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Chapter 1

The Universe

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.

The Narrative Universe of Rise

Rise does not attempt to define a single geography with specific countries and locations that is shared between all games. It is common for GMs to define their own setting when running a game, and that freedom is important. However, the universe of Rise does differ in a number of important ways from the real world. The fundamental assumptions that Rise makes about the world are listed below. These fundamental elements are ambiguous about some details, and GMs are encouraged to fill in those details as they see fit. Of course, a GM has absolute power, and can create a world that changes any number of these assumptions. However, doing so can significantly change the tone of the game and create logical inconsistencies, so it should be done carefully.

Magic is Common

The world of Rise is a magical place. Many people are capable of using magic to perform feats that would be impossible in the real world. Not everyone is capable of magic, of course. As an overly broad generalization, it's reasonable to assume that about a quarter of the civilized people in the world have some ability to use magic. In some societies, such as a feudal human-dominated society with a large number of commoners and serfs, the percentage of people with magic can be much lower. However, this is balanced by the existence of other societies that tend to be much more magical, such as societies ruled by gnomes and elves. Even in low-magic societies, everyone knows that magic exists, and almost everyone has observed or been personally affected by magic at some point in their lives.

People can have magical abilities for a wide variety of reasons. There are three main categories to explain why people can access magic: intrinsic magic, learned magic, and gifted magic. Each class with magical abilities belongs to one of these groups. Characters with magical feats are free to choose any of those three explanations for their feats. The explanation does not have

to be the same as for any other magical abilities they possess. For example, a cleric may be gifted their magical cleric abilities because they worship a particular deity, but they may also be naturally telepathic.

Some people are simply intrinsically magical. They may require training and experience to improve their natural magical talents, but they had magical capabilities before doing any training. This intrinsic magic can come from magical ancestry, unusual birth circumstances, magical experimentation, exposure to powerful magic, simple random chance, or any number of other sources. This is the standard explanation for sorcerers. In addition, this is the most common explanation for the magical abilities of monsters.

Some people gain access to magic through personal training or research. These people find ways to tap into some pre-existing magical property of the universe and manipulate it at their command. This is the standard explanation for monks, rangers with the Beastmaster archetype, rogues with the Bardic Music archetype, and wizards.

Some people are gifted magic by their association with powerful magical entities or forces. They offer worship, allegiance, or their souls, and are granted magical power in exchange. This is the standard explanation for clerics, druids, paladins, and warlocks.

Personal Power Comes From Great Deeds

The average person in the world of Rise is not particularly more or less competent than the average person in the real world. Training can help people improve their skills, but as in the real world, anyone who tries to improve themselves through training and practice eventually reaches an upper limit to their potential. However, unlike in the real world, people in Rise can reach beyond their ordinary limitations. By defeating powerful foes and performing great deeds that influence the world around them, people can gain levels, which allows them to reach new heights of power. At high levels, people can perform clearly superhuman feats that would be impossible for ordinary humans, even without the influence of magic.

People in Rise wouldn't usually talk about "levels" as a discrete concept ranging from 1 to 21. They would perceive the world as a spectrum, and the specific divisions would be more

subtle. However, they would be aware that some people are fundamentally stronger and more skilled than others. Individual scholars or scholastic groups may create their own concepts in-universe to categorize and explain the phenomenon of levels, since the growth of personal power over time is observable and studiable. However, those in-universe concepts would never exactly replicate the metagame concept of a level.

It is common for people in positions of political power to also wield unusually large amounts of personal power. High level individuals can be savvier, wiser, and more persuasive than any ordinary human. They are more likely than low-level individuals to be able to gain political power through whatever means they see fit, and more likely to maintain their hold on that power. In addition, political power can grant further opportunities for performing great deeds, which helps those in power to gain levels and stay ahead of any competition.

The fastest path to acquiring personal power does not come from pursuing political power. It comes from adventuring. Adventurers can defeat powerful monsters, help towns in need, and otherwise have a significant personal influence on the world. In the process of these adventures, they can amass personal power much more rapidly than ordinary people. Of course, adventuring also has an unusually high risk of death. Even worse, people who die while adventuring often leave their corpse in the middle of nowhere - in a monster's stomach - which prevents them from being resurrected without incredibly rare magic. Adventurers must constantly seek out new challenges to test their limits, or else they will stagnate and stop acquiring personal power, so it is never a sustainable long-term activity. There are many people in the world who were adventurers at some point in their past, and everyone is familiar with the concept, but active adventurers are still unusual.

Deities and Afterlives

When a humanoid creature dies in Rise, they know beyond a shadow of a doubt that they will go to an afterlife. Most likely, they know exactly which afterlife they will go to, either as a result of their alignment or their worship of a particular deity. In that afterlife, they will live again for as long as they want, though they cannot leave without being magically resurrected. People are confident that this is true because deities have told them so, and deities are provably real. Also, rare and powerful magic can be used to communicate with people in their afterlife, or even to physically travel to an afterlife plane.

It is an undisputed fact that Rise is filled with a wide variety of deities of varying power and influence. They divinely empower their clerics to act on their behalf. Many people know, though some chain of connections, someone who chose to become a cleric and was quickly rewarded with divine magic far beyond anything they could previously do on their own. Everyone has heard legends of deities intervening more directly in the world even without a cleric, though these stories are rare and few have experienced them firsthand.

There are nine distinct afterlife planes, with one plane for

each alignment combination. Each of those planes is divided into layers. Some of those layers are reserved for deities, with major deities claiming layers that are entirely their own and multiple minor deities sharing territory within a single layer. The remaining layers have no specific associated deity. People can travel between the layers, though the specific mechanisms for traversing layers are different for each afterlife plane. Most people do not know this level of detail about afterlife planes, and a commoner would simply be confident that they will go where they belong.

It is well known that the afterlife planes for evildoers are much harsher than the other afterlife planes. The three evil afterlife planes are collectively referred to the Abyss. Demons stalk those planes, tormenting evildoers for their own sadistic reasons. One of the reasons that some people worship evil deities is to gain a promise of safety, since evil deities protect their worshippers from demonic torment in the afterlife. It is also said that demons only torment the weak-willed, and that those who escape demonic torments are free to live in hedonistic luxury. There is truth in this, though there are far more people who are confident that they would rule proudly in the Abyss than people who succeed.

Secrets of the Universe: Power Ultimately Derives From Souls

At a surface level, Rise seems to have a deep and fundamental divide between magical and mundane effects. The physical abilities of a mighty barbarian and the divine magic wielded by a cleric are generally believed to come from completely different sources. In truth, these are all just reflections of the ultimate source of power for everything in Rise: the soul.

When living creatures are born, they enter existence with a new soul. This is the fundamental miracle of life, and no one knows where these souls come from. Souls in Rise have a fundamental power. Not all souls are equal in power. Even the combined power of the souls inhabiting a vast colony of ants is dwarfed by the soul of a dog or cat, and that too pales in comparison to the soul of a humanoid creature like a human or elf. Humanoid creatures have unusually potent souls, though some rare monsters, such as dragons, have souls of similar intrinsic strength.

Transferring Souls

The intrinsic power of souls can be transferred. The simplest method of transfer is through death. When a predator kills its prey, the prey's soul is shattered and vulnerable in the moments after death. If the killer's soul is strong enough, it can ingest a fraction of the dead creature's and make its energy a part of its own soul. Weak-souled creatures are unable to feed on soul energy in this way. No matter how many rabbits a typical wolf kills, it will never gain a level. It is simply a wolf, and lacks the capacity to be more than that.

Strong-souled monsters can gain a great deal of power by feeding on the souls of dead creatures. By repeatedly killing creatures

with souls and feeding on the soul splinters emitted during death, they grow their own power. Likewise, an adventurer that kills a monster claims a piece of that monster's soul - including the combined power of all soul splinters the monster absorbed in its life. With appropriate magical rituals, it is possible to allow deities or distant creatures to feed on the soul of a dying creature. Demons and minor deities sometimes use this principle to feed on souls offered to them in ritual sacrifices by their cultists.

Transferring a soul's power through death is deeply inefficient. Under normal circumstances, only a fraction of a soul's power can be absorbed in this way. Some of the soul's power splashes into the surrounding world at the location of a creature's death, where it creates or fuels natural magical phenomena in the area. Creatures with strong souls, like humanoid creatures, retain their sense of self and are reborn in an appropriate afterlife with the vast majority of their soul intact (see *Deities and Afterlives*, page 3).

A soul's power can be transferred without the inefficiency of death. Commonly, it is simply freely given through love and emotional connection in the form of soul motes. Creatures who love each other naturally share small portions of their souls with each other. Over time, deeply connected creatures, such as old married couples, can mix their souls so fully that they become virtually indistinguishable.

Voluntary soul sharing does not have to be perfectly symmetric, of course. Tyrants can earn soul motes through the enforced fear and subservience that they create in their underlings. Worship is another method of transferring soul motes, and many deities fundamentally derive power from the combined soul motes willingly given by their legions of worshippers. In exchange, deities can use their power to protect their worshippers, either through divinely empowered clerics or more rarely through direct intervention. More mundanely, adventurers who save a town from a dire threat may earn soul shards freely granted from the gratitude of its inhabitants.

Soul Motes and Splinters

Souls can be subdivided into lesser pieces. There are two forms of lesser soul pieces: motes and splinters.

Soul motes are emitted from souls unconsciously, like light is emitted from a torch. It is possible for a soul that emits a large number of soul motes to diminish if it does not receive any in exchange. For example, a minor underling who pledges their life to an uncaring leader might give away far more soul motes than they receive in exchange. Most people have enough interpersonal relationships to avoid this danger, but completely isolated people who are neither loved nor hated, but simply ignored, may diminish in this fashion. Even with this risk, the process of emitting soul motes is not harmful or individually significant in any way. In addition, individual soul motes are far too small to be manipulated or used by magical effects.

Soul splinters are created in a much more dramatic fashion. When a soul undergoes significant trauma that shakes its will and sense of self, it may splinter, losing a chunk of its soul. Of

course, death is one of the greatest traumas of all, and almost all souls splinter to some degree when they die.

Soul splinters can be consumed or manipulated in a variety of ways. For example, demons are formed from soul splinters that drift into the Abyss. Undead creatures are animated by splintering a soul that originally inhabited a corpse and using that splinter to animate the corpse.

Souls and Intrinsic Power

As creatures gain soul splinters and motes, they may increase their personal power, which is represented in *Rise* as increasing their level. This does not mean that a creature's level or overall combat power is directly correlated to the strength of its soul. A well-trained soldier will easily defeat a commoner in battle, but this does not mean that the soldier's soul is stronger. Bears are physically much stronger than humans, and a typical bear is higher level than a commoner, but they have much weaker souls.

Essentially, a creature's intrinsic strength, including its special abilities, determine the baseline power for a standard adult of that species. For monsters, this baseline power can be far beyond an ordinary human. Training and experience alone can increase that power slightly, but up to a clear limit, which is generally up to three levels beyond the baseline. To develop beyond that point, a creature must draw power from other souls into itself.

The strength of a creature's soul determines how much power it can incorporate from other souls. Creatures with a weak soul cannot master the raw energy contained within soul splinters they are exposed to, and cannot gain levels in this way by any means. A strong soul allows a creature to fully incorporate the energy of other souls into itself, and the strength of the soul determines the upper limit. For example, a dire wolf has an unusually strong soul for an animal, but it still eventually reaches a maximum level that it cannot surpass. Typically, only about 10% of the humanoid population has a strong enough soul to exceed 10th level, though of course few even reach that point. All player characters are assumed to have have exceptionally strong souls even relative to normal humanoid creatures, and are able to reach 21st level. Legendary monsters of epic proportions may have still stronger souls, and be able to surpass that limit.

Mysteries of the Soul

The mysteries of differing soul strength have no clear and consistent explanation. In broad terms, the strength of a creature's soul usually correlates to its emotional and intellectual potential, as well as its force of will. Humanoid creatures and dragons are unusually mentally capable - not just in raw intelligence, but also in empathy, determination, and capacity for belief - and correspondingly have unusually strong souls. There are individual exceptions that suggest that this is not the entire dimension of what causes strong and weak souls. It is not uncommon for animals to have unusually strong souls for no known reason, causing them to develop over time into their "dire" variants. Dire animals, who have gained levels by feeding on soul splinters, do not seem obviously more emotionally or intellectually capable than ordinary animals. Perhaps there is simply an element of

randomness in the creation of each new soul.

The fundamental mysteries of souls and their sharing is not widely known in the universe of Rise. Individual elements of this truth are widely known, such as the observation that people can become stronger by slaying monsters, but monsters do not seem to grow dramatically in power by killing people. Strange phenomena can occur where death occurred, and old battlegrounds are often haunted by naturally occurring undead. Learned scholars may understand that the civilized species like humans seem to have unusually strong souls, and that this is related to their capacity for drastic personal growth. They may identify the general phenomena surrounding soul splinters, but not soul motes.

Some powerful and unusual entities, such as deities and greater demons, know particular elements of how soul energy can be transferred. Greater demons are generally aware that they can feed on soul splinters from souls in evil afterlife planes as they lose their cohesion over time. They attempt to torment weaker souls to accelerate this breakdown, and avoid souls that are too strong to break. However, they are unaware of the subtler aspects of soul sharing, such as willing soul mote transfer between loved ones. Powerful deities know more about souls than any other entities as a result of being worshipped and maintaining the existence of their personal afterlife planes. In exceptionally rare occasions they may see fit to share that knowledge if it serves their purposes.

Secrets of the Universe: Soul-Fuelled Phenomena

The peculiar nature of soul energy causes a wide variety of strange and unique effect in the Rise universe.

