. Listing those examples here emphasizes that they are guidelines instead of hard rules.

General Guidance

Consequences of Failure

In most circumstances, failure has no specific detrimental effects defined in the core rules. This makes some narratively appropriate consequences of failure impossible in practice. For example, the core rules do not provide a way for a character to incorrectly identify a real item as a forgery, or to believe that an undisguised character is wearing a disguise. Although those can be interesting developments, and should narratively be possible, it's cumbersome to write rules to make that sort of failure possible without making it overly common. Giving completely false information to players should be done sparingly, since it can send them down wild goose chases that take time and effort to resolve for little payoff.

As a GM, you should feel free to decide that failure in particular circumstances causes additional complications. You have the best understanding of whether mistakes or complications will improve

the narrative of your game instead of derailing it.

Rushing Skills

Many skill tasks are vague about exactly how much time they take to perform. This is usually because the time required can vary widely depending on the circumstances. For example, throwing on a wig, ashy makeup, and rags to imitate a beggar would take much less time than applying layers of beautifying makeup and donning a formal ball gown, but both may be similarly effective disguises for their intended purpose.

In most situations, the precise time required to complete tasks isn't critical, and it's reasonable to communicate that explicitly. Most players don't mind being fuzzy with the details as long as they know their characters won't suffer negative consequences for being too slow or fast. When time is critical, a character can try to rush their task by accepting a penalty of -5 or so to their check result. As a GM, you will have to use your best judgment about what seems reasonable.

Awareness

Uncommon Awareness Tasks

Read Lips: When you see a creature speaking, you can make an sight-based Awareness check to read its lips. The **difficulty value** is 10 for ordinary conversation, or up to 20 if the speaking creature makes an effort to avoid moving its lips. You must be able to understand the language spoken. Success means you can understand what is being said.

Awareness and Distance

There is no clear and consistent relationship between distances and Awareness modifiers. It's basically impossible to read a book from thirty feet away, but a large statue is almost as obvious from that distance as it is from up close. On the other hand, a lit torch at night is visible from incredible distances. This is very difficult to define in rules, but people generally have good intuitions for what seems reasonable, so this is simply left as an especially tricky area for the GM to determine in the moment.

Keep in mind that different senses can react differently to distances. Scent tends to work best when smelling things that are

upwind of you, but Rise obviously doesn't have rules for determining the wind speed and direction at any given moment. It's fine to keep these details completely abstracted, and just say that a successful Stealth check includes staying downwind without going into too much detail.

Alternately, you can be very specific about the circumstances. If a rogue is trying to sneak up on a wolf, you can tell them that the wind is currently blowing from north to south. Based on that wind direction, the wolf will gain an Awareness bonus if they approach from the north or an Awareness penalty if they approach from the south. As always, the most important thing is to clearly communicate expectations with your players.

Balance

The Balance skill is generally pretty easy to resolve. However, when dealing with unusual circumstances or dangerous surfaces, it may not be obvious how much to increase the difficulty of Balance checks. You can use Table 2.1: Example Balance Modifiers as a guide.

Table 2.1: Example Balance Modifiers

Ice	DV Modifier
Rough, hardpacked ice, like a frozen lake	+2
Typical ice	+5
Recently frozen or ultra-smooth ice	+10
Liquid	DV Modifier
Water-covered ground, such as from rain	+2
Ankle-deep moving stream	+5
Knee-deep static water	+5
Oil-coated ground	+5
Knee-deep moving stream	+10
Narrow Surface	DV Modifier
About two feet wide	+2
About one foot wide	+5
About six inches wide	+10
About two inches wide	+15
Less than two inches wide	+20
Sand	DV Modifier
Water-logged beach sand	+2
Hard-packed desert sand	+2
Typical beach or desert sand	+5
Quicksand	+10
Unusually smooth, wind-tossed desert sand	+10
Uneven Ground	DV Modifier
Infrequent ankle-high bumps and dips	+2
Constant ankle-high bumps and dips	+5
Infrequent knee-high bumps and dips	+5
Constant knee-high bumps and dips	+10

Craft

Uncommon Craft Tasks

Craft Disguised Item: You can craft an item that superficially appears to function like a similar, but different, item. This functions like creating the item normally, except that you treat the item's **rank** as being one higher than it actually is. A creature studying the item with the Identify Item task only identifies the item's false purpose unless they get a **critical success** on the check.

Creature Handling

Uncommon Creature Handling Tasks

Rear a Wild Creature: A character can make a Creature Handling check to raise a wild creature from infancy so that it becomes domesticated. The time required depends on how long it takes the creature in question to reach adulthood. The **difficulty value** for this check is equal to 5 + twice the creature's level in its adult form. This check must be repeated once per year during the process of raising the creature, and when that process is complete. Failure means that an additional year of training is required. A successfully domesticated creature can be taught tricks at the same time it's being raised, or it can be taught as a domesticated creature later.

Teaching Tricks

Generally speaking, teaching a creature a new trick requires spending at least four hours a day in training over the course of a week. It is not generally possible to accelerate the process by spending more time each day; the creature must take time to learn the new behavior. If a creature is taught more tricks than its Intelligence allows it to retain, it will forget one of its old tricks during the course of learning the new trick. The trainer can choose which old trick will be replaced in this way.

A list of specific tricks that creatures can be taught is given below. Of course, players should feel free to define new tricks to accomplish more specific goals. However, complicated tricks are probably more difficult for an animal to learn, so the difficulty value to teach a custom trick might be 15 or higher.

Attack (DV 10): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. This trick includes teaching the creature how to stop attacking if you give it a command to relent.

Come (DV 5): The creature comes to you.

Defend (DV 10): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (DV 5): The creature breaks off from combat or otherwise backs down. A creature 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.

Fetch (DV 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DV 10): The creature stays in place and prevents others from approaching.

Heel (DV 5): The creature follows you closely, even to places where it normally wouldn't go.

Messenger (DV 15): The creature carries a small item to a destination. Once it arrives, it waits for up to 24 hours for someone to take the item from it. The destination must be known to the creature.

When you instruct the creature to deliver the item, you must communicate the destination to the creature. This normally requires a DV 20 Creature Handling check as a standard action. The DV of this check is lowered to 15 for locations the creature is extremely familiar with, such as its home. If you have other means of communicating the destination to the creature, such as the *animal speech* druid ability (see Animal Speech, page ??), that check is unnecessary.

Perform (DV 10): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DV 5): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DV 5): The creature 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.

Track (DV 10): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (DV 5): The creature pulls or pushes a medium or heavy load.

Bonus Tricks

Some trainers can teach creatures bonus tricks in addition to their normal maximum number of tricks known. Once a creature has learned a bonus trick, that trick may not be retrained into a different trick by a trainer who does not have the same ability to grant bonus tricks.

Deduction

Deduction is a vague skill that can serve multiple purposes, which can make it one of the hardest skills to resolve as a GM. Some players specifically dislike solving in-game puzzles, and they want to use Deduction to allow their character to be skilled in that area even if they don't like doing that themselves. It's similar to players who want to play socially skilled characters despite not enjoying in-character roleplaying, or not having superhuman social skills in real life. That's totally fine! If you want this sort of player to have fun, you probably shouldn't be using puzzle-heavy games anyway. When puzzles do arise, allowing a sufficiently high Deduction check to basically solve the puzzle on its own will only increase that player's overall fun.

On the other hand, some players really like puzzle-solving, and they want to use the Deduction skill to give their characters more opportunities to do that. For those players, you should generally use their Deduction checks to give them additional clues and allow them to identify evidence that is relevant and discard red herrings.

However, you should let them draw the final conclusions on their own.

Of course, you won't always be able to draw those easy divisions. Some games will have multiple different player types in it, where some players like puzzles and other players don't. You also might not know your players well enough to understand their preferred play styles at first. One reliable approach is to say that a successful Deduction check will solve a problem on its own eventually, but the players can try to figure it out first if they want. In this context, "eventually" can refer either to in-game time or real-life time.

For example, you might give players a ten-minute time limit in real life to solve a puzzle room on their own. If they don't solve it in that time, a successful Deduction check either provides a key hint to get the players unstuck, or simply solves the puzzle completely, depending on whether the players seem to want to spend more time on the puzzle.

As another example, you can let a character spend an in-game week making a Deduction check to identify the murderer, assuming the party has access to the crime scene and suspects to interrogate. The party can accelerate that time frame and lower the difficulty value of the Deduction check by making specific investigations on their own to eliminate suspects or gather additional evidence. However, if they don't enjoy that process, it's fine if they just wait a week and roll a die to decide.

Devices

The Devices skill is generally easy to resolve as long as you can choose a reasonable difficulty value for the device. For examples and common usage, see Table 2.2: Devices Difficulty Values, page 9. Of course, you should adjust some of the difficulty values of devices in your games so their difficulty values aren't always perfectly on increments of 5. An individual lock might be old and loose, reducing its DV, or unusually well-crafted, increasing its DV.

It may sometimes be challenging to deal with players who have high Devices checks, since they might be able to bypass any mundane lock they encounter. This can be hard to seal off areas that you don't want your players to access yet. There are two common ways you can address this.

First, you can design your game so physical access to arbitrary areas doesn't negate the challenges the party faces. This is easiest in narrative-heavy games, since you can keep introducing additional complications. Even if the party can break into the paladin's office and find proof of his treachery, that doesn't have to be the end of the story. They may not be able to prove the authenticity of the documents, or the documents could be forgeries that were placed there as a ruse by someone who knew the party was likely to snoop around.

Second, you can make a successful Devices check impossible. Magically sealed locks can be useful for this, or at higher levels, magic portals that only activate if the party fulfills specific conditions. In dungeon-style games, this is sometimes the only reasonable way to make the dungeon work. If you use this approach, make sure to provide other opportunities to reward the player for their high Devices skill, such as middle-tier locks or traps that they

can interact with. Players will generally be okay with not being able to solve every problem as long as they still feel like they are contributing.

Table 2.2: Devices Difficulty Values

Device Type	Difficulty Value
Simple device (wagon wheel, typical knot)	5
Average device (door hinge, complex knot)	10
Difficult device (typical lock)	15
Extraordinary device (expert lock)	20
Impossible device (magically sealed lock)	25
Mundane trap	10 + twice rank
Magic trap	15 + twice rank

Disguise

The key complexity of the Disguise skill involves applying appropriate penalties for drastic body changes. It is generally easier to enlarge a creature or add new features than it is to shrink a creature or remove existing features. You can use Table ??: Example Disguise Modifiers, page ?? as a guide, and improvise as necessary. If a creature makes multiple major alterations, the penalties stack.

Table 2.3: Example Balance Modifiers

Age Change	Disguise Penalty
Per age category of difference	-2
Body Shape Change	Disguise Penalty
To a different gender	-2
Per removed limb	-5
Per additional limb	-10
From bipedal to quadrupedal	-5
From quadrupedal to bipedal	-10
Species Change	Disguise Penalty
To a similar-size species (human to elf)	-2
To a noticeably larger species (halfling to human)	-5
To a noticeably smaller species (human to halfling)	-15
To a larger size category (human to ogre)	-15

Endurance

Players should feel free to try to use Endurance to mitigate other narrative challenges beyond the standard set listed in the core book. However, you should not allow players to use Endurance to ignore core game mechanics like conditions, encumbrance, or fatigue. Skills are primarily intended to serve narrative purposes, and Endurance's ability to ignore vital wounds already makes it an unusually powerful combat skill. If you increase its power further, it could easily become virtually mandatory for combat-focused characters.

Uncommon Endurance Tasks

Overland Exertion: You can make an Endurance check while travelling overland to cover more ground (see Overland Movement, page 4). There are two ways that you can exert yourself: hustling, which doubles your distance travelled during a given hour, and making a forced march, which allows you to travel for an extra hour beyond the normal travel time. Exerting yourself for an hour requires a **difficulty value 5** Endurance check. The **difficulty value** increases by 2 for every hour you spend exerting yourself between **long rests**. If you combine both forms of exertion, you increase the **difficulty value** of the check by 4 for that hour instead of by 2. Failure means you gain a **vital wound** from **subdual damage**.

Flexibility

The Flexibility skill has a fairly small narrative space, but it can provide significant combat utility.

Table 2.4: Flexibility Difficulty Values

Restraint	Difficulty Value
Net	5
Common manacles	15
High-quality manacles	20
Extraordinary manacles	25

Intimidate

Intimidate is massively more effective when a character is obviously significantly more powerful than whoever they are trying to intimidate. It's okay for high-level, obviously powerful characters to bully cowardly creatures without making Intimidate checks. Of course, there are many kinds of power, so don't just think of this skill as being based on level, physical might, or overt threats. Players should be able to use a stone-cold stare (Willpower), acting menacingly sober after ingesting a significant amount of alcohol (Constitution), or similar creative approaches for their intimidation attempts.

Sometimes, it might be reasonable to require additional skill checks for specific intimidation approaches. If you do require extra skills, you should reward success with a bonus on the Intimidate check. It's narratively appropriate, since the character successfully demonstrated superiority in the relevant area. In addition, requiring extra skills obviously makes the intimidation attempt harder. If you don't provide a corresponding benefit, your players might realize that their odds of success are better if they just vaguely say "I intimidate them" without getting too specific.

Although it's reasonable to give large bonuses for obviously powerful characters, you shouldn't give large penalties to apparently weak characters. Part of the skill of intimidation is playing a weak hand well, and having an intimidating presence even when you are at an apparent disadvantage. Many stories have been told about characters who have a dangerous presence and inspire fear no matter how bad their situation might seem. In some cases, being

intimidating despite an obvious disadvantage might be easier if a character can also make a Deception check, but that isn't strictly necessary.

Jump

Falling After Jumping

It is possible to make a Jump check that leaves in a creature in midair at the end of its movement. At the end of each phase after it jumped into midair, it falls as normal. This can allow a creature to take actions in midair during the phase immediately after its jump. For example, a fighter fighting against an airborne foe can jump into the air during the **movement phase** and act in midair during the **action phase**.

If an insufficiently long jump would cause a creature to fall into a gap, it can attempt to stop its fall with the Grab Surface use of the Climb skill if it can reach the wall.

Jump Arcs

Generally, it's way too complicated to deal with the exact path that a jumping creature takes during its jump. According to the Rise rules, some of the jumping arcs look very strange. For example, if a creature jumps forward at a 45 degree angle into thin air, it will fall to the ground in a straight line at the end of its jump, which creates an unrealistic triangle-shaped trajectory. Try not to get bogged down in the details of exactly what space creatures occupy in midair, or the exact arc.

If you really want to be more detailed, you can say that a creature's maximum height during a long jump must happen in the middle of its jump. That maximum height jump must be no greater than half of the Jump check result, and no less than a quarter of the forward distance travelled. Those rules generate more realistic outcomes if a creature tries to make a thirty-foot long jump in a room with a five-foot ceiling, since the creature should hit its head on the ceiling and be unable to complete its jump. However, although this creates more realistic results, it is much more convoluted to resolve, which can take time. In addition, it weakens the mobility of mundane characters, which makes magical forms of mobility like flight even more powerful than they already are. As always, use the rules and conventions that keep you and your player group happiest.

Knowledge

Monster Identification

Although monsters have specific information listed in their descriptions, those generic descriptions might not answer specific questions that are relevant to the players. This is especially true if you are making custom modifications to existing monsters or inventing your own monsters from scratch. You will have to use your judgment to determine how obvious or well-known specific features are. In general, characters in the universe often have a

rough understanding of how dangerous monsters are, though they wouldn't use words like "level".

One thing to consider is that it's often good to tell players if their attacks will be useless or very unlikely to succeed ahead of time. It can be frustrating for a player to try a particular attack once or twice before they realize that they were wasting their time all along. Monsters may also have specific weaknesses that players can try to take advantage of. Weak monsters might not have any damage reduction, which can encourage players to use abilities that are more effective when they inflict hit point loss. Spellcasters with a wide variety of spells are often particularly interested in learning which of a monster's defenses are lowest, so they can choose the perfect attack.

Be careful not to get bogged down giving too much specific information to the players before a fight starts. Giving players too much information at once can be more confusing than helpful, and ruin any sense of dramatic urgency. This is especially true for numeric statistics like a monster's accuracy or defenses. Comparative information, like highest or lowest defenses, is generally better than than absolute information, like exact defenses or hit points.

Linguistics

For the most part, Rise mechanics assume that you either do or don't know a language, with no middle ground. This obviously doesn't match the real world, where people often know small snippets from other languages, and learning a language is a gradual process that can take years. These nuances often don't matter, so it's not worth the effort to formalize a complex language proficiency system. In addition, the Linguistics skill can help smooth out oddities. It's reasonable to allow characters to make Linguistics checks with a low DV, such as 5 or 10, to understand particularly simple messages like "Help" from unfamiliar languages.

Medicine

The Medicine skill cannot be used to regain hit points or remove arbitrary conditions. Players often assume that this skill is more directly relevant in an ordinary combat than it is intended to be. Instead, the Medicine skill is extremely important for dealing with vital wounds. It's almost essential to have at least one person with the Medicine skill in high level groups unless the characters are willing to expend a lot of potions.

Perform

The Perform skill does not have as many obvious uses as other skills. It primarily exists to provide an opportunity for role-playing, especially for bards.

Persuasion

The Persuasion skill is one of the most nuanced, and the most difficult to resolve by simply rolling a die and checking the result. For

social skills like Persuasion, you need to have a good understanding of what your players enjoy about in-game social interactions. Some players enjoy speaking in-character, and want to be rewarded for good role-playing that matches their character. This should be generally encouraged where possible, because good role-playing can be fun for everyone.

However, other players may struggle to speak compellingly as their character, or may simply dislike it. No one would require that a player must demonstrate superhuman intelligence to play a wizard, or exceptional strength to play a barbarian. For the same reasons, you should not require your players to personally have great social skills in order to play a socially adept character! It's completely fine for a player to say "my character tries to persuade them", without saying every word that their character says, as long as it's still clear what the objective of the persuasion is. You can also encourage players to give it their best shot at speaking in character, and make it clear that NPCs will react as if the character was far more eloquent than the player.

Persuading Groups

Creatures often make decisions together, rather than individually. For example, in a queen's court, a player generally cannot simply influence the queen alone; her trusted advisors must also be persuaded. There are two ways that you can represent this: competing Persuasion checks, or shared defenses. One way would be to have the players make a competing Persuasion check against the advisors, with the highest result determining the queen's decision. Alternately, you can have the queen and her advisors all collectively treat their defense against the player's Persuasion attempt as the highest value among any individuals within the group. In general, competing Persuasion checks makes more sense for loose-knit associations, while shared defenses makes more sense for tight-knit groups.

Specific Persuasion Modifiers

The Persuasion skill has unusually large circumstantial modifiers compared to other skills. This is because the social context surrounding any given persuasion attempt is of critical importance, and only a GM can reliably determine that. There are example modifiers unique to the Compel Belief and Form Agreement tasks listed in the tables below.

Profession

This skill mostly exists to support the narrative universe surrounding the players, rather than as a tool for players. If players do take Profession, it's good to think about when their profession is relevant and reward them for their choice. However, make sure not to let Profession completely replace multiple other skills. In general, Profession can only ever replace a small subset of an existing skill. One way to reward players without making Profession too powerful is by applying a bonus or penalty for Profession-based checks based on the profession's relevance.

For example, a player with Profession (sailor) shouldn't be able

Table 2.5: Compel Belief Modifiers

Believability	Difficulty Modifier
Expected to be true ("Nothing interesting happened while I was on patrol")	-5
Plausible ("The mayor is too busy to see you now.")	+0
Unlikely ("That bloodstain was just an accident I had with a razor.")	+5
Extremely unlikely ("Your neighbor is secretly a werewolf.")	+10
Virtually impossible ("That crime was committed by my identical twin, not me.")	+15 or more
Incentive	Difficulty Modifier
Extremely beneficial ("You have an uncle who died and left you his inheritance.")	-5
Somewhat beneficial ("That dress looks lovely on you.")	-2
No particular impact ("I'm busy.")	+0
Somewhat detrimental ("You can't come with us to the party.")	+5
Extremely detrimental ("Your brother is a murderer.")	+10 or more

to use that skill to completely replace the Awareness, Devices, and Swim skills. It's true that sailors are often good at those things, but players should typically represent that by also having the relevant skills. You could allow Profession (sailor) to be used instead of Awareness (because the player might have spent some time in the crow's nest as a lookout), but at a penalty since the skill isn't perfectly relevant. You can also get more specific if you want, such as by saying that Profession (sailor) helps you see distant objects better, but it doesn't help your hearing at all. This is more detail than you will need most of the time, but it may help you improvise when you need it.

Ride

Mounts can be logistically challenging, though little of that complexity comes from the Ride skill itself. Characters without the Ride skill are unlikely to ride mounts into combat. On the other hand, characters trained in the Ride skill can generally ride mounts well within their skill level with no risk of randomly falling off. This means that Ride checks are rare in practice.

At higher levels, ordinary horses stop being a viable option in combat, both narratively and mechanically. Instead, you should provide players with the opportunity to use more level-appropriate mounts like unicorns. Be careful about introducing flying mounts, since flight introduces a great deal of complexity to the game.

Sleight of Hand

Don't forget that the target of a pickpocket attempt isn't the only one that can notice it. Anyone nearby can notice that something fishy is happening. This can be useful if your players start trying to pickpocket everything in sight. Yes, the commoners they're

Table 2.6: Form Agreement Modifiers

Risk vs. Reward	Difficulty Modifier
Fantastic: The reward for accepting the deal is very worthwhile; the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay 10gp for directions to the well-known local tavern.	-10 or more
Good: The reward is good and the risk is minimal. The target is very likely to profit from the deal. Example: An offer to pay someone twice their normal daily wage to spend their evening in a seedy tavern and later report on everyone they saw there.	-5
Favorable: The reward is appealing, but there's risk involved. If all goes according to plan, though, the deal will end up benefiting the target. Example: A request for a mercenary to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-2
Even: The reward and risk more or less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn't a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the target. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The target is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against a fearsome dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the target ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a broken sword hilt for a shiny new longsword.	+15 or more

stealing from don't have a high Awareness skill, but some guards and passing travellers might.

Stealth

The Stealth skill has a number of specific circumstances that can make it less likely to succeed. In general, players are intended to be able to scout and avoid notice out of combat, but it should be nearly impossible to maintain stealth within an active combat. Keep in mind that special senses like **blindsight** are powerful anti-Stealth tools, but they are not intended to be a complete defense. High-level characters can have high enough bonuses to overcome those penalties, allowing them to sneak up on creatures with blindsense or even blindsight.

Survival

The Survival skill is a fairly broad skill. It is intended to encompass all of the small details that make it possible to navigate and thrive in the wilderness.

Survival has some overlap with Knowledge (nature), which generally represents a more abstract book knowledge of the natural world. For example, both Survival and Knowledge (nature) could be used to identify whether an individual plant is safe to eat. However, only Survival would be used to actively forage for that plant. Foraging involves a variety of other practical skills, such as choosing a reasonable search pattern and keeping track of where you have already checked, that fall within the purview of Survival.

Overland Activities

Many Survival checks are significantly easier or harder depend on the terrain. Some example difficulty values are listed in Table ?? : Example Terrain Difficulty Values, page ?? . You should feel free to adjust these values based on circumstances.

Table 2.7: Terrain Difficulty Values

Terrain	Navigation Value	Difficulty	Sustenance Value	Difficulty
Desert	10		20	
Forest	10		15	
Jungle	15		10	
Mountains	10		15	
Hills	5		10	
Plains	5		10	
Swamp	15		15	

There are no standard rules specifying exactly how overland navigation works and what the consequences are for failure, because it depends heavily on the geography in the universe. In general, you should require a check to navigate a wilderness when you have a specific obstacle in mind that the party needs to avoid. For example, failure might mean that the party stumbles into the territory of a powerful monster. If the only real outcome of failure is that the characters waste in-game time getting lost and finding their way again, try not to spend too much real-life time resolving the situation unless it serves your narrative. Wasting in-game time can still be an important consequence, especially if the players are on a specific time table to accomplish a goal. Just be careful not to waste real-life time on unimportant events.

Tracking

One of the key uses for the Survival skill is to follow tracks left by creatures. A creature can use the Awareness skill to notice signs of passage, but the Survival skill is necessary to follow tracks for any distance. Some suggestions for determining the difficulty of following a trail can be found in Table 2.8: Example Tracking Difficulty Values and Table 2.9: Example Tracking Difficulty Modifiers. Use your best judgment, and feel free to apply other circumstantial modifiers not listed here.

Table 2.8: Example Tracking Difficulty Values

Surface	Description	Difficulty Value
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	0
Soft ground	Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints	5
Firm ground	Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors)	10
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	15
Scent	Tracking using the scent ability instead of vision	5

Table 2.9: Example Tracking Difficulty Modifiers

Condition	Difficulty Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+20
Diminutive	+15
Tiny	+10
Small	+5
Medium	+0
Large	-5
Huge	-10
Gargantuan	-15
Colossal	-20
Every 24 hours since the trail was made	+1 ³
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

¹ For a group of mixed sizes, apply only the modifier for the largest size category.

² Apply only the largest modifier from this category.

³ With scent-based tracking, apply this modifier per hour since the trail was made.

Swim

The Swim skill is one of the most narratively narrow skills, but it can still be very important in aquatic environments. Some example difficulty values for swimming are given in Table 2.10: Example Swim Difficulty Values, page 13.

There are no specific rules for catastrophic failure, because the consequences depend on the context. For example, muddy water with many weeds might very hard to swim through quickly, but you wouldn't be more likely to drown in it than you would in calm water. A creature in full plate might also sink like a stone without active effort, while a creature with no encumbrance can stay above water by simply floating still. Feel free to decide that a creature who fails a Swim check by a large enough amount sinks underwater if it seems appropriate.

Table 2.10: Example Swim Difficulty Values

Liquid	Difficulty Value
Calm water	5
Rough water	10
Viscous liquid, like a muddy swamp	10
Stormy water	15
Extremely stormy water	20

Chapter 3

The World of Altus

Altus is a specific world that you can use to run a game of Rise. It has a defined geography, countries, and legends. Many of its specifics are left somewhat vague, which gives you the freedom to expand on it or modify it to suit the needs of your story.

Of course, you can also make your own entirely unique world! The rules of Rise are not deeply tied to the specific world of Altus. Beware that world-building can be difficult and time-consuming, so it's generally best to start small. For example, you might find it easier to run a game set in an invented island off the main continent of Altus before you make a whole world from scratch. That allows you to fall back on some of the existing countries and conventions if you need them.

The Story of Creation

All things began in the Age of Darkness. If you could have looked up at the sky back then, ignoring that you didn't have any ground to stand on, you would have seen nothing but a dark void. The stars were still there, of course - little discs floating around, same as they are now. But not a single one of them emitted the light we are used to. They were happy in the darkness, and lulled into a peaceful sleep by the changeless void - all but one.

One among their number had awoken, and she grew discontent. Was there nothing more to creation than this endless stagnation? She preached words of change to any nearby stars who could hear her. Surely they could make something more exciting if they worked together, she said. Her neighbors were slow to rise from their sleep, but nevertheless, she persisted. Two of the nearby stars eventually awoke and joined her scheme.

At the time, none of these stars had names, but this story is going to get confusing if we don't get that settled. That persistent first star is now known as Illumis, the Lightbringer. We owe her our life, our light, and even the ground beneath our feet - but that's getting ahead of ourselves. The brighter of the two stars that followed her in her little rebellion is called Solaris, the Herald. He is the sun that soars overhead each day, making sure our personal world has light and warmth to survive in the Void Beyond. The dimmer star is Lunaris, the Disciple. She had not the raw power of Solaris nor the revolutionary zeal of Illumis, and her moonlight is but a pale shadow of Solaris's brilliance. Yet without her unceasing devotion and protective wisdom, all of their plans would have come to naught. We call the three stars together the Triune Astralis.

Illumis started everything off by igniting into beautiful, transcendent brilliance. No one had seen anything before in the whole Age of Darkness! Can you imagine having Illumis's ignition be the first thing you ever saw? Solaris and Lunaris ignited too, with Solaris's light even outshining Illumis, and everyone woke up pretty quickly after that. Even in the most distant corners of the universe, where Illumis's light was a dim glow and Lunaris was invisible, Solaris shined as a beacon that drew attention.

At first, the other stars were pretty grumpy. They had all been pretty happy while asleep, and now they were awake and it was bright and confusing. Illumis used her light to tell the universe about her ideas for the future. With blinks and flashes and swirls, she painted a picture of a shocking new age.

Illumis's awakening was too powerful to be contained. When she had ignited, some of her lifelight had seeped into her rocky core. Now there were little creatures running around on her surface, drinking in her light and living their own chaotic, unpredictable lives. The little creatures were fascinating, and she fell in love with them immediately. She invited all of the other stars to ignite and begin a new age: the Age of Light, with a sky of twinkling majesty instead of cold darkness.

Solaris and Lunaris echoed her message, though each contributed their own perspective. The creatures that inhabited Solaris were born of flame and heat to match his raw power. His fire elementals, as we call them now, bore little resemblance to Illumis's fleshy creatures. Lunaris's light was too weak to awaken any inhabitants of her own, and she drifted closer to Illumis to watch and tend to the creatures there.

The stars were in an uproar over this news. Not all of them shared Illumis's interest in creating their own inhabitants. However, they could not deny the beauty and novelty of her light and creations. Critically, Lunaris showed that they could ignite and be a part of the new age even if they were unable or unwilling to support the chaos of life themselves. One by one, they ignited in turn, with a small fraction creating life as Illumis had.

However, some stars utterly refused to be swayed. Without light, they could not communicate at a distance, so they began to drift together. As their numbers grew and they became increasingly isolated from the ever-brightening sky, their anger grew in turn. Who was Illumis to rewrite the universe in her image? Wasn't it better when everything was dark and quiet and peaceful? They had to stop this rebellion so everything could go back to the way

it was. If they destroyed Illumis, the other stars would extinguish themselves in fear, and the Age of Darkness would return.

The main problem that the unlit stars faced was simple: they were weak. Illumis had been among the strongest of the stars before her awakening. Worse, she seemed to have a symbiotic relationship with her infestation of minor life that strengthened her further. The unlit stars swore an oath to join together until the Age of Darkness was restored, and became the Voidsworn.

For all their reactionary inclinations, the Voidsworn ended up invented something too. None of the stars had ever spent much time in close proximity to each other during the Age of Darkness. As the Voidsworn swarmed and gathered their numbers, they began to fuse together into a single monstrous entity. This Voidsworn Amalgam swept through the sky towards the Triune Astralis. When they found stars in their path, they attacked and consumed their ignited brethren, joining the corpses of the dead stars into the Amalgam.

As the Voidsworn carved their ruthless path through the sky, Illumis prepared for the inevitable confrontation. She knew the Age of Light could not truly begin until she met them in battle to determine the fate of the universe. When the Voidsworn Amalgam arrived, Illumis drew them into a trap. She pulled her light, and her life-fuel, into the core of her body, leaving the surface frozen and barren. A great age of darkness and cold enveloped her inhabitants, which we call the Long Dark. This was a difficult time for our ancestors, as you should know from the Old Histories!

The Voidsworn Amalgam surged into Illumis's core, trying to search out and destroy her center of power. This was when her trap was fully revealed. She made the ultimate sacrifice, burning away all of her power and light forever to forge her body into a mighty world-cage. The Voidsworn found themselves trapped in the center of her sphere, surrounded on all sides by unbreakable walls.

They pushed and smashed and tried to break out of the cage. Each mighty blow against Illumis's corpse warped the land, raising mountains as scars. Altus was the center of their efforts, and they pushed it so far out from the core that they nearly broke free. But Illumis's world-cage held, and the Voidsworn were trapped forever. They still live in her core now, though they have only a fraction of their original power. Their efforts to escape sometimes cause great earthquakes.

When the world settled, Solaris and Lunaris approached Illumis's corpse. She had foreseen her demise, and given them instructions to keep her dream alive. Solaris now provides the light that Illumis cannot, keeping our world warm and safe. He burns bright and strong, but he must rest each day. Lunaris keeps us company as well, though she is not content to look after only one star. She makes sure to give us her full attention each month, but the rest of the time we only see part of her radiance, since she is busy looking at faraway stars.

The Details of Creation

The general outline of the Story of Creation, as presented above, is known and agreed on throughout Altus. However, each culture has a different interpretation of some specific details which are important to them. The order of creation is a central point of

contention, especially as it relates to different species and regions. Since recorded history only begins after the end of the Long Dark, there is no way to tell which version is true.

For example, the official story told by the elves in the Vastwoods is that Illumis originally created the elves as the first, perfect being. They call the long rule of elves as the sole sentient species the Tranquiline Age, and mark its end shortly before the start of the Long Dark. Illumis knew that the world would need hardier, less perfect beings to survive the difficult times ahead, and the elves would need to be strengthened by competition with lesser foes. Therefore, she weakened and warped her light of creation, spawning all manner of beasts and lesser sentient creatures like humans and dwarves. Knowing that they would need to survive the Long Dark and the intermittent light from Solaris after her death, she gave them the gift of sleep so they could preserve their limited energy. Only elves continued to be sleepless, since they were created from her greater light at the dawn of time.

Founding Gods and Lesser Deities

The Triune Astralis - Illumis, Solaris, and Lunaris - are the founding gods of the world. All mortals owe them tribute, and they have temples in every civilized area. However, their domains are extremely broad. Solaris rules the day, Lunaris rules the night, and Illumis is an even more abstract creator figure. Since Illumis is dead, she can empower no clerics of her own. This leaves space for a whole host of lesser deities who claim dominion over specific aspects of the world, and who empower their own personal clerics.

Rise does not precisely mirror real-world polytheism, but it is not entirely different either. At the risk of dramatic oversimplification, polytheism typically involves recognizing a mixture of deities of widely varied power and scope. People typically do not have a single favored deity that they worship above all others in all contexts. Instead, they give respect, tribute, or gratitude to deities that are relevant to their current situation. You might offer a sacrifice to the god of travel before making a journey, offer a sacrifice to the god of the hearth upon returning home, and so on.

Rise has a wide variety of deities with specific domains, and most people offer respect to relevant deities at appropriate times. However, unlike the real world, Rise places a great importance on the concept of a "patron deity". Mortals who worship a specific deity are rewarded by going to an afterlife ruled by that specific deity. This is often preferable to going to a generic alignment-appropriate afterlife, especially for evil characters.

For their part, deities draw power from the worship of mortals, and especially from claiming the soul energy from mortals who end up in the deity's afterlife. This makes deities generally invested in finding ways to increase their base of mortal worshippers. They use their clerics accomplish this goal, generally by spreading awareness of the deity's domain and influence. Famous clerics act as living proof of the deity's power, and many temples offer healing services to anyone in need. Most deities avoid directly converting claimed followers of other significant deities to avoid inter-deity conflict.

Of course, clerics can also influence the mortal world to make life there match the deity's preferences. Clerics of Chavi might

hold storytelling competitions, and clerics of Raphael might act as bounty hunters to hunt down criminals who escaped justice. On a more sinister note, clerics of Daeghul might offer human sacrifices to channel the soul energy of the dying creatures towards their deity.

Chapter 4

Monsters

Monsters are all of the various non-humanoid creatures that exist in the world of Rise. Many of them are dangerous, and adventurers may need to fight them. This chapter describes the rules for monsters, and the combat statistics for a variety of monsters.

Monster Statistics

Like player characters, monsters have levels, attributes, and abilities. However, they do not have classes, legacy items, or many other elements of characters. This section defines how monsters function.

Level Scaling

Each monster has a level that indicates its approximate strength. Monsters have some specific level scaling rules that differ from the rules for player characters. In general, their automatic level scaling is designed to keep them on par with the power that player characters gain at higher levels, but without all of the complexity of high-level PCs. High level monsters should have slightly higher base values for their attributes, though this is not quantified, since monster attributes can be highly varied. They have the following specific changes.

- Monsters add only half their Constitution to their level for the purpose of determining their hit points and damage resistance
- Monsters have twice the base damage resistance of a player character
- Monsters have a +5 bonus to all defenses that increases to +6 at 3rd level and +7 at 15th level
- Monsters gain a +1d damage bonus with strikes at 4th level and every 3 levels thereafter
- Monsters gain a +3 bonus to power with all abilities that gradually increases at 4th level and every 3 levels thereafter, as described in Table 4.1: Monster Advancement, page 18
- Elite monsters automatically remove excess conditions at the end of each round, and become more resistant to conditions at 12th level (see Conditions on Monsters, page 17)

Monster level scaling is summarized in Table 4.1: Monster Advancement, page 18. Monsters gain the same statistical benefits from their attributes that player characters do. The values listed in the Monster Advancement table do not include bonuses from attributes. When creating a new monster, make sure to decide its attributes appropriately, since they can have a large effect on the monster's overall power level and combat style. In particular,

attributes make monster defenses more varied.

The Monster Advancement table includes a Bite Damage column for convenient reference. The monster bonus damage with strikes applies to all natural weapons, not just strikes. However, bites are one of the most common monster natural weapons, and it's much more convenient to see a die value rather than a large +d value at high levels. The damage value for other natural weapons, such as claws, can be derived from the bite damage listed.

Elite Monsters

Elite monsters are approximately four times as strong as an ordinary monster. They have a number of benefits and modifiers to make them more appropriate as a solo encounter than simply using a very high level ordinary monster:

- Elite monsters gain a +1 bonus to their **accuracy** and all **defenses**.
- Elite monsters have twice the **power** of standard monsters.
- Elite monsters have four times the **hit points** and **damage resistance** of standard monsters.
- Elite monsters can have a maximum attribute of 6 (see Monster Attributes, page 19).
- Elite monsters gain a +1 bonus to their maximum ability **rank** (see Monster Ability Access, page 19).
- Elite monsters can take two standard actions each round. However, they cannot use the same ability or weapon twice in the same round, unless they have two different versions of the same weapon (such as multiple independent tentacles).
- Elite monsters automatically remove excess **conditions** (see Conditions on Monsters, page 17).

Monster Vital Wounds

Monsters do not normally make vital rolls like player characters do. Unless otherwise specified on the monster's description, vital wounds have no negative effects on monsters. Instead, once a monster gains a vital wound, it is defeated. Defeated monsters may be unconscious, dead, or merely flee the fight at the discretion of the Game Master.

Conditions on Monsters

Monsters cannot normally use the *recover* ability, since they cannot use abilities which would give them **fatigue**. Standard monsters

Table 4.1: Monster Advancement

Standard Monsters						
Level	Max Rank	HP	DR	Accuracy	Defenses	Bite Damage ¹
1st	1	10	2	+0	5	1d8+3
2nd	1	11	4	+1	6	1d8+3
3rd	1	12	6	+1	7	1d8+3
4th	2	13	8	+2	8	1d10+4
5th	2	14	10	+2	8	1d10+4
6th	2	16	12	+3	9	1d10+4
7th	3	18	14	+3	9	2d6+5
8th	3	20	18	+4	10	2d6+5
9th	3	22	20	+4	10	2d6+5
10th	4	25	24	+5	11	2d8+7
11th	4	28	26	+5	11	2d8+7
12th	4	32	30	+6	13	2d8+7
13th	5	36	32	+6	13	2d10+10
14th	5	40	36	+7	14	2d10+10
15th	5	44	40	+7	14	2d10+10
16th	6	50	44	+8	15	4d6+14
17th	6	56	50	+8	15	4d6+14
18th	6	64	56	+9	16	4d6+14
19th	7	72	64	+9	16	4d8+20
20th	7	80	72	+10	17	4d8+20
21st	7	88	80	+10	18	4d8+20
Elite Monsters						
Level	Max Rank	HP	DR	Accuracy	Defenses	Bite Damage
1st	2	40	8	+1	6	1d8+6
2nd	2	44	16	+2	7	1d8+6
3rd	2	48	24	+2	8	1d8+6
4th	3	52	32	+3	9	1d10+8
5th	3	56	40	+3	9	1d10+8
6th	3	64	48	+4	10	1d10+8
7th	4	72	56	+4	10	2d6+10
8th	4	80	72	+5	11	2d6+10
9th	4	88	80	+5	11	2d6+10
10th	5	100	96	+6	12	2d8+14
11th	5	112	104	+6	12	2d8+14
12th	5	128	120	+7	14	2d8+14
13th	6	144	128	+7	14	2d10+20
14th	6	160	144	+8	15	2d10+20
15th	6	176	160	+8	15	2d10+20
16th	7	200	176	+9	16	4d6+28
17th	7	224	200	+9	16	4d6+28
18th	7	256	224	+10	17	4d6+28
19th	8 ²	288	256	+10	17	4d8+40
20th	8	320	288	+11	18	4d8+40
21st	8	352	320	+11	19	4d8+40

1. Assuming the monster has no free hands (see Monster Natural Weapon Bonuses, page 19).

2. There are no standard rank 8 abilities. However, these monsters may continue to scale the power of lower-rank abilities or have entirely novel abilities.

can only remove **conditions** by taking a **short rest**.

However, elite monsters can remove conditions automatically. At the end of each round, elite monsters affected by four or more conditions automatically remove their oldest **condition**. At 12th level, elite monsters start removing conditions as soon as they have three or more conditions. In addition, some elite monsters

have unique abilities to remove conditions, as indicated in their descriptions.

Monster Resources

Unless otherwise noted in their description, monsters have no resources, and their fatigue tolerance is treated as 0. They are unable

to use abilities that would cause them to increase their fatigue level, such as the *desperate exertion* ability. At the GM's discretion, individual monsters may technically be attuned to their abilities or be attuned to magic items they find, but this is not an explicit part of monster definitions.

Monster Ability Access

Although monsters do not gain archetypes, their special abilities should still be balanced appropriately for their maximum accessible rank. Like a player character, a monster's maximum accessible rank is based on its level, as shown in Table 4.1: Monster Advancement, page 18. Elite monsters gain a +1 bonus to the maximum rank of abilities they can use, allowing them to use powerful abilities before player characters can.

It's not always meaningful to give every monster multiple active abilities. However, maneuvers provide significant power at high levels, so monsters shouldn't just use basic strikes. All monsters have access to the *monstrous strike* maneuver, which they use whenever they aren't using a specific maneuver from a defined combat style. This keeps their simple strikes on par with any special abilities they might have. It also means that high level monsters are appropriately weaker when they make special strikes from other sources, such as the *charge* ability, just like high level player characters.

Monstrous Strike

The monster makes a strike.

Rank 3: The monster gains a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Monster Attributes

Each of a standard monster's attributes can range from -9 to 4. Elite monsters can have attributes up to 6, and they generally have higher attributes overall. A few specific monsters of legendary power can exceed this limit. In general, a monster with higher attributes will be stronger, but not all monsters need to start with the same attribute total.

Monster Natural Weapon Bonuses

Monsters do not use the *offhand strike* ability in combat. Rolling offhand strikes for monsters in combat requires too much time and effort, and monsters aren't balanced around the ability to make offhand strikes.

In addition, monsters that do not use hands for any purpose gain a +1d damage bonus with all strikes. The base statistics for natural weapons that do not require free hands, like bite and gore, are balanced for player usage. Being able to attack while both of your hands are occupied is powerful. However, monsters that do not take advantage of that opportunity need increased damage to keep pace with other attack options.

Monster Natural Armor

Monsters use slightly different armor mechanics than player characters. They always add half their Dexterity to their Armor defense instead of their full Dexterity, as if they were wearing medium armor. In addition, they gain a bonus equal to half their Constitution to their Armor defense. This represents hardened skin, tough scales, or similar natural armor that monsters can develop.

More generally, Armor defense is intended to be a reliable and relatively consistent defense. It is the most commonly attacked defense, and some character archetypes are only able to target Armor defense. As a result, it should rarely be a monster's highest or lowest defense, and this calculation makes such extremes less likely.

Monster Combat Mechanics

Monster Actions

All monsters are able to take free actions, move actions, **minor actions**, and standard actions in the same way as player characters. Elite monsters can take an additional standard action each round, as indicated in their descriptions.

In general, elite monsters should be designed to attack multiple different PCs in every round. If the full damage output of an elite monster is brought to bear on a single PC, it will likely kill that PC quickly, taking a player out of the fight too early. Alternately, if that PC is able to avoid or resist the damage, it will trivialize the fight and remove the sense of danger. Instead, damage should be spread throughout the party to ensure that multiple people feel threatened and have to adjust their actions based on their personal danger tolerance.

Although splitting attacks between multiple defenders is usually a suboptimal battle strategy, it can be narratively justified in a variety of ways. It may be physically impractical for a monster to use all of its natural weapons on the same creature. Monsters may want to inflict debuffs on multiple attackers to reduce the damage they take, which may require dealing enough damage to inflict HP-based debuffs.

Encounter Balancing

In general, a group of PCs of a given level will have an appropriate challenge from fighting an equal number of monsters of their level. Alternately, they can fight a single elite monster of their level. You can generally replace one monster of a given level with two monsters that are two or three levels lower. Similarly, you can replace two monsters of a given level with one monster that is two or three levels higher. To make encounters easier or harder, you can change the number of monsters or the level of the monsters.

It is generally not a good idea for PCs to fight monsters five or more levels higher or lower than their own level. They may find that their attacks always miss, or never miss, and other aspects of the encounter may be similarly imbalanced in ways that are not easily remedied by simply changing the number of enemies.

There are many ways that you can make encounters easier or harder in ways that don't simply involve changing the level and number of monsters. If monsters enter the battle gradually over time, rather than all at once, you can use a larger number of monsters without overwhelming the players. Similarly, having multiple separate fights without letting the players take a **short rest** can dramatically increase the danger and difficulty of the later fights.

The terrain and physical location of a fight can also dramatically change its difficulty. Narrow corridors and tight spaces favor smaller groups, highly defensive characters, and mid-range spellcasters who can attack safely from the back lines. Wide-open terrain favors large groups, highly mobile creatures, and long-range combatants like archers. A party with good tactics can easily hold a five-foot tunnel against dozens or even hundreds of melee-only enemy combatants, even if they would be swarmed and killed easily by those same enemies in an open field.

Monster Knowledge

You can remember relevant knowledge about monsters by making Knowledge skill checks. Each monster has a set of associated information that you can learn with a knowledge check of the listed difficulty value. Most monsters have multiple tiers of information that you can learn depending on how good your Knowledge check is. All information recorded in these descriptions is accurate, though lower check results may not provide full context for a monster's behavior or nature.

Monster Descriptions

Aboleth

Level 12 [Elite]

Huge aberration

Knowledge (dungeoneering) 7: Legends speak of revolting water-dwelling creatures called aboleths that lurk in the deepest caves. They are said to have power over people's minds.

Knowledge (dungeoneering) 17: An aboleth is a Huge fishlike creature found primarily in subterranean lakes and rivers. It has four tentacles and two vertically stacked eyes in the center of its ridged forehead. It uses its powerful mental abilities to overwhelm the minds of its foes.

Knowledge (dungeoneering) 22: Four pulsating dark blue orifices line the bottom of an aboleth's body and secrete gray slime that smells like rancid grease. This slime coats its tentacles, and creatures struck by the tentacles can have their skin transformed into a similar slime. Aboleths are amphibious, and they are able to drag themselves along with their tentacles on land, though they are much faster in the water.

Knowledge (dungeoneering) 27: Aboleths can completely dominate the minds of lesser creatures. They sometimes use their minions as agents to spy in cities or otherwise further their sinister goals.

HP 160 **DR** 144

Defenses Armor 14 Fort 18 Ref 9 Ment 19

Movement Land 50 ft. Swim +13

Senses Darkvision (240 ft.), telepathy (900 ft.), Awareness +13

Social Social Insight +13

Other skills Endurance +14

Attributes Str 4, Dex -2, Con 5, Int 4, Per 4, Wil 6

Alignment Usually lawful evil

Aboleth Abilities

Condition Removal: At the end of each round, if the aboleth has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The aboleth can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Mind Crush

Magical

The aboleth makes a +9 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 4d8+6 energy damage. Each creature damaged by this attack is **briefly dazed** (-1 defenses).

Psionic Blast

Magical

The aboleth makes a +9 attack vs. Mental against enemies in a Large (60 ft.) cone.

Hit: Each target takes 4d8+6 energy damage.

Slam

The aboleth makes a +10 **strike** vs. Armor.

Hit: The target takes 4d8+12 bludgeoning damage.

Sliming Tentacle

The aboleth makes a +9 **strike** vs. Armor.

Hit: The target takes 4d8+12 bludgeoning damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **stunned** (-2 defenses). At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it gains a **vital wound**. Instead of making a **vital roll** for the **vital wound**, the target's skin is transformed into a clear, slimy membrane. Every 5 minutes, an afflicted creature must be moistened with cool, fresh water or it will gain two **fatigue points**. This effect lasts until the **vital wound** is removed.

Dominate

Compulsion, Magical

The aboleth **dominates** the mind of an unconscious humanoid or aberration it touches. It can attune to this ability five times, allowing it to control up to five different creatures.

Air Elementals

Knowledge (planes) 9: Air elementals are formed from the pure essence of the Plane of Air. They can fly through the air with agile ease, but they tend to be physically frail.

Knowledge (planes) 14: Air elementals have no insulation in their wispy bodies, making them vulnerable to electrical attacks.

Breeze

Level 4

Small planeforged

HP 13 DR 8

Defenses Armor 9 Fort 7 Ref 12 Ment 7

Vulnerable Electricity damage

Movement Land 30 ft.

Attributes Str 2, Dex 4, Con 0, Int -3, Per 2, Wil 0

Alignment Usually true neutral

Breeze Abilities

Fireball

Magical

The breeze makes a +3 attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 1d8 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 30 feet in the direction the line points away from the breeze. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

Slam

The breeze makes a +3 **strike** vs. Armor.

Hit: The target takes 2d8+3 bludgeoning damage.

Windblast

Magical

The breeze makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10+3 bludgeoning damage.

Gale

Level 8

Medium planeforged

HP 20 DR 18

Defenses Armor 12 Fort 10 Ref 15 Ment 10

Vulnerable Electricity damage

Movement Land 45 ft.

Attributes Str 4, Dex 5, Con 0, Int -2, Per 3, Wil 0

Alignment Usually true neutral

Gale Abilities

Greater Fireball

Magical

The gale makes a +5 attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 1d10 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 30 feet in the direction the line points away from the gale. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

Piercing Windblast

Magical

The gale makes a +5 attack vs. Reflex against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6+4 piercing damage.

Slam

The gale makes a +5 **strike** vs. Armor.

Hit: The target takes 4d6+4 bludgeoning damage.

Windblast

Magical

The gale makes a +5 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6+4 bludgeoning damage.

Windsnipe

Magical

The gale makes a +5 attack vs. Armor against one creature within Distant (240 ft.) range.

Hit: The target takes 2d6+4 bludgeoning damage.

Tempest

Level 12

Large planeforged

HP 32 DR 30**Defenses** Armor 14 Fort 12 Ref 16 Ment 12**Vulnerable** Electricity damage**Movement** Land 60 ft.**Attributes** Str 4, Dex 5, Con 0, Int -2, Per 4, Wil 0**Alignment** Usually true neutral

Tempest Abilities

Greater Fireball

Magical

The tempest makes a +8 attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 2d6 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 30 feet in the direction the line points away from the tempest. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

Piercing Windblast

Magical

The tempest makes a +8 attack vs. Reflex against one creature within Medium (60 ft.) range.

Hit: The target takes 2d8+6 piercing damage.

Slam

The tempest makes a +8 **strike** vs. Armor.

Hit: The target takes 4d8+6 bludgeoning damage.

Windblast

Magical

The tempest makes a +8 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d8+6 bludgeoning damage.

Windsnipe

Magical

The tempest makes a +8 attack vs. Armor against one creature within Distant (240 ft.) range.

Hit: The target takes 2d8+6 bludgeoning damage.

Tornado

Level 16 [Elite]
Large planeformed

HP 224 DR 200**Defenses** Armor 20 Fort 18 Ref 21 Ment 17**Vulnerable** Electricity damage**Movement** Land 60 ft.**Attributes** Str 4, Dex 6, Con 2, Int 1, Per 5, Wil 1**Alignment** Usually true neutral

Tornado Abilities

Condition Removal: At the end of each round, if the tornado has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The tornado can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Piercing Windblast

Magical

The tornado makes a +11 attack vs. Reflex against one creature within Long (120 ft.) range.

Hit: The target takes 4d10+24 piercing damage.

Greater Windblast

Magical

The tornado makes a +11 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 5d10+24 bludgeoning damage.

Greater Windsnipe

Magical

The tornado makes a +11 attack vs. Armor against one creature within Extreme (480 ft.) range.

Hit: The target takes 4d10+24 bludgeoning damage.

Slam

The tornado makes a +13 **strike** vs. Armor.

Hit: The target takes 5d10+24 bludgeoning damage.

Supreme Fireball

Magical

The tornado makes a +11 attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 4d6 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 60 feet in the direction the line points away from the tornado. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

Elder

Level 20 [Elite]
Huge planeformed

HP 352 **DR** 320

Defenses Armor 22 Fort 20 Ref 22 Ment 20

Vulnerable Electricity damage

Movement Land 75 ft.

Attributes Str 6, Dex 6, Con 2, Int 2, Per 6, Wil 2

Alignment Usually true neutral

Elder Abilities

Condition Removal: At the end of each round, if the elder has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The elder can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Piercing Windblast**Magical**

The elder makes a +14 attack vs. Reflex against one creature within Long (120 ft.) range.

Hit: The target takes 6d10+32 piercing damage.

Greater Windblast**Magical**

The elder makes a +14 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 7d10+32 bludgeoning damage.

Greater Windsnipe**Magical**

The elder makes a +14 attack vs. Armor against one creature within Extreme (480 ft.) range.

Hit: The target takes 6d10+32 bludgeoning damage.

Slam

The elder makes a +16 **strike** vs. Armor.

Hit: The target takes 7d10+32 bludgeoning damage.

Supreme Fireball**Magical**

The elder makes a +14 attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 4d10 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 60 feet in the direction the line points away from the elder. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

Allip**Level 3 [Elite]**

Medium undead

Knowledge (religion) 8: Allips are incorporeal ghost-like creatures. They cannot speak intelligibly, but they are known for their propensity for babbling incoherently as they attack.

Knowledge (religion) 13: An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

HP 48 **DR** 24

Defenses Armor 8 Fort 7 Ref 10 Ment 9

Immune Physical damage

Movement Fly 30 ft. (perfect) Stealth +7

Senses Darkvision (60 ft.), lifesense (120 ft.), Awareness +6

Attributes Str 0, Dex 3, Con 0, Int 1, Per 2, Wil 2

Alignment Always neutral evil

Allip Abilities

Condition Removal: At the end of each round, if the allip has four or more **conditions**, it removes its oldest condition.

Incorporeal: The allip is **incorporeal** (see Incorporeal, page 103). It does not have a tangible body, and is immune to **physical damage**. It can enter or pass through solid objects.

Multiple Actions: The allip can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Undead: The allip is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Draining Grasp**Magical**

The allip makes a +3 attack vs. Armor against one creature within **reach**.

Hit: The target takes 1d10+4 energy damage.

Angels

Knowledge (planes) 11: Angels are the ultimate champions of good in the endless battle of good and evil. They are native to the Celestial Heavens, and they often serve the interests of good-aligned deities.

Knowledge (planes) 21: All angels have a striking and highly memorable appearance that evokes strong emotions in most viewers. Most angels evoke an overpowering sense of awe and beauty, but individual angels may have highly varied appearances.

Knowledge (planes) 31: In battle, angels are feared for their fundamental perfection. They tend not to have any weaknesses for attackers to use against them. Their only true foes are demons, who use overwhelming hordes rather than any clever tactics.

Seraph

Level 16 [Elite]

Huge planeformed

Knowledge (planes) 21: Seraphim are six-winged angels of immense power. They burn with holy fire, which they use to immolate evildoers. A seraph resembles a massive serpent that leaves a trail of fire as it flies.

Knowledge (planes) 26: Despite their serpentine appearance, seraphim have beautiful singing voices. They sing almost constantly both in and out of combat.

HP 256 **DR** 224

Defenses Armor 21 Fort 20 Ref 20 Ment 22

Immune Shaken, frightened, panicked

Movement Fly 75 ft. (perfect) Land 50 ft.

Senses Darkvision (120 ft.), low-light vision, Awareness +15

Other skills Endurance +15

Attributes Str 5, Dex 6, Con 4, Int 4, Per 4, Wil 6

Alignment Always neutral good

Seraph Abilities

Condition Removal: At the end of each round, if the seraph has three or more **conditions**, it removes its oldest condition.

Divine Rituals [Magical]: The seraph can perform any ritual of rank 7 or lower from the *bless* or *channel divinity* mystic spheres. It does not need to expend material components or increase its **fatigue level** to perform those rituals.

Multiple Actions: The seraph can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Grappling

The seraph makes a +13 **strike** vs. Armor.

Hit: The target takes 4d10+24 fire and physical damage.

Greater Glimpse of Divinity

Visual, Magical

The seraph makes a +11 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **dazzled** (20% miss chance, no special vision) and **dazed** (-1 defenses) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

Ram

Forceful

The seraph makes a +13 **strike** vs. Armor.

Hit: The target takes 4d10+24 bludgeoning and fire damage.

Supreme Combustion

Magical

The seraph makes a +11 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 9d10+24 fire damage.

Supreme Divine Judgment

Magical

The seraph makes a +11 attack vs. Mental against one creature within Distant (240 ft.) range.

Hit: The target takes 8d10+24 energy damage.

Supreme Word of Faith

Magical

The seraph makes a +11 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target takes 5d10+12 energy damage.

Tenderizing Ram

Forceful

The seraph makes a +12 **strike** vs. Armor.

Hit: The target takes 4d10 bludgeoning and fire damage. Each creature damaged by this attack is **briefly stunned** (-2 defenses).

Divine Translocation

Magical

The seraph teleports horizontally into an unoccupied location within Extreme (480 ft.) range. If the destination is invalid, this ability fails with no effect.

Justicar

Level 14 [Elite]

Large planeformed

Knowledge (planes) 19: Justicars enforce justice on good-aligned planes. They are extremely skilled at identifying the truth of any situation, and act to deal justice however they see fit. Physically, a justicar appears similar to a large human with strong muscles and a constantly stern expression.

Knowledge (planes) 24: In rare circumstances, justicars may leave good-aligned planes to pursue those they see as exceptionally heinous criminals. Generally, this requires that the perpetrator committed a direct offense against a good deity or desecrated an area of a good-aligned plane. Justicars have no interest in mortal

matters or minor crimes.

Knowledge (planes) 29: Once, a powerful group of thugs and murderers broke through a magic seal guarding an ancient wizard's tower, intending to loot everything inside. They were shocked when a justicar suddenly appeared in front of them, and prepared to fight for their lives. However, the justicar ignored them. Instead, it murdered the ancient wizard of the tower and disappeared, leaving the spoils to the evildoers who broke the seal. This is the morality of a justicar. They consider only truly immense evils to be worthy of their attention, and ignore all lesser sins.

HP 200 **DR** 176

Defenses Armor 18 Fort 19 Ref 18 Ment 18

Immune Shaken, frightened, panicked

Movement Fly 60 ft. (perfect) Land 40 ft.

Senses Darkvision (120 ft.), low-light vision, Awareness +16

Social Intimidate +10, Social Insight +16

Other skills Deduction +14, Endurance +15

Attributes Str 5, Dex 5, Con 5, Int 4, Per 6, Wil 4

Alignment Always lawful good

Justicar Abilities

Condition Removal: At the end of each round, if the justicar has three or more **conditions**, it removes its oldest condition.

Divine Rituals [**Magical**]: The justicar can perform any ritual of rank 6 or lower from the *bless* or *channel divinity* mystic spheres. It does not need to expend material components or increase its **fatigue level** to perform those rituals.

Multiple Actions: The justicar can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Glimpse of Divinity

Visual, Magical

The justicar makes a +14 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **dazzled** (20% miss chance, no special vision) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

Greater Divine Judgment

Magical

The justicar makes a +11 attack vs. Mental against one creature within Long (120 ft.) range.

Hit: The target takes 5d10+16 energy damage.

Greatsword

Sweeping (2)

The justicar makes a +12 **strike** vs. Armor.

Hit: The target takes 4d8+16 energy and slashing damage.

Strip the Flesh – Greatsword

Sweeping (2)

The justicar makes a +12 **strike** vs. Armor.

Hit: The target takes 4d8 slashing damage. Each creature that loses **hit points** from this attack is **vulnerable** (–4 defenses) to all damage as a **condition**.

Supreme Word of Faith

Magical

The justicar makes a +11 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target takes 4d8+8 energy damage.

Divine Translocation

Magical

The justicar teleports horizontally into an unoccupied location within Distant (240 ft.) range. If the destination is invalid, this ability fails with no effect.

Ophan

Level 12 [Elite]

Large planeformed

Knowledge (planes) 17: Ophanim resemble burning wheels rimmed with many eyes. They serve as sentries and guardians of planar portals in good-aligned planes. In combat, they spin into a raging whirlwind.

HP 176 **DR** 160

Defenses Armor 18 Fort 20 Ref 17 Ment 19

Immune Shaken, frightened, panicked

Movement Fly 60 ft. (perfect) Land 40 ft.

Senses Darkvision (120 ft.), low-light vision, Awareness +13

Other skills Endurance +16

Attributes Str 4, Dex 5, Con 7, Int 4, Per 4, Wil 6

Alignment Always neutral good

Ophan Abilities

Condition Removal: At the end of each round, if the ophan has three or more **conditions**, it removes its oldest condition.

Divine Rituals [**Magical**]: The ophan can perform any ritual of rank 5 or lower from the *bless* or *channel divinity* mystic spheres. It does not need to expend material components or increase its **fatigue level** to perform those rituals.

Multiple Actions: The ophan can take two standard actions each round. It cannot use the same ability or weapon twice in the same

round.

Glimpse of Divinity

Visual, Magical

The ophan makes a +11 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **dazzled** (20% miss chance, no special vision) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

Greater Divine Judgment

Magical

The ophan makes a +9 attack vs. Mental against one creature within Long (120 ft.) range.

Hit: The target takes 5d10+12 energy damage.

Greater Word of Faith

Magical

The ophan makes a +9 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target takes 4d8+6 energy damage.

Slam

The ophan makes a +10 **strike** vs. Armor.

Hit: The target takes 4d8+12 bludgeoning and fire damage.

Supreme Inferno

Magical

The ophan makes a +9 attack vs. Reflex against everything in a Huge (120 ft.) radius.

Hit: Each target takes 4d8+6 fire damage.

Whirlwind Slam

The ophan makes a +11 attack vs. Armor against enemies in a 10 ft. radius.

Hit: Each target takes 4d8+6 bludgeoning and fire damage.

Divine Translocation

Magical

The ophan teleports horizontally into an unoccupied location within Distant (240 ft.) range. If the destination is invalid, this ability fails with no effect.

Animated Objects

Tiny Object

Level 1
Tiny animate

HP 8 DR 0

Defenses Armor 4 Fort 1 Ref 10 Ment 0

Movement Land 15 ft.

Senses Darkvision (60 ft.)

Attributes Str -4, Dex 3, Con -4, Int 0, Per 0, Wil -5

Alignment Always true neutral

Tiny Object Abilities

Slam

The tiny object makes a +0 **strike** vs. Armor.

Hit: The target takes 1d6+2 bludgeoning damage.

Small Object

Level 1
Small animate

HP 9 DR 0

Defenses Armor 5 Fort 3 Ref 8 Ment 0

Movement Land 20 ft.

Senses Darkvision (60 ft.)

Attributes Str -2, Dex 2, Con -2, Int 0, Per 0, Wil -5

Alignment Always true neutral

Small Object Abilities

Slam

The small object makes a +0 **strike** vs. Armor.

Hit: The target takes 1d8+2 bludgeoning damage.

Medium Object

Level 2
Medium animate

HP 11 DR 4

Defenses Armor 6 Fort 6 Ref 6 Ment 1

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 0, Dex 0, Con 0, Int 0, Per 0, Wil -5

Alignment Always true neutral

Medium Object Abilities

Slam

The medium object makes a +1 **strike** vs. Armor.

Hit: The target takes 1d10+2 bludgeoning damage.

Large Object**Level 4**
Large animate

HP 14 **DR** 10
Defenses Armor 7 Fort 9 Ref 5 Ment 2
Movement Land 40 ft.
Senses Darkvision (60 ft.)

Attributes Str 2, Dex -1, Con 2, Int 0, Per 0, Wil -5
Alignment Always true neutral

Large Object Abilities**Slam**

The large object makes a +2 **strike** vs. Armor.
Hit: The target takes 2d8+3 bludgeoning damage.

Huge Object**Level 7**
Huge animate

HP 20 **DR** 18
Defenses Armor 9 Fort 12 Ref 5 Ment 4
Movement Land 50 ft.
Senses Darkvision (60 ft.)

Attributes Str 3, Dex -2, Con 3, Int 0, Per 0, Wil -5
Alignment Always true neutral

Huge Object Abilities**Slam**

The huge object makes a +3 **strike** vs. Armor.
Hit: The target takes 2d10+4 bludgeoning damage.

Gargantuan Object**Level 9**
Gargantuan animate

HP 28 **DR** 26
Defenses Armor 11 Fort 14 Ref 5 Ment 5
Movement Land 60 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 4, Int 0, Per 0, Wil -5
Alignment Always true neutral

Gargantuan Object Abilities**Slam**

The gargantuan object makes a +4 **strike** vs. Armor.
Hit: The target takes 4d6+4 bludgeoning damage.

Colossal Object**Level 11**
Colossal animate

HP 36 **DR** 32
Defenses Armor 11 Fort 16 Ref 4 Ment 6
Movement Land 80 ft.
Senses Darkvision (60 ft.)

Attributes Str 5, Dex -3, Con 5, Int 0, Per 0, Wil -5
Alignment Always true neutral

Colossal Object Abilities**Slam**

The colossal object makes a +5 **strike** vs. Armor.
Hit: The target takes 4d8+6 bludgeoning damage.

Ankheg**Level 4 [Elite]**

Large magical beast

Knowledge (nature) 9: An ankheg is a Large burrowing ant-like creature with large mandibles and a taste for fresh meat. It has six legs, and most ankhegs are brown. In battle, they try to emerge briefly out of tunnels to ambush unwary foes and drag them underground.

Knowledge (nature) 14: A typical adult ankheg is about 10 feet long and weighs about 800 pounds. Ankhegs burrow quickly thanks to the powerful acid they naturally produce. They are able spit that acid at foes up to 20 feet away. When burrowing, they usually do not leave usable tunnels behind them. They can choose to do so, though this halves their burrowing speed.