Deities

Deities are among the most obvious phenomena that are fundamentally created by the energy of souls. When hordes of living creatures pay homage to the same entity, that entity can feed on that outpouring of worship and become incredibly powerful if it has a strong enough soul. The background of Rise is full of minor deities and demigods who either lack a sufficient base of worshippers to become a true deity or who lack a strong enough soul to effectively use the worship they receive.

Not every powerful entity with a large amount of soul energy is a deity. Deities are sentient creatures that fundamentally owe their power to voluntary worship. Soul energy gained through voluntary transfer, including worship, is subtly different from soul energy gained through other means. The most notable difference is that this soul energy is easier to efficiently re-transfer to other entities. This makes deities more likely to share their power with select worshippers who serve their ends. In most societies, these empowered worshippers are called clerics.

A deity that gains a sufficient base of worshippers can claim territory within the afterlife plane associated with its alignment. Deities have extraordinary power within their claimed territory, and can reshape it as they see fit. However, they must expend a significant amount of soul energy to maintain their territory. As a result, deities are always hungry to gain additional followers, and

only successful deities expend the effort to claim any territory at all.

Any souls that worship a deity will be reborn within that deity's territory in the appropriate afterlife plane, even if that plane does not match their personal alignment. This is both a reward for worshippers and a way for deities to accumulate soul energy. When a soul in an afterlife eventually loses the will to maintain its individual existence, its soul energy is absorbed by the afterlife plane it is on. Deities can harvest a portion of that power for themselves, though most of it still transfers to the plane as a whole. In addition, this allows deities to eventually reclaim the soul energy they invested in their clerics.

Nature

Nature itself has an immensely vast soul, but although people can worship Nature, it is not a deity because does not depend on mortal worship for its power. Nature claims the greatest tithe of every unclaimed death - every predator hunting a prey, every swatted fly. These souls are individually tiny. However, the combined soul energy released by billions of deaths over millennia dwarfs the power of any other individual entity in the Rise universe.

Nature lacks a coherent anthropomorphic representation, and its will is almost never brought to bear in any organized way. Druids are granted power by Nature, but they need not agree to any particular ideology, and their usage of that power is virtually never policed or revoked by Nature itself in the way that a misbehaving cleric might be punished by their deity. Nature welcomes a diversity of viewpoints, for it is itself almost infinitely diverse. It has a wealth of power, and it does not expend soul energy maintaining territory in an afterlife plane, so it does not need to jealously hoard its gifts like deities must. The only druids who have had their powers revoked were a rare few who turned their powers to the explicit and intentional destruction of Nature itself.

People who worship nature do not have any special territory in an afterlife reserved for them, since Nature claims no part of any afterlife. The afterlife planes are where Nature's power is weakest, and it can claim no tithe of any deaths there, since the planes themselves absorb the soul energy. Instead, devoted worshippers of Nature may have their souls reincarnated instead of going to a normal afterlife. This gift is not granted to all worshippers, and indeed many would prefer to go to a normal afterlife.

Every plane that is not the Astral Plane an afterlife plane is a manifestation of Nature's power in some sense, and it claims deaths that occur on any of those planes. The four Elemental Planes - Air, Fire, Earth, and Water - are the grandest manifestations of Nature's power.

Pact Magic

Entities of great power can make pacts with mortals. In these pacts, the mortals offer their soul to the entity for a period of time after death, and the entity who becomes their soulkeeper. In exchange, the soulkeeper grants the mortal soul energy from its own supply. The soulkeeper's goal is to have the mortal gain a

great wealth of its own soul energy in its life, and then to break the will of the soul while it is in the soulkeeper's clutches. If the soulkeeper succeeds, it gains the rare and powerful ability to feed on the mortal's entire soul. This is a vast wealth of soul energy compared to the normal shards extracted from death and worship, and it annihilates the mortal's soul, preventing it from travelling it to its normal afterlife.

Successful soulkeepers can therefore amass great power. However, it is a risky business, much like adventuring is for mortals. If the mortal resists the soulkeeper's torments during its time in the afterlife, it may take its entire soul intact to its normal afterlife. When this happens, the soulkeeper loses the bounty of the soul, all of the soul energy it originally invested in the mortal, and time it wasted trying to break the mortal's spirit. This is particularly likely if the mortal dies soon after making the pact, so soulkeepers must choose their mortal partners wisely.

Failing to break a mortal's spirit is not the worst thing that can happen to an overly successful soulkeeper. It may attract attention from more powerful entities within its own plane. When a soulkeeper is killed, ownership of the soul is transferred to whatever killed it. This means that soulkeepers with active contracts - especially active contracts with mortals who are nearing death after a long life - are extremely attractive targets for anyone who wants to steal the reward of the soul.

Demons are the most common soulkeepers. They are more likely than any other type of creature to meet the four main prerequisites for offering soul pacts. First, they have sufficient raw soul energy to make soul pacts. Second, they have enough understanding of magic and soul energy to transfer power through the pact. Third, they have the patience to wait until the mortal dies to claim their reward. Fourth, they have the ambition and risk tolerance to take the gamble of being a soulkeeper and risk not being able to reclaim the energy they invest.

There is nothing that prevents a deity from becoming a soulkeeper. On very rare occasions, deities may make a pact and become a soulkeeper for a non-worshipper. Mortals that gain power in this way are called favored souls. However, being a soulkeeper is risky. Few deities would risk the possibility of losing their soul energy entirely when they could instead use that soul energy to more safely empower a cleric. In addition, being known for making soul pacts can discourage people from voluntarily worshipping the deity.

Ambient Magic and Magical Creatures

The world of Rise is full of strange creatures that have superhuman strength or magical abilities, like minotaurs and manticores. It is common knowledge that such creatures are typically found only in distant wilderness or in deep dungeons. In general, the farther you get from civilization, the more powerful the monsters in the area become, and the more likely you are to encounter strange magical phenomena. Small towns seem to cause a subtle warding effect, and powerful monsters in the area will typically avoid them. Even monsters that lack the intellectual capacity to understand complex causation chains like "if I attack the town, they may send powerful warriors to hunt me down" will typically

avoid interacting with civilization unless necessary.

All of this can be explained by the behavior of souls. The constant cycle of life and death in nature produces a great wealth of soul energy. Most of it is claimed by Nature itself, but some spills out at the location of each death. This soul energy lingers and can build up over time in the form of ambient magic. Many monsters can instinctively feed on this ambient magic. This naturally allows them to build their power to near the limit of their soul's potential by the time they are adults.

Civilization disrupts the natural cycles of life and death, reducing the soul energy present in an area. Although humanoid creatures have powerful souls, they die less frequently, and the vast majority of the soul energy of their death moves with them to their afterlife. From the perspective of creatures that feed on ambient magic, civilized areas stand out as a dead zone.

Since educated people in the universe of Rise can observe that monsters tend to avoid civilization if they study the phenomenon, they may have their own theories about why this is true. Reasonable theories that might have truth to them in some contexts could include "monsters have evolved to instinctively avoid civilization to avoid death from monster hunters", "druids magically discourage monsters from entering civilization so they don't get killed", or "monsters have to kill other strong monsters to get stronger, so they try to avoid areas that don't have any powerful prey".

Planes

The universe of Rise is divided into planes. A plane is a distinct realm of existence. Except for the connections between planes through planar rifts, each plane is effectively an isolated universe, and different planes can obey different fundamental laws. For example, the Material Plane has gravity that exerts a consistent acceleration in a single absolute direction. However, the Astral Plane has subjective gravity, where each creature on the plane chooses the direction that gravity pulls it in, if any.

General Cosmology

The planes of Rise are divided up into groups.

Primal Planes: The primal planes are manifestations of the basic building blocks of the universe. Each plane in this group is predominantly composed of a single element or type of energy. There are four primal planes: Air, Earth, Fire, and Water.

Aligned Planes: The four aligned planes are manifestations of the four alignments. The Celestial Heavens is good-aligned, the Abyss is evil-aligned, Ordus is law-aligned, and Discord is chaos-aligned.

When mortal creatures die, their souls travel to an appropriate location on an aligned plane, where they gain new plane-forged bodies and live again. If they pledged their soul to a deity in life, that deity can take ownership over their soul in death, and the soul is reborn within that deity's territory and under their protection. Otherwise, they appear on the aligned plane that most closely reflects their primary alignment in life.

For details about aligned planes, see *Aligned Planes*, page 9.

Nexus Planes: The nexus planes are composite planes with a number of distinct environments and filled with creatures of myriad alignments. Nexus planes comprise the majority of civilization across all planes. They do not have their own unique planar essence, and no planar creatures are native to nexus planes. There are two nexus planes: the Material Plane and the Astral Plane.

Demiplanes: These planes are small, fragmentary realms that are greatly limited in their scope. There is no specific list of demiplanes, and they share few common properties. Most demiplanes were created for particular purposes by beings of great power, though some simply came into existence through unknown means.

Planar Rifts

Normally, there are boundaries between different planes that prevent direct passage between them. However, planar rifts are places where these boundaries have weakened, making interplanar travel easier. A planar rift joins a specific location on one plane to a specific location on a different plane. Most planar rifts lead to and from the Astral Plane, which is the space between the other planes (see *The Astral Plane*, page 10).

Most planar rifts still require the use of magic, such as the *plane shift* ritual, to actually cross between planes. Some especially large rifts enable physical travel between planes without the use of any magic.

Planar Traits

Gravity Direction

The direction of gravity on a plane can take one of the following forms:

- **Fixed Gravity:** Gravity points in a fixed direction and with a fixed strength at all locations on the plane. Almost all planes with a fixed gravity have a perfectly flat surface.
- **Absolute Directional Gravity:** Gravity points in a consistent direction according to a rule that applies equally to everything on the plane, but which is not in a fixed direction. For example, a plane filled with floating spheres where gravity always points towards the closest sphere has absolute directional gravity.
- **Subjective Gravity:** Each creature on the plane chooses the direction of gravity for that creature. The plane has no gravity for unattended objects and nonsentient creatures. A creature on the plane can make use the *control gravity* ability as a minor action.

Control Gravity

Make a Willpower check with a difficulty value of 10. Success means that you choose the direction of gravity that applies to you on the current plane. Alternately, you can choose for gravity to not apply to you.

Failure means you gain a +2 bonus to the next *control gravity* ability you use on this plane. This bonus stacks with itself and lasts until you succeed at a *control gravity* ability on this plane.

Gravity Strength

The strength of gravity on a plane can take one of the following forms:

- **Normal Gravity:** Gravity is about the strength of Earth.
- **No Gravity:** There is no gravity on the plane. The range limits of ranged weapons are quadrupled.
- **Light Gravity:** Gravity is about half the strength of Earth. The weight of all items is halved. The range limits of ranged weapons are doubled.
- **Heavy Gravity:** Gravity is about twice the strength of Earth. Creatures take a –2 penalty to Strength and Dexterity-based checks. The weight of all items is doubled. The range limits of ranged weapons are halved, to a minimum of 5 feet.
- **Extreme Gravity:** Gravity is about four times the strength of Earth. Creatures take a –4 penalty to Strength and Dexterity-based checks. The weight of all items is quadrupled. The range limits of ranged weapons are reduced to one quarter of the normal value, to a minimum of 5 feet.

Light

Various planes are illuminated in different ways.

- **Fixed Source:** There is a single constant source of light on the plane.
- **Mobile Source:** There is a single source of light on the plane that moves around it, illuminating different parts of the plane at different times.
- **None:** There is no natural source of light on the plane. Other sources of light, such as torches, function normal.

Limits

The behavior of a plane at its limits can vary widely. Some planes have different behaviors at different limits depending on their shape.

- **Astral Gate:** If you reach the limits of the plane, you find a planar gate to the Astral Plane.
- **Barrier:** If you reach the limits of the plane, you find an impassable barrier. The barrier takes the form of a substance relevant to the plane's nature. It may be possible to dig tunnels into the barrier to some depth, but there is nothing behind the barrier. As you progress past the limit, the barrier becomes increasingly difficult to break through, and eventually it becomes completely impenetrable.
- **Looped:** If you go beyond the limits of the plane, you wrap around to the opposite side of the plane. There is no obvious transition point or perception of transportation when this

occurs - the shape of the plane simply connects to itself. On very small planes, this can allow you to see your own back, though looped planes of that size are rare.

- Infinite: The plane has no limits. This is extremely rare.

Planar Connectivity

Different planes have different degrees of connection to other planes.

- Isolated: The plane is difficult to reach or leave. It has no permanent planar rifts, and temporary rifts are rare or nonexistent.
- Stable Connected: The plane has multiple permanent planar rifts. However, temporary rifts are rare.
- Unstable Connected: The plane has no permanent planar rifts, but temporary rifts are common.
- Conduit: The plane has a large number of permanent planar rifts, and temporary rifts are common.

Shape

The shape of a plane defines the shape of its core surface, and what happens if you travel beyond that surface.

- Flat Surface: The plane consists of a flat surface generally made of earth or similar material. Most activity and civilization on the plane happens on this surface. It is usually possible to construct tunnels into a flat surface plane to some depth, depending on the size of the plane.
- Hollow Sphere: The plane consists of a hollow sphere with an outer boundary generally made of earth or similar material. Most activity and civilization on the plane happens on the inner surface of the sphere or in the vast open space between. Some hollow sphere planes have an outer surface that can also be accessed, but in most planes it is impossible to leave the interior of the sphere.
- Solid Sphere: The plane consists of a solid sphere generally made of earth or similar material. Most activity and civilization on the plane happens on the surface of the sphere. It is possible to construct tunnels into a solid sphere plane, but it may become increasingly difficult to traverse the plane as you approach the center of the sphere. In general, the limit of a solid sphere plane is located at ten times the radius of the plane's primary sphere.
- Uniform: The plane has no well-defined surface or ground layer. Some uniform planes have no ground or solid obstacles, while others are composed almost entirely of ground and firmament. Uniform planes almost always still have limits of some kind.