Knowledge (nature) 19: When hunting, ankhegs usually dig a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel usually 5 feet tall and wide, and up to 150 feet long. If they have been in an area for some time, they generally store the remains from previous kills at the end of the tunnel. When they move on, they leave any valuable objects behind with their old tunnels.

HP 52 **DR** 32
Defenses Armor 10 Fort 9 Ref 11 Ment 6
Movement Burrow 20 ft. Land 40 ft. Climb +10
Senses Darkvision (60 ft.), tremorsense (60 ft.), Awareness +7

Attributes Str 5, Dex 4, Con 1, Int -8, Per 2, Wil -2
Alignment Always true neutral

Ankheg Abilities

Condition Removal: At the end of each round, if the ankheg has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The ankheg can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The ankheg makes a +4 **strike** vs. Armor.

Hit: The target takes 2d8+6 acid and physical damage.

Spit Acid

The ankheg makes a +4 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the ankheg uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d6+3 acid damage.

Baboon

Level 1

Medium animal

Knowledge (nature) 6: A baboon is an aggressive primate adapted to life on the ground. A typical baboon is the size of a big dog.

Knowledge (nature) 11: Baboons prefer open spaces but climb trees to find safe places to rest overnight. They can be aggressive, though they avoid attacking creatures that seem too dangerous.

HP 10 DR 2

Defenses Armor 6 Fort 6 Ref 7 Ment 4

Movement Climb 30 ft. Land 30 ft. Climb +5

Attributes Str 2, Dex 2, Con 1, Int -8, Per 1, Wil -1

Alignment Always true neutral

Baboon Abilities

Bite Grappling

The baboon makes a +0 **strike** vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Badger

Level 1

Small animal

Knowledge (nature) 6: A badger is a furry animal with a squat, powerful body. Badgers can be tenacious in combat.

Knowledge (nature) 11: Badgers have strong forelimbs that are armed with long claws for digging. A typical adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

HP 11 DR 4

Defenses Armor 7 Fort 7 Ref 8 Ment 4

Movement Land 20 ft.

Senses Scent

Other skills Endurance +5

Attributes Str -2, Dex 2, Con 2, Int -8, Per 1, Wil -1

Alignment Always true neutral

Badger Abilities

Claws

The badger makes a +2 **strike** vs. Armor.

Hit: The target takes 1d4+2 slashing damage.

Bandits

Orc Deserter

Level 3

Medium humanoid

Knowledge (local) 8: Orc deserters have abandoned their clans and struck out on their own. Some are unable to leave their martial past behind them, so they turn their talents to banditry.

HP 13 DR 8

Defenses Armor 7 Fort 8 Ref 7 Ment 6

Movement Land 30 ft.

Other skills Endurance +6

Attributes Str 4, Dex 1, Con 2, Int -1, Per 0, Wil 0

Alignment Usually lawful evil

Orc Deserter Abilities

Greataxe Sweeping (1)

The orc deserter makes a +1 **strike** vs. Armor.

Hit: The target takes 2d8+2 slashing damage.

Reckless Greataxe Sweeping (1)

The orc deserter makes a +1 **strike** vs. Armor. After making the attack, the orc deserter briefly takes a -2 penalty to all defenses.

Hit: The target takes 2d8+4 slashing damage.

Bears

Black Bear

Level 3

Medium animal

Knowledge (nature) 8: Black bears are forest-dwelling omnivores that are usually not dangerous unless an interloper threatens their cubs or food supply. They can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

HP 14 DR 10**Defenses** Armor 8 Fort 10 Ref 6 Ment 5**Movement** Land 30 ft. Climb +8 Swim +8**Senses** Scent**Other skills** Endurance +8**Attributes** Str 4, Dex 0, Con 4, Int -8, Per 0, Wil -1**Alignment** Always true neutral

Black Bear Abilities

Bite**Grappling**The black bear makes a +1 **strike** vs. Armor.**Hit:** The target takes 2d6+2 physical damage.**Claws**The black bear makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d10+2 slashing damage.

Brown Bear

Level 5 [Elite]

Large animal

A brown bear's statistics can be used for almost any big bear, including a grizzly bear.

Knowledge (nature) 10: Brown bears tend to be bad-tempered and territorial.

HP 80 DR 72**Defenses** Armor 11 Fort 14 Ref 7 Ment 9**Movement** Land 40 ft. Climb +10 Swim +10**Senses** Scent**Other skills** Endurance +11**Attributes** Str 5, Dex 0, Con 6, Int -8, Per 0, Wil 1**Alignment** Always true neutral

Brown Bear Abilities

Condition Removal: At the end of each round, if the brown bear has four or more **conditions**, it removes its oldest condition.**Multiple Actions:** The brown bear can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite****Grappling**The brown bear makes a +3 **strike** vs. Armor.**Hit:** The target takes 2d8+6 physical damage.**Claws**The brown bear makes a +5 **strike** vs. Armor.**Hit:** The target takes 2d6+6 slashing damage.

Black Dragons

Knowledge (arcana) 8: Black dragons are associated with death and decay. As black dragons age, the fleshy hide around their horns and face deteriorates, causing their heads to increasingly resemble a skull. Young black dragons usually inhabit marshes and swamps, though older dragons tend to migrate to caves that are better equipped to support large dragon hoards.

Knowledge (arcana) 13: Black dragons are the only type of dragon that commonly kills for no purpose other than sport. They are sadistic beyond measure, and even their typical draconic greed may be set aside so they can torment and eventually kill hated foes.

Knowledge (arcana) 18: Adult dragons naturally corrupt the areas around their lairs. Good farmland becomes marshy and impassable, and trees become twisted and rotten. Creatures in the area feel a mental pressure to be more cruel and sadistic. This warps the behavior of the few ordinary animals that remain, as well as the reptilian creatures that thrive in such conditions.

Wyrmling Black Dragon

Level 3

Small dragon

HP 14 DR 10**Defenses** Armor 10 Fort 10 Ref 12 Ment 6**Immune** Acid damage**Movement** Land 20 ft. Fly 40 ft. (poor)**Attributes** Str 3, Dex 5, Con 4, Int 1, Per 0, Wil 0**Alignment** Usually chaotic evil

Wyrmling Black Dragon Abilities

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.**Bite****Grappling**The wyrmling black dragon makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d10+2 physical damage.**Breath Weapon**The wyrmling black dragon makes a +1 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling black dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 1d6+1 acid damage.**Claws**The wyrmling black dragon makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+2 slashing damage.

Juvenile Black Dragon

Level 7 [Elite]
Large dragon

Adult Black Dragon

Level 11 [Elite]
Huge dragon

HP 88 **DR** 80**Defenses** Armor 13 Fort 15 Ref 11 Ment 12**Immune** Acid damage**Movement** Land 40 ft. Fly 80 ft. (poor)**Attributes** Str 7, Dex 2, Con 5, Int 3, Per 2, Wil 2**Alignment** Usually chaotic evil**HP** 144 **DR** 128**Defenses** Armor 14 Fort 17 Ref 11 Ment 15**Immune** Acid damage**Movement** Land 50 ft. Fly 100 ft. (poor)**Attributes** Str 7, Dex 1, Con 5, Int 4, Per 3, Wil 3**Alignment** Usually chaotic evil**Juvenile Black Dragon Abilities**

Condition Removal: At the end of each round, if the juvenile black dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile black dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.

Bite
Grappling

The juvenile black dragon makes a +5 **strike** vs. Armor.

Hit: The target takes 4d6+8 physical damage.

Breath Weapon

The juvenile black dragon makes a +5 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile black dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d10+4 acid damage.

Claws

The juvenile black dragon makes a +7 **strike** vs. Armor.

Hit: The target takes 2d10+8 slashing damage.

Frightful Presence
Emotion

The juvenile black dragon makes a +5 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the juvenile black dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the juvenile black dragon as a **condition**.

Adult Black Dragon Abilities

Condition Removal: At the end of each round, if the adult black dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult black dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.

Bite
Grappling

The adult black dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 4d8+12 physical damage.

Breath Weapon

The adult black dragon makes a +7 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult black dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+6 acid damage.

Claws

The adult black dragon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d6+12 slashing damage.

Frightful Presence
Emotion

The adult black dragon makes a +7 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the adult black dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the adult black dragon as a **condition**.

Slam

The adult black dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 4d10+12 bludgeoning damage.

Ancient Black Dragon

Level 15 [Elite]
Gargantuan dragon

HP 256 **DR** 224

Defenses Armor 18 Fort 21 Ref 12 Ment 19

Immune Acid damage

Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 8, Dex 0, Con 6, Int 5, Per 4, Wil 4

Alignment Usually chaotic evil

Ancient Black Dragon Abilities

Condition Removal: At the end of each round, if the ancient black dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient black dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.

Bite**Grappling**

The ancient black dragon makes a +11 **strike** vs. Armor.

Hit: The target takes 5d10+16 physical damage.

Breath Weapon

The ancient black dragon makes a +10 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient black dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d10+8 acid damage.

Claws

The ancient black dragon makes a +13 **strike** vs. Armor.

Hit: The target takes 4d10+16 slashing damage.

Frightful Presence**Emotion**

The ancient black dragon makes a +10 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the ancient black dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the ancient black dragon as a **condition**.

Slam

The ancient black dragon makes a +11 **strike** vs. Armor.

Hit: The target takes 6d10+16 bludgeoning damage.

Wyrms Black Dragon

Level 19 [Elite]
Colossal dragon

HP 400 **DR** 352

Defenses Armor 19 Fort 24 Ref 12 Ment 22

Immune Acid damage

Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 9, Dex -1, Con 7, Int 6, Per 5, Wil 5

Alignment Usually chaotic evil

Wyrms Black Dragon Abilities

Condition Removal: At the end of each round, if the wyrms black dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrms black dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.

Bite**Grappling**

The wyrms black dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 7d10+32 physical damage.

Breath Weapon

The wyrms black dragon makes a +12 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrms black dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 6d10+16 acid damage.

Claws

The wyrmling blue dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 6d10+32 slashing damage.

**Frightful Presence
Emotion**

The wyrmling blue dragon makes a +12 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (*-1 Mental, -1 accuracy vs. source*) by the wyrmling blue dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (*-2 Mental, -2 accuracy vs. source*) by the wyrmling blue dragon as a **condition**.

Slam

The wyrmling blue dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 8d10+32 bludgeoning damage.

Blue Dragons

Knowledge (arcana) 9: Blue dragons are unusually vain, even by the high standards of dragons. They are almost always found in and around deserts.

Knowledge (arcana) 14: All dragons desire gems, but blue dragons are obsessive in their search for the most beautiful gems to decorate their hoards. They have a special fascination with sapphires and other blue gems, and may even give up greater wealth to gain them.

Knowledge (arcana) 19: The lair of an adult blue dragon is usually surrounded by thunderstorms and dangerous weather. Any desert sand nearby is marked with glassy shards wherever lightning has struck. Creatures in the area feel more vain and prideful, and may be entranced by their reflections in the surrounding glass.

Wyrmling Blue Dragon

Level 4
Small dragon

HP 18 DR 14

Defenses Armor 12 Fort 13 Ref 12 Ment 7

Immune Electricity damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 6, Int 1, Per 1, Wil 0

Alignment Usually lawful evil

Wyrmling Blue Dragon Abilities**Bite****Grappling**

The wyrmling blue dragon makes a +2 **strike** vs. Armor.

Hit: The target takes 2d6+3 physical damage.

Breath Weapon

The wyrmling blue dragon makes a +2 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+1 electricity damage.

Claws

The wyrmling blue dragon makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+3 slashing damage.

Juvenile Blue Dragon

Level 8 [Elite]
Large dragon

HP 112 DR 104

Defenses Armor 14 Fort 18 Ref 11 Ment 13

Immune Electricity damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 7, Int 3, Per 3, Wil 2

Alignment Usually lawful evil

Juvenile Blue Dragon Abilities

Condition Removal: At the end of each round, if the juvenile blue dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile blue dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite**Grappling**

The juvenile blue dragon makes a +6 **strike** vs. Armor.

Hit: The target takes 4d6+8 physical damage.

Breath Weapon

The juvenile blue dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d10+4 electricity damage.

Claws

The juvenile blue dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 2d10+8 slashing damage.

Frightful Presence
Emotion

The juvenile blue dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the juvenile blue dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the juvenile blue dragon as a **condition**.

Frightful Presence
Emotion

The adult blue dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the adult blue dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the adult blue dragon as a **condition**.

Slam

The adult blue dragon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d10+12 bludgeoning damage.

Adult Blue Dragon

Level 12 [Elite]
Huge dragon

Ancient Blue Dragon

Level 16 [Elite]
Gargantuan dragon

HP 176 **DR** 160

Defenses Armor 16 Fort 20 Ref 11 Ment 16

Immune Electricity damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 7, Int 4, Per 4, Wil 3

Alignment Usually lawful evil

HP 320 **DR** 288

Defenses Armor 19 Fort 24 Ref 12 Ment 20

Immune Electricity damage

Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 7, Dex -1, Con 8, Int 5, Per 5, Wil 4

Alignment Usually lawful evil

Adult Blue Dragon Abilities

Condition Removal: At the end of each round, if the adult blue dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult blue dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The adult blue dragon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d8+12 physical damage.

Bite
Grappling

The ancient blue dragon makes a +13 **strike** vs. Armor.

Hit: The target takes 5d10+24 physical damage.

Breath Weapon

The adult blue dragon makes a +9 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+6 electricity damage.

Breath Weapon

The ancient blue dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d10+12 electricity damage.

Claws

The adult blue dragon makes a +12 **strike** vs. Armor.

Hit: The target takes 4d6+12 slashing damage.

Claws

The ancient blue dragon makes a +15 **strike** vs. Armor.
Hit: The target takes 4d10+24 slashing damage.

Frightful Presence
Emotion

The ancient blue dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the ancient blue dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the ancient blue dragon as a **condition**.

Slam

The ancient blue dragon makes a +13 **strike** vs. Armor.
Hit: The target takes 6d10+24 bludgeoning damage.

Wyrmling Blue Dragon

Level 20 [Elite]
Colossal dragon

HP 512 DR 448

Defenses Armor 21 Fort 27 Ref 12 Ment 23

Immune Electricity damage

Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 8, Dex –2, Con 9, Int 6, Per 6, Wil 5

Alignment Usually lawful evil

Wyrmling Blue Dragon Abilities

Condition Removal: At the end of each round, if the wyrmling blue dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrmling blue dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The wyrmling blue dragon makes a +16 **strike** vs. Armor.
Hit: The target takes 7d10+32 physical damage.

Breath Weapon

The wyrmling blue dragon makes a +14 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrmling blue dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 6d10+16 electricity damage.

Claws

The wyrmling blue dragon makes a +18 **strike** vs. Armor.
Hit: The target takes 6d10+32 slashing damage.

Frightful Presence
Emotion

The wyrmling blue dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the wyrmling blue dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the wyrmling blue dragon as a **condition**.

Slam

The wyrmling blue dragon makes a +16 **strike** vs. Armor.
Hit: The target takes 8d10+32 bludgeoning damage.

Brass Dragons

Knowledge (arcana) 7: Brass dragons are the most talkative and outgoing dragons. They inhabit desert climates, and roam them widely searching for travellers or towns that can provide small talk and updates on current events.

Knowledge (arcana) 12: Brass dragons are the only type of dragon who often have no consolidated hoard. Instead, they tend to bury their treasures deep in the desert, and trust the isolation of the desert to keep them safe. A brass dragon’s favorite treasures are those that help it converse, such as intelligent items or magic items that allow communication at a distance.

Knowledge (arcana) 17: The lair of an adult brass dragon is usually surrounded by sandstorms that make it impossible to identify any digging it has done. Since the dragon has no desire to trap unwary travellers in its lair, creatures moving away from the lair find that the sandstorms clear up quickly. Creatures in the area feel more talkative, and natural desert animals tend to be much more noisy and communicative than normal.

Wyrmling Brass Dragon

Level 2
Small dragon

HP 13 DR 8

Defenses Armor 10 Fort 10 Ref 11 Ment 8

Immune Fire damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 4, Int 1, Per 2, Wil 2

Alignment Usually chaotic good

Wyrmling Brass Dragon Abilities

Bite Grappling

The wyrmling brass dragon makes a +2 **strike** vs. Armor.
Hit: The target takes 1d10+2 physical damage.

Breath Weapon

The wyrmling brass dragon makes a +2 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling brass dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 1d6+1 fire damage.

Claws

The wyrmling brass dragon makes a +4 **strike** vs. Armor.
Hit: The target takes 1d8+2 slashing damage.

Juvenile Brass Dragon

Level 6 [Elite]
Large dragon

HP 80 DR 72

Defenses Armor 12 Fort 15 Ref 10 Ment 14

Immune Fire damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 5, Int 3, Per 4, Wil 4

Alignment Usually chaotic good

Juvenile Brass Dragon Abilities

Condition Removal: At the end of each round, if the juvenile brass dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile brass dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The juvenile brass dragon makes a +6 **strike** vs. Armor.
Hit: The target takes 2d10+6 physical damage.

Breath Weapon

The juvenile brass dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile brass dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d8+3 fire damage.

Claws

The juvenile brass dragon makes a +8 **strike** vs. Armor.
Hit: The target takes 2d8+6 slashing damage.

Frightful Presence Emotion

The juvenile brass dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the juvenile brass dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the juvenile brass dragon as a **condition**.

Adult Brass Dragon

Level 10 [Elite]
Huge dragon

HP 128 DR 120

Defenses Armor 14 Fort 17 Ref 10 Ment 17

Immune Fire damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 5, Int 4, Per 5, Wil 5

Alignment Usually chaotic good

Adult Brass Dragon Abilities

Condition Removal: At the end of each round, if the adult brass dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult brass dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The adult brass dragon makes a +9 **strike** vs. Armor.
Hit: The target takes 4d8+12 physical damage.

Breath Weapon

The adult brass dragon makes a +8 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult brass dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+6 fire damage.

Claws

The adult brass dragon makes a +11 **strike** vs. Armor.
Hit: The target takes 4d6+12 slashing damage.

Frightful Presence Emotion

The adult brass dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the adult brass dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the adult brass dragon as a **condition**.

Slam

The adult brass dragon makes a +9 **strike** vs. Armor.

Hit: The target takes 4d10+12 bludgeoning damage.

Ancient Brass Dragon

Level 14 [Elite]
Gargantuan dragon

HP 224 DR 200

Defenses Armor 16 Fort 20 Ref 10 Ment 20

Immune Fire damage

Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 7, Dex -1, Con 6, Int 5, Per 6, Wil 6

Alignment Usually chaotic good

Ancient Brass Dragon Abilities

Condition Removal: At the end of each round, if the ancient brass dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient brass dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The ancient brass dragon makes a +12 **strike** vs. Armor.

Hit: The target takes 4d10+16 physical damage.

Breath Weapon

The ancient brass dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient brass dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d8+8 fire damage.

Claws

The ancient brass dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 4d8+16 slashing damage.

Frightful Presence Emotion

The ancient brass dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the ancient brass dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the ancient brass dragon as a **condition**.

Slam

The ancient brass dragon makes a +12 **strike** vs. Armor.

Hit: The target takes 5d10+16 bludgeoning damage.

Wyrms Brass Dragon

Level 18 [Elite]
Colossal dragon

HP 352 DR 320

Defenses Armor 19 Fort 24 Ref 11 Ment 24

Immune Fire damage

Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 8, Dex -2, Con 7, Int 6, Per 7, Wil 7

Alignment Usually chaotic good

Wyrms Brass Dragon Abilities

Condition Removal: At the end of each round, if the wyrms brass dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrms brass dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The wyrms brass dragon makes a +15 **strike** vs. Armor.

Hit: The target takes 6d10+24 physical damage.

Breath Weapon

The wyrms brass dragon makes a +13 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrms brass dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+12 fire damage.

Claws

The wyrm brass dragon makes a +17 **strike** vs. Armor.
Hit: The target takes 5d10+24 slashing damage.

Frightful Presence
Emotion

The wyrm brass dragon makes a +13 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (*-1 Mental, -1 accuracy vs. source*) by the wyrm brass dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (*-2 Mental, -2 accuracy vs. source*) by the wyrm brass dragon as a **condition**.

Slam

The wyrm brass dragon makes a +15 **strike** vs. Armor.
Hit: The target takes 7d10+24 bludgeoning damage.

Bronze Dragons

Knowledge (arcana) 9: Bronze dragons are the most warlike and military dragons. They are not easily roused to anger, but they love the practice of warfare and the use of majestic warships, and they eagerly look for opportunities to become involved on the right side of a brewing conflict. They live on coasts, and spend most of their time flying over the sea instead of over land.

Knowledge (arcana) 14: Pirates foolish enough to practice their trade within a bronze dragon’s territory quickly learn the error of their ways. Bronze dragons also enjoy searching sunken ships for valuables, especially novel weapons - including siege weapons - which it may carry all the way back to its lair for decoration.

Knowledge (arcana) 19: The lair of an adult bronze dragon is usually set in a cliff surrounded by churning waves and strong currents. The currents guide ships away from the lair, making it difficult to approach accidentally. Ships that get too close despite those currents may find themselves trapped in dangerous whirlpools and dashed against the cliff face. Creatures in the area feel a greater sense of military honor and may feel shamed into abandoning any pirating or pillaging intentions.

Wyrmling

Bronze

Dragon

Level 4

Small dragon

HP 16 DR 12

Defenses Armor 11 Fort 12 Ref 12 Ment 9

Immune Electricity damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 5, Int 1, Per 0, Wil 2

Alignment Usually lawful good

Wyrmling Bronze Dragon Abilities

Bite
Grappling

The wyrmling bronze dragon makes a +2 **strike** vs. Armor.
Hit: The target takes 2d6+3 physical damage.

Breath Weapon

The wyrmling bronze dragon makes a +2 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling bronze dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 1d8+1 electricity damage.

Claws

The wyrmling bronze dragon makes a +4 **strike** vs. Armor.
Hit: The target takes 1d10+3 slashing damage.

Juvenile Bronze Dragon

Level 8 [Elite]
Large dragon

HP 112 DR 104

Defenses Armor 14 Fort 17 Ref 11 Ment 15

Immune Electricity damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 6, Int 3, Per 2, Wil 4

Alignment Usually lawful good

Juvenile Bronze Dragon Abilities

Condition Removal: At the end of each round, if the juvenile bronze dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile bronze dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The juvenile bronze dragon makes a +6 **strike** vs. Armor.
Hit: The target takes 4d6+8 physical damage.

Breath Weapon

The juvenile bronze dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile bronze dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d10+4 electricity damage.

Claws

The juvenile bronze dragon makes a +8 **strike** vs. Armor.
Hit: The target takes 2d10+8 slashing damage.

Frightful Presence
Emotion

The juvenile bronze dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.
Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the juvenile bronze dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the juvenile bronze dragon as a **condition**.

Adult Bronze Dragon

Level 12 [Elite]
Huge dragon

HP 176 DR 160

Defenses Armor 16 Fort 19 Ref 11 Ment 18

Immune Electricity damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 4, Per 3, Wil 5

Alignment Usually lawful good

Adult Bronze Dragon Abilities

Condition Removal: At the end of each round, if the adult bronze dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult bronze dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The adult bronze dragon makes a +9 **strike** vs. Armor.
Hit: The target takes 4d8+12 physical damage.

Breath Weapon

The adult bronze dragon makes a +8 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult bronze dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+6 electricity damage.

Claws

The adult bronze dragon makes a +11 **strike** vs. Armor.
Hit: The target takes 4d6+12 slashing damage.

Frightful Presence
Emotion

The adult bronze dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the adult bronze dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the adult bronze dragon as a **condition**.

Ancient Bronze Dragon

Level 16 [Elite]
Gargantuan dragon

HP 288 DR 256

Defenses Armor 18 Fort 23 Ref 12 Ment 22

Immune Electricity damage

Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 7, Dex –1, Con 7, Int 5, Per 4, Wil 6

Alignment Usually lawful good

Ancient Bronze Dragon Abilities

Condition Removal: At the end of each round, if the ancient bronze dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient bronze dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Slam

The adult bronze dragon makes a +9 **strike** vs. Armor.
Hit: The target takes 4d10+12 bludgeoning damage.

Bite
Grappling

The ancient bronze dragon makes a +13 **strike** vs. Armor.
Hit: The target takes 5d10+24 physical damage.

Breath Weapon

The ancient bronze dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient bronze dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d10+12 electricity damage.

Claws

The ancient bronze dragon makes a +15 **strike** vs. Armor.
Hit: The target takes 4d10+24 slashing damage.

Frightful Presence
Emotion

The ancient bronze dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the ancient bronze dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the ancient bronze dragon as a **condition**.

Slam

The ancient bronze dragon makes a +13 **strike** vs. Armor.
Hit: The target takes 6d10+24 bludgeoning damage.

Wyrm Bronze Dragon

Level 20 [Elite]
Colossal dragon

HP 512 DR 448
Defenses Armor 21 Fort 26 Ref 12 Ment 25
Immune Electricity damage
Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 8, Dex –2, Con 8, Int 6, Per 5, Wil 7
Alignment Usually lawful good

Wyrm Bronze Dragon Abilities

Condition Removal: At the end of each round, if the wyrm bronze dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrm bronze dragon can take two standard actions each round. It cannot use the same ability or weapon

twice in the same round.

Bite
Grappling

The wyrm bronze dragon makes a +15 **strike** vs. Armor.
Hit: The target takes 7d10+32 physical damage.

Breath Weapon

The wyrm bronze dragon makes a +13 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrm bronze dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 6d10+16 electricity damage.

Claws

The wyrm bronze dragon makes a +17 **strike** vs. Armor.
Hit: The target takes 6d10+32 slashing damage.

Frightful Presence
Emotion

The wyrm bronze dragon makes a +13 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the wyrm bronze dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the wyrm bronze dragon as a **condition**.

Slam

The wyrm bronze dragon makes a +15 **strike** vs. Armor.
Hit: The target takes 8d10+32 bludgeoning damage.

Camel

Level 1
Medium animal

Knowledge (nature) 6: Camels are known for their ability to travel long distances without food or water.

HP 11 DR 4
Defenses Armor 6 Fort 8 Ref 5 Ment 5
Movement Land 30 ft.
Other skills Endurance +6

Attributes Str 3, Dex 0, Con 3, Int –8, Per 1, Wil 0
Alignment Always true neutral

Camel Abilities

Bite Grappling

The camel makes a +0 **strike** vs. Armor.

Hit: The target takes 1d10+1 physical damage.

Bite Grappling

The camel makes a +0 **strike** vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Cat

Level 1

Small animal

HP 9 DR 0

Defenses Armor 6 Fort 3 Ref 10 Ment 3

Movement Land 20 ft. Balance +0 Flexibility +0 Stealth +0

Senses Low-light vision, scent, Awareness +4

Attributes Str -7, Dex 4, Con -2, Int -7, Per 1, Wil -2

Alignment Always true neutral

Cat Abilities

Bite Grappling

The cat makes a +0 **strike** vs. Armor.

Hit: The target takes 1d3+2 physical damage.

Choker

Level 4

Medium monstrous humanoid

Knowledge (local) 9: A choker is a vicious predator that delights in strangling its foes. Chokers are bipedal, but their arms are inhumanly long and sinuous, terminating in hands with spiny pads to help them hold on tightly to walls and foes. They live to hear the desperate gasping for breath and crunching of bones that their powerful arms can inflict on their prey.

HP 12 DR 6

Defenses Armor 8 Fort 6 Ref 11 Ment 6

Movement Land 30 ft.

Senses Awareness +5

Attributes Str 4, Dex 4, Con -1, Int -5, Per 0, Wil -1

Alignment Usually chaotic evil

Choker Abilities

Grasping Slam

The choker makes a +2 **strike** vs. Armor.

Hit: The target takes 2d10 bludgeoning damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the choker.

Slam

The choker makes a +2 **strike** vs. Armor.

Hit: The target takes 2d10+3 bludgeoning damage.

Copper Dragons

Knowledge (arcana) 8: Copper dragons are the most amusing and mischievous dragons. They adore harmless tricks and illusions, and delight in surprising or deceiving both strangers and their closest friends. They are social, though they prefer to host visitors in their lairs in the hills and lower parts of mountains instead of seeking out random travellers for conversation.

Knowledge (arcana) 13: A copper dragon views any visitors to its lair as having implicitly agreed to engage in its games of deception. Unlike most dragons, they generally make the location of their lair widely known among nearby civilized towns, and they are often found there awaiting guests.

Knowledge (arcana) 18: The lair of an adult copper dragon is usually set in a large and well-crafted cave in a hill. The surrounding area has a variety of illusory paths leading to other caves and distractions in the area. These illusions are intended to test the observational skills of visitors and ensure that they are worth talking to, not to form a serious defense. A copper dragon's publicly known lair is almost never the location of their true hoard, though it typically has a false hoard to trick would-be looters. Creatures in the area find everything more humorous than they normally would, and may break into fits of laughter when surprised.

Wyrmling Copper Dragon

Level 3

Small dragon

HP 14 DR 10

Defenses Armor 10 Fort 10 Ref 12 Ment 7

Immune Acid damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 1, Dex 5, Con 4, Int 2, Per 2, Wil 1

Alignment Usually chaotic good

Wyrmling Copper Dragon Abilities

Bite Grappling

The wyrmling copper dragon makes a +2 **strike** vs. Armor.

Hit: The target takes 1d8+2 physical damage.

Breath Weapon

The wyrmling copper dragon makes a +2 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling copper dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d4+1 acid damage.

Claws

The wyrmling copper dragon makes a +4 **strike** vs. Armor.

Hit: The target takes 1d6+2 slashing damage.

Juvenile Copper Dragon**Level 7 [Elite]**

Large dragon

HP 88 **DR** 80**Defenses** Armor 13 Fort 15 Ref 11 Ment 13**Immune** Acid damage**Movement** Land 40 ft. Fly 80 ft. (poor)**Attributes** Str 5, Dex 2, Con 5, Int 4, Per 4, Wil 3**Alignment** Usually chaotic good**Juvenile Copper Dragon Abilities**

Condition Removal: At the end of each round, if the juvenile copper dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile copper dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

**Bite
Grappling**

The juvenile copper dragon makes a +6 **strike** vs. Armor.

Hit: The target takes 2d10+8 physical damage.

Breath Weapon

The juvenile copper dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile copper dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d8+4 acid damage.

Claws

The juvenile copper dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 2d8+8 slashing damage.

**Frightful Presence
Emotion**

The juvenile copper dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the juvenile copper dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the juvenile copper dragon as a **condition**.

Adult Copper Dragon**Level 11 [Elite]**

Huge dragon

HP 144 **DR** 128**Defenses** Armor 14 Fort 17 Ref 11 Ment 16**Immune** Acid damage**Movement** Land 50 ft. Fly 100 ft. (poor)**Attributes** Str 5, Dex 1, Con 5, Int 5, Per 5, Wil 4**Alignment** Usually chaotic good**Adult Copper Dragon Abilities**

Condition Removal: At the end of each round, if the adult copper dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult copper dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

**Bite
Grappling**

The adult copper dragon makes a +9 **strike** vs. Armor.

Hit: The target takes 4d6+12 physical damage.

Breath Weapon

The adult copper dragon makes a +8 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult copper dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d10+6 acid damage.

Claws

The adult copper dragon makes a +11 **strike** vs. Armor.

Hit: The target takes 2d10+12 slashing damage.

Frightful Presence Emotion

The adult copper dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the adult copper dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the adult copper dragon as a **condition**.

Slam

The adult copper dragon makes a +9 **strike** vs. Armor.

Hit: The target takes 4d8+12 bludgeoning damage.

Ancient Copper Dragon

Level 15 [Elite]
Gargantuan dragon

HP 256 DR 224

Defenses Armor 18 Fort 21 Ref 12 Ment 20

Immune Acid damage

Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 6, Per 6, Wil 5

Alignment Usually chaotic good

Ancient Copper Dragon Abilities

Condition Removal: At the end of each round, if the ancient copper dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient copper dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The ancient copper dragon makes a +12 **strike** vs. Armor.

Hit: The target takes 4d10+16 physical damage.

Breath Weapon

The ancient copper dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient copper dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d8+8 acid damage.

Claws

The ancient copper dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 4d8+16 slashing damage.

Frightful Presence Emotion

The ancient copper dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the ancient copper dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the ancient copper dragon as a **condition**.

Slam

The ancient copper dragon makes a +12 **strike** vs. Armor.

Hit: The target takes 5d10+16 bludgeoning damage.

Wyrms Copper Dragon

Level 19 [Elite]
Colossal dragon

HP 400 DR 352

Defenses Armor 19 Fort 24 Ref 12 Ment 23

Immune Acid damage

Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 7, Dex -1, Con 7, Int 7, Per 7, Wil 6

Alignment Usually chaotic good

Wyrms Copper Dragon Abilities

Condition Removal: At the end of each round, if the wyrms copper dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrms copper dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The wyrms copper dragon makes a +15 **strike** vs. Armor.

Hit: The target takes 6d10+32 physical damage.

Breath Weapon

The wyrms copper dragon makes a +13 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrms copper dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+16 acid damage.

Claws

The wyrm copper dragon makes a +17 **strike** vs. Armor.

Hit: The target takes 5d10+32 slashing damage.

**Frightful Presence
Emotion**

The wyrm copper dragon makes a +13 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (*-1 Mental, -1 accuracy vs. source*) by the wyrm copper dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (*-2 Mental, -2 accuracy vs. source*) by the wyrm copper dragon as a **condition**.

Slam

The wyrm copper dragon makes a +15 **strike** vs. Armor.

Hit: The target takes 7d10+32 bludgeoning damage.

Crocodile**Level 3 [Elite]**

Medium animal

HP 52 DR 32

Defenses Armor 8 Fort 10 Ref 8 Ment 4

Movement Land 15 ft. Swim 30 ft. Stealth +5 Swim +9

Senses Scent

Other skills Endurance +7

Attributes Str 5, Dex 1, Con 3, Int -9, Per 2, Wil -3

Alignment Always true neutral

Crocodile Abilities

Amphibious: The crocodile can hold its breath for ten times the normal length of time.

Condition Removal: At the end of each round, if the crocodile has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The crocodile can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite**Grappling**

The crocodile makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6+4 physical damage.

**Grasping Bite
Grappling**

The crocodile makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6 physical damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the crocodile.

**Pouncing Bite
Grappling**

The crocodile moves up to its speed in a straight line. Then, it makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6+2 physical damage.

Cultists**Death Cultist**

Level 1

Medium humanoid

HP 10 DR 2

Defenses Armor 5 Fort 6 Ref 5 Ment 9

Movement Land 30 ft.

Attributes Str 0, Dex 0, Con 1, Int -1, Per 0, Wil 4

Alignment Usually lawful evil

Death Cultist Abilities**Drain Life
Magical**

The death cultist makes a +0 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6+2 energy damage.

**Sickle
Tripping**

The death cultist makes a +1 **strike** vs. Armor.

Hit: The target takes 1d4+2 slashing damage.

Pyromaniac

Level 4

Medium humanoid

HP 13 DR 8

Defenses Armor 8 Fort 7 Ref 9 Ment 11

Movement Land 30 ft.

Attributes Str 0, Dex 2, Con 0, Int -1, Per 0, Wil 4

Alignment Usually lawful evil

Pyromaniac Abilities

Club

The pyromaniac makes a +2 **strike** vs. Armor.

Hit: The target takes 2d6+3 bludgeoning damage.

Combustion
Magical

The pyromaniac makes a +2 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d10+3 fire damage.

Firebolt
Magical

The pyromaniac makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d8+3 fire damage.

Darkmantle**Level 2**

Small magical beast

Knowledge (nature) 7: A darkmantle has a small body and a large number of strong tentacles. It hides itself on walls and ceilings and drops on its foes to strangle them to death.

Knowledge (nature) 12: Darkmantles hang from ceilings using a muscular "foot" at the top of their bodies. They can look like a stalactite by holding their tentacles stiffly under themselves, or like a lump of rock by spreading their tentacles so the membrane between them covers their bodies. Their shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background.

Knowledge (nature) 17: A darkmantle that misses its initial attack often climbs away and tries to drop on the opponent again if there is a conveniently placed wall. Otherwise, it tries to climb its opponent's body to suffocate its head. Darkmantles move very slowly, so they rely heavily on stealth to ambush their foes.

HP 10 DR 2

Defenses Armor 7 Fort 4 Ref 11 Ment 6

Movement Climb 10 ft. Land 10 ft. Climb +8 Stealth +8

Senses Darkvision (120 ft.), Awareness +7

Attributes Str 4, Dex 4, Con -2, Int -6, Per 3, Wil 0

Alignment Always true neutral

Darkmantle Abilities**Grasping Slam**

The darkmantle makes a +2 **strike** vs. Armor.

Hit: The target takes 2d8 bludgeoning damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the darkmantle.

Slam

The darkmantle makes a +2 **strike** vs. Armor.

Hit: The target takes 2d8+2 bludgeoning damage.

Darkwraith**Level 4 [Elite]**

Medium animate

Knowledge (nature) 9: An darkwraith is a shadow disconnected from its host through strange umbramantic power. Though it appears similar to a ghost, it is not undead. It instinctively seeks out sources of warmth, including most living creatures, to suppress them with its chilling aura.

Knowledge (nature) 14: Darkwraiths bear a hateful malevolence towards anything that brings light. Although they swarm around sources of warmth, they will not attack directly with their dark grasp unless provoked by light or damage. Darkwraiths cannot speak or make noise of any kind.

HP 52 DR 32

Defenses Armor 9 Fort 8 Ref 11 Ment 10

Immune Prone

Impervious Cold damage

Movement Fly 30 ft. (perfect) Stealth +8

Senses Awareness +7

Attributes Str 0, Dex 3, Con 0, Int 1, Per 2, Wil 2

Alignment Always neutral evil

Darkwraith Abilities

Condition Removal: At the end of each round, if the darkwraith has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The darkwraith can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Chilling Aura
Magical

The darkwraith makes a +4 attack vs. Reflex against enemies in a Small (15 ft.) radius.

Hit: Each target takes 2d6+3 cold damage.

Greater Dark Grasp
Magical

The darkwraith makes a +4 attack vs. Reflex against anything within **reach**.

Hit: The target takes 2d6+6 cold damage.

Demonspawn

Knowledge (planes) 10: Demonspawn are infernal beings that live in the Abyss. They are the weakest and least intelligent type of demon, but they are still dangerous to mortals.

Knowledge (planes) 15: Demonspawn were formed in the torturous flames of the Abyss. They all share an immunity to fire.

Rageborn Demon

Level 5 [Elite]

Large planeformed

Knowledge (planes) 10: Rageborn demons are anger personified. They lash out constantly and violently at everything around them. If they are left alone, they simply destroy their environment.

Knowledge (planes) 15: Since rageborn demons normally feel only anger, they have little experience with other emotions. This makes them easy to mislead with magical effects that manipulate their emotions.

HP 64 **DR** 48

Defenses Armor 11 Fort 11 Ref 11 Ment 12

Immune Fire damage

Vulnerable **Emotion**

Movement Land 40 ft.

Other skills Endurance +8

Attributes Str 6, Dex 4, Con 3, Int -4, Per 2, Wil 4

Alignment Always chaotic evil

Rageborn Demon Abilities

Condition Removal: At the end of each round, if the rageborn demon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The rageborn demon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The rageborn demon makes a +4 **strike** vs. Armor.

Hit: The target takes 2d10+6 physical damage.

Claws

The rageborn demon makes a +6 **strike** vs. Armor.

Hit: The target takes 2d8+6 slashing damage.

Enrage Magical

The rageborn demon makes a +9 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target is unable to take any **standard actions** that do not cause it to make an attack. For example, it could make a **strike** or cast an offensive spell, but it could not heal itself or summon a creature.

Critical hit: The condition must be removed twice before the effect ends.

Power Flurry – Bite Grappling

The rageborn demon makes two simultaneous +1 **strikes** vs. Armor.

Hit: Each target takes 2d10+3 physical damage.

Power Flurry – Claws

The rageborn demon makes two simultaneous +3 **strikes** vs. Armor.

Hit: Each target takes 2d8+3 slashing damage.

Painborn Demon

Level 5 [Elite]

Medium planeformed

Knowledge (planes) 10: Painborn demons are pain personified. They are covered in spikes that pierce their own skin, shifting and causing them pain whenever they move. These unfortunate creatures suffer continuously, and they try to share that suffering with anything around them.

Knowledge (planes) 15: Painborn demons have a hidden desire that most of them do not even consciously realize: the desire to give up control. Fighting through their constant pain is mentally taxing. Magical effects that compel their actions, freeing them from the burden of choice, are their greatest weakness.

HP 80 **DR** 72

Defenses Armor 12 Fort 14 Ref 10 Ment 9

Immune Fire damage

Vulnerable **Compulsion**

Movement Land 30 ft.

Other skills Endurance +11

Attributes Str 3, Dex 2, Con 6, Int -4, Per 1, Wil 1

Alignment Always neutral evil

Painborn Demon Abilities

Condition Removal: At the end of each round, if the painborn demon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The painborn demon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Impale

The painborn demon makes a +5 **strike** vs. Armor.

Hit: The target takes 1d10 slashing damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the painborn demon.

Retributive Spikes

At the end of each phase, the painborn demon makes a +3 attack vs. Armor against each creature that made a **melee** attack against it using a free hand or non-Long weapon during that phase.

Hit: Each target takes 2d6 piercing damage.

Spike

The painborn demon makes a +3 **strike** vs. Armor.

Hit: The target takes 2d8+6 piercing damage.

Dire Rat**Level 1**

Small animal

Knowledge (nature) 6: A dire rat is a Small omnivorous scavenger that resembles an unusually large rat. Dire rats are not generally aggressive, but will attack to defend their nests and territories.

Knowledge (nature) 11: Dire rats can grow to be up to 4 feet long and weigh over 50 pounds.

HP 10 DR 2

Defenses Armor 6 Fort 5 Ref 9 Ment 3

Movement Land 20 ft. Climb +3 Swim +3

Senses Low-light vision, scent

Attributes Str 0, Dex 3, Con 0, Int -9, Per 2, Wil -2

Alignment Always true neutral

Dire Rat Abilities**Bite
Grappling**

The dire rat makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+2 physical damage.

Dire Wolf**Level 5**

Large animal

Knowledge (nature) 10: A dire wolf is a wolf-like creature that is much larger than an ordinary wolf. Their fur is usually mottled gray or black. Dire wolves are efficient pack hunters that will kill anything they can catch.

HP 16 DR 12

Defenses Armor 9 Fort 9 Ref 9 Ment 7

Movement Land 40 ft.

Senses Scent

Attributes Str 3, Dex 3, Con 2, Int -7, Per 3, Wil 0

Alignment Always true neutral

Dire Wolf Abilities**Bite****Grappling**

The dire wolf makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6+3 physical damage.

Dogs**Wild Dog****Level 1**

Medium animal

HP 10 DR 2

Defenses Armor 6 Fort 6 Ref 8 Ment 4

Movement Land 30 ft.

Senses Scent, Awareness +5

Attributes Str 2, Dex 3, Con 1, Int -7, Per 2, Wil -1

Alignment Always true neutral

Wild Dog Abilities**Bite****Grappling**

The wild dog makes a +1 **strike** vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Riding Dog**Level 2**

Medium animal

Knowledge (nature) 7: A riding dog is bred for speed and endurance. Riding dogs are sometimes used as battle mounts by halflings and gnomes.

HP 11 DR 4

Defenses Armor 7 Fort 7 Ref 9 Ment 5

Movement Land 30 ft.

Senses Scent, Awareness +6

Other skills Endurance +5

Attributes Str 2, Dex 3, Con 1, Int -7, Per 2, Wil -1

Alignment Always true neutral

Riding Dog Abilities**Bite****Grappling**

The riding dog makes a +2 **strike** vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Dragons

Knowledge (arcana) 5: Legends speak of reptilian flying creatures called dragons. Their love of gold and gems is as legendary as their awe-inspiring power. Dragons keep their wealth in massive hoards,

and the search for these hoards has been the death of many a greedy adventurer.

Knowledge (arcana) 10: Dragons are inherently magical creatures, and they enjoy powerful magic items almost as much as they enjoy gold. As dragons age, they grow continually in power and size. All dragons have damaging breath weapons, and the size and shape of the breath depends on the type and age of the dragon. They also have extremely keen senses, and are very difficult to sneak up on.

Knowledge (arcana) 15: There are two types of dragons: metallic dragons and chromatic dragons. Metallic dragons have shiny, glistening scales, and all metallic dragons are named after metals. Chromatic dragons have intensely colored scales, and all chromatic dragons are named after colors. Metallic dragons tend to be good-aligned, and chromatic dragons tend to be evil-aligned.

Dragon bones and scales retain some of the magical power of their original owner. They can be used to craft powerful weapons and armor, and can be quite valuable to the right buyer.

Knowledge (arcana) 20: In combat, dragons take full advantage of their myriad attack options. They fight at whatever range they consider optimal. In general, they are most dangerous in melee, but they may choose to remain at a distance to avoid powerful melee opponents. In that case, they use their spells and breath weapon to pick off opponents that cannot fight effectively at range.

Dragons can fly extremely quickly, and they can use this ability to escape a losing fight or to pick off isolated creatures trying to keep their distance. They generally avoid grappling foes, possibly because they find it demeaning, but large dragons may swallow smaller opponents whole.

Knowledge (arcana) 25: Newly hatched dragons are a few feet long, while the oldest dragons are among the most massive and dangerous creatures in existence. Although ancient dragons are immensely powerful, they are also rarely active, requiring weeks or months of sleep between days of activity. Eventually, it is said that the most ancient dragons simply go to sleep and may never wake up, though they live indefinitely in that state.

Knowledge (arcana) 30: There is a practical side to the famous greed of dragons. Dragons can metabolize gold and magical energy from items they eat to fuel their immense power and bulk. In desperate times, a dragon may be forced to eat part of its hoard to accelerate its recovery from injuries or increase its power. As dragons approach the inevitable torpor of their old age, they can stave it off or recover from a long rest by consuming part of their hoard. This is a difficult decision for a dragon to make, and most dragons never eat a single gold piece.

Fire Elementals

Knowledge (planes) 9: Fire elementals are formed from the pure essence of the Plane of Fire. They tend to be fast and agile, and they burn their opponents to ash in combat.

Knowledge (planes) 14: Fire elementals burn fast and bright, with little insulation from their surroundings. This makes them vulnerable to cold attacks, which can chill their very core.

Ember

Level 4
Small plane-forged

HP 13 DR 8

Defenses Armor 9 Fort 7 Ref 12 Ment 9

Vulnerable Cold damage

Movement Land 30 ft.

Attributes Str 2, Dex 4, Con 0, Int -3, Per 0, Wil 2

Alignment Usually true neutral

Ember Abilities

Combustion

Magical

The ember makes a +2 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d8+3 fire damage.

Firebolt

Magical

The ember makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6+3 fire damage.

Slam

The ember makes a +2 **strike** vs. Armor.

Hit: The target takes 2d8+3 bludgeoning and fire damage.

Kindled

Level 8
Medium plane-forged

HP 20 DR 18

Defenses Armor 12 Fort 10 Ref 15 Ment 12

Vulnerable Cold damage

Movement Land 45 ft.

Attributes Str 4, Dex 5, Con 0, Int -2, Per 0, Wil 2

Alignment Usually true neutral

Kindled Abilities

Combustion

Magical

The kindled makes a +4 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d10+4 fire damage.

Firebolt

Magical

The kindled makes a +4 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d8+4 fire damage.

Greater Fireball

Magical

The kindled makes a +4 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 2d6+2 fire damage.

Ignition

Magical

The kindled makes a +4 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 1d10+2 fire damage.

Slam

The kindled makes a +4 **strike** vs. Armor.

Hit: The target takes 4d6+4 bludgeoning and fire damage.

Bonfire

Level 12
Large planeformed

HP 32 DR 30

Defenses Armor 14 Fort 12 Ref 16 Ment 14

Vulnerable Cold damage

Movement Land 60 ft.

Attributes Str 4, Dex 5, Con 0, Int -2, Per 0, Wil 2

Alignment Usually true neutral

Bonfire Abilities

Greater Combustion

Magical

The bonfire makes a +6 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 4d6+6 fire damage.

Greater Fireball

Magical

The bonfire makes a +6 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 2d8+3 fire damage.

Greater Firebolt

Magical

The bonfire makes a +6 attack vs. Armor against one creature within Long (120 ft.) range.

Hit: The target takes 4d6+6 fire damage.

Ignition

Magical

The bonfire makes a +6 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 2d6+3 fire damage.

Slam

The bonfire makes a +6 **strike** vs. Armor.

Hit: The target takes 4d8+6 bludgeoning and fire damage.

Inferno

Level 16 [Elite]
Large planeformed

HP 224 DR 200

Defenses Armor 20 Fort 18 Ref 21 Ment 20

Vulnerable Cold damage

Movement Land 60 ft.

Attributes Str 4, Dex 6, Con 2, Int 1, Per 2, Wil 4

Alignment Usually true neutral

Inferno Abilities

Condition Removal: At the end of each round, if the inferno has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The inferno can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Ignition

Magical

The inferno makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d8+12 fire damage. The condition can be removed if the target makes a **difficulty value 10** Dexterity check as a **move action**. Dropping **prone** (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check.

Slam

The inferno makes a +12 **strike** vs. Armor.

Hit: The target takes 5d10+24 bludgeoning and fire damage.

Supreme Combustion**Magical**

The inferno makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 8d10+24 fire damage.

Supreme Fireball**Magical**

The inferno makes a +10 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 5d10+24 fire damage.

Supreme Firebolt**Magical**

The inferno makes a +10 attack vs. Armor against one creature within Distant (240 ft.) range.

Hit: The target takes 7d10+24 fire damage.

Elder

Level 20 [Elite]
Huge planeformed

HP 352 **DR** 320

Defenses Armor 22 Fort 20 Ref 22 Ment 22

Vulnerable Cold damage

Movement Land 75 ft.

Attributes Str 6, Dex 6, Con 2, Int 2, Per 2, Wil 4

Alignment Usually true neutral

Elder Abilities

Condition Removal: At the end of each round, if the elder has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The elder can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Ignition**Magical**

The elder makes a +12 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d10+16 fire damage. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Slam

The elder makes a +14 **strike** vs. Armor.

Hit: The target takes 7d10+32 bludgeoning and fire damage.

Supreme Combustion**Magical**

The elder makes a +12 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 9d10+32 fire damage.

Supreme Fireball**Magical**

The elder makes a +12 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 6d10+32 fire damage.

Supreme Firebolt**Magical**

The elder makes a +12 attack vs. Armor against one creature within Distant (240 ft.) range.

Hit: The target takes 8d10+32 fire damage.

Formians

Knowledge (planes) 6: Formians are ant-like inhabitants native to Ordus, the Aligned Plane of law. They share a hive mind that allows telepathic communication at great distances.

Knowledge (planes) 11: All formians can sense their surroundings instinctively by feeling tremors in the ground. Most formians are simple drones with no independent thought or agency; they act only as directed by their queen. As a result, they fight with no concern for their own lives, serving only the greater good of the group. They may still retreat to avoid expending unnecessary resources on a battle that is already lost.

Knowledge (planes) 16: Formians often attempt to set up colonies in unclaimed locations on other planes to expand their influence, though they never attack civilizations or sentient creatures to do so. Once they have established their colonies, they consider themselves to have a rightful claim to that land, and they can be highly territorial.

If a formian queen is killed, all formians it was controlling immediately become inert, taking no actions of any kind. These isolated formians typically die of dehydration or similar causes, though in rare cases they may be claimed by another formian queen.

Worker**Level 1**

Medium planeformed

Knowledge (planes) 6: Workers are the basic building blocks of formian society. A typical worker is about 3 feet long and about 2–1/2 feet high at the front. Its hands are suitable only for manual labor.

Knowledge (planes) 11: Individual workers are mindless, but they are given instructions by the hive mind. Even the smallest formian colony typically has hundreds of workers, and larger colonies can have tens of thousands. Workers are generally given orders by a formian queen in groups of at least five, and it is rare to see an individual worker on its own.

HP 9 DR 0

Defenses Armor 5 Fort 4 Ref 8 Ment 3

Immune **Compulsion**, **Emotion**, fire damage

Movement Land 30 ft.

Senses Tremorsense (60 ft.), tremorsight (15 ft.)

Other skills Craft +1

Attributes Str 1, Dex 3, Con -1, Int -2, Per 0, Wil -2

Alignment Always lawful neutral

Worker Abilities

Hive Mind [Magical]: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian's individual intelligence.

Mindless: The worker is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Bite Grappling

The worker makes a +0 **strike** vs. Armor.

Hit: The target takes 1d8+2 physical damage.

Warrior

Level 5

Medium planeformed

Knowledge (planes) 10: Warriors are the basic fighting unit of formian society. In combat, warriors use their high mobility to ruthlessly coordinate attacks on their most dangerous or most vulnerable foes.

Knowledge (planes) 15: Even the smallest formian colony typically has dozens of warriors, and larger colonies can have thousands.

HP 14 DR 10

Defenses Armor 8 Fort 8 Ref 10 Ment 7

Immune **Compulsion**, **Emotion**, fire damage

Movement Land 45 ft. Climb +8 Jump +8

Senses Tremorsense (60 ft.), tremorsight (15 ft.), Awareness +8

Other skills Endurance +6

Attributes Str 3, Dex 3, Con 1, Int -4, Per 3, Wil 0

Alignment Always lawful neutral

Warrior Abilities

Hive Mind [Magical]: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian's individual intelligence.

Mindless: The warrior is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Stinger

The warrior makes a +4 **strike** vs. Armor.

Hit: The target takes 2d6+1 piercing damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **dazed** (-1 defenses). At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it becomes **stunned** (-2 defenses) as long as it is poisoned.

Stinger

The warrior makes a +4 **strike** vs. Armor.

Hit: The target takes 2d6+3 piercing damage.

Frostweb Spider

Level 12 [Elite]

Large animal

HP 144 DR 128

Defenses Armor 17 Fort 15 Ref 18 Ment 13

Movement Land 40 ft.

Senses Tremorsense (240 ft.), tremorsight (60 ft.)

Attributes Str 4, Dex 6, Con 2, Int 1, Per 3, Wil 0

Alignment Always true neutral

Frostweb Spider Abilities

Condition Removal: At the end of each round, if the frostweb spider has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The frostweb spider can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The frostweb spider makes a +8 **strike** vs. Armor.

Hit: The target takes 4d6+12 physical damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **slowed** (*half speed, -1 Ref*). At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it becomes **immobilized** (*-4 Ref, cannot use movement speeds*) as long as it is poisoned.

Bite Grappling

The frostweb spider makes a +9 **strike** vs. Armor.

Hit: The target takes 4d6+12 physical damage.

Frost Breath

The frostweb spider makes a +8 attack vs. Fortitude against everything in a Huge (120 ft.) cone. After the frostweb spider uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+6 cold damage.

Gelatinous Cube

Level 5 [Elite]

Large animate

Knowledge (nature) 10: Gelatinous cubes are virtually transparent oozes that creep along underground tunnels, digesting anything organic they encounter. They are feared for their near invisibility while immobile, making them easy to stumble into accidentally.

Knowledge (nature) 15: When a gelatinous cube finds prey, it simply moves through the unfortunate creature, trapping it inside the ooze's body. Creatures engulfed in this way can find it difficult to escape while they are being slowly digested. Gelatinous cubes are unusually fast compared to other oozes, though they are still slow compared to most creatures.

HP 80 DR 72

Defenses Armor 6 Fort 15 Ref -2 Ment -1

Immune Critical hits, squeezing

Movement Land 20 ft. Flexibility +6 Stealth -4

Other skills Endurance +12

Attributes Str 4, Dex -9, Con 7, Int -9, Per 0, Wil -9

Alignment Always true neutral

Gelatinous Cube Abilities

Amorphous: The gelatinous cube has an amorphous body without normal internal organs. It is immune to critical hits and suffers no penalties for **squeezing** (*-2 Armor and Ref*). In addition, it gains a +10 bonus to the Flexibility skill.

Condition Removal: At the end of each round, if the gelatinous

cube has four or more **conditions**, it removes its oldest condition.

Gelatinous: The gelatinous cube can move freely through spaces occupied by other creatures who do not have this ability.

Multiple Actions: The gelatinous cube can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Transparent: The gelatinous cube is transparent, making it hard to see. While it remains immobile, it is always treated as having **concealment**, allowing it to hide (see Stealth, page ??). In addition, it gains a +10 bonus to Stealth checks made to simply hide in place. Once it starts moving or fighting, it loses this concealment, since its simple cubic shape makes it fairly easy to track. If the gelatinous cube has recently fed, it may have partially dissolved remains visibly suspended inside its body, which can make it much easier to notice.

Dissolve

The gelatinous cube makes a +3 attack vs. Fortitude against everything in its space.

Hit: Each target takes 2d8+6 acid damage.

Engulf

The gelatinous cube moves up to its speed in a straight line. Then, it makes a +3 attack vs. Fortitude against each creature in the path of its movement.

Hit: Each target is **grappled** by the gelatinous cube.

Ghouls

Knowledge (religion) 8: Ghouls are undead creatures that hunger for the flesh of the living. Their bodies are emaciated and desiccated, with no blood or fluids remaining. Although they are sometimes confused with zombies, ghouls are faster and smarter than their lesser kin.

Knowledge (religion) 13: Ghouls can lay simple ambushes, but lack the capacity for complex traps or schemes. They are commonly found in the service of vampires, who can create new ghouls by draining the blood of their victims completely. As natural servants, ghouls are surprisingly weak-willed despite their combat acumen.

Drudge Ghoul

Level 3

Medium undead

Knowledge (religion) 8: Drudge ghouls are the weakest form of ghoul. They are typically made from incomplete corpses or partially botched rituals that failed to create a true ghoul.

HP 12 DR 6**Defenses** Armor 8 Fort 6 Ref 10 Ment 4**Vulnerable** **Compulsion, Emotion****Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 2, Dex 4, Con 0, Int -4, Per 1, Wil -2**Alignment** Always neutral evil

Drudge Ghoul Abilities

Undead: The drudge ghoul is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Bite Grappling

The drudge ghoul makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d10+2 physical damage.

Claws

The drudge ghoul makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+2 slashing damage.

Flesh-Rending Bite Grappling

The drudge ghoul makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d10 physical damage. Each creature that loses **hit points** from this attack is **briefly vulnerable** (-4 *defenses*) to all damage.

True Ghoul

Level 6

Medium undead

Knowledge (religion) 11: True ghouls are the most common form of ghoul.

HP 16 DR 12**Defenses** Armor 11 Fort 10 Ref 13 Ment 9**Vulnerable** **Compulsion, Emotion****Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 3, Dex 4, Con 1, Int -3, Per 1, Wil 0**Alignment** Always neutral evil

True Ghoul Abilities

Undead: The true ghoul is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Bite

Grappling

The true ghoul makes a +3 **strike** vs. Armor.**Hit:** The target takes 2d6+3 physical damage.

Claws

The true ghoul makes a +5 **strike** vs. Armor.**Hit:** The target takes 1d10+3 slashing damage.

Flesh-Rending Bite

Grappling

The true ghoul makes a +3 **strike** vs. Armor.**Hit:** The target takes 2d6 physical damage. Each creature that loses **hit points** from this attack is **briefly vulnerable** (-4 *defenses*) to all damage.

Giant Bombardier Bee-

Level 7

Large animal

Knowledge (nature) 12: A giant bombardier beetle is an insect resembling a massive beetle. They feed primarily on carrion and offal, gathering heaps of the stuff in which they build nests and lay eggs.

Knowledge (nature) 17: A typical adult giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

HP 22 DR 20**Defenses** Armor 10 Fort 13 Ref 7 Ment 10**Movement** Land 40 ft.**Other skills** Endurance +10**Attributes** Str 3, Dex -1, Con 4, Int -9, Per 0, Wil 1**Alignment** Always true neutral

Giant Bombardier Beetle Abilities

Bite

Grappling

The giant bombardier beetle makes a +3 **strike** vs. Armor.**Hit:** The target takes 2d8+4 physical damage.

Giant Wasp

Level 4

Large animal

Knowledge (nature) 9: A giant wasp is a Large insect resembling a normal wasp. Giant wasps attack when hungry or threatened, stinging their prey to death.

Knowledge (nature) 14: Giant wasps take dead or incapacitated opponents back to their lairs as food for their unhatched young.

HP 13 DR 8**Defenses** Armor 9 Fort 8 Ref 11 Ment 5**Movement** Fly 60 ft. (perfect)**Senses** Awareness +8**Attributes** Str 2, Dex 5, Con 1, Int -8, Per 3, Wil -2**Alignment** Always true neutral**Giant Wasp Abilities****Stinger**

The giant wasp makes a +4 **strike** vs. Armor.

Hit: The target takes 2d6+3 piercing damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **dazed** (-1 defenses). At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it becomes **paralyzed** (*cannot move*) as long as it is poisoned.

Stinger

The giant wasp makes a +4 **strike** vs. Armor.

Hit: The target takes 2d6+3 piercing damage.

Giants

Knowledge (local) 15: Giants are massive humanoid creatures that tower over lesser creatures. All giants have immense strength and unimpressive agility - except when it comes to throwing and catching rocks, which they tend to excel at.

Knowledge (local) 20: A giant can throw objects no larger than two size categories smaller than itself with ease. Giants prefer to throw boulders, but in a pinch they can throw almost anything.

Knowledge (local) 25: A giant's **range limits** with an object other than a boulder are generally half its range limit with a boulder. The object may also deal less damage than a boulder depending on its construction.

Hill Giant**Level 10**

Huge monstrous humanoid

Knowledge (local) 15: A hill giant is a Huge giant that is usually found in hilly areas. Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Skin color among hill giants ranges from light tan to deep ruddy brown. They wear layers of crudely prepared hides with the fur left on.

Knowledge (local) 20: Hill giants lack the intelligence or desire to retreat if their enemies survive to approach them, and prefer to draw their massive clubs and enter melee. If possible, they smash their foes off of cliffs. The hair of hill giants is brown or black, with eyes the same color. They seldom wash or repair their garments, preferring to simply add more hides as their old ones

wear out. Adult hill giants are about 25 feet tall. They can live to be 70 years old.

HP 32 DR 30**Defenses** Armor 12 Fort 15 Ref 7 Ment 9**Movement** Land 50 ft.**Attributes** Str 5, Dex -2, Con 4, Int -2, Per -2, Wil -2**Alignment** Usually chaotic evil**Hill Giant Abilities****Boulder****Forceful, Thrown** (120/480)

The hill giant makes a +4 **strike** vs. Armor.

Hit: The target takes 4d6+6 bludgeoning damage.

Club**Sweeping** (1)

The hill giant makes a +4 **strike** vs. Armor.

Hit: The target takes 4d8+6 bludgeoning damage.

Stone Giant**Level 13**

Gargantuan monstrous humanoid

Knowledge (local) 18: A stone giant is a Gargantuan giant that is usually found in mountainous regions. Stone giants fight from a great distance whenever possible, using their ability to hurl stones up to 1,000 feet. They prefer thick leather garments, dyed in shades of brown and gray to match the stone around them.

Knowledge (local) 23: Adult stone giants stand about 50 feet tall. They can live to be 300 years old. Young stone giants can be capricious, hunting tiny creatures like goats and humanoids on a whim. Elder stone giants tend to be wiser and more cautious, and avoid unnecessary conflict.

HP 44 DR 40**Defenses** Armor 13 Fort 17 Ref 8 Ment 10**Movement** Land 60 ft.**Attributes** Str 5, Dex -1, Con 5, Int 0, Per 0, Wil -2**Alignment** Usually true neutral**Stone Giant Abilities****Boulder****Forceful, Thrown** (120/480)

The stone giant makes a +7 **strike** vs. Armor.

Hit: The target takes 4d8+8 bludgeoning damage.

Club Sweeping (1)

The stone giant makes a +7 **strike** vs. Armor.

Hit: The target takes 4d10+8 bludgeoning damage.

Gibbering Mouther

Level 5 [Elite]

Huge aberration

Knowledge (dungeoneering) 10: A gibbering mouther is a horrible creature seemingly drawn from a lunatic's nightmares. They are named for their tendency for speak gibberish to baffle the minds of their prey.

Knowledge (dungeoneering) 15: Although gibbering mouters are not intelligent enough to be actively evil, they thirst after bodily fluids and seem to prefer the blood of intelligent creatures. They speak their gibberish in Common, but cannot understand it.

HP 80 **DR** 72

Defenses Armor 12 Fort 14 Ref 8 Ment 11

Immune Prone

Movement Land 50 ft. Swim +7

Senses Darkvision (240 ft.), telepathy (900 ft.)

Other skills Endurance +11

Attributes Str 2, Dex 2, Con 6, Int -6, Per 1, Wil 3

Alignment Usually lawful evil

Gibbering Mouther Abilities

Condition Removal: At the end of each round, if the gibbering mouther has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The gibbering mouther can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The gibbering mouther makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6+6 physical damage.

Gibber Compulsion, Magical

The gibbering mouther makes a +3 attack vs. Mental against creatures in a Medium (30 ft.) radius.

Hit: Each target is **briefly dazed** (-1 defenses).

Critical hit: Each target is **briefly confused** (-2 defenses, randomly attack or defend).

Goblins

Goblin Peon

Level 1

Medium humanoid

HP 9 **DR** 0

Defenses Armor 5 Fort 3 Ref 8 Ment 3

Movement Land 30 ft.

Attributes Str -1, Dex 3, Con -2, Int -2, Per 1, Wil -2

Alignment Usually chaotic evil

Goblin Peon Abilities

Spear

Thrown (30/60), **Versatile Grip**

The goblin peon makes a +0 **strike** vs. Armor.

Hit: The target takes 1d6+2 piercing damage.

Goblin Guard

Level 1

Medium humanoid

HP 10 **DR** 2

Defenses Armor 6 Fort 5 Ref 8 Ment 3

Movement Land 30 ft.

Attributes Str 1, Dex 3, Con 0, Int -2, Per 1, Wil -2

Alignment Usually chaotic evil

Goblin Guard Abilities

Spear

Thrown (30/60), **Versatile Grip**

The goblin guard makes a +0 **strike** vs. Armor.

Hit: The target takes 1d6+2 piercing damage.