Planeformed Creatures

A planeformed is a type of creature that is fundamentally composed of the essence of one or more planes. The vast majority of planeformed creatures are composed of only a single plane. When a planeformed dies, its essence returns to its native plane or planes. Weak planeformed lose their independent identity and become part of the core composition of the plane once more. Strong planeformed can retain their identity and reform from that

raw material given time, making them difficult or impossible to kill completely. In either case, planeformed cannot be resurrected by soul-based magic such as the [resurrection](#) spell.

Plane Descriptions

Primal Planes

The Plane of Air

The Plane of Air is a a soaring landscape unencumbered by gravity or ground. The vast expanses of empty air are littered with clouds and unpredictable winds. Any inhabitants of the plane must adapt to a highly mobile lifestyle. A number of towns and structures have been built in the plane using raw materials brought from other planes. They sail through the air at the whims of the wind, and are occasionally battered by intersections with other wind streams.

The Plane of Air has the following planar traits:

- Gravity strength: No gravity
- Light: Fixed source, from a sun outside the limits of the plane
- Limits: Barrier, formed from wind currents which push back with such force that nothing can travel far.
- Planar connectivity: Unstable connected
- Shape: Hollow sphere with a radius of about 2,000 miles.

The Plane of Earth

The Plane of Earth is a titanicly large body of earth and stone. A labyrinthine series of mostly airless tunnels weave their way through the plane, connecting the few cities. The plane is a major source of valuable gems, diamonds, and rare metals like mithral, but the dense rock and airless environment make successful mining difficult. In addition, earthquakes periodically reshape the environment by collapsing old tunnel systems and constructing new ones. Some cities have been carved out in vast underground rooms reinforced to survive the earthquakes.

The Plane of Earth has the following planar traits:

- Gravity direction: Fixed
- Gravity strength: Normal
- Light: None
- Limits: Barrier, formed from increasingly dense rock that eventually becomes so hard that no known material or magic can damage it.
- Planar connectivity: Stable connected
- Shape: Hollow sphere with a radius of about 500 miles.

The Plane of Fire

The Plane of Fire is an endless searing inferno. The plane's essence is highly combustible, allowing fires to burn indefinitely without any obvious fuel. However, the intensity of flames on the plane are highly uneven, as the plane generates fuel in various locations that shift over time. Some pockets on the surface are devoid of natural fuel, allowing the allow the construction of trading hubs where the few inhabitants of the plane who are not

naturally immune to fire can survive. A variety of large tunnels and magma flows run through the sphere, and the intensity of the heat generally increases as you approach the center.

The Plane of Fire has the following planar traits:

- Gravity direction: Absolute directional, pointing to the center of the sphere
- Gravity strength: Normal
- Light: None, though the constant fires provide sufficient illumination in most locations on the plane
- Limits: Barrier, formed from fires which burn so fiercely that further travel becomes physically impossible, even for creatures immune to fire.
- Planar connectivity: Unstable connected
- Shape: Flat surface, in a disc with a radius of about 2,000 miles.

The Plane of Water

The Plane of Water is an impossibly vast ocean. Powerful currents sweep through the ocean, but much of it is calm, and many forms of aquatic life abound in the water. The Plane of Water is the most densely populated Primal Plane, both by sentient creatures and monsters. Magnificent underwater cities are carved from huge rocks that float peacefully suspended in the water. Though there is no sun, simple creatures akin to plankton form the base of the food chain by feeding directly on the plane's essence.

The Plane of Earth has the following planar traits:

- Gravity strength: No gravity
- Light: None, though bioluminescent creatures like plankton are extremely common, making many parts of the plane well-lit
- Limits: Barrier, formed from water currents which push back with such force that nothing can travel far.
- Planar connectivity: Stable connected
- Shape: Hollow sphere with a radius of about 1,000 miles.

Aligned Planes

The Celestial Heavens

The Celestial Heavens are beautiful and majestic. Mountains rise dramatically out of misty clouds, trees are massive and laden with delicious fruit, and buildings surpass the wildest dreams of mortal architects. A serene blue sky gives way to a night so lit by stars that it is almost as bright as the day.

The Abyss

The Abyss is a hellscape of fire, brimstone, and distant screaming. With the exception of the great palaces of demon princes, the buildings that exist are designed for defense rather than aesthetics. The terrain is typically rocky and dull, and most of the color belongs to carcasses left behind after violent battles.

All manner of nightmarish creatures stalk the Abyss. The best known of these creatures are demons and devils. Demons are formed when mortal souls are splintered by trauma. The soul splinters drift into the Astral Plane, and from there are guided

to the Abyss by ancient astral currents. When they arrive in the Abyss, its planar essence envelops them in new plane-forged body, much like dead souls gain new bodies in their proper afterlife.

Newly formed demons, known as demonspawn, are barely functional creatures. They are driven entirely by the primal emotion that separated the soul splinter from its original soul, such as rage, grief, or pain. This makes them functionally insane, and they are almost always driven to lash out at everything around them. Rage-born demons violently attack anything they see, pain-born demons try to lessen their pain by sharing it, and so on. When they succeed in their attacks, they can feed on the trauma they inflict, strengthening their soul. Unfortunately, this does not generally make them more sane, since they only feed on the same urges that created them.

Demonspawn instinctively avoid attacking other demonspawn, since they can find no gratification for their urges in attacking such small, broken souls. Instead, they hunt creatures with complete souls, which generally means attacking the afterlife bodies of evil-aligned creatures who went to the Abyss for their afterlife. The greatest feast, however, comes from attacking mortal souls, which are much easier to splinter. Demonic incursions into other planes are devastating but fortunately rare.

Unlike demons, devils are native to the Abyss itself. They are far more intelligent and organized than demons, but also far less numerous. Devils rule vast territories within the Abyss, using demons as their foot soldiers to protect and enlarge their territorial claims.

The only competition with devils for rulership of the Abyss comes from the evil deities and greater demons. Evil deities are fairly simple to deal with. They have absolute dominion over their own territory, so invading their lands is pointless. In addition, since their territorial limits come from their divine power rather than force of arms, they have little ability to expand or even exert significant influence outside of their own lands. As a result, devils and greater demons alike mostly ignore the deities.

Greater demons are much more troublesome. On rare occasions, demonspawn are so successful in their attacks that they claim soul splinters outside the scope of their original urges. This typically happens when demons find and break mortal souls. When this happens, the demonspawn gains a more complete soul, and becomes a little more sane. Often, this simply entices other demonspawn to attack and destroy the wayward demon. However, if the demon survives the attacks from its allies and repeats this process, it can grow in power.

Demons who have expanded their soul beyond a single soul splinter are called greater demons. Eventually, the demon can gain something resembling a complete soul from all of the splinters it has collected, making it a demon prince. Though more sane and functional than demonspawn, these more developed demons are no less evil. Both greater demons and demon princes have enough skill with splintering and manipulating souls to make pacts with warlocks. In addition, demon princes have the power to command armies of demonspawn and greater demons,

allowing them to claim territory like devils do.

Ordus

Ordus is a masterpiece of logical organization. It is the most consistently civilized of the aligned planes, and the cities are exquisitely planned. However, laws are enforced with extreme severity. Outside of the cities, even the natural territories are cleanly and simply divided. A forest of evenly spaced trees might border a field in a sharp, clean transition along a perfectly straight line.

Discord

Discord is a wild maelstrom. Much of the plane can be freely reshaped with only minimal force of will. By working together, its inhabitants can create vast cities from thin air, though they can be destroyed with similar ease. Beyond the shaped spaces, the terrain is constantly changing. A field might grow trees that are consumed by a forest fire and then fall into chasms newly formed by an earthquake in a matter of minutes.

Nexus Planes

The Material Plane: The Material Plane is the plane that most Rise adventures begin on. The surface of the plane is a massive sphere with a radius of about 4,000 miles. It is the most familiar to most humanoid creatures.

The Material Plane has the following planar traits:

- Gravity direction: Absolute Directional, pointing to the center of the sphere
- Gravity strength: Normal
- Light: Mobile Source, from a sun and moon outside of the plane's limits
- Limits: Looped
- Planar connectivity: Isolated
- Shape: Solid Sphere, with a radius of about 4,000 miles.

The Astral Plane: The Astral Plane is the space between the other planes. It is a necessary intermediate destination for virtually all planar journeys, as all planar rifts lead to and from the Astral Plane. Most activity on the Astral Plane occurs in a space called the Inner Astral Plane, a massive but finite region where all planar rifts on the Astral Plane appear. However, unlike all other planes, the Astral Plane has no known limits to its extent, and may in fact be infinite. The area outside the Inner Astral Plane is known as the Deep Astral Plane, and few venture into those sparsely populated realms. The Deep Astral Plane has magical turbulence that interferes with long-range communication and transportation magic, making exploration difficult.

The Astral Plane has the following planar traits:

- Directional gravity: Subjective
- Gravity strength: Normal
- Light: Fixed Source, from the infinite reaches of the Deep Astral Plane
- Limits: Infinite
- Planar connectivity: Conduit
- Shape: Uniform

Creatures and Objects

In the world of Rise, creatures and objects are meaningfully different. Many abilities affect only creatures or only objects. The difference between a creature and an object is defined as being agency. Creatures have agency, and objects do not. This is not the same as sentience or life, which either creatures or objects may have.

For example, skeletons are nonsapient, nonliving creatures. Conversely, trees are a nonsapient, living objects. Some rare magic items can be made intelligent by magic, making them sapient, nonliving objects. Some unintelligent animals and magical beasts like ants and giant spiders are nonsapient, living creatures.

Animates

One type of entity in the world is both an object and a creature. Animates are a type of creature that are made of nonsapient matter given a semblance of life and sentience by some form of magic. Fire elementals, clay golems, and plant creatures like treants are all animates. Animates are considered to be both creatures and objects, and are affected fully by abilities that affect both.

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 the GM should feel free to decide that other, more esoteric circumstances should modify how likely success is with a particular action.

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. Extraordinary circumstances can potentially have greater modifiers.

Chapter 2

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 benefits.

- Monsters use the same hit points and damage resistance rules as player characters (see Hit Points and Damage Resistance, page ??)
- Monsters gain a +1 bonus to all defenses at 3rd level, 12th level, and 21st level
- Monsters gain a +1d damage bonus with strikes at 4th level and every 3 levels thereafter
- Monsters gain a +1 bonus to power with all abilities that gradually increases at 4th level and every 3 levels thereafter, as described in Table 2.1: Monster Advancement, page 12
- Monsters gain a +1 bonus to their roll to automatically remove conditions at 6th level and 15th level
- Monsters gain a +1 accuracy bonus at 19th level

Monster level scaling is summarized in Table 2.1: Monster Advancement, page 12. The values in that table are accurate for CR 1 monsters, since they are individually the most similar to player characters and have the fewest multipliers and modifiers. The statistics for monsters with a different CR can be

extrapolated from those base values.

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.

Challenge Rating

Each monster has a challenge rating that indicates its approximate strength within its level, ranging from 1/2 to 6. A monster's challenge rating is a guideline to how many of that monster should typically be present in an encounter (see Encounter Balancing, page 13). This has several effects on the monster's statistics, as described in Table 2.2: Challenge Rating Effects.

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.

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.

Recovering Conditions

Monsters cannot normally use the *recover* ability. However, monsters with a high challenge rating can remove conditions

Table 2.1: Monster Advancement

Level ¹	Max Rank	Accuracy	Defenses	Bite Damage
1st	1	+0	5	1d6+2
2nd	1	+1	6	1d6+2
3rd	1	+1	7	1d6+2
4th	2	+2	8	1d8+3
5th	2	+2	8	1d8+3
6th	2	+3	9	1d8+3
7th	3	+3	9	1d10+4
8th	3	+4	10	1d10+4
9th	3	+4	10	1d10+4
10th	4	+5	11	2d6+6
11th	4	+5	11	2d6+6
12th	4	+6	13	2d6+6
13th	5	+6	13	2d8+8
14th	5	+7	14	2d8+8
15th	5	+7	14	2d8+8
16th	6	+8	15	2d10+12
17th	6	+8	15	2d10+12
18th	6	+9	16	2d10+12
19th	7	+10	16	4d6+16
20th	7	+11	17	4d6+16
21st	7	+11	18	4d6+16

1. The statistics in this table are accurate for CR 1 monsters.
2. Assuming the monster has no free hands (see Monster Natural Weapon Bonuses, page 12).

automatically. At the end of each round, monsters with CR of 2 or higher roll 1d10 + their CR. If the result is 11 or higher, the monster removes one condition of its choice. For every 5 points by which it exceeds that result, it removes an additional condition. This effect cannot remove a condition applied during the current round. Monsters without a sufficient understanding of the conditions affecting them generally choose randomly.

Rank-Based 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 2.1: Monster Advancement, page 12. CR 1/2 monsters take a -1 penalty to their maximum rank, and generally do not have particularly powerful or complex special abilities. CR 6 monsters gain a +1 bonus to their maximum rank, allowing them to use powerful abilities before player characters can.

It's not always meaningful to give every monster multiple maneuvers, especially low CR monsters. 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.

Attributes

Each of a monster's base attributes can range from -9 to whatever the maximum base attribute is for a monster of its CR. A monster's total attributes scale with level in the same way as player character attributes. In general, a monster with higher base attributes will be stronger, but not all monsters need to start with the same base 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.

Monster Combat Mechanics

Monster Actions

All monsters are able to take free actions, move actions, and standard actions in the same way as player characters. CR 2 or higher monsters can take minor actions, though most monsters do not have any relevant minor actions to take. All CR 4 monsters can take an additional standard action each round, and CR 6 monsters can take two additional 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

Table 2.2: Challenge Rating Effects

CR	HP	DR	Accuracy	Defenses	Power Scaling ¹	Max Attribute	Max Rank ²
1/2	x1	x0	+0	-1	x1/2	3	-1
1	x1	x2	+0	+0	x1	4	—
2	x3	x4	+1	+0	x2	5	—
4	x4	x8	+1	+1	x2	6	—
6	x6	x16	+1	+2	x3	7	+1

1. This modifier applies to the special power bonus that monsters get based on their level, not to any other sources of power such as Strength or Willpower.
2. See Rank-Based Ability Access, page 12.

same weapon (such as two claws). These special abilities are listed in their descriptions.

In general, all monsters of CR 4 or 6 should be designed to attack multiple different PCs in every round. If the full damage output of a high-CR 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 monsters of the same level with a combined challenge rating equal to the number of PCs. Fighting monsters of a lower level, or monsters whose combined challenge rating is less than the number of PCs, will yield an easier encounter. Fighting monsters of a higher level, or fighting monsters whose combined challenge rating is greater than the number of PCs, will yield a more difficult encounter.

It is generally not a good idea for PCs to fight monsters more than four 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.

However, intentionally using lower-level monsters with a high CR can change the tone of an encounter in ways that may be beneficial. A fight against four CR 1 monsters of the party's level has a different pace and tone than a fight against four CR 2 monsters that are two or three levels lower than the party, but both encounters can be similarly challenging.

Monster Knowledge

You can remember relevant knowledge about monsters by making Knowledge checks (see Knowledge, page ??). 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 [CR 6]

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. A typical aboleth weighs about 6,500 pounds.

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 336 DR 400
Defenses Armor 16 Fort 20 Ref 13 Ment 22
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 7
Alignment Usually lawful evil

Aboleth Abilities

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

Greater Mind Crush	Duration
Magical	
The aboleth makes a +9 attack vs. Mental against one creature within Medium (60 ft.) range.	
Hit: The target takes 4d8+9 energy damage. Each creature damaged by this attack is briefly dazed (-2 defenses).	

Psionic Blast	Instant
Magical	
The aboleth makes a +9 attack vs. Mental against enemies in a Large (60 ft.) cone.	
Hit: Each target takes 4d8+9 energy damage.	

Slam	Instant
The aboleth makes a +10 strike vs. Armor.	
Hit: The target takes 4d8+18 bludgeoning damage.	

Sliming Tentacle	Duration
The aboleth makes a +9 strike vs. Armor.	
Hit: The target takes 4d8+18 bludgeoning damage. Each creature that loses hit points from this attack is poisoned . As long as it is poisoned, it is stunned (-4 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	Attune Self
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 [CR 1]
Small planeformed

HP 13 DR 8
Defenses Armor 10 Fort 8 Ref 12 Ment 8
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	Instant
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	Instant
The breeze makes a +3 strike vs. Armor.	
Hit: The target takes 2d8+3 bludgeoning damage.	

Windblast	Instant
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 [CR 2]
Medium planeformed

HP 60 DR 36**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**HP 96 DR 60****Defenses** Armor 15 Fort 13 Ref 18 Ment 13**Vulnerable** Electricity damage**Movement** Land 60 ft.**Attributes** Str 4, Dex 5, Con 0, Int -2, Per 4, Wil 0**Alignment** Usually true neutral**Gale Abilities****Greater Fireball** Instant
MagicalThe gale makes a +6 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** Instant
MagicalThe gale makes a +6 attack vs. Reflex against one creature within Medium (*60 ft.*) range.**Hit:** The target takes 2d6+8 piercing damage.**Slam** InstantThe gale makes a +6 **strike** vs. Armor.**Hit:** The target takes 4d6+8 bludgeoning damage.**Windblast** Instant
MagicalThe gale makes a +6 attack vs. Armor against one creature within Medium (*60 ft.*) range.**Hit:** The target takes 2d6+8 bludgeoning damage.**Windsnipe** Instant
MagicalThe gale makes a +6 attack vs. Armor against one creature within Distant (*240 ft.*) range.**Hit:** The target takes 2d6+8 bludgeoning damage.**Tempest Abilities****Greater Fireball** Instant
MagicalThe tempest makes a +9 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** Instant
MagicalThe tempest makes a +9 attack vs. Reflex against one creature within Medium (*60 ft.*) range.**Hit:** The target takes 2d8+12 piercing damage.**Slam** InstantThe tempest makes a +9 **strike** vs. Armor.**Hit:** The target takes 4d8+12 bludgeoning damage.**Windblast** Instant
MagicalThe tempest makes a +9 attack vs. Armor against one creature within Medium (*60 ft.*) range.**Hit:** The target takes 2d8+12 bludgeoning damage.**Windsnipe** Instant
MagicalThe tempest makes a +9 attack vs. Armor against one creature within Distant (*240 ft.*) range.**Hit:** The target takes 2d8+12 bludgeoning damage.**Tempest****Level 12 [CR 2]**
Large planeformed**Tornado****Level 16 [CR 4]**
Large planeformed

HP 256 DR 224

Defenses Armor 20 Fort 18 Ref 22 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

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 Fireball

Instant

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 2d10 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.

Greater Piercing Windblast

Instant

Magical

The tornado makes a +11 attack vs. Reflex against one creature within Long (120 ft.) range.
Hit: The target takes 4d8+24 piercing damage.

Greater Windblast

Instant

Magical

The tornado makes a +11 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: The target takes 4d10+24 bludgeoning damage.

Greater Windsnipe

Instant

Magical

The tornado makes a +11 attack vs. Armor against one creature within Extreme (480 ft.) range.
Hit: The target takes 4d8+24 bludgeoning damage.

Slam

Instant

The tornado makes a +12 strike vs. Armor.
Hit: The target takes 5d10+24 bludgeoning damage.

Elder

Level 20 [CR 4]

Huge planeformed

HP 400 DR 352

Defenses Armor 22 Fort 20 Ref 24 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

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

Instant

Magical

The elder makes a +15 attack vs. Reflex against one creature within Long (120 ft.) range.
Hit: The target takes 5d10+32 piercing damage.

Greater Windblast

Instant

Magical

The elder makes a +15 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: The target takes 6d10+32 bludgeoning damage.

Greater Windsnipe

Instant

Magical

The elder makes a +15 attack vs. Armor against one creature within Extreme (480 ft.) range.
Hit: The target takes 5d10+32 bludgeoning damage.

Slam

Instant

The elder makes a +17 strike vs. Armor.
Hit: The target takes 7d10+32 bludgeoning damage.

Supreme Fireball

Instant

Magical

The elder makes a +15 attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range.
Hit: Each target takes 4d8 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 [CR 4]

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 9 Fort 8 Ref 11 Ment 10

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

Incorporeal: The allip is **incorporeal** (see Incorporeal, page ??). 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 not a **living** creature, and it is affected in a special way by spells from the **vivimancy mystic sphere** (see Vivimancy, page ??).

Draining Grasp

Instant

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 [CR 6]

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 480 DR 576

Defenses Armor 22 Fort 21 Ref 23 Ment 23

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

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 three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

Grappling

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

Hit: The target takes 4d10+36 fire and physical damage.

Greater Glimpse of Divinity

Duration

Visual, Magical

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

Hit: The target is **dazzled** (25% miss chance, no special vision) and **dazed** (-2 defenses) as a **condition**.

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

Ram

Instant

Forceful

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

Hit: The target takes 4d10+36 bludgeoning and fire damage.

Supreme Combustion

Instant

Magical

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

Hit: The target takes 9d10+36 fire damage.

Supreme Divine Judgment

Instant

Magical

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

Hit: The target takes 8d10+36 energy damage.

Supreme Word of Faith

Instant

Magical

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

Hit: Each target takes 5d10+18 energy damage.

Tenderizing Ram

Duration

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** (–4 defenses).

Divine Translocation

Instant

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.

HP 432 DR 512**Defenses** Armor 20 Fort 21 Ref 21 Ment 20**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**

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 three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Glimpse of Divinity

Duration

Visual, Magical

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

Hit: The target is **dazzled** (25% miss chance, no special vision) as a **condition**.

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

Greater Divine Judgment

Instant

Magical

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

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

Greatsword

Instant

Sweeping (2)

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

Hit: The target takes 4d8+24 energy and slashing damage.

Strip the Flesh – Greatsword

Duration

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**.

Justicar**Level 14 [CR 6]**

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.

Supreme Word of Faith Instant Magical

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

Hit: Each target takes 4d8+12 energy damage.

Divine Translocation Instant 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.

Greater Divine Judgment Instant Magical

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

Hit: The target takes 5d10+18 energy damage.

Greater Word of Faith Instant Magical

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

Hit: Each target takes 4d8+9 energy damage.

Slam Instant

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

Hit: The target takes 4d8+18 bludgeoning and fire damage.

Supreme Inferno Instant Magical

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

Hit: Each target takes 4d8+9 fire damage.

Whirlwind Slam Instant

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

Hit: Each target takes 4d8+9 bludgeoning and fire damage.

Divine Translocation Instant 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 [CR 0.5] Tiny animate

HP 6 DR 0
Defenses Armor 3 Fort 0 Ref 7 Ment -1
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

Ophan Level 12 [CR 6] 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 432 DR 512

Defenses Armor 20 Fort 22 Ref 20 Ment 21

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

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 three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Glimpse of Divinity Duration Visual, Magical

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

Hit: The target is **dazzled** (25% miss chance, no special vision) as a **condition**.

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

Slam	Instant
The tiny object makes a +0 strike vs. Armor.	
Hit: The target takes 1d6+1 bludgeoning damage.	

Small Object**Level 1 [CR 1]**
Small animate

HP 8 DR 0	
Defenses Armor 5 Fort 3 Ref 7 Ment 0	
Movement Land 20 ft.	
Senses Darkvision (60 ft.)	
<hr/>	
Attributes Str -2, Dex 2, Con -2, Int 0, Per 0, Wil -5	
Alignment Always true neutral	

Small Object Abilities

Slam	Instant
The small object makes a +0 strike vs. Armor.	
Hit: The target takes 1d8+2 bludgeoning damage.	

Medium Object**Level 2 [CR 2]**
Medium animate

HP 33	DR 8
Defenses Armor 6	Fort 6 Ref 6 Ment 1
Movement Land 30 ft.	
Senses Darkvision (60 ft.)	
<hr/>	
Attributes Str 0, Dex 0, Con 0, Int 0, Per 0, Wil -5	
Alignment Always true neutral	

Medium Object Abilities

Slam	Instant
The medium object makes a +2 strike vs. Armor.	
Hit: The target takes 1d10+4 bludgeoning damage.	

Large Object**Level 4 [CR 2]**
Large animate

HP 48	DR 24
Defenses Armor 8 Fort 10 Ref 7 Ment 3	
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	Instant
The large object makes a +3 strike vs. Armor.	
Hit: The target takes 2d8+6 bludgeoning damage.	

Huge Object**Level 7 [CR 2]**
Huge animate

HP 75 DR 48	
Defenses Armor 9 Fort 12 Ref 7 Ment 4	
Movement Land 50 ft.	
Senses Darkvision (60 ft.)	
<hr/>	
Attributes Str 3, Dex -2, Con 3, Int 0, Per 0, Wil -5	
Alignment Always true neutral	

Huge Object Abilities

Slam	Instant
The huge object makes a +4 strike vs. Armor.	
Hit: The target takes 2d10+8 bludgeoning damage.	

Gargantuan Object**Level 9 [CR 2]**
Gargantuan animate

HP 108 DR 64
Defenses Armor 11 Fort 14 Ref 8 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	Instant
The gargantuan object makes a +5 strike vs. Armor.	
Hit: The target takes 4d6+8 bludgeoning damage.	

Colossal Object**Level 11 [CR 2]**
Colossal animate

HP 150 DR 88
Defenses Armor 11 Fort 16 Ref 8 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 Instant

The colossal object makes a +6 **strike** vs. Armor.

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

Ankheg**Level 4 [CR 4]**

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 56 DR 40

Defenses Armor 11 Fort 10 Ref 13 Ment 7

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

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 Instant
Grappling

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

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

Spit Acid Instant

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 [CR 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 11 DR 4

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** Instant
Grappling

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

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

Badger**Level 1 [CR 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 12 DR 6

Defenses Armor 7 Fort 7 Ref 7 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** Instant

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

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

Bears**Black Bear****Level 3 [CR 2]**

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 60 DR 36
Defenses Armor 9 Fort 12 Ref 7 Ment 6
Movement Land 30 ft. Climb +8 Swim +8
Senses Scent
Other skills Endurance +9
Attributes Str 4, Dex 0, Con 5, Int -8, Per 0, Wil -1
Alignment Always true neutral

Black Bear Abilities

Bite	Instant
Grappling	
The black bear makes a +2 strike vs. Armor.	
Hit: The target takes 2d6+4 physical damage.	

Claws	Instant
The black bear makes a +4 strike vs. Armor.	
Hit: The target takes 1d10+4 slashing damage.	

Brown Bear **Level 5 [CR 2]**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 75 DR 48
Defenses Armor 10 Fort 13 Ref 8 Ment 9
Movement Land 40 ft. Climb +10 Swim +10
Senses Scent
Other skills Endurance +10
Attributes Str 5, Dex 0, Con 5, Int -8, Per 0, Wil 1
Alignment Always true neutral

Brown Bear Abilities

Bite	Instant
Grappling	
The brown bear makes a +3 strike vs. Armor.	
Hit: The target takes 2d8+6 physical damage.	

Claws	Instant
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 [CR 2]**Small dragon

HP 54 DR 28
Defenses Armor 11 Fort 11 Ref 12 Ment 7
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	Instant
Grappling	
The wyrmling black dragon makes a +2 strike vs. Armor.	
Hit: The target takes 1d10+4 physical damage.	

Breath Weapon	Instant
The wyrmling black dragon makes a +2 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+2 acid damage.	

Claws	Instant
The wyrmling black dragon makes a +4 strike vs. Armor.	
Hit: The target takes 1d8+4 slashing damage.	