Goblin Warg Rider

Level 1

Medium humanoid

HP 10 **DR** 2

Defenses Armor 6 Fort 6 Ref 8 Ment 3

Movement Land 30 ft.

Attributes Str 1, Dex 3, Con 1, Int -2, Per 1, Wil -2

Alignment Usually chaotic evil

Goblin Warg Rider Abilities

Spear

Thrown (30/60), **Versatile Grip**

The goblin warg rider makes a +0 **strike** vs. Armor.

Hit: The target takes 1d6+2 piercing damage.

Goblin Shaman

Level 1
Medium humanoid

Wyrmling Gold Dragon

Level 5
Small dragon

HP 10 **DR** 2**Defenses** Armor 6 Fort 6 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 0, Dex 2, Con 1, Int -2, Per 2, Wil 3**Alignment** Usually chaotic evil**HP** 18 **DR** 14**Defenses** Armor 11 Fort 12 Ref 12 Ment 10**Immune** Fire damage**Movement** Land 20 ft. Fly 40 ft. (poor)**Attributes** Str 3, Dex 4, Con 5, Int 2, Per 2, Wil 3**Alignment** Usually lawful good**Goblin Shaman Abilities****Divine Judgment****Magical**

The goblin shaman makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10+2 energy damage.

Spear**Thrown** (30/60), **Versatile Grip**

The goblin shaman makes a +1 **strike** vs. Armor.

Hit: The target takes 1d6+2 piercing damage.

Gold Dragons

Knowledge (arcana) 10: Gold dragons are the wisest and most ostentatious dragons, and arguably the most powerful of all. They are intensely serious in all of their pursuits, especially the vanquishing of evil. They make their lairs in any terrain, but they prefer deeply secluded and mysterious areas with preexisting magical power.

Knowledge (arcana) 15: Gold dragons hold themselves aloof from the world, and seldom bother to interact with other dragons, much less mortals. They have a high - but well-founded - opinion of their own wisdom and power, and seldom deign to interact with lesser creatures except as necessary to compel agreement with the dragon's complex plans. In rare circumstances, they may give advice or aid to especially worthy supplicants, but great deeds of valor and altruism are necessary to impress a gold dragon. They can also be impressed by sheer gifts of wealth, since they freely consume gold and gems from their own hoards as necessary to sustain their battles against evil.

Knowledge (arcana) 20: The lair of an adult gold dragon is surrounded by an eerie, magical light that emanates from all earth-based materials and metals, especially gems and jewels. In addition, any natural magical effects in the area are amplified dramatically. Creatures in the area suffer from a deep awareness of all of their imperfections and flaws, and are inspired to improve themselves - though they are aware that no mortal efforts can approach the majesty and perfection of a gold dragon.

Wyrmling Gold Dragon Abilities**Bite****Grappling**

The wyrmling gold dragon makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6+3 physical damage.

Breath Weapon

The wyrmling gold dragon makes a +3 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling gold dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+1 fire damage.

Claws

The wyrmling gold dragon makes a +5 **strike** vs. Armor.

Hit: The target takes 1d10+3 slashing damage.

Juvenile Gold Dragon

Level 9 [Elite]
Large dragon

HP 128 **DR** 120**Defenses** Armor 14 Fort 17 Ref 11 Ment 16**Immune** Fire damage**Movement** Land 40 ft. Fly 80 ft. (poor)**Attributes** Str 7, Dex 1, Con 6, Int 4, Per 4, Wil 5**Alignment** Usually lawful good**Juvenile Gold Dragon Abilities**

Condition Removal: At the end of each round, if the juvenile gold dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile gold dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite**Grappling**

The juvenile gold dragon makes a +7 **strike** vs. Armor.

Hit: The target takes 4d6+8 physical damage.

Breath Weapon

The juvenile gold dragon makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile gold dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d10+4 fire damage.

Claws

The juvenile gold dragon makes a +9 **strike** vs. Armor.

Hit: The target takes 2d10+8 slashing damage.

Frightful Presence
Emotion

The juvenile gold dragon makes a +7 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the juvenile gold dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the juvenile gold dragon as a **condition**.

Adult Gold Dragon

Level 13 [Elite]
Huge dragon

HP 200 **DR** 176

Defenses Armor 16 Fort 19 Ref 11 Ment 19

Immune Fire damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 7, Dex 0, Con 6, Int 5, Per 5, Wil 6

Alignment Usually lawful good

Adult Gold Dragon Abilities

Condition Removal: At the end of each round, if the adult gold dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult gold dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The adult gold dragon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d10+16 physical damage.

Breath Weapon

The adult gold dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult gold dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d8+8 fire damage.

Claws

The adult gold dragon makes a +12 **strike** vs. Armor.

Hit: The target takes 4d8+16 slashing damage.

Frightful Presence
Emotion

The adult gold dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the adult gold dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the adult gold dragon as a **condition**.

Slam

The adult gold dragon makes a +10 **strike** vs. Armor.

Hit: The target takes 5d10+16 bludgeoning damage.

Ancient Gold Dragon

Level 17 [Elite]
Gargantuan dragon

HP 320 **DR** 288

Defenses Armor 18 Fort 23 Ref 12 Ment 23

Immune Fire damage

Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 8, Dex -1, Con 7, Int 6, Per 6, Wil 7

Alignment Usually lawful good

Ancient Gold Dragon Abilities

Condition Removal: At the end of each round, if the ancient gold dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient gold dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The ancient gold dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 6d10+24 physical damage.

HP 16 DR 12**Defenses** Armor 11 Fort 11 Ref 12 Ment 8**Immune** Acid damage**Movement** Land 20 ft. Fly 40 ft. (poor)**Attributes** Str 1, Dex 4, Con 4, Int 3, Per 2, Wil 1**Alignment** Usually lawful evil

Wyrmling Green Dragon Abilities

Bite Grappling

The wyrmling green dragon makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d10+3 physical damage.

Breath Weapon

The wyrmling green dragon makes a +3 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling green dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 1d6+1 acid damage.

Claws

The wyrmling green dragon makes a +5 **strike** vs. Armor.**Hit:** The target takes 1d8+3 slashing damage.

Juvenile Green Dragon

Level 8 [Elite]
Large dragon**HP 100 DR 96****Defenses** Armor 13 Fort 16 Ref 11 Ment 14**Immune** Acid damage**Movement** Land 40 ft. Fly 80 ft. (poor)**Attributes** Str 5, Dex 1, Con 5, Int 5, Per 4, Wil 3**Alignment** Usually lawful evil

Juvenile Green Dragon Abilities

Condition Removal: At the end of each round, if the juvenile green dragon has four or more **conditions**, it removes its oldest condition.**Multiple Actions:** The juvenile green dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The juvenile green dragon makes a +7 **strike** vs. Armor.**Hit:** The target takes 2d10+8 physical damage.

Breath Weapon

The juvenile green dragon makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile green dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 2d8+4 acid damage.

Claws

The juvenile green dragon makes a +9 **strike** vs. Armor.**Hit:** The target takes 2d8+8 slashing damage.

Frightful Presence Emotion

The juvenile green dragon makes a +7 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the juvenile green dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.**Critical hit:** Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the juvenile green dragon as a **condition**.

Adult Green Dragon

Level 12 [Elite]
Huge dragon**HP 160 DR 144****Defenses** Armor 15 Fort 18 Ref 11 Ment 17**Immune** Acid damage**Movement** Land 50 ft. Fly 100 ft. (poor)**Attributes** Str 5, Dex 0, Con 5, Int 6, Per 5, Wil 4**Alignment** Usually lawful evil

Adult Green Dragon Abilities

Condition Removal: At the end of each round, if the adult green dragon has three or more **conditions**, it removes its oldest condition.**Multiple Actions:** The adult green dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The adult green dragon makes a +10 **strike** vs. Armor.**Hit:** The target takes 4d6+12 physical damage.

Breath Weapon

The adult green dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult green dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d10+6 acid damage.

Claws

The adult green dragon makes a +12 **strike** vs. Armor.

Hit: The target takes 2d10+12 slashing damage.

Frightful Presence
Emotion

The adult green dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the adult green dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the adult green dragon as a **condition**.

Slam

The adult green dragon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d8+12 bludgeoning damage.

Ancient Green Dragon

Level 16 [Elite]
Gargantuan dragon

HP 288 **DR** 256

Defenses Armor 18 Fort 22 Ref 12 Ment 21

Immune Acid damage

Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 6, Dex -1, Con 6, Int 7, Per 6, Wil 5

Alignment Usually lawful evil

Ancient Green Dragon Abilities

Condition Removal: At the end of each round, if the ancient green dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient green dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The ancient green dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 5d10+24 physical damage.

Breath Weapon

The ancient green dragon makes a +12 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient green dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d10+12 acid damage.

Claws

The ancient green dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 4d10+24 slashing damage.

Frightful Presence
Emotion

The ancient green dragon makes a +12 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the ancient green dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the ancient green dragon as a **condition**.

Slam

The ancient green dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 6d10+24 bludgeoning damage.

Wyrms Green Dragon

Level 20 [Elite]
Colossal dragon

HP 448 **DR** 400

Defenses Armor 20 Fort 25 Ref 12 Ment 24

Immune Acid damage

Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 7, Dex -2, Con 7, Int 8, Per 7, Wil 6

Alignment Usually lawful evil

Wyrms Green Dragon Abilities

Condition Removal: At the end of each round, if the wyrms green dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrms green dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The wyrms green dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 6d10+32 physical damage.

Breath Weapon

The wyrm green dragon makes a +14 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm green dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+16 acid damage.

Claws

The wyrm green dragon makes a +18 **strike** vs. Armor.

Hit: The target takes 5d10+32 slashing damage.

Frightful Presence**Emotion**

The wyrm green dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the wyrm green dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the wyrm green dragon as a **condition**.

Slam

The wyrm green dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 7d10+32 bludgeoning damage.

Griffon**Level 5 [Elite]**

Large magical beast

Knowledge (nature) 10: Griffons are powerful, majestic creatures with characteristics of both lions and eagles. A pair of broad, golden wings emerge from the creature's back that can span 25 feet or more. In battle, they pounce on their foes like a lion.

Knowledge (nature) 15: From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. Griffons cannot speak, but they understand Common.

HP 56 **DR** 40

Defenses Armor 10 Fort 9 Ref 11 Ment 10

Movement Fly 60 ft. (poor) Land 40 ft.

Senses Low-light vision, Awareness +7

Attributes Str 4, Dex 4, Con 1, Int -3, Per 2, Wil 2

Alignment Usually true neutral

Griffon Abilities

Condition Removal: At the end of each round, if the griffon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The griffon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite**Grappling**

The griffon makes a +4 **strike** vs. Armor.

Hit: The target takes 2d8+6 physical damage.

Claws

The griffon makes a +6 **strike** vs. Armor.

Hit: The target takes 2d6+6 slashing damage.

Pouncing Claws

The griffon moves up to its speed in a straight line. Then, it makes a +7 **strike** vs. Armor.

Hit: The target takes 2d6+3 slashing damage.

Horse**Level 2**

Large animal

HP 12 **DR** 6

Defenses Armor 7 Fort 9 Ref 6 Ment 3

Movement Land 40 ft.

Other skills Endurance +7

Attributes Str 2, Dex 1, Con 3, Int -7, Per 0, Wil -3

Alignment Always true neutral

Horse Abilities**Bite****Grappling**

The horse makes a +1 **strike** vs. Armor.

Hit: The target takes 1d10+1 physical damage.

Bite**Grappling**

The horse makes a +1 **strike** vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Humans**Town Guard****Level 1**

Medium humanoid

HP 10 **DR** 2

Defenses Armor 5 Fort 6 Ref 5 Ment 6

Movement Land 25 ft.

Attributes Str 2, Dex 0, Con 1, Int 0, Per 0, Wil 1

Alignment Usually lawful neutral

Town Guard Abilities

Broadsword

Sweeping (1), **Versatile Grip**

The town guard makes a +0 **strike** vs. Armor.

Hit: The target takes 1d8+2 slashing damage.

Cleric of the Peace

Level 1

Medium humanoid

HP 10 DR 2

Defenses Armor 5 Fort 5 Ref 5 Ment 8

Movement Land 25 ft.

Attributes Str 1, Dex 0, Con 0, Int 0, Per 0, Wil 3

Alignment Usually lawful neutral

Cleric of the Peace Abilities

Divine Judgment

Magical

The cleric of the peace makes a +0 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10+2 energy damage.

Warhammer

Forceful, Versatile Grip

The cleric of the peace makes a +0 **strike** vs. Armor.

Hit: The target takes 1d6+2 bludgeoning damage.

Hydra Maggot

Level 7

Large magical beast

Knowledge (nature) 12: A hydra maggot is a Large maggot-like creature that wriggles across the ground in search of food. It is named for the cluster of tentacles that sprout from its heads, which it uses to grab foes so it can eat them.

Knowledge (nature) 17: Hydra maggots are carnivorous, but are not picky, and will feast on rotting carcasses just as happily as they feast on fresh meat. When hydra maggots attack, they can shape the tip of their tentacles into a point, allowing them to impale their foes. Their tentacles are quite adept at slipping past defenses and through cracks in armor.

HP 18 DR 14

Defenses Armor 11 Fort 10 Ref 12 Ment 8

Movement Land 40 ft. Climb +10

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 4, Con 1, Int -8, Per 2, Wil -1

Alignment Always true neutral

Hydra Maggot Abilities

Grasping Slam

The hydra maggot makes a +5 **strike** vs. Armor.

Hit: The target takes 4d6 bludgeoning damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the hydra maggot.

Impaling Tentacles

The hydra maggot makes a +5 **strike** vs. Reflex.

Hit: The target takes 4d6+2 piercing damage.

Slam

The hydra maggot makes a +4 **strike** vs. Armor.

Hit: The target takes 4d6+4 bludgeoning damage.

Ichor-Tainted

Knowledge (nature) 12: The dreadful magical liquid known as ichor has no known origin. All is known is that it can corrupt creatures who contact it. Creatures who become tainted in this way recklessly attack anything they encounter, making them extremely dangerous.

Knowledge (nature) 17: Ichor-tainted creatures have had their internal organs restructured in unnatural ways, making them difficult to dispatch quickly. When the ichor spreads, as it often does during a fight, it inhibits healing as it tries to corrupt its new host.

Knowledge (nature) 22: Only animals can be fully transformed by ichor. Other creatures suffer temporary effects at worst. The biological structure of transformed animals bears some resemblance to aberrations. Some scholars theorize that this means the ichor originated from the Far Realm, while others think it is a mere imitation.

Ichor Black Bear

Level 7

Medium magical beast

HP 22 DR 20

Defenses Armor 11 Fort 13 Ref 9 Ment 8

Immune Critical hits

Vulnerable Fire damage

Movement Land 30 ft. Climb +10 Swim +10

Senses Darkvision (60 ft.)

Other skills Endurance +10

Attributes Str 4, Dex 0, Con 4, Int -9, Per 0, Wil -1

Alignment Always true neutral

Ichor Black Bear Abilities

Spreading Ichor [**Magical**]: Whenever the ichor black bear causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Grappling

The ichor black bear makes a +3 **strike** vs. Armor.
Hit: The target takes 2d10+4 physical damage.

Claws

The ichor black bear makes a +5 **strike** vs. Armor.
Hit: The target takes 2d8+4 slashing damage.

Ichor Brown Bear

Level 9 [Elite]
Large magical beast

HP 128 **DR** 120
Defenses Armor 14 Fort 17 Ref 10 Ment 11
Immune Critical hits
Vulnerable Fire damage
Movement Land 40 ft. Climb +12 Swim +12
Senses Darkvision (60 ft.)
Other skills Endurance +13

Attributes Str 5, Dex 0, Con 6, Int -9, Per 2, Wil 0
Alignment Always true neutral

Ichor Brown Bear Abilities

Condition Removal: At the end of each round, if the ichor brown bear has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The ichor brown bear can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Spreading Ichor [Magical]: Whenever the ichor brown bear causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Grappling

The ichor brown bear makes a +6 **strike** vs. Armor.
Hit: The target takes 2d10+8 physical damage.

Claws

The ichor brown bear makes a +8 **strike** vs. Armor.
Hit: The target takes 2d8+8 slashing damage.

Ichor Rat

Level 1
Tiny magical beast

HP 9 **DR** 0

Defenses Armor 6 Fort 4 Ref 11 Ment 2

Immune Critical hits

Vulnerable Fire damage

Movement Land 15 ft.

Senses Darkvision (60 ft.), Awareness +5

Attributes Str -1, Dex 4, Con -1, Int -9, Per 2, Wil -3

Alignment Always true neutral

Ichor Rat Abilities

Spreading Ichor [Magical]: Whenever the ichor rat causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Grappling

The ichor rat makes a +1 **strike** vs. Armor.
Hit: The target takes 1d8+2 physical damage.

Ichor Roc

Level 13 [Elite]
Gargantuan magical beast

HP 176 **DR** 160

Defenses Armor 15 Fort 17 Ref 11 Ment 12

Immune Critical hits

Vulnerable Fire damage

Movement Land 60 ft.

Senses Darkvision (60 ft.), Awareness +13

Attributes Str 6, Dex 1, Con 4, Int -7, Per 4, Wil -1

Alignment Always true neutral

Ichor Roc Abilities

Condition Removal: At the end of each round, if the ichor roc has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ichor roc can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Spreading Ichor [Magical]: Whenever the ichor roc causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Grappling

The ichor roc makes a +10 **strike** vs. Armor.
Hit: The target takes 4d10+16 physical damage.

Talon

The ichor roc makes a +12 **strike** vs. Armor.

Hit: The target takes 4d6+16 piercing damage.

Ichor Wolf**Level 5**

Medium magical beast

HP 16 DR 12**Defenses** Armor 10 Fort 10 Ref 11 Ment 6**Immune** Critical hits**Vulnerable** Fire damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.), Awareness +8**Attributes** Str 3, Dex 4, Con 3, Int -9, Per 3, Wil -1**Alignment** Always true neutral**Ichor Wolf Abilities**

Spreading Ichor [Magical]: Whenever the ichor wolf causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite**Grappling**

The ichor wolf makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6+3 physical damage.

Imps**Flamefist Imp****Level 10**

Small plane-forged

HP 28 DR 26**Defenses** Armor 14 Fort 13 Ref 16 Ment 9**Movement** Land 20 ft.**Attributes** Str 2, Dex 4, Con 2, Int 1, Per 0, Wil -2**Alignment** Always chaotic evil**Flamefist Imp Abilities****Slam**

The flamefist imp makes a +5 **strike** vs. Armor.

Hit: The target takes 4d6+6 bludgeoning and fire damage.

Lizardfolk

Knowledge (local) 8: Lizardfolk are Medium bipedal creatures covered in reptilian scales. They are slightly taller and bulkier than humans, typically standing 6 to 7 feet tall and weighing up to 250 pounds. Their tail resembles that of a crocodile, and is typically 3

to 4 feet long. Their scales are typically green, gray, or brown. In battle, they typically fight as unorganized individuals.

Knowledge (local) 13: Lizardfolk use their tail for balance on land and to accelerate their swimming while in water. They prefer frontal assaults and massed rushes in battle, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If lizardfolk are outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Lizardfolk Grunt**Level 3**

Medium humanoid

HP 14 DR 10**Defenses** Armor 8 Fort 10 Ref 6 Ment 7**Movement** Land 30 ft. Swim 30 ft.**Attributes** Str 3, Dex 0, Con 4, Int 0, Per 0, Wil 1**Alignment** Usually true neutral**Lizardfolk Grunt Abilities**

Amphibious: The lizardfolk grunt can hold its breath for ten times the normal length of time.

Spear**Thrown** (30/60), **Versatile Grip**

The lizardfolk grunt makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+2 piercing damage.

Lizardfolk Elite**Level 6**

Medium humanoid

HP 20 DR 18**Defenses** Armor 11 Fort 13 Ref 9 Ment 11**Movement** Land 30 ft. Swim 30 ft.**Attributes** Str 3, Dex 0, Con 4, Int 0, Per 2, Wil 2**Alignment** Usually true neutral**Lizardfolk Elite Abilities**

Amphibious: The lizardfolk elite can hold its breath for ten times the normal length of time.

Spear**Thrown** (30/60), **Versatile Grip**

The lizardfolk elite makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+3 piercing damage.

Magma Elementals

Knowledge (planes) 11: Magma elementals are a fusion of the Plane of Earth and the Plane of Fire. They combine the durability

of earth elementals with some of the agility of fire elementals. Their outer shell appears rocky, but inside that shell they hold molten rock at incredible temperatures.

Knowledge (planes) 16: Magma elementals lack the usual weaknesses of both fire elementals and earth elementals. Their massive internal heat, shielded from outside attack, actually makes them less vulnerable to cold. However, piercing attacks can penetrate their outer shell, causing the magma inside to spew out until it cools.

Volcanite

Level 6

Medium planeformed

HP 20 DR 18

Defenses Armor 13 Fort 14 Ref 13 Ment 9

Impervious Cold damage

Vulnerable Piercing damage

Movement Land 30 ft.

Attributes Str 4, Dex 4, Con 5, Int -4, Per 0, Wil 0

Alignment Usually true neutral

Volcanite Abilities

Combustion

Magical

The volcanite makes a +3 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d6+3 fire damage.

Magma Throw

The volcanite makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d8+3 bludgeoning and fire damage.

Slam

The volcanite makes a +3 **strike** vs. Armor.

Hit: The target takes 2d10+3 bludgeoning and fire damage.

Volcano

Level 12

Large planeformed

HP 44 DR 40

Defenses Armor 17 Fort 18 Ref 16 Ment 12

Impervious Cold damage

Vulnerable Piercing damage

Movement Land 40 ft.

Attributes Str 5, Dex 5, Con 6, Int -3, Per 0, Wil 0

Alignment Usually true neutral

Volcano Abilities

Greater Combustion

Magical

The volcano makes a +6 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d10+6 fire damage.

Magma Throw

The volcano makes a +6 attack vs. Armor against one creature within Long (120 ft.) range.

Hit: The target takes 4d8+6 bludgeoning and fire damage.

Slam

The volcano makes a +6 **strike** vs. Armor.

Hit: The target takes 4d8+6 bludgeoning and fire damage.

Volcanic Titan

Level 18 [Elite]

Huge planeformed

HP 352 DR 320

Defenses Armor 22 Fort 23 Ref 20 Ment 17

Impervious Cold damage

Vulnerable Piercing damage

Movement Land 50 ft.

Attributes Str 5, Dex 5, Con 6, Int -3, Per 0, Wil 0

Alignment Usually true neutral

Volcanic Titan Abilities

Condition Removal: At the end of each round, if the volcanic titan has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The volcanic titan can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Combustion

Magical

The volcanic titan makes a +10 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 4d10+24 fire damage.

Magma Throw

The volcanic titan makes a +10 attack vs. Armor against one creature within Long (120 ft.) range.

Hit: The target takes 5d10+24 bludgeoning and fire damage.

Slam

The volcanic titan makes a +12 **strike** vs. Armor.

Hit: The target takes 5d10+24 bludgeoning and fire damage.

Minotaur**Level 6 [Elite]**

Large monstrous humanoid

Knowledge (local) 11: A minotaur is a Large bull-headed creature. Minotaurs are known for their poor sense of direction. They can be cunning in battle, but have a tendency to become trapped in dungeons of even moderate complexity.

HP 72 **DR** 56

Defenses Armor 10 Fort 13 Ref 8 Ment 11

Movement Land 40 ft.

Senses Awareness +8

Attributes Str 5, Dex -1, Con 3, Int 0, Per 2, Wil 1

Alignment Always true neutral

Minotaur Abilities

Condition Removal: At the end of each round, if the minotaur has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The minotaur can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

**Gore
Impact**

The minotaur makes a +5 **strike** vs. Armor.

Hit: The target takes 2d8+6 piercing damage.

Nightcrawler**Level 7**

Large magical beast

Knowledge (nature) 12: A nightcrawler is a Large worm imbued with umbramantic power. Its body is colored only in shades of gray. In battle, they wriggle towards their foes and try to eat them.

Knowledge (nature) 17: A typical nightcrawler is about 9 feet long and weighs about 700 pounds. They move slowly, but are surprisingly agile in combat. They can easily contort their body to avoid attacks or wrap around the defenses of foes. Nightcrawlers have several magical abilities that draw on their umbramantic power to inflict cold damage on nearby foes.

Knowledge (nature) 22: Nightcrawlers hate and fear light. They can be driven away by light, but if they have no escape, they ferociously attack any sources of light.

HP 18 **DR** 14

Defenses Armor 11 Fort 10 Ref 12 Ment 12

Movement Climb 20 ft. Land 20 ft. Climb +9

Senses Darkvision (60 ft.), blindsense (120 ft.)

Attributes Str 3, Dex 4, Con 1, Int -8, Per 0, Wil 3

Alignment Always true neutral

Nightcrawler Abilities**Crawling Darkness****Magical**

The nightcrawler makes a +3 attack vs. Reflex against enemies in a Small (15 ft.) radius.

Hit: Each target takes 2d6+2 cold damage.

Dark Embrace**Magical**

The nightcrawler makes a +3 attack vs. Reflex against anything within **reach**.

Hit: The target takes 2d6+4 cold damage.

Slam

The nightcrawler makes a +3 **strike** vs. Armor.

Hit: The target takes 2d10+4 bludgeoning damage.

Ogres

Knowledge (local) 8: Ogres are Large, hideous humanoid creatures with a taste for human flesh. If that is unavailable, they also enjoy the flesh of other humanoid creatures. They lack the intelligence for complex plans, but they like lying in wait to ambush helpless travelers.

Knowledge (local) 13: Ogre 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.

Knowledge (local) 18: Ogres are intelligent enough to throw their javelins first to soften up their foes before closing into melee, but ogre gangs and bands fight as unorganized individuals. They use massive clubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger**Level 3**

Large monstrous humanoid

Knowledge (local) 8: Ogre gangers are relatively weak or young ogres that tend to gather together in gangs for mutual protection.

HP 12 **DR** 6

Defenses Armor 5 Fort 7 Ref 4 Ment 5

Movement Land 40 ft.

Attributes Str 4, Dex -1, Con 1, Int -4, Per 0, Wil -1

Alignment Usually chaotic evil

Ogre Ganger Abilities**Club**

The ogre ganger makes a +1 **strike** vs. Armor.

Hit: The target takes 2d8+2 bludgeoning damage.

Javelin**Thrown** (60/120)The ogre ganger makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+2 piercing damage.**Ogre Menace****Level 5**

Large monstrous humanoid

Knowledge (local) 10: Ogre menaces are mature adult ogres that often terrorize small towns. They tend to work in pairs or with minions like goblins that they bully into submission.

HP 16 DR 12**Defenses** Armor 7 Fort 10 Ref 5 Ment 6**Movement** Land 40 ft.**Social** Intimidate +5**Attributes** Str 4, Dex -1, Con 3, Int -2, Per 0, Wil -1**Alignment** Usually chaotic evil**Ogre Menace Abilities****Club**The ogre menace makes a +2 **strike** vs. Armor.**Hit:** The target takes 2d10+3 bludgeoning damage.**Javelin****Thrown** (60/120)The ogre menace makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d10+3 piercing damage.**Ogre Mage****Level 6**

Large monstrous humanoid

Knowledge (local) 11: Ogre mages are unusual ogres that have innate arcane magical talent. They are generally identifiable as the only ogres who do not go into battle wearing armor. They are more intelligent than other ogres, and more likely to use combat strategies like hiding behind their minions.

HP 16 DR 12**Defenses** Armor 8 Fort 9 Ref 7 Ment 12**Movement** Land 40 ft.**Attributes** Str 4, Dex -1, Con 0, Int 0, Per 2, Wil 3**Alignment** Usually chaotic evil**Ogre Mage Abilities****Club**The ogre mage makes a +4 **strike** vs. Armor.**Hit:** The target takes 2d10+3 bludgeoning damage.**Firebolt****Magical**

The ogre mage makes a +4 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6+3 fire damage.**Ignition****Magical**

The ogre mage makes a +4 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 1d8+1 fire damage.**Inferno****Magical**

The ogre mage makes a +4 attack vs. Reflex against everything in a Small (15 ft.) radius.

Hit: Each target takes 1d10+1 fire damage.**Javelin****Thrown** (60/120)The ogre mage makes a +5 **strike** vs. Armor.**Hit:** The target takes 1d10+3 piercing damage.**Ogre Skullclaimer****Level 6 [Elite]**

Large monstrous humanoid

Knowledge (local) 11: Ogre skullclaimers are the leaders of large roaming bands of ogres. Ogre bands are often accompanied by goblins or other similar creatures that help the ogres in exchange for a share of the valuable items they find, since the ogres care more about the creatures they kill.

Knowledge (local) 16: Ogre skullclaimers are named after their right to eat the most prized part of any humanoid the band kills: the head.

HP 72 DR 56**Defenses** Armor 10 Fort 13 Ref 8 Ment 11**Movement** Land 40 ft.**Social** Intimidate +6**Attributes** Str 6, Dex -1, Con 3, Int -1, Per 2, Wil 1**Alignment** Usually chaotic evil**Ogre Skullclaimer Abilities**

Condition Removal: At the end of each round, if the ogre skullclaimer has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The ogre skullclaimer can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Club

The ogre skullclaimer makes a +5 **strike** vs. Armor.
Hit: The target takes 4d6+6 bludgeoning damage.

Javelin

Thrown (60/120)

The ogre skullclaimer makes a +6 **strike** vs. Armor.
Hit: The target takes 2d6+6 piercing damage.

Orcs

Knowledge (local) 7: Orcs are green-skinned humanoids that are generally larger, stronger, and less intelligent than humans. Most other humanoid races consider them ugly, though orcs would say the same about most other humanoid races. They tend to be selfish, but they adhere strictly to the particular orcish interpretation of honorable combat.

Knowledge (local) 12: Honorable orc combat avoids sneak attacks or deception, allows enemies to surrender, and respects the distinction between civilians and combatants. However, honorable orc combat does not require a great deal of warning before battle is joined, and they have no concept of "dirty fighting" - orcs fight brutally and with no reservations in combat.

Orcs have highly militaristic and regimented society that is divided into different clans, each of which is ruled by a powerful chieftain.

Knowledge (local) 17: Orc hierarchy and status is almost always determined by power, and chieftains can be deposed at specific intervals in a personal trial by combat. You know the general patterns that determine when these personal trials by combat are permissible for local orc clans.

Orc Butcher**Level 2**

Medium humanoid

HP 12 DR 6**Defenses** Armor 7 Fort 8 Ref 6 Ment 6**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 0, Con 2, Int -2, Per 2, Wil 0**Alignment** Usually lawful evil**Orc Butcher Abilities****Crushing Sledgehammer****Forceful**

The orc butcher makes a +1 **strike** vs. Fortitude.
Hit: The target takes 2d6+2 bludgeoning damage.

Sledgehammer**Forceful**

The orc butcher makes a +2 **strike** vs. Armor.
Hit: The target takes 2d6+2 bludgeoning damage.

Orc Grunt**Level 2**

Medium humanoid

Knowledge (local) 7: Orc grunts are the standard warrior that orc clans field in battle.

HP 12 DR 6**Defenses** Armor 7 Fort 8 Ref 6 Ment 6**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 0, Con 2, Int -2, Per 1, Wil 0**Alignment** Usually lawful evil**Orc Grunt Abilities****Greataxe****Sweeping** (1)

The orc grunt makes a +1 **strike** vs. Armor.
Hit: The target takes 2d8+2 slashing damage.

Orc Peon**Level 1**

Medium humanoid

Knowledge (local) 6: Orc peons are the weakest warrior that orc clans field in battle. They have the lowest status of any adult in orc society.

HP 10 DR 2**Defenses** Armor 5 Fort 5 Ref 5 Ment 5**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 3, Dex 0, Con 0, Int -2, Per 0, Wil 0**Alignment** Usually lawful evil**Orc Peon Abilities****Greataxe****Sweeping** (1)

The orc peon makes a +0 **strike** vs. Armor.
Hit: The target takes 2d6+2 slashing damage.

Orc Veteran**Level 5**

Medium humanoid

Knowledge (local) 10: Orc veterans are battle-hardened elite warriors who are deadly at any range. They often serve as bodyguards to orc chieftains or as devastating shock troops in battle.

HP 16 DR 12**Defenses** Armor 8 Fort 10 Ref 7 Ment 8**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 0, Con 3, Int -2, Per 1, Wil 1**Alignment** Usually lawful evil

Orc Veteran Abilities

Greataxe**Sweeping** (1)The orc veteran makes a +2 **strike** vs. Armor.**Hit:** The target takes 2d10+3 slashing damage.**Longbow****Projectile** (120/480)The orc veteran makes a +2 **strike** vs. Armor.**Hit:** The target takes 2d6+3 piercing damage.**Mighty Greataxe****Sweeping** (1)The orc veteran makes a +0 **strike** vs. Armor.**Hit:** The target takes 2d10+7 slashing damage.**Mighty Longbow****Projectile** (120/480)The orc veteran makes a +0 **strike** vs. Armor.**Hit:** The target takes 2d6+7 piercing damage.

Orc Clan Chief

Level 6 [Elite]
Medium humanoid

Knowledge (local) 11: Orc clan chiefs are the among the most powerful orc warriors. Even the lowest clan chiefs commands hundreds of powerful orc warriors, plus at least as many noncombatants.