Juvenile Black Dragon **Level 7 [CR 4]**Large dragon

HP 128 **DR** 120
Defenses Armor 13 Fort 15 Ref 12 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 300 **DR** 352
Defenses Armor 15 Fort 18 Ref 14 Ment 16
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

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 Instant
Grappling

The juvenile black dragon makes a +5 **strike** vs. Armor.
Hit: The target takes 4d6+8 physical damage.

Breath Weapon Instant

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 2d8+4 acid damage.

Claws Instant

The juvenile black dragon makes a +7 **strike** vs. Armor.
Hit: The target takes 2d10+8 slashing damage.

Frightful Presence Duration
Emotion

The juvenile black dragon makes a +5 attack vs. Mental against enemies in a Large (60 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile black dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile black dragon as a **condition**.

Adult Black Dragon

Level 11 [CR 6]
 Huge dragon

Adult Black Dragon Abilities

Multiple Actions: The adult black dragon can take three 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 Instant
Grappling

The adult black dragon makes a +8 **strike** vs. Armor.
Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

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+9 acid damage.

Claws Instant

The adult black dragon makes a +10 **strike** vs. Armor.
Hit: The target takes 4d6+18 slashing damage.

Frightful Presence Duration
Emotion

The adult black dragon makes a +7 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult black dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult black dragon as a **condition**.

Slam Instant

The adult black dragon makes a +8 **strike** vs. Armor.
Hit: The target takes 4d10+18 bludgeoning damage.

Ancient Black Dragon

Level 15 [CR 6]
 Gargantuan dragon

HP 528 DR 640

Defenses Armor 19 Fort 22 Ref 16 Ment 20

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

Multiple Actions: The ancient black dragon can take three 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

Instant

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

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

Breath Weapon

Instant

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+12 acid damage.

Claws

Instant

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

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

Frightful Presence

Emotion

Duration

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient black dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient black dragon as a **condition**.

Slam

Instant

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

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

Wyrms Black Dragon

Level 19 [CR 6]
Colossal dragon

HP 960 DR 1152

Defenses Armor 20 Fort 25 Ref 17 Ment 23

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

Multiple Actions: The wyrms black dragon can take three 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

Instant

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

Hit: The target takes 7d10+48 physical damage.

Breath Weapon

Instant

The wyrms black dragon makes a +13 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+24 acid damage.

Claws

Instant

The wyrms black dragon makes a +17 **strike** vs. Armor.

Hit: The target takes 6d10+48 slashing damage.

Frightful Presence

Emotion

Duration

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the wyrms black dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the wyrms black dragon as a **condition**.

Slam

Instant

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

Hit: The target takes 8d10+48 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 [CR 2]

Small dragon

HP 75 DR 48

Defenses Armor 13 Fort 14 Ref 12 Ment 8

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 Instant

The wyrmling blue dragon makes a +3 **strike** vs. Armor.

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

Breath Weapon Instant

The wyrmling blue dragon makes a +3 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+3 electricity damage.

Claws Instant

The wyrmling blue dragon makes a +5 **strike** vs. Armor.

Hit: The target takes 1d10+6 slashing damage.

Juvenile Blue Dragon

Level 8 [CR 4]

Large dragon

HP 176 DR 160

Defenses Armor 14 Fort 18 Ref 12 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

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 Instant

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

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

Breath Weapon Instant

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 2d8+4 electricity damage.

Claws Instant

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

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

Frightful Presence Emotion Duration

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile blue dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile blue dragon as a **condition**.

Adult Blue Dragon

Level 12 [CR 6]

Huge dragon

HP 432 DR 512

Defenses Armor 18 Fort 22 Ref 15 Ment 18

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

Adult Blue Dragon Abilities

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

Bite Grappling	Instant
The adult blue dragon makes a +10 strike vs. Armor. Hit: The target takes 4d8+18 physical damage.	

Breath Weapon	Instant
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+9 electricity damage.	

Claws	Instant
The adult blue dragon makes a +12 strike vs. Armor. Hit: The target takes 4d6+18 slashing damage.	

Frightful Presence Emotion	Duration
The adult blue dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the adult blue dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the adult blue dragon as a condition .	

Slam	Instant
The adult blue dragon makes a +10 strike vs. Armor. Hit: The target takes 4d10+18 bludgeoning damage.	

Bite Grappling	Instant
The ancient blue dragon makes a +13 strike vs. Armor. Hit: The target takes 5d10+36 physical damage.	

Breath Weapon	Instant
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+18 electricity damage.	

Claws	Instant
The ancient blue dragon makes a +15 strike vs. Armor. Hit: The target takes 4d10+36 slashing damage.	

Frightful Presence Emotion	Duration
The ancient blue dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the ancient blue dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the ancient blue dragon as a condition .	

Slam	Instant
The ancient blue dragon makes a +13 strike vs. Armor. Hit: The target takes 6d10+36 bludgeoning damage.	

Ancient Blue Dragon **Level 16 [CR 6]**
Gargantuan dragon

HP 768 DR 896
Defenses Armor 20 Fort 25 Ref 16 Ment 21
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

Ancient Blue Dragon Abilities

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

Wyrms Blue Dragon **Level 20 [CR 6]**
Colossal dragon

HP 1008 DR 1200
Defenses Armor 22 Fort 28 Ref 17 Ment 24
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

Wyrms Blue Dragon Abilities

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

Bite Grappling Instant

The wyrmling blue dragon makes a +17 **strike** vs. Armor.

Hit: The target takes 7d10+48 physical damage.

Breath Weapon Instant

The wyrmling blue dragon makes a +15 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+24 electricity damage.

Claws Instant

The wyrmling blue dragon makes a +19 **strike** vs. Armor.

Hit: The target takes 6d10+48 slashing damage.

Frightful Presence Emotion Duration

The wyrmling blue dragon makes a +15 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the wyrmling blue dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the wyrmling blue dragon as a **condition**.

Slam Instant

The wyrmling blue dragon makes a +17 **strike** vs. Armor.

Hit: The target takes 8d10+48 bludgeoning damage.

Wyrmling Brass Dragon
Level 2 [CR 2]

Small dragon

HP 48 **DR** 24

Defenses Armor 10 Fort 10 Ref 10 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 Instant

The wyrmling brass dragon makes a +3 **strike** vs. Armor.

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

Breath Weapon Instant

The wyrmling brass dragon makes a +3 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+2 fire damage.

Claws Instant

The wyrmling brass dragon makes a +5 **strike** vs. Armor.

Hit: The target takes 1d8+4 slashing damage.

Juvenile Brass Dragon
Level 6 [CR 4]

Large dragon

HP 112 **DR** 104

Defenses Armor 12 Fort 15 Ref 11 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

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 Instant

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

Hit: The target takes 2d10+6 physical 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.

Breath Weapon	Instant
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 2d6+3 fire damage.	

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

Frightful Presence Emotion	Duration
The juvenile brass dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.	
Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the juvenile brass dragon as a condition .	
Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the juvenile brass dragon as a condition .	

Adult Brass Dragon Level 10 [CR 6] Huge dragon

HP 264 DR 320
Defenses Armor 15 Fort 18 Ref 13 Ment 18
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

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

Bite Grappling	Instant
The adult brass dragon makes a +9 strike vs. Armor.	
Hit: The target takes 4d8+18 physical damage.	

Breath Weapon	Instant
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+9 fire damage.	

Claws	Instant
The adult brass dragon makes a +11 strike vs. Armor.	
Hit: The target takes 4d6+18 slashing damage.	

Frightful Presence Emotion	Duration
The adult brass dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.	
Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the adult brass dragon as a condition .	
Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the adult brass dragon as a condition .	

Slam	Instant
The adult brass dragon makes a +9 strike vs. Armor.	
Hit: The target takes 4d10+18 bludgeoning damage.	

Ancient Brass Dragon Level 14 [CR 6] Gargantuan dragon

HP 480 DR 576
Defenses Armor 18 Fort 22 Ref 15 Ment 22
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

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

Bite Grappling	Instant
The ancient brass dragon makes a +12 strike vs. Armor.	
Hit: The target takes 4d10+24 physical damage.	

Breath Weapon	Instant
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+12 fire damage.	

Claws	Instant
The ancient brass dragon makes a +14 strike vs. Armor.	
Hit: The target takes 4d8+24 slashing damage.	

Frightful Presence Emotion	Duration
The ancient brass dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the ancient brass dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the ancient brass dragon as a condition .	

Slam	Instant
The ancient brass dragon makes a +12 strike vs. Armor. Hit: The target takes 5d10+24 bludgeoning damage.	

Frightful Presence Emotion	Duration
The wyrm brass dragon makes a +13 attack vs. Mental against enemies in a 480 ft. radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the wyrm brass dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the wyrm brass dragon as a condition .	

Slam	Instant
The wyrm brass dragon makes a +15 strike vs. Armor. Hit: The target takes 7d10+36 bludgeoning damage.	

Wyrms Brass DragonLevel 18 [CR 6]
Colossal dragon

HP 864 DR 1024
Defenses Armor 20 Fort 25 Ref 16 Ment 25
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

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

Bite Grappling	Instant
The wyrm brass dragon makes a +15 strike vs. Armor. Hit: The target takes 6d10+36 physical damage.	

Breath Weapon	Instant
The wyrm brass dragon makes a +13 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrm brass dragon uses this ability, it briefly cannot use it again. Hit: Each target takes 5d10+18 fire damage.	

Claws	Instant
The wyrm brass dragon makes a +17 strike vs. Armor. Hit: The target takes 5d10+36 slashing 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 [CR 2]**
Small dragon

HP 66 DR 40
Defenses Armor 12 Fort 13 Ref 12 Ment 10
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 Instant

Grappling

The wyrmling bronze dragon makes a +3 **strike** vs. Armor.

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

Breath Weapon Instant

The wyrmling bronze dragon makes a +3 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+3 electricity damage.

Claws Instant

The wyrmling bronze dragon makes a +5 **strike** vs. Armor.

Hit: The target takes 1d10+6 slashing damage.

Juvenile Bronze Dragon Level 8 [CR 4] Large dragon

HP 160 **DR** 144

Defenses Armor 14 Fort 17 Ref 12 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

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 Instant

Grappling

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

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

Breath Weapon Instant

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 2d8+4 electricity damage.

Claws Instant

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

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

Frightful Presence Duration

Emotion

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

Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the juvenile bronze dragon as a **condition**.

Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the juvenile bronze dragon as a **condition**.

Adult Bronze Dragon Level 12 [CR 6] Huge dragon

HP 384 **DR** 448

Defenses Armor 18 Fort 21 Ref 15 Ment 20

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

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

Bite Instant

Grappling

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

Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

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+9 electricity damage.

Claws Instant

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

Hit: The target takes 4d6+18 slashing damage.

Frightful Presence Emotion	Duration
The adult bronze dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the adult bronze dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the adult bronze dragon as a condition .	

Slam	Instant
The adult bronze dragon makes a +9 strike vs. Armor. Hit: The target takes 4d10+18 bludgeoning damage.	

Frightful Presence Emotion	Duration
The ancient bronze dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the ancient bronze dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the ancient bronze dragon as a condition .	

Slam	Instant
The ancient bronze dragon makes a +13 strike vs. Armor. Hit: The target takes 6d10+36 bludgeoning damage.	

Ancient Bronze Dragon **Level 16 [CR 6]**
Gargantuan dragon

Wyrms Bronze Dragon **Level 20 [CR 6]**
Colossal dragon

HP 672 **DR** 800
Defenses Armor 19 Fort 24 Ref 16 Ment 23
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

HP 900 **DR** 1056
Defenses Armor 22 Fort 27 Ref 17 Ment 26
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

Ancient Bronze Dragon Abilities

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

Wyrms Bronze Dragon Abilities

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

Bite Grappling	Instant
The ancient bronze dragon makes a +13 strike vs. Armor. Hit: The target takes 5d10+36 physical damage.	

Bite Grappling	Instant
The wyrms bronze dragon makes a +16 strike vs. Armor. Hit: The target takes 7d10+48 physical damage.	

Breath Weapon	Instant
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+18 electricity damage.	

Breath Weapon	Instant
The wyrms bronze dragon makes a +14 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrms bronze dragon uses this ability, it briefly cannot use it again. Hit: Each target takes 6d10+24 electricity damage.	

Claws	Instant
The ancient bronze dragon makes a +15 strike vs. Armor. Hit: The target takes 4d10+36 slashing damage.	

Claws	Instant
The wyrms bronze dragon makes a +18 strike vs. Armor. Hit: The target takes 6d10+48 slashing damage.	

Frightful Presence Duration Emotion

The wyrm bronze dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (*−2 accuracy and Mental within 60 ft.*) by the wyrm bronze dragon as a **condition**.

Critical hit: Each target is **frightened** (*−4 accuracy and Mental within 60 ft.*) by the wyrm bronze dragon as a **condition**.

Slam Instant

The wyrm bronze dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 8d10+48 bludgeoning damage.

Camel Level 1 [CR 2]

Medium animal

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

HP 39 **DR** 16

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 Instant Grappling

The camel makes a +1 **strike** vs. Armor.

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

Bite Instant Grappling

The camel makes a +1 **strike** vs. Armor.

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

Cat Level 1 [CR 0.5]

Small animal

HP 9 **DR** 0

Defenses Armor 4 Fort 3 Ref 7 Ment 2

Movement Land 20 ft. Balance −1 Flexibility −1
Stealth −1

Senses Low-light vision, scent, Awareness +4

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

Alignment Always true neutral

Cat Abilities

Bite Instant Grappling

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

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

Choker Level 4 [CR 1]

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 9 Fort 7 Ref 12 Ment 7

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 Instant

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 Instant

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 [CR 2]

Small dragon

HP 54 **DR** 28

Defenses Armor 11 Fort 11 Ref 12 Ment 8

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 Instant

The wyrmling copper dragon makes a +3 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Breath Weapon Instant

The wyrmling copper dragon makes a +3 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+2 acid damage.

Claws Instant

The wyrmling copper dragon makes a +5 **strike** vs. Armor.

Hit: The target takes 1d6+4 slashing damage.

Juvenile Copper Dragon

Level 7 [CR 4]

Large dragon

HP 128 **DR** 120

Defenses Armor 13 Fort 15 Ref 12 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

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 Instant

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

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

Breath Weapon Instant

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 2d6+4 acid damage.

Claws Instant

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

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

Frightful Presence Emotion Duration

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile copper dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile copper dragon as a **condition**.

Adult Copper Dragon

Level 11 [CR 6]

Huge dragon

HP 300 **DR** 352

Defenses Armor 15 Fort 18 Ref 14 Ment 17

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

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

Bite Grappling Instant

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

Hit: The target takes 4d6+18 physical damage.

Breath Weapon	Instant
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+9 acid damage.	

Claws	Instant
The adult copper dragon makes a +11 strike vs. Armor.	
Hit: The target takes 2d10+18 slashing damage.	

Frightful Presence Emotion	Duration
The adult copper dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.	
Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the adult copper dragon as a condition .	
Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the adult copper dragon as a condition .	

Slam	Instant
The adult copper dragon makes a +9 strike vs. Armor.	
Hit: The target takes 4d8+18 bludgeoning damage.	

Breath Weapon	Instant
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+12 acid damage.	

Claws	Instant
The ancient copper dragon makes a +14 strike vs. Armor.	
Hit: The target takes 4d8+24 slashing damage.	

Frightful Presence Emotion	Duration
The ancient copper dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.	
Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the ancient copper dragon as a condition .	
Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the ancient copper dragon as a condition .	

Slam	Instant
The ancient copper dragon makes a +12 strike vs. Armor.	
Hit: The target takes 5d10+24 bludgeoning damage.	

Ancient Copper Dragon **Level 15 [CR 6]**
Gargantuan dragon

Wyrms Copper Dragon **Level 19 [CR 6]**
Colossal dragon

HP 528 DR 640
Defenses Armor 19 Fort 22 Ref 16 Ment 21
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

HP 960 DR 1152
Defenses Armor 20 Fort 25 Ref 17 Ment 24
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

Ancient Copper Dragon Abilities

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

Bite Grappling	Instant
The ancient copper dragon makes a +12 strike vs. Armor.	
Hit: The target takes 4d10+24 physical damage.	

Wyrms Copper Dragon Abilities

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

Bite Grappling	Instant
The wyrms copper dragon makes a +16 strike vs. Armor.	
Hit: The target takes 6d10+48 physical damage.	

Breath Weapon Instant

The wyrm copper dragon makes a +14 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrm copper dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+24 acid damage.

Claws Instant

The wyrm copper dragon makes a +18 **strike** vs. Armor.

Hit: The target takes 5d10+48 slashing damage.

Frightful Presence Duration
Emotion

The wyrm copper dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the wyrm copper dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the wyrm copper dragon as a **condition**.

Slam Instant

The wyrm copper dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 7d10+48 bludgeoning damage.

Crocodile Level 3 [CR 4]
Medium animal

HP 64 **DR** 48

Defenses Armor 9 Fort 11 Ref 9 Ment 5

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.

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 Instant
Grappling

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

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

Grasping Bite Instant
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 Instant
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 [CR 1]
Medium humanoid

HP 11 **DR** 4

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** Instant
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 Instant
Tripping

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

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

Pyromaniac Level 4 [CR 1]
Medium humanoid

HP 13 **DR** 8

Defenses Armor 9 Fort 8 Ref 10 Ment 12

Movement Land 30 ft.

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

Alignment Usually lawful evil

Pyromaniac Abilities

Club Versatile Grip	Instant
The pyromaniac makes a +2 strike vs. Armor. Hit: The target takes 1d8+3 bludgeoning damage.	

Combustion Magical	Instant
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	Instant
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 [CR 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 27 DR 0
Defenses Armor 7 Fort 4 Ref 10 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	Instant
The darkmantle makes a +3 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	Instant
The darkmantle makes a +3 strike vs. Armor. Hit: The target takes 2d8+4 bludgeoning damage.	

Darkwraith

Level 4 [CR 4]

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 10 Fort 9 Ref 12 Ment 11
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

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	Instant
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	Instant
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 [CR 4]**
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 80 DR 72**Defenses** Armor 12 Fort 12 Ref 13 Ment 13**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**

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 Instant**Grappling**The rageborn demon makes a +4 **strike** vs. Armor.**Hit:** The target takes 2d10+6 physical damage.**Claws** InstantThe rageborn demon makes a +6 **strike** vs. Armor.**Hit:** The target takes 2d8+6 slashing damage.**Enrage** Duration**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 Instant**Grappling**The rageborn demon makes two simultaneous +1 **strikes** vs. Armor.**Hit:** Each target takes 2d10+3 physical damage.**Power Flurry – Claws**

Instant

The rageborn demon makes two simultaneous +3 **strikes** vs. Armor.**Hit:** Each target takes 2d8+3 slashing damage.**Painborn Demon****Level 5 [CR 4]**
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 112 DR 104**Defenses** Armor 13 Fort 15 Ref 11 Ment 10**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**

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 InstantThe 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 Instant

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** InstantThe painborn demon makes a +3 **strike** vs. Armor.**Hit:** The target takes 2d8+6 piercing damage.

Dire Rat**Level 1 [CR 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 8 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 Instant

Grappling

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

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

Dire Wolf**Level 5 [CR 1]**

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 18 DR 14**Defenses** Armor 10 Fort 10 Ref 11 Ment 8**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 Instant

Grappling

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

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

Dogs**Wild Dog****Level 1 [CR 1]**

Medium animal

HP 11 DR 4**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 Instant

Grappling

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

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

Riding Dog**Level 2 [CR 1]**

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 12 DR 6**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 Instant

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 [CR 1]
Small planeformed

HP 13 DR 8

Defenses Armor 10 Fort 8 Ref 12 Ment 10

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 Instant
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 Instant
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 Instant

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

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

Kindled

Level 8 [CR 2]
Medium planeformed

HP 60 DR 36

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 Instant
Magical

The kindled makes a +5 attack vs. Fortitude against one creature within Short (30 ft.) range.

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

Firebolt Instant
Magical

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

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

Greater Fireball Instant

Magical

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

Hit: Each target takes 2d6+4 fire damage.

Ignition Duration

Magical

The kindled makes a +5 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+4 fire damage.

Slam Instant

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

Hit: The target takes 4d6+8 bludgeoning and fire damage.

Bonfire **Level 12 [CR 2]**
Large planeformed

HP 96 DR 60

Defenses Armor 15 Fort 13 Ref 18 Ment 15

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 Instant

Magical

The bonfire makes a +7 attack vs. Fortitude against one creature within Short (30 ft.) range.

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

Greater Fireball Instant

Magical

The bonfire makes a +7 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 2d8+6 fire damage.

Greater Firebolt Instant

Magical

The bonfire makes a +7 attack vs. Armor against one creature within Long (120 ft.) range.

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

Ignition Duration

Magical

The bonfire makes a +7 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+6 fire damage.

Slam Instant

The bonfire makes a +7 **strike** vs. Armor.

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

Inferno **Level 16 [CR 4]**
Large planeformed

HP 256 DR 224

Defenses Armor 20 Fort 18 Ref 22 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

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 Combustion Instant

Magical

The inferno makes a +10 attack vs. Fortitude against one creature within Short (30 ft.) range.

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

Greater Fireball Instant

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 4d8+12 fire damage.

Greater Firebolt Instant

Magical

The inferno makes a +10 attack vs. Armor against one creature within Long (120 ft.) range.

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

Greater Ignition Duration 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 4d6+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 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

Slam Instant

The inferno makes a +11 **strike** vs. Armor.

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

Elder

Level 20 [CR 4]
Huge planeformed

HP 400 **DR** 352

Defenses Armor 22 Fort 20 Ref 24 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

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 Duration Magical

The elder makes a +13 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+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 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

Slam Instant

The elder makes a +15 **strike** vs. Armor.

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

Supreme Combustion Instant Magical

The elder makes a +13 attack vs. Fortitude against one creature within Medium (60 ft.) range.

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

Supreme Fireball Instant Magical

The elder makes a +13 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 5d10+32 fire damage.

Supreme Firebolt Instant Magical

The elder makes a +13 attack vs. Armor against one creature within Distant (240 ft.) range.

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

Formians

Knowledge (planes) 7: 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) 12: 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) 17: 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 2 [CR 0.5]
Medium planeformed

Knowledge (planes) 7: 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) 12: 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 12 DR 0	
Defenses Armor 6 Fort 6 Ref 7 Ment 3	
Immune Compulsion , Emotion , fire damage	
Movement Land 30 ft.	
Senses Tremorsense (60 ft.), tremorsight (15 ft.)	
Other skills Craft +2	
<hr/>	
Attributes Str 1, Dex 2, 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	Instant
<hr/>	
Grappling	
<hr/>	
The worker makes a +1 strike vs. Armor.	
Hit : The target takes 1d8+1 physical damage.	

Warrior

Level 5 [CR 1]
Medium planeforged

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 16 DR 12	
Defenses Armor 9 Fort 9 Ref 11 Ment 8	
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	
<hr/>	
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	Duration
<hr/>	
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 (-2 <i>defenses</i>). 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 (-4 <i>defenses</i>) as long as it is poisoned.	

Stinger	Instant
<hr/>	
The warrior makes a +4 strike vs. Armor.	
Hit : The target takes 2d6+3 piercing damage.	

Frostweb Spider

Level 12 [CR 4]
Large animal

HP 160 DR 144	
Defenses Armor 18 Fort 16 Ref 20 Ment 14	
Movement Land 40 ft.	
Senses Tremorsense (240 ft.), tremorsight (60 ft.)	
<hr/>	
Attributes Str 4, Dex 6, Con 2, Int 1, Per 3, Wil 0	
Alignment Always true neutral	

Frostweb Spider Abilities

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	Duration
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, -2 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	Instant
Grappling	

The frostweb spider makes a +8 **strike** vs. Armor.

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

Frost Breath	Instant
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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 [CR 4]

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 128 DR 120

Defenses Armor 7 Fort 16 Ref 0 Ment 0

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

Gelatinous: The gelatinous cube can move freely through spaces occupied by other creatures who do not have this ability.

Incorporeal: The gelatinous cube has an amorphous body

without normal internal organs. It is immune to critical hits and suffers no penalties for **squeezing** (*-2 accuracy, Armor, and Ref*). In addition, it gains a +10 bonus to the Flexibility skill.

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	Instant
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The gelatinous cube makes a +3 attack vs. Fortitude against everything in its space.

Hit: Each target takes 2d8+6 acid damage.

Engulf	Instant
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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.

Giant Bombardier Bee-

Level 7 [CR 2]

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 84 DR 52

Defenses Armor 10 Fort 13 Ref 8 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	Instant
Grappling	
The giant bombardier beetle makes a +4 strike vs. Armor.	
Hit: The target takes 2d8+8 physical damage.	

Giant Wasp

Level 4 [CR 2]

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 42	DR 20
Defenses Armor 10	Fort 9 Ref 13 Ment 6
Movement Fly 60 ft. (perfect)	
Senses Awareness +8	
<hr/>	
Attributes Str 2, Dex 5, Con 1, Int -8, Per 3, Wil -2	
Alignment Always true neutral	

Giant Wasp Abilities

Stinger	Duration
The giant wasp makes a +5 strike vs. Armor.	
Hit: The target takes 2d6+6 piercing damage. Each creature that loses hit points from this attack is poisoned . As long as it is poisoned, it is dazed (-2 <i>defenses</i>). 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 (<i>cannot move</i>) as long as it is poisoned.	

Stinger	Instant
The giant wasp makes a +5 strike vs. Armor.	
Hit: The target takes 2d6+6 piercing damage.	

Giants

Knowledge (local) 12: 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) 17: 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) 22: 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 7 [CR 2]

Huge monstrous humanoid

Knowledge (local) 12: 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) 17: 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 84	DR 52
Defenses Armor 10 Fort 13 Ref 7 Ment 7	
Movement Land 50 ft.	
<hr/>	
Attributes Str 5, Dex -2, Con 4, Int -2, Per -2, Wil -2	
Alignment Usually chaotic evil	

Hill Giant Abilities

Boulder	Instant
Forceful, Thrown (120/480)	
The hill giant makes a +3 strike vs. Armor.	
Hit: The target takes 2d10+8 bludgeoning damage.	

Greatclub	Instant
Forceful	
The hill giant makes a +3 strike vs. Armor.	
Hit: The target takes 4d6+8 bludgeoning damage.	

Stone Giant

Level 10 [CR 2]

Gargantuan monstrous humanoid

Knowledge (local) 15: 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) 20: 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 132 DR 80
Defenses Armor 12 Fort 16 Ref 10 Ment 9
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)	Instant
The stone giant makes a +6 strike vs. Armor. Hit: The target takes 4d6+12 bludgeoning damage.	

Greatclub Forceful	Instant
The stone giant makes a +6 strike vs. Armor. Hit: The target takes 4d8+12 bludgeoning damage.	

Gibbering Mouther

Level 5 [CR 4]

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 112 DR 104
Defenses Armor 13 Fort 15 Ref 11 Ment 12
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

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	Instant
The gibbering mouther makes a +3 strike vs. Armor. Hit: The target takes 2d6+6 physical damage.	

Gibber Compulsion, Magical	Duration
The gibbering mouther makes a +3 attack vs. Mental against creatures in a Medium (30 ft.) radius. Hit: Each target is briefly dazed (-2 defenses). Critical hit: Each target is briefly confused (-4 defenses, acts randomly).	