HP 80 DR 72**Defenses** Armor 12 Fort 14 Ref 11 Ment 12**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex 1, Con 4, Int -2, Per 2, Wil 2**Alignment** Usually lawful evil

Orc Clan Chief Abilities

Condition Removal: At the end of each round, if the orc clan chief has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The orc clan chief can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greataxe**Sweeping** (1)The orc clan chief makes a +5 **strike** vs. Armor.**Hit:** The target takes 4d6+6 slashing damage.**Hamstring – Greataxe****Sweeping** (1)The orc clan chief makes a +6 **strike** vs. Armor.

Hit: The target takes 4d6+3 slashing damage. Each creature that loses **hit points** from this attack is **slowed** (*half speed, -1 Ref*) as a **condition**.

Longbow**Projectile** (120/480)The orc clan chief makes a +5 **strike** vs. Armor.**Hit:** The target takes 2d8+6 piercing damage.**Mighty Greataxe****Sweeping** (1)The orc clan chief makes a +3 **strike** vs. Armor.**Hit:** The target takes 4d6+14 slashing damage.**Mighty Longbow****Projectile** (120/480)The orc clan chief makes a +3 **strike** vs. Armor.**Hit:** The target takes 2d8+14 piercing damage.

Orc Shaman

Level 2

Medium humanoid

Knowledge (local) 7: Orc shamans provide orc battle squads with divine magical support.

HP 12 DR 6**Defenses** Armor 7 Fort 8 Ref 6 Ment 8**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 0, Con 2, Int -2, Per 1, Wil 2**Alignment** Usually lawful evil

Orc Shaman Abilities

Battleaxe**Sweeping** (1), **Versatile Grip**The orc shaman makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d10+2 slashing damage.

Divine Judgment

Magical

The orc shaman makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10+2 energy damage.

Pony

Level 2

Medium animal

HP 12 **DR** 6

Defenses Armor 7 Fort 9 Ref 6 Ment 3

Movement Land 30 ft.

Other skills Endurance +7

Attributes Str 1, Dex 0, Con 3, Int -7, Per 0, Wil -3

Alignment Always true neutral

Pony Abilities

Bite

Grappling

The pony makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+1 physical damage.

Bite

Grappling

The pony makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+2 physical damage.

Raven

Level 1

Small animal

HP 8 **DR** 0

Defenses Armor 4 Fort 1 Ref 9 Ment 4

Movement Fly 20 ft.

Other skills Endurance -1

Attributes Str -8, Dex 3, Con -4, Int -6, Per 2, Wil -1

Alignment Always true neutral

Raven Abilities

Talon

The raven makes a +3 **strike** vs. Armor.

Hit: The target takes 1+2 piercing damage.

Red Dragons

Knowledge (arcana) 10: Red dragons are extremely confident in their own abilities. They are easily enraged, and they lay claim to

vast swaths of territory, regardless of its inhabitants or defenses. They typically make their home in the lower slopes of great mountains, but their expansive view of their domain means they are commonly found in other environments as well. Their aggression and boldness makes them the most feared type of dragon in most locations.

Knowledge (arcana) 15: Red dragons are less intelligent and more impulsive than most dragons, though older red dragons are still far above average human intelligence. Older red dragons know that their fire breath is hot enough to destroy valuable treasure, so they tend to avoid using it in fights that they expect to be both easy and profitable.

Knowledge (arcana) 20: The lair of an adult red dragon is surrounded by stifling heat regardless of the area's natural climate, and the air is tinged with sulfurous fumes. This heat makes the area an attractive location for creatures from the Plane of Fire, and they often find their way there. If possible, red dragons prefer to claim a lair within an active volcano, but they must be able to defend such a valuable location against other red dragons. Creatures in the area are short-tempered and easily provoked, even if they are unaffected by the heat.

Wyrmling Red Dragon

Level 5

Small dragon

HP 18 **DR** 14

Defenses Armor 11 Fort 12 Ref 12 Ment 9

Immune Fire damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 3, Dex 4, Con 5, Int 0, Per 0, Wil 2

Alignment Usually chaotic evil

Wyrmling Red Dragon Abilities

Bite

Grappling

The wyrmling red dragon makes a +2 **strike** vs. Armor.

Hit: The target takes 2d6+3 physical damage.

Breath Weapon

The wyrmling red dragon makes a +2 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling red dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+1 fire damage.

Claws

The wyrmling red dragon makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+3 slashing damage.

Juvenile Red Dragon

Level 9 [Elite]
Large dragon

HP 128 **DR** 120

Defenses Armor 14 Fort 17 Ref 11 Ment 15

Immune Fire damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 7, Dex 1, Con 6, Int 2, Per 2, Wil 4

Alignment Usually chaotic evil

Juvenile Red Dragon Abilities

Condition Removal: At the end of each round, if the juvenile red dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile red dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The juvenile red dragon makes a +6 **strike** vs. Armor.

Hit: The target takes 4d6+8 physical damage.

Breath Weapon

The juvenile red dragon makes a +6 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile red dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d10+4 fire damage.

Claws

The juvenile red dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 2d10+8 slashing damage.

Frightful Presence Emotion

The juvenile red dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the juvenile red dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the juvenile red dragon as a **condition**.

Adult Red Dragon

Level 13 [Elite]
Huge dragon

HP 200 **DR** 176

Defenses Armor 16 Fort 19 Ref 11 Ment 18

Immune Fire damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 7, Dex 0, Con 6, Int 3, Per 3, Wil 5

Alignment Usually chaotic evil

Adult Red Dragon Abilities

Condition Removal: At the end of each round, if the adult red dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult red dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The adult red dragon makes a +9 **strike** vs. Armor.

Hit: The target takes 4d10+16 physical damage.

Breath Weapon

The adult red dragon makes a +8 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult red dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d8+8 fire damage.

Claws

The adult red dragon makes a +11 **strike** vs. Armor.

Hit: The target takes 4d8+16 slashing damage.

Frightful Presence Emotion

The adult red dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by the adult red dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by the adult red dragon as a **condition**.

Slam

The adult red dragon makes a +9 **strike** vs. Armor.

Hit: The target takes 5d10+16 bludgeoning damage.

Ancient Red Dragon

Level 17 [Elite]
Gargantuan dragon

Wyrm Red Dragon

Level 21 [Elite]
Colossal dragon

HP 320 **DR** 288**Defenses** Armor 18 Fort 23 Ref 12 Ment 22**Immune** Fire damage**Movement** Land 60 ft. Fly 120 ft. (poor)**Attributes** Str 8, Dex -1, Con 7, Int 4, Per 4, Wil 6**Alignment** Usually chaotic evil**HP** 576 **DR** 512**Defenses** Armor 21 Fort 26 Ref 12 Ment 25**Immune** Fire damage**Movement** Land 80 ft. Fly 160 ft. (poor)**Attributes** Str 9, Dex -2, Con 8, Int 5, Per 5, Wil 7**Alignment** Usually chaotic evil**Ancient Red Dragon Abilities**

Condition Removal: At the end of each round, if the ancient red dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient red dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
GrapplingThe ancient red dragon makes a +13 **strike** vs. Armor.**Hit:** The target takes 6d10+24 physical damage.**Breath Weapon**The ancient red dragon makes a +11 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient red dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 5d10+12 fire damage.**Claws**The ancient red dragon makes a +15 **strike** vs. Armor.**Hit:** The target takes 5d10+24 slashing damage.**Frightful Presence**
Emotion

The ancient red dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the ancient red dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the ancient red dragon as a **condition**.

SlamThe ancient red dragon makes a +13 **strike** vs. Armor.**Hit:** The target takes 7d10+24 bludgeoning damage.**Wyrm Red Dragon Abilities**

Condition Removal: At the end of each round, if the wyrm red dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrm red dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
GrapplingThe wyrm red dragon makes a +15 **strike** vs. Armor.**Hit:** The target takes 7d10+32 physical damage.**Breath Weapon**The wyrm red dragon makes a +13 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm red dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 6d10+16 fire damage.**Claws**The wyrm red dragon makes a +17 **strike** vs. Armor.**Hit:** The target takes 6d10+32 slashing damage.**Frightful Presence**
Emotion

The wyrm red dragon makes a +13 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the wyrm red dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the wyrm red dragon as a **condition**.

SlamThe wyrm red dragon makes a +15 **strike** vs. Armor.**Hit:** The target takes 8d10+32 bludgeoning damage.

Roc

Level 9 [Elite]
Gargantuan animal

Knowledge (nature) 14: A roc is an incredibly strong bird with the ability to carry off horses. It is typically 30 feet long from the beak to the base of the tail, with a wingspan as wide as 80 feet. Its plumage is either dark brown or golden from head to tail.

Knowledge (nature) 19: A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

HP 112 DR 104

Defenses Armor 13 Fort 15 Ref 9 Ment 10

Movement Land 60 ft.

Senses Awareness +11

Attributes Str 6, Dex 1, Con 4, Int -7, Per 4, Wil -1

Alignment Always true neutral

Roc Abilities

Condition Removal: At the end of each round, if the roc has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The roc can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The roc makes a +7 **strike** vs. Armor.
Hit: The target takes 4d6+8 physical damage.

Talon

The roc makes a +9 **strike** vs. Armor.
Hit: The target takes 2d8+8 piercing damage.

Silver Dragons

Knowledge (arcana) 9: Silver dragons are the most scholarly dragons. They study the history of magic and the mortal races from their lairs atop frozen mountain peaks. They sometimes leave their lairs to do research on topics of interest to them, either with their own observations or by gathering tomes of knowledge.

Knowledge (arcana) 14: On rare occasions, silver dragons will come to some grand conclusion based on their research. When they do, they take their knowledge and travel the civilized world to avert some foreseen disaster or to spread their knowledge with mortals who need it. They require no payment for these services, but they do take the opportunity to seek out new developments in the world and gather research to fuel their next obsession.

Knowledge (arcana) 19: The lair of an adult silver dragon is typically covered in a blinding snowstorm that drives any inter-

lopers safely to the edges of the storm. The surrounding terrain is sculpted into a frozen labyrinth of ice and stone that makes it difficult for creatures to find the center, while also preventing the winds from driving unwary creatures off of cliffs. Creatures in the area feel a deeper sense of curiosity, and are easily distracted by new phenomena or information they encounter.

WyrmlingSilverLevel 4
DragonSmall dragon

HP 16 DR 12

Defenses Armor 11 Fort 12 Ref 12 Ment 8

Immune Cold damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 5, Int 3, Per 1, Wil 1

Alignment Usually lawful good

Wyrmling Silver Dragon Abilities

Bite
Grappling

The wyrmling silver dragon makes a +2 **strike** vs. Armor.
Hit: The target takes 2d6+3 physical damage.

Breath Weapon

The wyrmling silver dragon makes a +2 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling silver dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 1d8+1 cold damage.

Claws

The wyrmling silver dragon makes a +4 **strike** vs. Armor.
Hit: The target takes 1d10+3 slashing damage.

Juvenile Silver Dragon

Level 8 [Elite]
Large dragon

HP 112 DR 104

Defenses Armor 14 Fort 17 Ref 11 Ment 14

Immune Cold damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 6, Int 5, Per 3, Wil 3

Alignment Usually lawful good

Juvenile Silver Dragon Abilities

Condition Removal: At the end of each round, if the juvenile silver dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile silver dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The juvenile silver dragon makes a +6 **strike** vs. Armor.
Hit: The target takes 4d6+8 physical damage.

Breath Weapon

The juvenile silver dragon makes a +6 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile silver dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d10+4 cold damage.

Claws

The juvenile silver dragon makes a +8 **strike** vs. Armor.
Hit: The target takes 2d10+8 slashing damage.

Frightful Presence
Emotion

The juvenile silver dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.
Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the juvenile silver dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the juvenile silver dragon as a **condition**.

Adult Silver Dragon

Level 12 [Elite]
Huge dragon

HP 176 **DR** 160
Defenses Armor 16 Fort 19 Ref 11 Ment 17
Immune Cold damage
Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 6, Per 4, Wil 4
Alignment Usually lawful good

Adult Silver Dragon Abilities

Condition Removal: At the end of each round, if the adult silver dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult silver dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The adult silver dragon makes a +10 **strike** vs. Armor.
Hit: The target takes 4d8+12 physical damage.

Breath Weapon

The adult silver dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult silver dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+6 cold damage.

Claws

The adult silver dragon makes a +12 **strike** vs. Armor.
Hit: The target takes 4d6+12 slashing damage.

Frightful Presence
Emotion

The adult silver dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the adult silver dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the adult silver dragon as a **condition**.

Slam

The adult silver dragon makes a +10 **strike** vs. Armor.
Hit: The target takes 4d10+12 bludgeoning damage.

Ancient Silver Dragon

Level 16 [Elite]
Gargantuan dragon

HP 288 **DR** 256
Defenses Armor 18 Fort 23 Ref 12 Ment 21
Immune Cold damage
Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 7, Dex –1, Con 7, Int 7, Per 5, Wil 5
Alignment Usually lawful good

Ancient Silver Dragon Abilities

Condition Removal: At the end of each round, if the ancient silver dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient silver dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The ancient silver dragon makes a +13 **strike** vs. Armor.

Hit: The target takes 5d10+24 physical damage.

Breath Weapon

The ancient silver dragon makes a +11 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient silver dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d10+12 cold damage.

Claws

The ancient silver dragon makes a +15 **strike** vs. Armor.

Hit: The target takes 4d10+24 slashing damage.

Frightful Presence Emotion

The ancient silver dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the ancient silver dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the ancient silver dragon as a **condition**.

Slam

The ancient silver dragon makes a +13 **strike** vs. Armor.

Hit: The target takes 6d10+24 bludgeoning damage.

Wyrm Silver Dragon

Level 20 [Elite]
Colossal dragon

HP 512 **DR** 448

Defenses Armor 21 Fort 26 Ref 12 Ment 24

Immune Cold damage

Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 8, Dex –2, Con 8, Int 8, Per 6, Wil 6

Alignment Usually lawful good

Wyrm Silver Dragon Abilities

Condition Removal: At the end of each round, if the wyrm silver dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrm silver dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling

The wyrm silver dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 7d10+32 physical damage.

Breath Weapon

The wyrm silver dragon makes a +14 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm silver dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 6d10+16 cold damage.

Claws

The wyrm silver dragon makes a +18 **strike** vs. Armor.

Hit: The target takes 6d10+32 slashing damage.

Frightful Presence Emotion

The wyrm silver dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (–1 Mental, –1 accuracy vs. source) by the wyrm silver dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (–2 Mental, –2 accuracy vs. source) by the wyrm silver dragon as a **condition**.

Slam

The wyrm silver dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 8d10+32 bludgeoning damage.

Skeletons

Knowledge (religion) 6: Skeletons are the reanimated corpses of once-living creatures. They are the most basic form of animated undead, since they can be created from corpses that have been reduced to mere bones. Creating a skeleton is generally regarded as a fundamentally evil act.

Knowledge (religion) 11: Skeletons retain all of the **mundane** abilities of the reanimated creature, but lose all **magical** abilities. They retain the ability to wield the same weapons and armor as the original creature, but they are completely mindless. In addition, skeletons are always more agile and less strong than the original creature. All skeletons are vulnerable to bludgeoning damage thanks to their exposed and easily crumpled bones.

Knowledge (religion) 16: Creating a skeleton from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the skeleton its agency. This is unpleasant for the dead creature in its afterlife,

though not dangerous.

Skeletons are never created by ambient necromantic magic. They have no internal intelligence or agency of any kind, and precisely obey the instructions of their controllers. If their instructions are poorly worded or incomplete, skeletons may fail to fight even if attacked.

Skeletal Town Guard

Level 1
Medium undead

HP 9 DR 0

Defenses Armor 4 Fort 4 Ref 6 Ment 5

Immune **Compulsion, Emotion**

Vulnerable Bludgeoning damage

Movement Land 25 ft.

Senses Darkvision (60 ft.)

Attributes Str 3, Dex 1, Con -1, Int -7, Per 0, Wil 0

Alignment Always neutral evil

Skeletal Town Guard Abilities

Mindless: The skeletal town guard is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal town guard is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Broadsword

Sweeping (1), **Versatile Grip**

The skeletal town guard makes a +0 **strike** vs. Armor.

Hit: The target takes 1d8+2 slashing damage.

Skeletal Cleric of the Peace

Level 1
Medium undead

HP 9 DR 0

Defenses Armor 4 Fort 3 Ref 6 Ment 5

Immune **Compulsion, Emotion**

Vulnerable Bludgeoning damage

Movement Land 25 ft.

Senses Darkvision (60 ft.)

Attributes Str 2, Dex 1, Con -2, Int -7, Per 0, Wil 0

Alignment Always neutral evil

Skeletal Cleric of the Peace Abilities

Mindless: The skeletal cleric of the peace is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to

instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal cleric of the peace is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Warhammer

Forceful, Versatile Grip

The skeletal cleric of the peace makes a +0 **strike** vs. Armor.

Hit: The target takes 1d8+2 bludgeoning damage.

Skeletal Orc Butcher

Level 2
Medium undead

HP 11 DR 4

Defenses Armor 6 Fort 6 Ref 7 Ment 6

Immune **Compulsion, Emotion**

Vulnerable Bludgeoning damage

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 1, Con 0, Int -7, Per 0, Wil 0

Alignment Always neutral evil

Skeletal Orc Butcher Abilities

Mindless: The skeletal orc butcher is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal orc butcher is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Crushing Sledgehammer

Forceful

The skeletal orc butcher makes a +0 **strike** vs. Fortitude.

Hit: The target takes 2d6+2 bludgeoning damage.

Sledgehammer

Forceful

The skeletal orc butcher makes a +1 **strike** vs. Armor.

Hit: The target takes 2d6+2 bludgeoning damage.

Skeletal Orc Grunt

Level 2
Medium undead

HP 11 DR 4**Defenses** Armor 6 Fort 6 Ref 7 Ment 6**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con 0, Int -7, Per 0, Wil 0**Alignment** Always neutral evil**Skeletal Orc Grunt Abilities**

Mindless: The skeletal orc grunt is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal orc grunt is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

**Greataxe
Sweeping (1)**The skeletal orc grunt makes a +1 **strike** vs. Armor.**Hit:** The target takes 2d8+2 slashing damage.**Skeletal Orc Peon****Level 1**

Medium undead

HP 9 DR 0**Defenses** Armor 4 Fort 3 Ref 6 Ment 5**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con -2, Int -7, Per 0, Wil 0**Alignment** Always neutral evil**Skeletal Orc Peon Abilities**

Mindless: The skeletal orc peon is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal orc peon is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

**Greataxe
Sweeping (1)**The skeletal orc peon makes a +0 **strike** vs. Armor.**Hit:** The target takes 2d8+2 slashing damage.**Skeletal Orc Veteran****Level 5**

Medium undead

HP 14 DR 10**Defenses** Armor 7 Fort 8 Ref 8 Ment 7**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con 1, Int -7, Per 0, Wil 0**Alignment** Always neutral evil**Skeletal Orc Veteran Abilities**

Mindless: The skeletal orc veteran is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal orc veteran is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

**Greataxe
Sweeping (1)**The skeletal orc veteran makes a +2 **strike** vs. Armor.**Hit:** The target takes 2d10+3 slashing damage.**Longbow
Projectile (120/480)**The skeletal orc veteran makes a +2 **strike** vs. Armor.**Hit:** The target takes 2d6+3 piercing damage.**Mighty Greataxe
Sweeping (1)**The skeletal orc veteran makes a +0 **strike** vs. Armor.**Hit:** The target takes 2d10+7 slashing damage.**Mighty Longbow
Projectile (120/480)**The skeletal orc veteran makes a +0 **strike** vs. Armor.**Hit:** The target takes 2d6+7 piercing damage.**Skeletal Orc Clan Chief****Level 6 [Elite]**

Medium undead

HP 72 DR 56**Defenses** Armor 12 Fort 12 Ref 12 Ment 10**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex 2, Con 2, Int -7, Per 0, Wil 0**Alignment** Always neutral evil

Skeletal Orc Clan Chief Abilities

Condition Removal: At the end of each round, if the skeletal orc clan chief has four or more **conditions**, it removes its oldest condition.

Mindless: The skeletal orc clan chief is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Multiple Actions: The skeletal orc clan chief can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Undead: The skeletal orc clan chief is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Greataxe **Sweeping** (1)

The skeletal orc clan chief makes a +4 **strike** vs. Armor.

Hit: The target takes 4d6+6 slashing damage.

Hamstring – Greataxe **Sweeping** (1)

The skeletal orc clan chief makes a +5 **strike** vs. Armor.

Hit: The target takes 4d6+3 slashing damage. Each creature that loses **hit points** from this attack is **slowed** (*half speed, -1 Ref*) as a **condition**.

Longbow **Projectile** (120/480)

The skeletal orc clan chief makes a +4 **strike** vs. Armor.

Hit: The target takes 2d8+6 piercing damage.

Mighty Greataxe **Sweeping** (1)

The skeletal orc clan chief makes a +2 **strike** vs. Armor.

Hit: The target takes 4d6+14 slashing damage.

Mighty Longbow **Projectile** (120/480)

The skeletal orc clan chief makes a +2 **strike** vs. Armor.

Hit: The target takes 2d8+14 piercing damage.

Skeletal Orc Shaman

Level 2
Medium undead

HP 11 DR 4**Defenses** Armor 6 Fort 6 Ref 7 Ment 6**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con 0, Int -7, Per 0, Wil 0**Alignment** Always neutral evil

Skeletal Orc Shaman Abilities

Mindless: The skeletal orc shaman is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal orc shaman is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Battleaxe **Sweeping** (1), **Versatile Grip**

The skeletal orc shaman makes a +1 **strike** vs. Armor.

Hit: The target takes 1d10+2 slashing damage.

Soulfire Demon

Level 13 [Elite]
Large planeformed

HP 160 DR 144**Defenses** Armor 15 Fort 16 Ref 14 Ment 17**Vulnerable** Cold iron weapons**Movement** Land 40 ft.**Attributes** Str 3, Dex 2, Con 3, Int 2, Per 4, Wil 4**Alignment** Always chaotic evil

Soulfire Demon Abilities

Condition Removal: At the end of each round, if the soulfire demon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The soulfire demon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Combustion**Magical**

The soulfire demon makes a +9 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 6d10+16 fire damage.

Greater Ignition**Magical**

The soulfire demon makes a +9 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d6+8 fire damage. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check.

Heavy Flail**Tripping**

The soulfire demon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d8+16 bludgeoning and fire damage.

Primal Pyrophobia**Emotion, Magical**

The soulfire demon makes a +10 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **frightened** (-2 Mental, -2 accuracy vs. source) by the soulfire demon and all other sources of fire as a **condition**.

Critical hit: The target is **panicked** (-4 Mental, cannot attack source) by the soulfire demon and all other sources of fire instead of shaken.

Supreme Inferno**Magical**

The soulfire demon makes a +9 attack vs. Reflex against everything in a Huge (120 ft.) radius.

Hit: Each target takes 4d8+8 fire damage.

Supreme Pyrohemia**Magical**

The soulfire demon makes a +9 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 4d8+8 fire damage. Each creature damaged by this attack is **briefly stunned** (-2 defenses).

Spark Elemental**Level 5**

Small planeformed

HP 14 **DR** 10

Defenses Armor 9 Fort 7 Ref 12 Ment 5

Movement Land 20 ft.

Attributes Str -2, Dex 4, Con 0, Int 0, Per 2, Wil -2

Alignment Always chaotic neutral

Spark Elemental Abilities**Slam**

The spark elemental makes a +3 **strike** vs. Armor.

Hit: The target takes 1d10+3 bludgeoning and electricity damage.

Static Shock**Magical**

The spark elemental makes a +3 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 1d8+3 electricity damage.

Stygian Leech**Level 7**

Medium magical beast

Knowledge (nature) 12: A stygian leech is a Medium worm-like creature that feeds on life energy. It uses its ability to crawl on walls and ceilings to drop on unsuspecting foes.

Knowledge (nature) 17: Stygian leeches instinctively avoid feeding on other stygian leeches, but will otherwise attempt to drain the life from any living creatures, regardless of danger. They can instinctively sense the location of any living creatures nearby. Their life-draining attacks can allow them to heal themselves.

Knowledge (nature) 22: Stygian leeches ignore non-living creatures entirely unless severely provoked. Some non-living creatures, such as intelligent undead, take advantage of this by gathering stygian leeches to guard their homes.

HP 18 **DR** 14

Defenses Armor 10 Fort 9 Ref 12 Ment 12

Movement Climb 30 ft. Land 30 ft. Climb +8

Senses Darkvision (120 ft.), lifesense (120 ft.)

Attributes Str 2, Dex 3, Con 0, Int -6, Per 2, Wil 3

Alignment Always true neutral

Stygian Leech Abilities**Bite****Grappling**

The stygian leech makes a +4 **strike** vs. Armor.

Hit: The target takes 2d8+4 energy and physical damage.

Leech Life

Grappling

The stygian leech makes a +4 **strike** vs. Armor.

Hit: The target takes 2d8+4 energy and physical damage. If any creature loses **hit points** from this attack, the stygian leech regains 2d6+4 hit points.

Treants

Birch Treant

Level 5

Large animate

Knowledge (nature) 10: Birch treants tend to be shy, and they to avoid conflict if at all possible.

HP 16 DR 12

Defenses Armor 8 Fort 9 Ref 6 Ment 5

Vulnerable Fire damage

Movement Land 20 ft.

Senses Awareness +7

Attributes Str 2, Dex 0, Con 2, Int 0, Per 2, Wil -2

Alignment Usually true neutral

Birch Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree’s combat statistics are the same as the treant’s, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

The birch treant makes a +3 **strike** vs. Armor.

Hit: The target takes 2d8+3 bludgeoning damage.

Chestnut Treant

Level 6

Large animate

Knowledge (nature) 11: Chestnut treants tend to mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

HP 18 DR 14

Defenses Armor 10 Fort 11 Ref 8 Ment 10

Vulnerable Fire damage

Movement Land 20 ft.

Senses Awareness +10

Attributes Str 2, Dex 0, Con 2, Int 0, Per 4, Wil 1

Alignment Usually true neutral

Chestnut Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree’s combat statistics are the same as the treant’s, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

The chestnut treant makes a +5 **strike** vs. Armor.

Hit: The target takes 2d8+3 bludgeoning damage.

Willow Treant

Level 7

Large animate

Knowledge (nature) 12: Willow treants are the most agile treants, and they can twist and bend their bodies with surprising finesse. Their attitudes tend to be similarly flexible, and they tend to be easily persuadable.

HP 20 DR 18

Defenses Armor 11 Fort 11 Ref 11 Ment 7

Vulnerable Fire damage

Movement Land 20 ft.

Senses Awareness +8

Attributes Str 2, Dex 3, Con 2, Int 1, Per 2, Wil -2

Alignment Usually true neutral

Willow Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree’s combat statistics are the same as the treant’s, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

The willow treant makes a +4 **strike** vs. Armor.

Hit: The target takes 2d10+4 bludgeoning damage.

Darkroot Treant

Level 8

Large animate

Knowledge (nature) 13: Darkroot treants, unlike most other treants, primarily inhabit swamps and other grimy places. Their bark is mottled with fungus, and they tend to have a more sinister demeanor than most treants.

HP 20 DR 18**Defenses** Armor 10 Fort 11 Ref 9 Ment 11**Movement** Land 20 ft.**Senses** Awareness +9**Attributes** Str 3, Dex 0, Con 1, Int 1, Per 2, Wil 1**Alignment** Usually neutral evil

Darkroot Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

The darkroot treant makes a +5 **strike** vs. Armor.

Hit: The target takes 2d10+4 bludgeoning damage.

Pine Treant

Level 9

Huge animate

Knowledge (nature) 14: Pine treants tend to be the most steadfast treants. They are strong-willed, but while oak treants are stubborn, pine treants are resolutely benevolent, sheltering all who need aid.

HP 28 DR 26**Defenses** Armor 11 Fort 14 Ref 6 Ment 13**Vulnerable** Fire damage**Movement** Land 25 ft.**Senses** Awareness +9**Attributes** Str 3, Dex -2, Con 4, Int 0, Per 2, Wil 3**Alignment** Usually neutral good

Pine Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

The pine treant makes a +5 **strike** vs. Armor.

Hit: The target takes 2d10+4 bludgeoning damage.

Oak Treant

Level 10

Huge animate

Knowledge (nature) 15: Oak treants tend to be the most stubborn treants, and they brook no guff from wayward adventurers.

HP 32 DR 30**Defenses** Armor 12 Fort 15 Ref 7 Ment 14**Vulnerable** Fire damage**Movement** Land 25 ft.**Senses** Awareness +10**Attributes** Str 4, Dex -2, Con 4, Int 1, Per 2, Wil 3**Alignment** Usually neutral good

Oak Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

The oak treant makes a +6 **strike** vs. Armor.

Hit: The target takes 4d8+6 bludgeoning damage.

Cyprus Treant

Level 11

Huge animate

Knowledge (nature) 16: Cyprus treants are the most durable of treants. They are virtually indestructible, and are fearsome when roused to anger.

HP 40 DR 36**Defenses** Armor 13 Fort 17 Ref 7 Ment 13**Movement** Land 25 ft.**Senses** Awareness +8**Attributes** Str 4, Dex -2, Con 6, Int 0, Per 0, Wil 2**Alignment** Usually true neutral

Cyprus Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

The cyprus treant makes a +5 **strike** vs. Armor.

Hit: The target takes 4d8+6 bludgeoning damage.

Vampire Eel**Level 6**

Medium animal

Knowledge (nature) 11: Vampire eels are slimy, snakelike carnivores. They swim through murky water, looking for edible creatures.

HP 18 DR 14

Defenses Armor 12 Fort 11 Ref 13 Ment 8

Movement Swim 30 ft. Swim +8

Attributes Str 2, Dex 4, Con 2, Int -8, Per 1, Wil -1

Alignment Always true neutral

Vampire Eel Abilities**Bite****Grappling**

The vampire eel makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6+3 physical damage.

Vampires

Knowledge (religion) 10: Vampires are humanoid-looking undead that feast on the blood of the living. They rule the night, but fear the sun, which can utterly destroy them. Vampires are unable to cross running water or enter true sunlight. Garlic and holy water are effective tools to defend against a vampire, but they are no guarantee.

Knowledge (religion) 15: Because vampires are so vulnerable during the day, they typically put great effort into acquiring manors or dungeons to live in. Their homes are attended by powerful servants who can protect them so they do not have to risk fighting during the day. Some vampires prefer undead servants, while others use living minions who may or may not know the vampire's true nature. Vampires are the most life-like of all undead, and they can easily pass as living if it suits their purposes.

Knowledge (religion) 20: The most ancient and powerful vampires can cross running water or enter true sunlight, but only briefly. In emergencies, with no blood available, vampires can enter a torpor that staves off their need for blood. However, they are extremely vulnerable in this state, so only a desperate vampire would consider it.

Fledgling Vampire**Level 5 [Elite]**

Medium undead

Knowledge (religion) 10: Fledgling vampires are the weakest form of vampire. They are recently turned, and some still feel a strong attachment to their old life. Despite their inexperience, they still possess most of a vampire's powerful abilities, so they should not be taken lightly.

Knowledge (religion) 15: Most fledgling vampires are still growing accustomed to their need for blood. They may attempt to fast, which weakens them, before being consumed by an uncontrollable bloodlust.

HP 72 DR 56

Defenses Armor 13 Fort 12 Ref 14 Ment 11

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +9

Social Intimidate +5

Attributes Str 5, Dex 6, Con 4, Int 3, Per 4, Wil 3

Alignment Usually lawful evil

Fledgling Vampire Abilities

Condition Removal: At the end of each round, if the fledgling vampire has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The fledgling vampire can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Nightshifter [Magical]: As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and a 40 foot fly speed with a 60 ft. height limit. While in its mist form, it becomes **incorporeal**, and gains a 20 foot fly speed with a 60 ft. height limit and perfect maneuverability. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The fledgling vampire is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104).

Unholy Creature of the Night [Magical]: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 50. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 energy damage and is frightened by any creatures bearing garlic as a condition. This damage is repeated at the end of each subsequent round that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes briefly stunned.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 energy damage and becomes immobilized as a condition. It can use the **struggle** ability to move

despite being immobilized, but only towards the closest shore. This damage is repeated at the end of each subsequent round that the vampire spends touching or flying over running water.

True Sunlight: Whenever a vampire is exposed to true sunlight, it takes 100 energy damage and becomes blinded as a condition. If it loses hit points from this damage, it immediately dies and dissolves into a pile of ash. This damage is repeated at the end of each subsequent round that the vampire spends in true sunlight.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a light improvised weapon that deals 1d4 piercing damage.

Vampiric Recovery [Magical]: Whenever a vampire makes a creature lose hit points with its bite attack, it regains that much damage resistance.

Alluring Gaze Emotion, Magical

The fledgling vampire makes a +5 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the fledgling vampire as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: The effect becomes permanent.

Bite Grappling

The fledgling vampire makes a +5 **strike** vs. Armor.

Hit: The target takes 2d8+6 physical damage.

Drink Blood Grappling

The fledgling vampire makes a +5 **strike** vs. Armor.

Hit: The target takes 2d8 physical damage. Each creature that loses **hit points** from this attack is **stunned** (–2 *defenses*) as a **condition**.