Goblins

Goblin Peon	Level 1 [CR 0.5] Medium humanoid
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HP 9 DR 0
Defenses Armor 4 Fort 3 Ref 7 Ment 2
Movement Land 30 ft.
Attributes Str 0, Dex 3, Con -1, Int -2, Per 1, Wil -2
Alignment Usually chaotic evil

Goblin Peon Abilities

Spear Thrown (30/60), Versatile Grip	Instant
The goblin peon makes a +0 strike vs. Armor. Hit: The target takes 1d6+1 piercing damage.	

Goblin Guard	Level 1 [CR 1] Medium humanoid
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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	Instant
The goblin guard makes a +0 strike vs. Armor. Hit: The target takes 1d6+2 piercing damage.	

Goblin Warg Rider	Level 1 [CR 2] Medium humanoid
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HP 33 DR 8**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**

Instant

Thrown (30/60), **Versatile Grip**The goblin warg rider makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d6+4 piercing damage.**Goblin Shaman****Level 1 [CR 2]**

Medium humanoid

HP 33 DR 8**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**Goblin Shaman Abilities****Divine Judgment**

Instant

Magical

The goblin shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.

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

Instant

Thrown (30/60), **Versatile Grip**The goblin shaman makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d6+4 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**Level 5 [CR 2]**

Small dragon

HP 75 DR 48**Defenses** Armor 12 Fort 13 Ref 12 Ment 11**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**Wyrmling Gold Dragon Abilities****Bite**

Instant

GrapplingThe wyrmling gold dragon makes a +4 **strike** vs. Armor.**Hit:** The target takes 2d6+6 physical damage.**Breath Weapon**

Instant

The wyrmling gold dragon makes a +4 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+3 fire damage.**Claws**

Instant

The wyrmling gold dragon makes a +6 **strike** vs. Armor.**Hit:** The target takes 1d10+6 slashing damage.**Juvenile Gold Dragon****Level 9 [CR 4]**

Large dragon

HP 176 DR 160**Defenses** Armor 14 Fort 17 Ref 12 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

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 Instant

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

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

Breath Weapon Instant

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 2d8+4 fire damage.

Claws Instant

The juvenile gold dragon makes a +9 **strike** vs. Armor.

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

Frightful Presence Emotion Duration

The juvenile gold dragon makes a +7 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile gold dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile gold dragon as a **condition**.

Adult Gold Dragon

Level 13 [CR 6]
Huge dragon

HP 432 DR 512

Defenses Armor 18 Fort 21 Ref 15 Ment 21

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

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

Bite Grappling Instant

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

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

Breath Weapon Instant

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+12 fire damage.

Claws Instant

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

Hit: The target takes 4d8+24 slashing damage.

Frightful Presence Emotion Duration

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult gold dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult gold dragon as a **condition**.

Slam Instant

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

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

Ancient Gold Dragon

Level 17 [CR 6]
Gargantuan dragon

HP 768 DR 896

Defenses Armor 19 Fort 24 Ref 16 Ment 24

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

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

Bite Grappling Instant

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

Hit: The target takes 6d10+36 physical damage.

Breath Weapon	Instant
The ancient gold dragon makes a +12 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient gold dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 5d10+18 fire damage.	

Claws	Instant
The ancient gold dragon makes a +16 strike vs. Armor.	
Hit: The target takes 5d10+36 slashing damage.	

Frightful Presence Emotion	Duration
The ancient gold dragon makes a +12 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.	
Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the ancient gold dragon as a condition .	
Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the ancient gold dragon as a condition .	

Slam	Instant
The ancient gold dragon makes a +14 strike vs. Armor.	
Hit: The target takes 7d10+36 bludgeoning damage.	

Breath Weapon	Instant
The wyrm gold dragon makes a +15 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm gold dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 6d10+24 fire damage.	

Claws	Instant
The wyrm gold dragon makes a +19 strike vs. Armor.	
Hit: The target takes 6d10+48 slashing damage.	

Frightful Presence Emotion	Duration
The wyrm gold dragon makes a +15 attack vs. Mental against enemies in a 480 ft. radius.	
Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the wyrm gold dragon as a condition .	
Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the wyrm gold dragon as a condition .	

Slam	Instant
The wyrm gold dragon makes a +17 strike vs. Armor.	
Hit: The target takes 8d10+48 bludgeoning damage.	

Wyrm Gold Dragon

Level 21 [CR 6]
Colossal dragon

HP 1008 DR 1200
Defenses Armor 23 Fort 28 Ref 18 Ment 28
Immune Fire damage
Movement Land 80 ft. Fly 160 ft. (poor)
Attributes Str 9, Dex –2, Con 8, Int 7, Per 7, Wil 8
Alignment Usually lawful good

Wyrm Gold Dragon Abilities

Multiple Actions: The wyrm gold dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The wyrm gold dragon makes a +17 strike vs. Armor.	
Hit: The target takes 7d10+48 physical damage.	

Green Dragons

Knowledge (arcana) 9: Green dragons are the most jealous and greedy dragons. Their lust for wealth, especially the wealth of others, is insatiable. Villages and farmsteads near a green dragon's territory may never know peace until it leaves. They tend to inhabit forests - the older, the better.

Knowledge (arcana) 14: Younger green dragons sometimes get themselves into trouble by trying to steal from more powerful creatures, or by pillaging cities with the resources to pay for a hefty bounty. Green dragons that have survived to old age are usually more reasonable than the average green dragon, and recognize the necessity for other creatures to temporarily have nice things.

Knowledge (arcana) 19: The lair of an adult green dragon is surrounded by a poisonous mist that obscures sight and kills any lesser creatures that dare to approach too close. The poison leaves trees and bushes mostly intact, but they still wither without the full heat of the sun and the care of forest animals. Creatures in the area feel sickly and tired, even if they resist the lethal effects of the mist.

Wyrmling Green Dragon

Level 4 [CR 2]
Small dragon

HP 60 DR 36
Defenses Armor 12 Fort 12 Ref 12 Ment 9
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	Instant
The wyrmling green dragon makes a +4 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Breath Weapon	Instant
The wyrmling green dragon makes a +4 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+3 acid damage.	

Claws	Instant
The wyrmling green dragon makes a +6 strike vs. Armor. Hit: The target takes 1d8+6 slashing damage.	

Juvenile Green Dragon Level 8 [CR 4] Large dragon

HP 144 DR 128
Defenses Armor 13 Fort 16 Ref 12 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

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	Instant
The juvenile green dragon makes a +7 strike vs. Armor. Hit: The target takes 2d10+8 physical damage.	

Breath Weapon	Instant
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 2d6+4 acid damage.	

Claws	Instant
The juvenile green dragon makes a +9 strike vs. Armor. Hit: The target takes 2d8+8 slashing damage.	

Frightful Presence Emotion	Duration
The juvenile green dragon makes a +7 attack vs. Mental against enemies in a Large (60 ft.) radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the juvenile green dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the juvenile green dragon as a condition .	

Adult Green Dragon Level 12 [CR 6] Huge dragon

HP 336 DR 400
Defenses Armor 17 Fort 20 Ref 15 Ment 19
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

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

Bite Grappling	Instant
The adult green dragon makes a +10 strike vs. Armor. Hit: The target takes 4d6+18 physical damage.	

Breath Weapon	Instant
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+9 acid damage.	

Claws Instant

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

Hit: The target takes 2d10+18 slashing damage.

Frightful Presence Duration
Emotion

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult green dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult green dragon as a **condition**.

Slam Instant

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

Hit: The target takes 4d8+18 bludgeoning damage.

Ancient Green Dragon Level 16 [CR 6]
Gargantuan dragon

HP 600 **DR** 704

Defenses Armor 19 Fort 23 Ref 16 Ment 22

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

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

Bite Instant
Grappling

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

Hit: The target takes 5d10+36 physical damage.

Breath Weapon Instant

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+18 acid damage.

Claws Instant

The ancient green dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 4d10+36 slashing damage.

Frightful Presence Duration
Emotion

The ancient green dragon makes a +12 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient green dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient green dragon as a **condition**.

Slam Instant

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

Hit: The target takes 6d10+36 bludgeoning damage.

Wyrms Green Dragon Level 20 [CR 6]
Colossal dragon

HP 1056 **DR** 1280

Defenses Armor 21 Fort 26 Ref 17 Ment 25

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

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

Bite Instant
Grappling

The wyrms green dragon makes a +17 **strike** vs. Armor.

Hit: The target takes 6d10+48 physical damage.

Breath Weapon Instant

The wyrms green dragon makes a +15 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrms green dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+24 acid damage.

Claws Instant

The wyrms green dragon makes a +19 **strike** vs. Armor.

Hit: The target takes 5d10+48 slashing damage.

Frightful Presence Duration Emotion

The wyrm green dragon makes a +15 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the wyrm green dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the wyrm green dragon as a **condition**.

Slam Instant

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

Hit: The target takes 7d10+48 bludgeoning damage.

Griffon Level 5 [CR 4]

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 64 **DR** 48

Defenses Armor 11 Fort 10 Ref 13 Ment 11

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

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 Instant Grappling

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

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

Claws Instant

The griffon makes a +6 **strike** vs. Armor.

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

Pouncing Claws Instant

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 [CR 2]

Large animal

HP 42 **DR** 20

Defenses Armor 7 Fort 9 Ref 7 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 Instant Grappling

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

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

Bite Instant Grappling

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

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

Humans

Town Guard Level 1 [CR 1]

Medium humanoid

HP 11 **DR** 4

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 Instant 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 [CR 2]

Medium humanoid

HP 30 DR 4**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

Instant

The cleric of the peace makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10+4 energy damage.**Warhammer****Forceful, Versatile Grip**

Instant

The cleric of the peace makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d6+4 bludgeoning damage.**Hydra Maggot****Level 7 [CR 2]**

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 60 DR 36**Defenses** Armor 11 Fort 10 Ref 13 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**

Instant

The hydra maggot makes a +6 **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

Instant

The hydra maggot makes a +6 **strike** vs. Reflex.**Hit:** The target takes 4d6+4 piercing damage.**Slam**

Instant

The hydra maggot makes a +5 **strike** vs. Armor.**Hit:** The target takes 4d6+8 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 [CR 2]**

Medium magical beast

HP 96 DR 60**Defenses** Armor 11 Fort 14 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 +11**Attributes** Str 4, Dex 0, Con 5, 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

Instant

GrapplingThe ichor black bear makes a +4 **strike** vs. Armor.**Hit:** The target takes 2d10+8 physical damage.**Claws**

Instant

The ichor black bear makes a +6 **strike** vs. Armor.**Hit:** The target takes 2d8+8 slashing damage.

Ichor Brown Bear**Level 9 [CR 2]**
Large magical beast

HP 120 **DR** 72
Defenses Armor 12 Fort 15 Ref 10 Ment 10
Immune Critical hits
Vulnerable Fire damage
Movement Land 40 ft. Climb +12 Swim +12
Senses Darkvision (60 ft.)
Other skills Endurance +12

Attributes Str 5, Dex 0, Con 5, Int -9, Per 0, Wil 0
Alignment Always true neutral

Ichor Brown Bear Abilities

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 Instant
Grappling

The ichor brown bear makes a +5 **strike** vs. Armor.
Hit: The target takes 2d10+8 physical damage.

Claws Instant

The ichor brown bear makes a +7 **strike** vs. Armor.
Hit: The target takes 2d8+8 slashing damage.

Ichor Rat**Level 2 [CR 0.5]**
Tiny magical beast

HP 10 **DR** 0
Defenses Armor 5 Fort 4 Ref 8 Ment 2
Immune Critical hits
Vulnerable Fire damage
Movement Land 15 ft.
Senses Darkvision (60 ft.), Awareness +6

Attributes Str -1, Dex 3, 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 Instant
Grappling

The ichor rat makes a +2 **strike** vs. Armor.
Hit: The target takes 1d8+1 physical damage.

Ichor Roc**Level 13 [CR 4]**
Gargantuan magical beast

HP 224 **DR** 200
Defenses Armor 16 Fort 18 Ref 15 Ment 13
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

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 Instant
Grappling

The ichor roc makes a +10 **strike** vs. Armor.
Hit: The target takes 4d10+16 physical damage.

Talon Instant

The ichor roc makes a +12 **strike** vs. Armor.
Hit: The target takes 4d6+16 piercing damage.

Ichor Wolf**Level 5 [CR 1]**
Medium magical beast

HP 20 **DR** 18
Defenses Armor 11 Fort 11 Ref 12 Ment 7
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	Instant
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The ichor wolf makes a +3 **strike** vs. Armor.

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

Imps

Flamefist Imp

Level 13 [CR 0.5]

Small planeformed

HP 44 DR 0

Defenses Armor 14 Fort 14 Ref 15 Ment 10

Movement Land 20 ft.

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

Alignment Always chaotic evil

Flamefist Imp Abilities

Slam	Instant
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The flamefist imp makes a +6 **strike** vs. Armor.

Hit: The target takes 4d8+4 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 [CR 1]

Medium humanoid

HP 18 DR 14

Defenses Armor 9 Fort 11 Ref 7 Ment 8

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	Instant
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The lizardfolk grunt makes a +1 **strike** vs. Armor.

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

Lizardfolk Elite

Level 4 [CR 2]

Medium humanoid

HP 66 DR 40

Defenses Armor 10 Fort 13 Ref 8 Ment 10

Movement Land 30 ft. Swim 30 ft.

Attributes Str 4, Dex 0, Con 5, 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	Instant
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The lizardfolk elite makes a +4 **strike** vs. Armor.

Hit: The target takes 2d6+6 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 [CR 2]

Medium planeformed

HP 84 DR 52

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 Instant
Magical

The volcanite makes a +4 attack vs. Fortitude against one creature within Short (30 ft.) range.

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

Magma Throw Instant

The volcanite makes a +4 attack vs. Armor against one creature within Medium (60 ft.) range.