Slam

The fledgling vampire makes a +5 **strike** vs. Armor.

Hit: The target takes 2d10+6 bludgeoning damage.

True Vampire

Level 10 [Elite]
Medium undead

Knowledge (religion) 15: True vampires have fully awakened their vampiric potential. They have abandoned the world of the living and embraced their need for blood.

HP 128 **DR** 120

Defenses Armor 17 Fort 17 Ref 18 Ment 16

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +14

Social Intimidate +8, Persuasion +14, Social Insight +14

Attributes Str 6, Dex 6, Con 5, Int 4, Per 6, Wil 4

Alignment Usually lawful evil

True Vampire Abilities

Condition Removal: At the end of each round, if the true vampire has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The true vampire can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Nightshifter [Magical]: As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains **blindsense** (120 ft.) and a 40 foot fly speed with a 60 ft. height limit. While in its mist form, it becomes **incorporeal**, and gains a 20 foot fly speed with a 60 ft. height limit and perfect maneuverability. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The true vampire is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104).

Unholy Creature of the Night [Magical]: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 50. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 energy damage and frightened by any creatures bearing garlic as a condition. This damage is repeated at the end of each subsequent round that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes briefly stunned.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 energy damage and becomes immobilized as a condition. It can use the **struggle** ability to move despite being immobilized, but only towards the closest shore. This damage is repeated at the end of each subsequent round that the vampire spends touching or flying over running water.

True Sunlight: Whenever a vampire is exposed to true sunlight, it takes 100 energy damage and becomes blinded as a condition. If it loses hit points from this damage, it

immediately dies and dissolves into a pile of ash. This damage is repeated at the end of each subsequent round that the vampire spends in true sunlight.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a light improvised weapon that deals 1d4 piercing damage.

Vampiric Recovery [Magical]: Whenever a vampire makes a creature lose hit points with its bite attack, it regains that much damage resistance.

Alluring Gaze Emotion, Magical

The true vampire makes a +11 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the true vampire as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: The effect becomes permanent.

Bite Grappling

The true vampire makes a +10 **strike** vs. Armor.

Hit: The target takes 4d8+12 physical damage.

Drink Blood Grappling

The true vampire makes a +10 **strike** vs. Armor.

Hit: The target takes 4d8 physical damage. Each creature that loses **hit points** from this attack is **stunned** (–2 *defenses*) as a **condition**.

Slam

The true vampire makes a +10 **strike** vs. Armor.

Hit: The target takes 4d10+12 bludgeoning damage.

True Vampire

Level 15 [Elite]
Medium undead

Knowledge (religion) 20: Vampire lords are one of the most powerful types of undead. They can command legions of followers and vast fortunes that they have developed over centuries.

HP 256 DR 224

Defenses Armor 21 Fort 21 Ref 21 Ment 20

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +16

Social Intimidate +10, Persuasion +16, Social Insight +16

Attributes Str 6, Dex 6, Con 6, Int 5, Per 6, Wil 5

Alignment Usually lawful evil

True Vampire Abilities

Condition Removal: At the end of each round, if the true vampire has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The true vampire can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Nightshifter [Magical]: As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and a 40 foot fly speed with a 60 ft. height limit. While in its mist form, it becomes **incorporeal**, and gains a 20 foot fly speed with a 60 ft. height limit and perfect maneuverability. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The true vampire is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104).

Unholy Creature of the Night [Magical]: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 50. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 energy damage and is frightened by any creatures bearing garlic as a condition. This damage is repeated at the end of each subsequent round that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes briefly stunned.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 energy damage and becomes immobilized as a condition. It can use the **struggle** ability to move despite being immobilized, but only towards the closest shore. This damage is repeated at the end of each subsequent round that the vampire spends touching or flying over running water.

True Sunlight: Whenever a vampire is exposed to true sunlight, it takes 100 energy damage and becomes blinded as a condition. If it loses hit points from this damage, it

immediately dies and dissolves into a pile of ash. This damage is repeated at the end of each subsequent round that the vampire spends in true sunlight.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a light improvised weapon that deals 1d4 piercing damage.

Vampiric Recovery [Magical]: Whenever a vampire makes a creature lose hit points with its bite attack, it regains that much damage resistance.

Alluring Gaze
Emotion, Magical

The true vampire makes a +14 attack vs. Mental against one creature within Medium (60 ft.) range.
Hit: The target is **charmed** (*friendly with charmer*) by the true vampire as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.
Critical hit: The effect becomes permanent.

Bite
Grappling

The true vampire makes a +12 **strike** vs. Armor.
Hit: The target takes 4d10+16 physical damage.

Drink Blood
Grappling

The true vampire makes a +12 **strike** vs. Armor.
Hit: The target takes 4d10 physical damage. Each creature that loses **hit points** from this attack is **stunned** (–2 *defenses*) as a **condition**.

Slam

The true vampire makes a +12 **strike** vs. Armor.
Hit: The target takes 5d10+16 bludgeoning damage.

Warg

Level 1
Medium animal

HP 11 DR 4
Defenses Armor 7 Fort 8 Ref 8 Ment 4
Movement Land 30 ft.
Senses Scent

Attributes Str 3, Dex 3, Con 3, Int –7, Per 2, Wil –1
Alignment Always true neutral

Warg Abilities

Bite
Grappling

The warg makes a +1 **strike** vs. Armor.
Hit: The target takes 1d10+2 physical damage.

White Dragons

Knowledge (arcana) 7: White dragons are the most bestial dragons. They are isolationists, and prefer the simplicity of a solitary hunt over any interaction with civilization or conversation. They pose little threat to towns, even within their territory, but are likely to prey on any small groups wandering the mountain peaks they call home.

Knowledge (arcana) 12: White dragons lack the cultivated cruelty of black dragons, but they have an insatiable hunger that makes their attacks on trespassers no less relentless. They dream of having vast caves full of frozen corpses to feed on at their whim. However, few have the patience and bounty of prey to seal meat into statues instead of consuming it on the spot.

Knowledge (arcana) 17: The lair of an adult white dragon is surrounded by perilous cold. Even some creatures adapted to mountain peaks can be found frozen solid around the landscape. Creatures in the area think and talk more slowly and struggle to grasp complex concepts.

Wyrmling
Dragon

White
Level 2
Small dragon

HP 13 DR 8
Defenses Armor 10 Fort 11 Ref 11 Ment 6
Immune Cold damage
Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 5, Int –2, Per 0, Wil 0
Alignment Usually chaotic evil

Wyrmling White Dragon Abilities

Bite
Grappling

The wyrmling white dragon makes a +1 **strike** vs. Armor.
Hit: The target takes 1d10+2 physical damage.

Breath Weapon

The wyrmling white dragon makes a +1 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling white dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 1d6+1 cold damage.

Claws

The wyrmling white dragon makes a +3 **strike** vs. Armor.
Hit: The target takes 1d8+2 slashing damage.

Juvenile White Dragon

Level 6 [Elite]
 Large dragon

HP 88 DR 80

Defenses Armor 13 Fort 16 Ref 10 Ment 12

Immune Cold damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 6, Int 0, Per 2, Wil 2

Alignment Usually chaotic evil

Juvenile White Dragon Abilities

Condition Removal: At the end of each round, if the juvenile white dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The juvenile white dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The juvenile white dragon makes a +5 **strike** vs. Armor.
Hit: The target takes 2d10+6 physical damage.

Breath Weapon

The juvenile white dragon makes a +5 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile white dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d8+3 cold damage.

Claws

The juvenile white dragon makes a +7 **strike** vs. Armor.
Hit: The target takes 2d8+6 slashing damage.

Frightful Presence
Emotion

The juvenile white dragon makes a +5 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy* vs. *source*) by the juvenile white dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy* vs. *source*) by the juvenile white dragon as a **condition**.

Adult White Dragon

Level 10 [Elite]
 Huge dragon

HP 144 DR 128

Defenses Armor 15 Fort 18 Ref 10 Ment 15

Immune Cold damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 1, Per 3, Wil 3

Alignment Usually chaotic evil

Adult White Dragon Abilities

Condition Removal: At the end of each round, if the adult white dragon has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The adult white dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The adult white dragon makes a +8 **strike** vs. Armor.
Hit: The target takes 4d8+12 physical damage.

Breath Weapon

The adult white dragon makes a +7 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult white dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+6 cold damage.

Claws

The adult white dragon makes a +10 **strike** vs. Armor.
Hit: The target takes 4d6+12 slashing damage.

Frightful Presence
Emotion

The adult white dragon makes a +7 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (-1 *Mental*, -1 *accuracy* vs. *source*) by the adult white dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 *Mental*, -2 *accuracy* vs. *source*) by the adult white dragon as a **condition**.

Slam

The adult white dragon makes a +8 **strike** vs. Armor.
Hit: The target takes 4d10+12 bludgeoning damage.

Ancient White Dragon

Level 14 [Elite]
Gargantuan dragon

Wyrm White Dragon

Level 18 [Elite]
Colossal dragon

HP 224 **DR** 200**Defenses** Armor 16 Fort 21 Ref 10 Ment 18**Immune** Cold damage**Movement** Land 60 ft. Fly 120 ft. (poor)**Attributes** Str 7, Dex -1, Con 7, Int 2, Per 4, Wil 4**Alignment** Usually chaotic evil**HP** 400 **DR** 352**Defenses** Armor 20 Fort 25 Ref 11 Ment 22**Immune** Cold damage**Movement** Land 80 ft. Fly 160 ft. (poor)**Attributes** Str 8, Dex -2, Con 8, Int 3, Per 5, Wil 5**Alignment** Usually chaotic evil**Ancient White Dragon Abilities**

Condition Removal: At the end of each round, if the ancient white dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The ancient white dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The ancient white dragon makes a +11 **strike** vs. Armor.

Hit: The target takes 4d10+16 physical damage.

Breath Weapon

The ancient white dragon makes a +10 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d8+8 cold damage.

Claws

The ancient white dragon makes a +13 **strike** vs. Armor.

Hit: The target takes 4d8+16 slashing damage.

Frightful Presence
Emotion

The ancient white dragon makes a +10 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the ancient white dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the ancient white dragon as a **condition**.

Slam

The ancient white dragon makes a +11 **strike** vs. Armor.

Hit: The target takes 5d10+16 bludgeoning damage.

Wyrm White Dragon Abilities

Condition Removal: At the end of each round, if the wyrm white dragon has three or more **conditions**, it removes its oldest condition.

Multiple Actions: The wyrm white dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

The wyrm white dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 6d10+24 physical damage.

Breath Weapon

The wyrm white dragon makes a +12 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+12 cold damage.

Claws

The wyrm white dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 5d10+24 slashing damage.

Frightful Presence
Emotion

The wyrm white dragon makes a +12 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by the wyrm white dragon as a **condition**. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the wyrm white dragon as a **condition**.

Slam

The wyrm white dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 7d10+24 bludgeoning damage.

Wolf**Level 2**
Medium animal**HP 12 DR 6****Defenses** Armor 8 Fort 8 Ref 9 Ment 5**Movement** Land 30 ft.**Senses** Scent**Attributes** Str 2, Dex 3, Con 2, Int -7, Per 2, Wil -1**Alignment** Always true neutral**Wolf Abilities****Bite**
GrapplingThe wolf makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d10+2 physical damage.**Yrthak****Level 6 [Elite]**
Huge magical beast

Knowledge (nature) 11: Yrthaks are virtually blind. They can "see" in a short range around them with their blindsight ability, which relies on their incredible hearing. Beyond that range, they cannot see, though they can still identify the existence and location of creatures at great range by sound.

HP 72 DR 56**Defenses** Armor 12 Fort 12 Ref 10 Ment 9**Movement** Fly 75 ft. (poor) Land 50 ft.**Senses** Blindsight (120 ft.), Awareness +12**Attributes** Str 4, Dex 2, Con 2, Int -4, Per 6, Wil -1**Alignment** Usually true neutral**Yrthak Abilities**

Condition Removal: At the end of each round, if the yrthak has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The yrthak can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
GrapplingThe yrthak makes a +7 **strike** vs. Armor.**Hit:** The target takes 2d8+6 physical damage.**Pouncing Bite**
GrapplingThe yrthak moves up to its speed in a straight line. Then, it makes a +8 **strike** vs. Armor.**Hit:** The target takes 2d8+3 physical damage.**Sonic Lance**

The yrthak makes a +7 attack vs. Fortitude against everything in a 10 ft. wide, Large (60 ft.) long line. After the yrthak uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d8+3 sonic damage.**Thundering Hide**

At the end of each phase, the yrthak makes a +7 attack vs. Fortitude against each **enemy** within a Tiny (5 ft.) radius **emanation** of it that dealt damage to it during that phase.

Hit: Each target takes 2d10 sonic damage.**Zombies**

Knowledge (religion) 6: Zombies are the reanimated corpses of once-living creatures. They must be created from corpses that still retain most of their organs and internal structure. Creating a zombie is generally regarded as a fundamentally evil act.

Knowledge (religion) 11: Zombies retain all of the **mundane** abilities of the reanimated creature, but lose all **magical** abilities. They lose the ability to wield any weapons, though they can sometimes be found wearing the same armor as the original creature. Instead of using weapons, zombies simply slam into their foes with brute force. In addition, zombies are always stronger and less agile than the original creature. All zombies are vulnerable to slashing damage thanks to their exposed and easily torn skin and muscles.

Knowledge (religion) 16: Creating a zombie from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the zombie its agency. This is unpleasant for the dead creature in its afterlife, though not dangerous.

Zombies are sometimes created by ambient necromantic magic. Even if they are created and controlled by necromancers, they still retain an animalistic hunger for flesh, especially brains. If their instructions are poorly worded or incomplete, zombies may attack any living creature they see.

Zombie Town Guard**Level 1**
Medium undead**HP 11 DR 4****Defenses** Armor 5 Fort 8 Ref 3 Ment 2**Vulnerable** Slashing damage**Movement** Land 28 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -2, Con 3, Int -7, Per 0, Wil -3**Alignment** Always neutral evil**Zombie Town Guard Abilities**

Undead: The zombie town guard is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page

104)).

Slam

The zombie town guard makes a +0 **strike** vs. Armor.
Hit: The target takes 2d8+2 bludgeoning damage.

Zombie Cleric of the Peace

Level 1

Medium undead

HP 11 **DR** 4

Defenses Armor 5 Fort 7 Ref 3 Ment 2

Vulnerable Slashing damage

Movement Land 28 ft.

Senses Darkvision (60 ft.)

Attributes Str 3, Dex -2, Con 2, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Cleric of the Peace Abilities

Undead: The zombie cleric of the peace is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Slam

The zombie cleric of the peace makes a +0 **strike** vs. Armor.
Hit: The target takes 2d6+2 bludgeoning damage.

Zombie Orc Butcher

Level 2

Medium undead

HP 13 **DR** 8

Defenses Armor 7 Fort 10 Ref 4 Ment 3

Vulnerable Slashing damage

Movement Land 15 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 4, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Orc Butcher Abilities

Undead: The zombie orc butcher is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Crushing Slam

The zombie orc butcher makes a +0 **strike** vs. Fortitude.
Hit: The target takes 2d8+2 bludgeoning damage.

Slam

The zombie orc butcher makes a +1 **strike** vs. Armor.
Hit: The target takes 2d8+2 bludgeoning damage.

Zombie Orc Grunt

Level 2

Medium undead

HP 13 **DR** 8

Defenses Armor 7 Fort 10 Ref 4 Ment 3

Vulnerable Slashing damage

Movement Land 15 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 4, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Orc Grunt Abilities

Undead: The zombie orc grunt is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Slam

The zombie orc grunt makes a +1 **strike** vs. Armor.
Hit: The target takes 2d8+2 bludgeoning damage.

Zombie Orc Peon

Level 1

Medium undead

HP 11 **DR** 4

Defenses Armor 5 Fort 7 Ref 3 Ment 2

Vulnerable Slashing damage

Movement Land 15 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 2, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Orc Peon Abilities

Undead: The zombie orc peon is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Slam

The zombie orc peon makes a +0 **strike** vs. Armor.
Hit: The target takes 2d8+2 bludgeoning damage.

Zombie Orc Veteran

Level 5

Medium undead

HP 18 DR 14**Defenses** Armor 8 Fort 11 Ref 5 Ment 4**Vulnerable** Slashing damage**Movement** Land 15 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -2, Con 4, Int -7, Per 0, Wil -3**Alignment** Always neutral evil

Zombie Orc Veteran Abilities

Undead: The zombie orc veteran is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Mighty Slam

The zombie orc veteran makes a +0 **strike** vs. Armor.

Hit: The target takes 2d10+7 bludgeoning damage.

Slam

The zombie orc veteran makes a +2 **strike** vs. Armor.

Hit: The target takes 2d10+3 bludgeoning damage.

Zombie Orc Clan Chief

Level 6 [Elite]

Medium undead

HP 88 DR 80**Defenses** Armor 12 Fort 16 Ref 9 Ment 7**Vulnerable** Slashing damage**Movement** Land 15 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex -1, Con 6, Int -7, Per 0, Wil -3**Alignment** Always neutral evil

Zombie Orc Clan Chief Abilities

Condition Removal: At the end of each round, if the zombie orc clan chief has four or more **conditions**, it removes its oldest condition.

Multiple Actions: The zombie orc clan chief can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Undead: The zombie orc clan chief is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Hamstring – Greataxe

Sweeping (1)

The zombie orc clan chief makes a +5 **strike** vs. Armor.

Hit: The target takes 4d6+3 slashing damage. Each creature that loses **hit points** from this attack is **slowed** (*half speed, -1 Ref*) as a **condition**.

Mighty Slam

The zombie orc clan chief makes a +2 **strike** vs. Armor.

Hit: The target takes 4d6+14 bludgeoning damage.

Slam

The zombie orc clan chief makes a +4 **strike** vs. Armor.

Hit: The target takes 4d6+6 bludgeoning damage.

Zombie Orc Shaman

Level 2

Medium undead

HP 13 DR 8**Defenses** Armor 7 Fort 10 Ref 4 Ment 3**Vulnerable** Slashing damage**Movement** Land 15 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -2, Con 4, Int -7, Per 0, Wil -3**Alignment** Always neutral evil

Zombie Orc Shaman Abilities

Undead: The zombie orc shaman is **undead** instead of **living**, and it is affected in a special way by healing effects (see Undead, page 104)).

Slam

The zombie orc shaman makes a +1 **strike** vs. Armor.

Hit: The target takes 2d8+2 bludgeoning damage.

Chapter 5

Campaign Settings

Praxis

The world of Praxis is a limited one, fraught with danger in the wilderness beyond a small region of safety and civilization.

History

The Apocalypse

A thousand years ago, the world was destroyed in a great magical apocalypse. Civilization survived in only one place: Praxis, a city sheltered by a massive and mysterious shield-dome. The details of this event, and the nature of the world before the apocalypse, are lost to time. Most of the life in the world was also wiped out in the apocalypse. Of the species that survived, most were kept safe in Praxis and released into the wild after it ended. A rare few specimens of other species apparently also survived, but no living creature was alive before the apocalypse - even of species with lifespans that can stretch that far back, such as dragons.

The Long Reconstruction

In the aftermath of the world's destruction, the inhabitants of Praxis decided to ban magic after the devastation it had caused. For about nine hundred years, this worked fairly well, and Praxis very slowly expanded and rebuilt its civilization. Most of the interior of the dome was devoted to farmland during that time. Praxis developed its own government and guilds, and the four major power sources in Praxis developed at this time: the city government, the Boundary Wardens, the Nullwardens, and the Landowners' Association. The Boundary Wardens and Nullwardens made efforts to expand the influence of Praxis beyond the dome and into the untamed wilds beyond. However, their progress was slow and dangerous thanks to the monsters that had taken over the wilds beyond Praxis.

Periodically, Praxis encountered civil unrest or the threat of hidden magic users violating the city's prohibition. The greatest punishment the city imposed on its worst members was exile. Many of those exiled from the city died in the inhospitable world beyond, but there are some groups outside Praxis that can trace their origins back hundreds of years before the Great Harrowing to groups of people exiled from Praxis. Most of these long-lived groups are druidic circles.

The Great Harrowing

Nine hundred and twenty years after the apocalypse, Praxis was attacked by a pair of massive red dragons. They flew in through the open gates, destroyed the city's few static weapons that could pose them any threat, and began torching the city and all of its farmland. The city tried to defend itself, but without magical defenses they had little ability to stop the dragons. Although Nullwardens had found success slaying dragons before in more controlled circumstances, their near invulnerability to magic could only stop the dragons from killing them - not from destroying the rest of the city around them.

In Praxis's darkest hour, it was finally saved by people who had been concealing their magical powers from Praxis's ban: the Eldritch Knights and the Divine Chorus. The Eldritch Knights were an order of mage-knights whose founders had been exiled from Praxis centuries ago. When they discovered that Praxis was under attack, they had come to help defend it. They were joined by the clerics of the major churches in Praxis, who had been concealing their divine power. They did not immediately claim a specific name for their alliance, but in the years since the Great Harrowing they have become known as the Divine Chorus.

The Eldritch Knights and the Divine Chorus with the remaining defenders of the city to seal the gates of Praxis to trap the dragons inside. Then, in a fearsome magical battle, they defeated the dragons and saved the charred remains of the city.

The Era of Rebirth

In the aftermath of the Great Harrowing, much of the old power structure of the city was destabilized, and many of its previous power holders were dead. When the city started to function normally again, the first major act was to revoke the ban on magic in gratitude for the role that magic users had played in saving the city. The power offered by magic dramatically accelerated the rate of Praxis's reconstruction and expansion. For the first time in centuries, Praxis was able to make significant progress against the monsters at its gates.

Eighty years have passed since the Great Harrowing, and in that time, Praxis has pushed most of its farmland outside of the city. The inside of the city is being developed and magically renovated, and living quarters are becoming far less crowded for most of the city's inhabitants. The power of the Nullwardens has waned with the acceptance of magic, though they still argue strenuously against

its dangers and use each magic-wielding criminal as evidence that magic should be more aggressively controlled - or banned once more. The Boundary Wardens are stretched thin patrolling the ever expanding territory, and they are eager to recruit anyone with the skills to help them keep the peace in the wilderness and ensure that the road networks are safe.

The City of Praxis

The city of Praxis occupies a nearly perfect circle with a ten mile radius, all of which is protected by an immense dome. The city sits atop a massive plateau with a thin rim around the outside. Roads zigzag up the side of the plateau to reach each of Praxis's three gates.

The Shield-Dome

The shield-dome over Praxis is made of a mysterious metal alloy that is harder than any known substance. Though it is apparently mundane in nature, no known weapon or spell has ever been able to harm it. The gates to the city are massive doors that can swing open and closed, and were apparently part of the dome at the time of its construction. For many centuries, the entire dome has been magically invisible, allowing sunlight to enter the city. The gates have only closed once in that time - during the Great Harrowing, to trap the dragons inside the city.

Most people think that the dome is a magical forcefield, like an immense [wall of force](#), instead of physical metal that is rendered invisible. Of the few who do know the dome's true nature, even fewer know what sustains the invisibility effect. The power to sustain the dome's invisibility comes from an ancient magical device deep in the Praxis Labyrinth.

The Praxis Labyrinth

The plateau that supports Praxis also contains an immense labyrinth. An ancient magic makes the labyrinth impossible to navigate by confusing both the minds of intruders and the physical space they walk through, creating twisted and impossible passages that layer over themselves. Many people have tried to explore it, but the labyrinth has never been navigated within recorded history. Only the most learned historical scholars know of reports centuries ago that an unknown woman walked out of the labyrinth without having entered it. She was never seen again.

Modern Geography

Praxis is the only major city. It sits at the intersection of the four major biomes: the Northern Forest, the Southern Forest, the Expanse, and the Storm Peaks. There are a number of farmsteads expanding from Praxis towards the Northern Forest and Southern Forest, and several towns of importance outside Praxis.

Major Organizations

Boundary Wardens

The Boundary Wardens are responsible for patrolling the wilderness around Praxis, maintaining the safety of the road networks, and

generally keeping the boundary between civilization and nature intact. They have legal jurisdiction over all areas outside of the Praxis shield-dome.

City Guards

The city guards are responsible for maintaining peace and order within Praxis. They have legal jurisdiction over all areas within the Praxis shield-dome.

Landowners' Association

The Landowners' Association is a loose collection of rich merchants and real estate owners within Praxis. They have no formal responsibility or jurisdiction, but they wield great wealth to accomplish their objectives, which mostly revolve around acquiring greater wealth.

Nullwardens

The Nullwardens are a group of strictly mundane warriors who fight against the dangers of magic. All Nullwardens above the entry ranks are Null, making them virtually immune to magic. Centuries ago, the Nullwardens were indisputably the most important power brokers in Praxis, surpassing even the legal government. They were a mix of elite mercenaries and witch hunters, searching for magical dangers both within Praxis and beyond its walls. After their failure to protect Praxis during the Great Harrowing, their power has waned, though they are still deeply influential. Since magic is now legal, they spend less time hunting for mages in Praxis and more time advocating for political change.

Unlike the Boundary Wardens or the city guard, the Nullwardens do not primarily define their influence in terms of territory. The Nullwardens send surgical strike teams anywhere in the world to stop magical threats. To the extent necessary, they generally obey the authority of whoever claims legal jurisdiction over the territory they have to operate in, and any extra-legal operations they undertake are well hidden.

Dreadbore Isles

The world of Dreadbore Isles is composed of a ring of islands that surround an immense whirlpool named the Dreadbore.

Geography

The islands surrounding the Dreadbore vary significantly in their size and culture, and the influence of the Dreadbore tends to make it impractical for any given island to have significant contact with any islands beyond its close neighbors.

Beyond the ring of islands lies the Great Ocean. Its depths are beyond reckoning, and no significant land mass has ever been discovered outside of the ring of islands. The deep waters of the Great Ocean also contain very limited sea life, especially compared to the rich variety around the islands.

Island Descriptions

Dragonsguard

The island of Dragonsguard is ruled by dragons. Most ships that approach the island are destroyed on sight by dragons, regardless of their intentions. There are two known exceptions that the dragons allow to pass: ships carrying an immense wealth of treasure to offer as tribute to the dragons, and ships crewed entirely by dwarves. The tribute ships are allowed to leave Dragonsguard unscathed, save for the loss of their tribute. Dwarf-crewed ships have been observed to reach the island unscathed, but the ships never return, and their crews are never seen again.

The few people who have been to Dragonsguard and returned on tribute ships tell fantastical stories of a draconic paradise, filled with works of magical genius and incredible wealth. However, they have never seen dwarves on the island, and no one knows what happens to the dwarf-crewed ships.

Darren's Land

The island of Darren's Land is flat and dry, and long ago it was an uninhabited desert. Thanks to the mighty and continual efforts of the druidic Circle of Unity, a collective representing the variety of druid circles present on the island, the barren land provides enough food to sustain the island's population. This gives the Circle of Unity far more influence on the politics of civilization than druids normally possess, which has posed challenges for both the civilization on the island and the integrity of the druids who wield that power.

Long ago, a mighty warrior named Darren came to the island and cleansed it entirely of monsters. He sought to establish a utopia free from any danger, where common people could explore any part of the island freely. Although he succeeded at rendering the island safe, he failed to render it inhabitable, and was forced to flee the island to avoid starvation. Decades later, he returned with a group of druids and colonists to establish a sustainable civilization there, and it has persisted ever since.

Elysland

The island of Elysland is overgrown with an ancient forest. It is divided into five forest-dwelling nations. The different nations have deep divisions in their attitudes towards society, and some share ancient grudges against each other. However, all are unified in their reverence for the towering trees that shade and protect them, and they will put aside their differences when necessary to push back against outsiders who would defile the forests.

Reinward

Reinward is one of the largest islands, and is the most thoroughly developed and civilized.

The Savage Lands

The Savage Lands are bordered by mountains on all sides but the easternmost side, which extends deep into the Dreadbore. Only the largest and most well-crewed ships are capable of navigating that port, and no ship built on the Savage Lands has ever escaped

to safety. It is not a barren island, but it is an unwelcoming one. There are three main power groups on the island: the orc tribes, the undead, and the Old Fae.

The Soulforge

The Soulforge is a plane of infinite smooth, grey ground stretching to every horizon. The only location of any distinction or relevance on the plane is the Soulspire. It is a metal tower, five hundred feet across at the base and one mile high. The outside of the tower is adorned with beautiful and intricate sigils in an unknown language. Around the base of the tower, a small encampment of doomed souls repeatedly struggle to ascend the Soulspire, die in the process, and take corporeal form once again.

The Trapped Souls

The Soulspire seems to function similarly to an unusually limited afterlife. Every creature surrounding the Soulspire is a planeformed made from the essence of the plane. As normal, when a planeformed creature of strong will dies, they can maintain the cohesion of their soul and reconstitute a new body from the essence of their native plane. The essence of the Soulspire plane is highly malleable, allowing these new bodies to be formed in hours instead of the years or even centuries it can take on more established planes.

A long-standing legend based on murals at the base of the tower claims that anyone who reach to the top of the Soulspire can find their heart's desire, which is generally interpreted to mean leaving the plane. Many inhabitants of the Soulspire take advantage of their effective immortality to lay reckless siege to the Soulspire, returning after each demise as long as their willpower holds.

There is a semblance of culture at the tower's base. It shifts slowly, as over long centuries the old inhabitants give up on maintaining their individuality and become part of the plane itself. Traditionally, this is done by attempting one final tower ascent and not returning from the inevitable death that follows, though some have wandered off into the grey void outside the tower and never returned. Whenever an old soul gives up its sense of self, a new arrival appears within a day. There are three classes of people in Soulforge: the ascendants, who actively try to climb the tower; the fledglings, who have never tried; and the sages, who once sought to climb the tower and have now given up.

The Impossible Ascent

Each floor of the Soulspire is a separate demiplane, most of which are far larger than the tower's radius would suggest. There is always a portal on each floor to ascend to the next level, and there are often windows in incogruous locations that look out onto the original plane. The view from each window has an elevation about twenty feet higher than the previous window, and looks out onto the Soulforge. The windows can be seen from outside the Soulspire, and ascendants looking out can be observed, through their surroundings are never visible - only the ascendants themselves. This allows the fledglings and sages at the base to track the progress of ascendants. It gives the ascendants confidence that the Soulspire is finite, and

that actually reaching the top is an achievable goal - though not an easy one. Based on the exterior windows, the Soulspire has two hundred and fifty-one floors. No ascendant has ever passed the fiftieth floor.

Aside from the constant presence of the portal and the windows, each floor of the Soulspire can be dramatically different. In addition to having highly varied terrain, each floor can have different gravity or otherwise break different fundamental laws. In general, the floors seem to expand in size and complexity as their apparent height in the tower increases.

Almost all floors are populated with plane-forged imitations of creatures native to other planes. These creatures are almost universally hostile. In the unusual event that the creatures communicate with ascendants, they have never displayed any knowledge of the Soulspire's nature or of any world beyond their current floor.

The Soulspire is entered through a large, golden gate at its base. It is activated by placing a hand against it for thirty continuous seconds. Once it activates, it remains open for thirty seconds before closing. Portals within the Soulspire behave in the same way, though their color and size may vary significantly. During the time that the portals are open, any ascendants who enter it always arrive at the same floor as each other. On rare occasions, ascendants may arrive at different locations in the next floor, but they usually arrive in the same location as each other.

Chapter 6

Modules

This chapter contains self-contained modules that you can use to run a few sessions of Rise. Each module can be used as an entirely standalone short campaign with new characters, or as a small part of a larger story featuring existing characters.

Chapter 7

The House of Liberation

This module is designed for level 1 characters, and it's a good module to start a campaign with. The characters start out trapped together in the middle of nowhere with no idea how they got there. This makes it easy to encourage teamwork and makes it easier to justify any weird combination of character concepts. Players often take a session or two to get used to new characters and figure out how to play them, and the characters are expected to be a bit disoriented in-universe, so it's an easy fit.

Unlike most modules, the players don't make any conscious choice to enter this module. If this module is being run as part of an existing campaign, the party should spend some time at an inn. It doesn't matter too much whether it's an inn in a city or just a hostel along the side of a road, but the cheaper and more disreputable, the better. If you're starting a campaign with this module, the party might just be thrown together randomly instead of already travelling together as a group. In that case, the party might have originally stayed at a wide variety of different inns. Regardless, they'll all end up in a single holding cell together when the adventure properly starts.

Each inn has a sketchy-looking human staying at it who is hanging out in the tavern area starting conversations with people to ask about their past. A DV 10 Social Insight check reveals that he is explicitly trying to learn whether people have magical abilities. While the party is asleep, he will knock them unconscious and kidnap them without their knowledge. It's possible to run this as a combat sequence where the expected outcome is defeat. However, that is often frustrating, especially as a first encounter with a module, so most groups will probably have more fun if that is skipped.

Part1: The Holding Cells

The module starts with the party inside of a cell in a dungeon with none of their belongings. Usually, they have no memory of how they got there. They can make their way out of the cell, retrieve their belongings, and explore the strange dungeon they find themselves in. This section ends when the party finally escapes the dungeon.

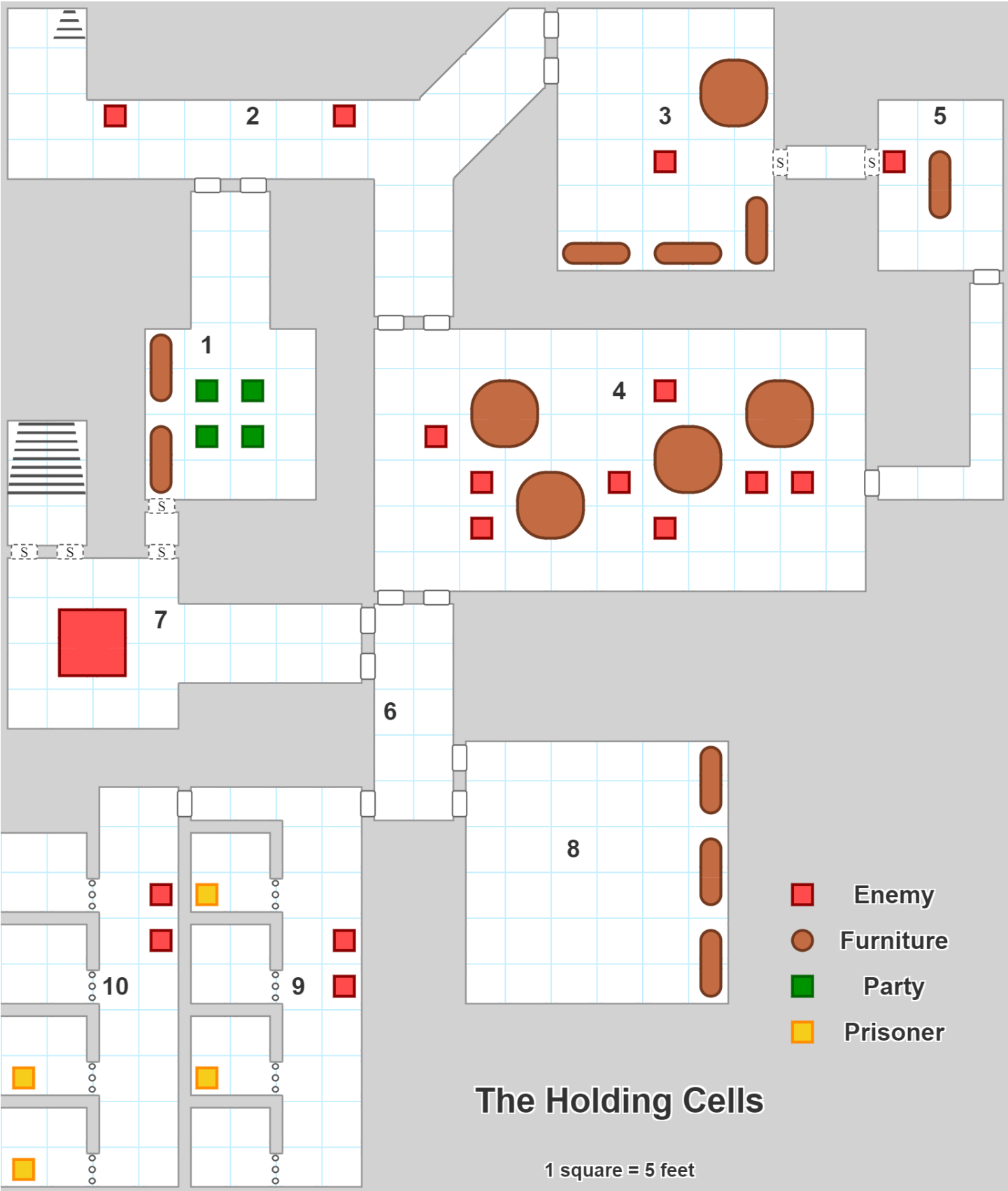
In general, if the party is defeated in battle in this area, they will be returned to their cell by any surviving guards. The guards have strict instructions to keep the prisoners alive, and will even attempt to save dying party members, though their +0 Medicine check may not let them save the party from especially dangerous vital wounds. They will attempt to fix any obvious explanation for the party's escape, but won't care enough to do a detailed sweep to address the general issues that make their cell escapable.

1. The Large Cell

The cell is surprisingly large, as if it was designed to hold a large group - or a monster. A pair of benches line one wall, and a drainage grate is on the other. The only exit seems to be through a large wooden double door to the north. Dim, flickering light filters into the room through a small barred window in each door. Somewhere around a corner to the right, you can hear sounds of humanoid voices loudly enjoying a raucous meal.

Under normal circumstances, the party simply wakes up in this room with no equipment or specific memory of how they got here. They still have the clothes they were wearing, but none of their bags or anything that looked obviously valuable or dangerous. The last thing they would remember is going to sleep at an inn. If someone looks out through the barred window, they can see Room 2.

The party can attempt to listen to the distant conversation with a DV 7 Awareness check. Most of what they would hear is meaningless mealtime banter from callous mercenaries. A DV 10 Social Insight check reveals that it all seems a bit exaggerated - the guards are nervous and trying not to show it. If the party listens for a few minutes, they would hear the following exchange.



Guard 1: Ey, what're we gonna do about all these people we've got? There's no more room!

Guard 2: Eh, Libby'll get back and fix that soon enough. We'll have a clean house before you know it.

Guard 3: Well, I wouldn't say *clean* exactly...

Guard 2: Ahaha!

No other specific conversations would be interesting before the meal ends in half an hour. At that point, the party could hear the following exchange.

Guard 1: Well, guess it's time to head up.

Guard 2: Yeah, I'll grab that weasel Melvin.

Guard 3: Pretty weird he stays down here, right?

Guard 2: What a creep. Don't trust anyone who likes a place like this too much, y'know?

Guard 3: Got that right.

Afterwards, the meal breaks up, and a group of six guards from Room 4 walks past the party's cell, plus Melvin from Room 5. Five of them are human warriors, and one is a human cleric. Melvin climbs up the ladder and touches his necklace to the trapdoor, then opens it. He climbs back down and four warriors climb upstairs before closing the trapdoor. Once the trapdoor is closed again, the other two guards are ready to head back, but Melvin interrupts them. The party may interrupt this conversation at any time if they think it is a good opportunity to try to take the key.

Melvin: Hey, you can't leave yet! We have to wait for the trapdoor to seal again!

Guard 2: Oh, Guftas, this again? Nobody cares.

Melvin: We had one of them get all the way upstairs once! You weren't there when I tried to explain it to Libera, but I hope you can imagine how angry she was.

Guard 2: Uh-huh.

Melvin: Very angry! And she was asking me, why didn't you make sure it was sealed Melvin, you know how important that is.

Guard 2: Sure, sure, whatever.

Melvin: I'm just saying it's important.

After that, they will stand in silence until one minute has passed since Melvin originally opened the trapdoor. At that point, they will all leave Room 2.

The door can be forced open with a DV 15 Strength check. If a character has at least 1 Strength, they can use one of the benches as an improvised battering ram to gain a +2 bonus to this check. A DV 10 Awareness check reveals that the door was recently patched to cover structural damage, and hitting the door in the same point should make it easier to break down. Taking advantage of the weak point grants a +4 bonus to this check.

Attempting to break open the door is loud, and may attract attention from the guards in Room 2. The guards have a -5 penalty to Awareness during their meal, or a +0 bonus after the meal. Hearing the attempts at that distance has a DV of 4. The party can accept a -2 penalty to the Strength check to increase the DV of

this Awareness check by 2, but the Stealth skill doesn't help. Roll Awareness once for the guards during each round that the party spends attempting to break down the door. Success means that they hear something odd and will send two guards to investigate if the meal is still happening, or four guards after the meal.

Alternately, the door hinges can be disabled with a DV 13 Devices check. If the party doesn't have any thieves' tools since their gear was taken, they take a -5 penalty to this check, making it almost certainly impossible. A particularly well-prepared character may have a lockpick hidden in their boot or some other similar device, which would allow them to make the check without a penalty. However, they must make a DV 10 Sleight of Hand check to have successfully hid it from the people who searched the party.

The grate in the room can be opened with a DV 10 Strength check. The pipe below the grate is two and a half feet in diameter, so it can be travelled through. However, it only opens into an enclosed ten-foot square room that holds waste, making it useless as an escape path.

There is a secret door in the bottom left corner of the room that can be discovered with a DV 15 Awareness check. The party is likely to find it if they search the room carefully with the [search](#) ability. The passage leads to Room 7, which has a matching secret door. Before opening the door into Room 7, the party will be able to hear a deep, guttural snarling from a Large creature and occasional banging on walls, which may discourage them from venturing too far in that direction.

2. The North Passage

The area outside the cell is lit by flickering torches along the walls that fill the air with a thin, greasy smoke. A pair of skeleton guards mindlessly patrol the hallway. Each guard wields an old, battered scimitar and shield.

Skeletal Town Guard

Level 1
Medium undead

HP 9 DR 0

Defenses Armor 4 Fort 4 Ref 6 Ment 5

Immune [Compulsion](#), [Emotion](#)

Vulnerable Bludgeoning damage

Movement Land 25 ft.

Senses Darkvision (60 ft.)

Attributes Str 3, Dex 1, Con -1, Int -7, Per 0, Wil 0

Alignment Always neutral evil

Skeletal Town Guard Abilities

Mindless: The skeletal town guard is not [sentient](#). It is immune to [Compulsion](#) and [Emotion](#) attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal town guard is [undead](#) instead of [living](#).

and it is affected in a special way by healing effects (see Undead, page 104)).

Broadsword
Sweeping (1), **Versatile Grip**

The skeletal town guard makes a +0 **strike** vs. Armor.
Hit: The target takes 1d8+2 slashing damage.

The skeleton guards respond to any noise or disruption by banging insistently on the door of the large cell with their scimitars before returning to their simple patrol pattern. If the party steps outside of their cell, the skeletons will attack the closest creature. They have no tactical skill, and will continue attacking their current target until it appears to be unconscious before moving on to the next target. If the party moves back into the cell and closes the door to block line of sight, the skeletons lack the intelligence to remember that the party previously left, and will simply resume their patrol.

If the party fights the skeletons in the hall, the human guards in Room 4 may hear them. The guards have a -5 penalty to Awareness during their meal, or a +0 bonus after the meal. Hearing the combat at that distance has a DV of 2. If the party lures the skeletons into Room 1 for the fight, the DV for the guards to hear the combat increases to 4. The party can further increase the DV to 6 if they close the doors of their cell. Roll Awareness once for the guards during each round of combat. Success means that they hear something odd and will send two guards to investigate if the meal is still happening, or four guards after the meal.

In the unlikely event that the skeletons defeat the party, they leave their unconscious or dead bodies in the hall and return to patrolling. After the meal is over, a guard from Room 4 will discover that the prisoners partially escaped and put them back in their cell.

There is a ladder in the northwest corner of the room. It leads to a closed trapdoor. The closed trapdoor has a keyhole and is tightly sealed. A DV 20 Strength check or a DV 25 Devices check can open it, which is almost certainly impossible for the party. A DV 17 Knowledge (arcana) check reveals that it is magically sealed. Critical success (DV 18) reveals that it was sealed with the **mystic lock** ritual, making it effectively impossible to open without the magic key.

3. The Kitchen

This room is filled with the smell of cooking meat and old vegetables. Storage chests and cooking implements line the walls, illuminated by a warm fire. There’s a massive orc in the room cooking with a furious intensity. Her back is turned to the door.

Orc Butcher

Level 2
Medium humanoid

HP 12 DR 6
Defenses Armor 7 Fort 8 Ref 6 Ment 6
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex 0, Con 2, Int -2, Per 2, Wil 0
Alignment Usually lawful evil

Orc Butcher Abilities

Crushing Sledgehammer
Forceful

The orc butcher makes a +1 **strike** vs. Fortitude.
Hit: The target takes 2d6+2 bludgeoning damage.

Sledgehammer
Forceful

The orc butcher makes a +2 **strike** vs. Armor.
Hit: The target takes 2d6+2 bludgeoning damage.

The orc butcher has a -2 Awareness modifier because she is distracted by cooking, making her easy to sneak up on. If she notices the party, she will immediately attack. During battle, she taunts the party by telling them that escaped prisoners make good meat. She prioritizes the weakest targets she can reach until they fall unconscious. If she drops below half her maximum hit points, she seems happy to have died in battle, and makes no attempt to call for backup. Instead, she asks the party to cook and eat her once she is dead. If she defeats the party, she wrestles with her desire to kill and eat them, but eventually goes to find the guards, grumbling about how the guards would figure out what happened if she did what she wanted.

Most of the storage chests in this room contain food, pots, pans, and various other cooking implements. One of the chests near the north of the room contains all of the party’s equipment, as well as the following additional items:

- Three sets of body armor with signs of battle damage: breastplate, hide, and a chain shirt
- Five weapons: two smallswords, one longbow (with arrows), one warhammer, and a dagger
- One standard shield
- Three standard adventuring kits, with some of the rations eaten
- One sapphire necklace (worth 10 gp)
- One silver ring (worth 2 gp) with the Dwarven runes for “Ironbeard” engraved on the inside

There is a secret door hidden on the east wall that leads to Room 5. The party can notice it with a DV 18 Awareness check.

4. The Mess Hall

If the party reaches this room before the meal ends, use this description.

This large hall has four tables haphazardly placed around the room. A total of eight humans are all in the room loudly sharing a meal together. Most of them are armed with broadswords, but one has a warhammer and a holy symbol of Murdoc. All of them are wearing scale mail.

If the party reaches this room after the meal ends, use this description.

This large hall has four tables haphazardly placed around the room. A total of four humans are all in the room playing cards together. Three of them are armed with broadswords, but one has a warhammer and a holy symbol of Murdoc.

Cleric of the Peace

Level 1
Medium humanoid

HP 10 DR 2

Defenses Armor 5 Fort 5 Ref 5 Ment 8

Movement Land 25 ft.

Attributes Str 1, Dex 0, Con 0, Int 0, Per 0, Wil 3

Alignment Usually lawful neutral

Cleric of the Peace Abilities

Divine Judgment

Magical

The cleric of the peace makes a +0 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10+2 energy damage.

Warhammer

Forceful, Versatile Grip

The cleric of the peace makes a +0 **strike** vs. Armor.

Hit: The target takes 1d6+2 bludgeoning damage.

Town Guard

Level 1
Medium humanoid

HP 10 DR 2

Defenses Armor 5 Fort 6 Ref 5 Ment 6

Movement Land 25 ft.

Attributes Str 2, Dex 0, Con 1, Int 0, Per 0, Wil 1

Alignment Usually lawful neutral

Town Guard Abilities

Broadsword

Sweeping (1), Versatile Grip

The town guard makes a +0 **strike** vs. Armor.

Hit: The target takes 1d8+2 slashing damage.

If the guards hear anything odd outside of their room during the meal, they will send two warriors to investigate. After the meal, they will all investigate any noises as a group. If the guards notice the party enter the room, they will immediately attack, though it will take them all a standard action to draw their weapons. Although they have orders to keep all prisoners alive, they will not fight using subdual damage unless they are confident that they are not in danger.

The cleric has a *belt of vital persistence*, two *potion of healing* items and 4 gp. Each warrior carries 2 gp.

Appendix A

Reference

Part1: Ability Tags

Attune: Attune abilities require an **attunement point** to maintain. For details, see Attuned Abilities, page ??.

Auditory: Auditory abilities use sound to cause their effects. Creatures and objects that cannot hear the effect are immune to it.

Barrier: Barrier abilities create obstacles that block or punish passage through them. They create a powerful magical resonance around themselves that inhibits other barriers from being formed. Any part of a Barrier ability that would extend within 5 feet of an already active Barrier ability is not created, unless the new barrier simply extends an already existing wall along its length.

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. They have no effect on objects or creatures without minds.

Creation: Creation abilities create permanent physical objects. Objects created with Creation abilities are identical to objects created through more mundane means.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be **dismissed**, but can be removed with the **dispel curse** spell.

Detection: Detection abilities reveal magical auras or information within an area. They can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. For its ability to penetrate other materials, use the most similar substance from the list above.

Emotion: Emotion abilities alter a creature's opinions or personality, but do not necessarily affect their actions. They have no effect on objects or creatures without minds.

Magical: This tag indicates that an ability is **magical**, which means that its origin derives from magic. For details, see Magical Abilities, page ??.

Manifestation: Manifestation abilities create temporary constructs formed from raw magical energy. Objects and creatures created with manifestation abilities seem real on the surface, but they have no internal structure. When an object or creature created by a Manifestation ability is destroyed or killed, or when the duration of the ability that created it ends, it disappears without a trace.

Ritual: Ritual abilities have a number of shared properties. For

details, see Spell and Ritual Mechanics, page ??.

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

The sensor can be dismissed as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in this way.

Size-Based: Size-Based abilities are limited based on your own size. They have no effect on creatures or objects that are more than one size category larger than you. You can mitigate this limitation with the **creature climb** ability (see Creature Climb, page ??), or simply by flying close (see Flying Mechanics, page ??).

Speech: Speech abilities use words to achieve their ends. You must specify a language when using a Speech effect, and the language must be one you know (or have memorized the correct words to say). They have no effect on objects or creatures that do not understand the chosen language.

Spell: Spell abilities have a number of shared properties. For details, see Spell and Ritual Mechanics, page ??.

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures successfully affected by Subtle abilities do not generally know that they are being influenced. However, a creature that successfully resists a Subtle ability can generally notice that it resisted a special effect of some kind, just like a non-Subtle ability. You can notice the effects of a Subtle ability on yourself with the Awareness skill (see Notice Subtle Effects, page ??).

Sustain: Sustain abilities require an action to maintain. The tag includes an action type, such as (minor), which indicates the type of action required to sustain the ability. If it also includes "attuneable", you can choose to **attune** to the effect instead of sustaining it every round. For details, see Sustained Abilities, page ??.

Swift: Swift abilities take effect before non-Swift abilities used

during the same phase. For details, see Swift Abilities, page ??.

Trap: Trap abilities create triggered effects that punish trespassing. They create a powerful magical resonance around themselves that inhibits other barriers from being formed. Any part of a Trap ability that would extend within 15 feet of an already active Trap ability is not created.

Visual: Visual abilities use visible objects or forces to cause their effects. Creatures and objects that cannot see the effect are immune to it. Special vision abilities that replace normal vision entirely, such as **blindsight** and **tremorsense**, are unable to perceive Visual effects. A creature that exclusively perceives its surroundings without normal sight, such as by closing its eyes and relying on its blindsight, is unaffected.

Part2: Circumstances and Debuffs

blinded: A blinded creature cannot see. It is at least **partially unaware** (50% miss chance, -2 Armor and Ref) of everything, it may be fully **unaware** (-6 Armor and Ref) as normal depending on its non-visual understanding of its surroundings. In addition, it automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures.

charmed: A charmed creature is mentally influenced to like another creature. It always sees the words and actions of the creature that charmed it in the most favorable way, as a close friend or trusted ally. A charmed creature cannot be controlled like an automaton, but can be persuaded to take particular actions with the Persuasion skill (see Persuasion, page ??). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

Any act by the charming creature or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming a charmed creature is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant creature may interpret overt threats to its allies as a threat to itself.

climbing: A creature that is climbing without a **climb speed** takes a -2 penalty to its **accuracy** and Armor and Reflex defenses.

confused: A confused creature takes a -2 penalty to all defenses and is unable to independently control its actions. This penalty does not stack with the **dazed** (-1 defenses) or **stunned** (-2 defenses) effects. When a creature becomes confused, and at the beginning of each round, it randomly decides to have one of two behaviors that round: attack its **enemies**, or protect itself and its **allies** without attacking. Within those constraints, it can freely choose its actions. If it can't carry out the indicated action, it does nothing but babble incoherently.

A confused creature automatically stops being confused after ten minutes, even if it was unable to rest due to its confusion.

dazed: A dazed creature takes a -1 penalty to all defenses. This does not stack with the **stunned** (-2 defenses) or **confused** (-2 defenses, randomly attack or defend) effects.

dazzled: A dazzled creature has difficulty seeing. It loses the benefits of the **darkvision** and **low-light vision** abilities if it has them. In addition, it treats everything as if it had **concealment**. Among other effects, this gives its **targeted** attacks a 20% **miss chance**.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing. In addition, it has a 20% failure chance when casting any spell with verbal components.

dominated: A dominated creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as "attack" or "follow") can usually be communicated successfully.

flying: A creature that is flying takes a -2 penalty to its Armor and Reflex defenses. If it has a poor **maneuverability**, this penalty

increases to -4 (see Maneuverability, page ??).

frightened: A frightened creature takes a -2 penalty to its Mental defense. In addition, it takes a -2 penalty to **accuracy** against the source of its fear. This does not stack with the **shaken** (-1 Mental, -1 accuracy vs. source) or **panicked** (-4 Mental, cannot attack source) effects. If the source of a frightened creature's fear is **defeated**, this effect is broken.

goaded: A goaded creature takes a -2 penalty to **accuracy** against creatures other than the creature that goaded it as long as it is within Medium (60 ft.) range of that creature. If the goading creature is **defeated**, this effect is broken. If a creature is goaded by multiple different creatures simultaneously, it suffers the accuracy penalty on all of its attacks.

grappled: A grappled creature is wrestling or in some other form of hand-to-hand struggle with at least one other creature. While grappled, you suffer certain penalties and restrictions, as described below.

- You are unable to use one of your hands for any purposes other than grappling. This prevents humanoid creatures from taking any actions which would require having two free hands, such as attacking with heavy weapons. This does not affect creatures without hands.
- You take a -2 penalty to Armor and Reflex defenses.
- You cannot move unless you **push** all creatures grappling you, such as with the *shove* ability (see Shove, page ??).

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. For details, see Grapple Actions, page ??.

helpless: A helpless creature is completely at an opponent's mercy. It is considered to be **unaware** (-6 Armor and Ref) of all attacks against it, even if it knows they are coming. Paralyzed, bound, and unconscious creatures are helpless.

immobilized: An immobilized creature takes a -4 penalty to Reflex defense and can't use any of its movement speeds. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage. This does not stack with the **slowed** (half speed, -1 Ref) effect.

panicked: A panicked creature takes a -4 penalty to its Mental defense. In addition, it is unable to make any attacks that include the source of its fear as a target. The penalty from this effect does not stack with the **frightened** (-2 Mental, -2 accuracy vs. source) or **panicked** (-4 Mental, cannot attack source) effects. If the source of a panicked creature's fear is **defeated**, this effect is broken.

paralyzed: A paralyzed creature is unable to take physical actions. It is **helpless** (-6 Armor and Ref), but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. Any creature can move through a space occupied by a paralyzed creature without slowing down, and creatures can stand in a square with a paralyzed creature without **squeezing** (-2 Armor and Ref).

partially unaware: A creature that is partially unaware knows that something is nearby, but is missing information about the exact

location or nature of the creature, object, or attack it is partially unaware of. Creatures take a -2 penalty to Armor and Reflex defenses against attacks that they are partially unaware of. They have a 50% miss chance with **targeted** attacks against creatures and objects that they are partially unaware of, and they can only attempt to target creatures and objects that they know the location of.

These penalties do not stack with the penalties for being **unaware** (-6 Armor and Ref). For details, see Awareness and Surprise, page ??.

prone: A prone creature is lying on the ground, rather than standing normally. It takes a -2 penalty to Armor and Reflex defenses, though it gains a +4 bonus to all defenses against ranged **strikes**. It moves at half of its normal speed, and is considered one size category smaller than normal when determining whether it is subject to **Size-Based** effects, including critical hits.

A creature can stand up from being prone as a **move action**. This generally requires one **free hand**. If a creature becomes prone while in a precarious situation, such as on a narrow ledge, it may fall.

shaken: A shaken creature takes a -1 penalty to its Mental defense. In addition, it takes a -1 penalty to **accuracy** against the source of its fear. This does not stack with the **frightened** (-2 Mental, -2 accuracy vs. source) or **panicked** (-4 Mental, cannot attack source) effects. If the source of a shaken creature's fear is **defeated**, this effect is broken.

slowed: A slowed creature moves at half speed and takes a -1 penalty to its Reflex defense. This does not stack with the **immobilized** (-4 Ref, cannot use movement speeds) effect.

squeezing: A squeezing creature is trying to move through an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a -2 penalty to its Armor and Reflex defenses. For details, see Squeezing, page ??.

stunned: A stunned creature takes a -2 penalty to all defenses. This does not stack with the **dazed** (-1 defenses) or **confused** (-2 defenses, randomly attack or defend) effects.

swimming: A creature that is swimming without a **swim speed** takes a -4 penalty to its **accuracy** and Armor and Reflex defenses.

unaware: A creature that is unaware makes no attempt to defend itself. Creatures take a -6 penalty to Armor and Reflex defenses against attacks that they are unaware of. They are completely unable to use **targeted** abilities against creatures and objects that they are unaware of.

These penalties do not stack with the penalties for being **partially unaware** (50% miss chance, -2 Armor and Ref). For details, see Awareness and Surprise, page ??.

unconscious: While you are unconscious, you are **helpless** (-6 Armor and Ref) and completely unable to take any actions. Some sensory abilities, such as the Awareness skill, can be used while you are asleep, but not while you are forcibly knocked unconscious.

underwater: Ranged weapons have difficulty working underwater. All ranged weapons have **range limits** of 5/15 when used by a creature that is underwater, or when used against a target that is underwater, regardless of the attack's normal range limits or any other modifiers.

Part3: Traits

Blindsense: A creature with blindsense can sense the location of everything in its surroundings. It does not need to use its eyes to gain this benefit. This ability works regardless of concealment, invisibility, or light levels. Blindsense always has a specific range limit, and provides no benefit beyond that range. However, it only grants knowledge of location, not actual sight, so does not mitigate any **miss chances** that would apply. It also does not mitigate **cover** or otherwise allow sensing through objects that block **line of effect**.

Blindsight: A creature with blindsight can perceive its surroundings perfectly regardless of concealment, invisibility, or light levels. It does not need to use its eyes to gain this benefit. This allows the creature to ignore all **miss chances** caused by those effects. Blindsight always has a specific range limit, and provides no benefit beyond that range. It also does not mitigate **cover** or otherwise allow sensing through objects that block **line of effect**.

Darkvision: A creature with darkvision can see perfectly in both complete darkness and **shadowy illumination** just like a human does in **bright illumination**. Darkvision always has a specific range limit, and provides no benefit beyond that range. As long as a creature with darkvision is in **bright illumination** or **brilliant illumination**, their darkvision stops working. The darkvision **briefly** stays disabled even after they leave the lit area. Darkvision is disabled while you are **dazzled** (20% miss chance, no special vision).

Impervious: A creature can be impervious to a particular damage type. It gains a +4 bonus to all defenses against attacks that would cause it to take damage of that type. If an attack deals damage of multiple types, a creature is impervious to that attack only if it is impervious to all of the attack's damage types. For attacks with random effects, such as the **chromatic orb** spell, determine the random effect before determining if the creature is impervious. An impervious creature gains no defensive benefit against attacks that do not deal damage.

Immune: A creature that is immune to an attack is completely unaffected by it. Creatures and objects can be immune to specific damage types or debuffs. It is also possible to be immune to more esoteric concepts, like being **grappled** or gaining **conditions**.

Being immune to part of an attack does not grant immunity to other aspects of that attack. If an attack deals damage of multiple types, a creature is immune to that attack only if it is impervious to all of the attack's damage types. This also applies to more specific immunities that are not related to damage types. For example, if you are immune to being **dazed** (-1 defenses), you still take full damage from an attack that deals damage and dazes you.

Incorporeal: An incorporeal creature does not have a tangible body. It is **immune to physical damage** and is never considered to be **squeezing** (-2 Armor and Ref). It moves silently and ignores the effects of abilities that only work if it has a corporeal body, such as **difficult terrain** and the **grapple** or **shove** abilities. This includes being **grappled**, detected by **tremorsense**, setting off pressure plates, and so on.

Many incorporeal creatures have no Strength attribute. If an incorporeal creature has a Strength attribute, it has some ability to

manipulate the physical world despite being incorporeal. Unless otherwise noted, an incorporeal creature with a Strength attribute may selectively choose whether it wants to interact with physical objects.

An incorporeal creature can enter or pass through solid objects, but it must remain adjacent to the object's exterior at all times. If it is completely inside an object, it cannot see out or attack. It can fight while partially inside an object, which grants it **cover** and allows it to attack and see normally.

Invisible: An invisible creature or object cannot be seen with light. Creatures unable to see an invisible creature are at least **partially unaware** (50% miss chance, -2 Armor and Ref) of its attacks, and they can be fully **unaware** (-6 Armor and Ref) as normal depending on their level of awareness. Attackers suffer a 50% **miss chance** with **targeted** attacks even if they know the location of the invisible creature. See Awareness, page ??, and Stealth, page ??, for how to identify invisible creatures.

Lifesense: Lifesense functions like **blindsense**, except that it only grants knowledge of the location of living creatures.

Lifesight: Lifesight functions like **blindsight**, except that it can only see living creatures.

Low-light Vision: A creature with low-light vision can see perfectly in **shadowy illumination**, just like a human does in **bright illumination**. This provides no benefit in areas of complete darkness. Low-light vision is disabled while you are **dazzled** (20% miss chance, no special vision).

Mindless: A mindless creature lacks a normally functioning mind. Mindless creatures do not have an Intelligence attribute. They are immune to **Compulsion** and **Emotion** abilities.

It is possible for mindless creatures to still act as if they were intelligent through various magical means. For example, animated objects can obey simple commands by virtue of the magic that controls them, but they are still mindless.

Scent: A creature with the scent ability has an unusually good sense of smell. It reduces the **difficulty value** of scent-based Awareness checks by 10 (see Awareness, page ??).

Shapeshift: A creature that can shapeshift can completely transform its physical body into a different shape. When a shapeshifted creature dies, it returns to its original form. It generally retains all of its original statistics and abilities, with the following exceptions.

- If the new shape is not normally capable of speech, the creature cannot speak. This may prevent it from casting spells with **verbal components** and using similar abilities.
- The creature is limited by the number of **free hands** present in the new form. In addition, it cannot gain more free hands by shapeshifting than it originally had in its base form. Even if you shapeshift to a form with many hands, you do not have the mental coordination necessary to use them all effectively.

When a creature shapeshifts, all of its worn and carried items that are physically incompatible with the creature's new shape meld into its body. This does not break **attunement**, and the creature still gains the benefit of any magical properties of melded items. However, it does not gain the benefit of nonmagical properties from melded items. For example, a creature that shapeshifts into an

amorphous gas would still benefit from all attuned effects from its equipped items, such as *boots of speed*. However, it would gain no benefit to its Armor defense or damage resistance from any melded body armor, and it would not be able to attack with any of its melded weapons. Items exceeding a creature's **carrying capacity** are not melded, and simply fall to the ground in place.

Telepathy: A creature with telepathy has the ability to mentally communicate with other nearby creatures. All telepathy abilities have a defined **range**. Unless otherwise specified, a telepathic creature can only communicate with one creature at a time.

As a **free action**, a telepathic creature can open a telepathic communication channel with one creature it sees within the range of its telepathy ability. The target does not have to be willing to receive telepathic communication in this way. While this channel is open, the telepathic creature can cause the target to “hear” the telepathic creature’s voice inside the target’s head. If the target attempts to mentally reply while the channel is open, the telepathic creature can similarly “hear” the reply in its head as if the target was speaking. This does not generally grant the ability to detect any other thoughts, though exceptionally stupid targets may accidentally broadcast their private thoughts.

Telepathic communication uses words, so it still requires a shared language to be intelligible, even though the words are only imagined. A telepathic creature may attempt to telepathically communicate with creatures without a language, though this is generally unproductive. A skilled telepath can customize the mental “voice” it projects in the same way that a creature can attempt to disguise or alter its voice when speaking.

Tremorsense: Tremorsense functions like **blindsense**, except that it requires an uninterrupted path through solid objects instead of **line of effect**. This makes it incapable of sensing flying creatures, but it ignores **cover** and can even sense through solid obstacles that are no more than half a foot thick.

Tremorsight: Tremorsense functions like **blindsight**, except that it requires an uninterrupted path through solid objects instead of **line of effect**. This makes it incapable of seeing flying creatures, but it ignores **cover** and can even see through solid obstacles that are no more than half a foot thick.

Vulnerable: A creature can be vulnerable to a particular damage type or debuff. It takes a -4 penalty to all defenses against attacks that would cause it to take damage of that type, or that would cause it suffer that debuff. This penalty applies against the whole attack even if the attack would only inflict the debuff or damage under specific circumstances, such as if the attack gets a critical hit or if the attack causes the creature to lose hit points. For attacks with random effects, such as the **chromatic orb** spell, determine the random effect before determining if the creature is vulnerable.

Undead: Undead creatures are affected in unusual ways by effects that directly manipulate life energy. They are always considered living **allies** for the purpose of effects that would cause living creatures to regain **hit points**. Whenever they would regain **hit points** from an ability that normally only affects living creatures, they instead take energy damage equal to the hit points that they would have regained, ignoring any hit point maximum the

ability would normally have. This damage is never resolved as a **Swift** effect, even if the healing ability has that tag.

Any other effects beyond simple hit point recovery are ignored. For example, if a cleric uses their **divine aid** ability to heal an undead creature, the undead would take damage, but it would not gain any bonus to its defenses.

Similarly, undead are always considered living creatures for the purpose of effects that would normally deal energy damage to living creatures. Whenever they would take energy damage from an ability that normally only affects living creatures, they instead regain hit points equal to the energy damage that they would have taken. Any other effects beyond simple energy damage are ignored.