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

Slam Instant

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

Hit: The target takes 2d10+6 bludgeoning and fire damage.

Volcano

Level 12 [CR 4]
Large planeformed

HP 256 DR 224

Defenses Armor 19 Fort 20 Ref 19 Ment 14

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

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

Greater Combustion Instant
Magical

The volcano makes a +7 attack vs. Fortitude against one creature within Short (30 ft.) range.

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

Magma Throw Instant

The volcano makes a +7 attack vs. Armor against one creature within Long (120 ft.) range.

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

Slam Instant

The volcano makes a +7 **strike** vs. Armor.

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

Volcanic Titan

Level 18 [CR 4]
Huge planeformed

HP 512 DR 448

Defenses Armor 22 Fort 23 Ref 22 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

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 Instant
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 Instant

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 Instant

The volcanic titan makes a +11 **strike** vs. Armor.

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

Minotaur

Level 6 [CR 4]

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 88 DR 80

Defenses Armor 10 Fort 13 Ref 9 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

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 Instant

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

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

Nightcrawler Level 7 [CR 2]

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 60 DR 36
Defenses Armor 11 Fort 10 Ref 13 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 Instant

Magical

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

Hit: Each target takes 2d6+4 cold damage.

Dark Embrace Instant

Magical

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

Hit: The target takes 2d6+8 cold damage.

Slam Instant

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

Hit: The target takes 2d10+8 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 greatclubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger Level 3 [CR 1]

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 13 DR 8
Defenses Armor 6 Fort 8 Ref 6 Ment 6
Movement Land 40 ft.
Attributes Str 4, Dex -1, Con 1, Int -4, Per 0, Wil -1
Alignment Usually chaotic evil

Ogre Ganger Abilities

Greatclub Instant

Forceful

The ogre ganger makes a +1 **strike** vs. Armor.

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

Javelin Instant

Thrown (60/120)

The ogre ganger makes a +2 **strike** vs. Armor.

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

Ogre Menace Level 4 [CR 2]

Large monstrous humanoid

Knowledge (local) 9: 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 54 DR 28
Defenses Armor 8 Fort 11 Ref 7 Ment 7
Movement Land 40 ft.
Social Intimidate +5
Attributes Str 5, Dex -1, Con 3, Int -2, Per 0, Wil -1
Alignment Usually chaotic evil

Ogre Menace Abilities

Greatclub Instant
Forceful

The ogre menace makes a +3 **strike** vs. Armor.

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

Javelin Instant
Thrown (60/120)

The ogre menace makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 piercing damage.

Ogre Mage**Level 5 [CR 2]**

Large monstrous humanoid

Knowledge (local) 10: 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 42 **DR** 20**Defenses** Armor 7 Fort 8 Ref 7 Ment 11**Movement** Land 40 ft.**Attributes** Str 4, Dex -1, Con 0, Int 0, Per 2, Wil 3**Alignment** Usually chaotic evil**Ogre Mage Abilities**

Firebolt Instant
Magical

The ogre mage makes a +4 attack vs. Armor against one creature within Medium (60 ft.) range.

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

Greatclub Instant
Forceful

The ogre mage makes a +4 **strike** vs. Armor.

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

Ignition Duration
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+3 fire damage.

Inferno Instant
Magical

The ogre mage makes a +4 attack vs. Reflex against everything in a Small (15 ft.) radius.

Hit: Each target takes 1d10+3 fire damage.

Javelin Instant
Thrown (60/120)

The ogre mage makes a +5 **strike** vs. Armor.

Hit: The target takes 1d10+6 piercing damage.

Ogre Skullclaimer**Level 6 [CR 4]**

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 88 **DR** 80**Defenses** Armor 10 Fort 13 Ref 9 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**

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.

Greatclub Instant
Forceful

The ogre skullclaimer makes a +5 **strike** vs. Armor.

Hit: The target takes 4d6+6 bludgeoning damage.

Javelin Instant
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 [CR 2]
Medium humanoid

HP 39 DR 16

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

Instant

The orc butcher makes a +2 **strike** vs. Fortitude.

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

Sledgehammer
Forceful

Instant

The orc butcher makes a +3 **strike** vs. Armor.

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

Orc Grunt

Level 2 [CR 1]
Medium humanoid

Knowledge (local) 7: Orc grunts are the standard warrior that orc clans field in battle.

HP 13 DR 8

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)

Instant

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

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

Orc Peon

Level 1 [CR 0.5]
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 11 DR 0

Defenses Armor 4 Fort 5 Ref 4 Ment 4

Movement Land 30 ft.

Senses Darkvision (60 ft.)

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

Alignment Usually lawful evil

Orc Peon Abilities

Greataxe

Sweeping (1)

Instant

The orc peon makes a +0 **strike** vs. Armor.

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

Orc Veteran

Level 5 [CR 2]
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 60 DR 36

Defenses Armor 9 Fort 11 Ref 8 Ment 9

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, Dex 0, Con 3, Int -2, Per 1, Wil 1

Alignment Usually lawful evil

Orc Veteran Abilities

Greataxe

Sweeping (1)

Instant

The orc veteran makes a +3 **strike** vs. Armor.

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

Longbow

Projectile (120/480)

Instant

The orc veteran makes a +3 **strike** vs. Armor.

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

Mighty Greataxe Instant
Sweeping (1)

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

Hit: The target takes 2d10+10 slashing damage.

Mighty Longbow Instant
Projectile (120/480)

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

Hit: The target takes 2d6+10 piercing damage.

Mighty Greataxe Instant
Sweeping (1)

The orc clan chief makes a +3 **strike** vs. Armor.

Hit: The target takes 4d6+14 slashing damage.

Mighty Longbow Instant
Projectile (120/480)

The orc clan chief makes a +3 **strike** vs. Armor.

Hit: The target takes 2d8+14 piercing damage.

Orc Clan Chief **Level 6 [CR 4]**
 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 100 **DR** 96
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

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 Instant
Sweeping (1)

The orc clan chief makes a +5 **strike** vs. Armor.

Hit: The target takes 4d6+6 slashing damage.

Hamstring – Greataxe Duration
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, -2 Ref*) as a **condition**.

Longbow Instant
Projectile (120/480)

The orc clan chief makes a +5 **strike** vs. Armor.

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

Orc Shaman **Level 2 [CR 2]**
 Medium humanoid

Knowledge (local) 7: Orc shamans provide orc battle squads with divine magical support.

HP 39 **DR** 16
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 Shaman Abilities
Battleaxe Instant
Sweeping (1), **Versatile Grip**

The orc shaman makes a +2 **strike** vs. Armor.

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

Divine Judgment Instant
Magical

The orc shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d8+4 energy damage.

Pony **Level 2 [CR 1]**
 Medium animal

HP 14 **DR** 10
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	Instant
The pony makes a +1 strike vs. Armor. Hit: The target takes 1d8+1 physical damage.	

Bite Grappling	Instant
The pony makes a +1 strike vs. Armor. Hit: The target takes 1d8+2 physical damage.	

Raven**Level 1 [CR 0.5]**

Small animal

HP 6 DR 0
Defenses Armor 3 Fort 0 Ref 7 Ment 3
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	Instant
The raven makes a +3 strike vs. Armor. Hit: The target takes 1+1 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 [CR 2]**

Small dragon

HP 75 DR 48
Defenses Armor 12 Fort 13 Ref 12 Ment 10
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	Instant
The wyrmling red dragon makes a +3 strike vs. Armor. Hit: The target takes 2d6+6 physical damage.	

Breath Weapon	Instant
The wyrmling red dragon makes a +3 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+3 fire damage.	

Claws	Instant
The wyrmling red dragon makes a +5 strike vs. Armor. Hit: The target takes 1d10+6 slashing damage.	

Juvenile Red Dragon**Level 9 [CR 4]**

Large dragon

HP 176 DR 160
Defenses Armor 14 Fort 17 Ref 12 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

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

Breath Weapon Instant

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 2d8+4 fire damage.

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile red dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile red dragon as a **condition**.

Claws Instant

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

Hit: The target takes 4d8+24 slashing damage.

Frightful Presence Duration
Emotion

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult red dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult red dragon as a **condition**.

Slam Instant

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

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

Ancient Red Dragon Level 17 [CR 6]
Gargantuan dragon

HP 768 **DR** 896

Defenses Armor 19 Fort 24 Ref 16 Ment 23

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

Ancient Red Dragon Abilities

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

Bite Instant
Grappling

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

Hit: The target takes 6d10+36 physical damage.

Breath Weapon Instant

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+18 fire damage.

Claws Instant

The ancient red dragon makes a +15 **strike** vs. Armor.

Hit: The target takes 5d10+36 slashing damage.

Adult Red Dragon Level 13 [CR 6]
Huge dragon

HP 432 **DR** 512

Defenses Armor 18 Fort 21 Ref 15 Ment 20

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

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

Bite Instant
Grappling

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

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

Breath Weapon Instant

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+12 fire damage.

Frightful Presence Emotion	Duration
The ancient red dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the ancient red dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the ancient red dragon as a condition .	

Slam	Instant
The ancient red dragon makes a +13 strike vs. Armor. Hit: The target takes 7d10+36 bludgeoning damage.	

Frightful Presence Emotion	Duration
The wyrm red dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the wyrm red dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the wyrm red dragon as a condition .	

Slam	Instant
The wyrm red dragon makes a +16 strike vs. Armor. Hit: The target takes 8d10+48 bludgeoning damage.	

Wyrm Red Dragon Level 21 [CR 4] Colossal dragon

HP 1008 DR 1200
Defenses Armor 23 Fort 28 Ref 18 Ment 27
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

Wyrm Red Dragon Abilities

Multiple Actions: The wyrm red dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The wyrm red dragon makes a +16 strike vs. Armor. Hit: The target takes 7d10+48 physical damage.	

Breath Weapon	Instant
The wyrm red dragon makes a +14 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+24 fire damage.	

Claws	Instant
The wyrm red dragon makes a +18 strike vs. Armor. Hit: The target takes 6d10+48 slashing damage.	

Roc Level 9 [CR 4] 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 144 DR 128
Defenses Armor 13 Fort 15 Ref 12 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

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	Instant
The roc makes a +7 strike vs. Armor. Hit: The target takes 4d6+8 physical damage.	

Talon	Instant
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 interlopers 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.

Wyrmling Silver Dragon

Level 4 [CR 2]
Small dragon

HP 66 DR 40
Defenses Armor 12 Fort 13 Ref 12 Ment 9
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

Instant

The wyrmling silver dragon makes a +3 **strike** vs. Armor.
Hit: The target takes 2d6+6 physical damage.

Breath Weapon

Instant

The wyrmling silver dragon makes a +3 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+3 cold damage.

Claws

Instant

The wyrmling silver dragon makes a +5 **strike** vs. Armor.
Hit: The target takes 1d10+6 slashing damage.

Juvenile Silver Dragon

Level 8 [CR 4]
Large dragon

HP 160 DR 144
Defenses Armor 14 Fort 17 Ref 12 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

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

Instant

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

Breath Weapon

Instant

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 2d8+4 cold damage.

Claws

Instant

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

Frightful Presence
Emotion

Duration

The juvenile silver dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile silver dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile silver dragon as a **condition**.

Adult Silver Dragon

Level 12 [CR 6]
Huge dragon

HP 384 **DR** 448
Defenses Armor 18 Fort 21 Ref 15 Ment 19
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

HP 672 **DR** 800
Defenses Armor 19 Fort 24 Ref 16 Ment 22
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

Adult Silver Dragon Abilities

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

Bite Instant
Grappling

The adult silver dragon makes a +10 **strike** vs. Armor.
Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

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+9 cold damage.

Claws Instant

The adult silver dragon makes a +12 **strike** vs. Armor.
Hit: The target takes 4d6+18 slashing damage.

Frightful Presence Duration
Emotion

The adult silver dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the adult silver dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the adult silver dragon as a **condition**.

Slam Instant

The adult silver dragon makes a +10 **strike** vs. Armor.
Hit: The target takes 4d10+18 bludgeoning damage.

Ancient Silver Dragon

Level 16 [CR 6]
 Gargantuan dragon

Ancient Silver Dragon Abilities

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

Bite Instant
Grappling

The ancient silver dragon makes a +13 **strike** vs. Armor.
Hit: The target takes 5d10+36 physical damage.

Breath Weapon Instant

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+18 cold damage.

Claws Instant

The ancient silver dragon makes a +15 **strike** vs. Armor.
Hit: The target takes 4d10+36 slashing damage.

Frightful Presence Duration
Emotion

The ancient silver dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the ancient silver dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the ancient silver dragon as a **condition**.

Slam Instant

The ancient silver dragon makes a +13 **strike** vs. Armor.
Hit: The target takes 6d10+36 bludgeoning damage.

Wyrms Silver Dragon

Level 20 [CR 6]
 Colossal dragon

HP 900 DR 1056
Defenses Armor 22 Fort 27 Ref 17 Ment 25
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

Wyrmsilver Dragon Abilities

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

Bite	Instant
Grappling	
The wyrmsilver dragon makes a +17 strike vs. Armor.	
Hit: The target takes 7d10+48 physical damage.	

Breath Weapon	Instant
The wyrmsilver dragon makes a +15 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrmsilver dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 6d10+24 cold damage.	

Claws	Instant
The wyrmsilver dragon makes a +19 strike vs. Armor.	
Hit: The target takes 6d10+48 slashing damage.	

Frightful Presence	Duration
Emotion	
The wyrmsilver dragon makes a +15 attack vs. Mental against enemies in a 480 ft. radius.	
Hit: Each target is shaken (-2 accuracy and Mental within 60 ft.) by the wyrmsilver dragon as a condition .	
Critical hit: Each target is frightened (-4 accuracy and Mental within 60 ft.) by the wyrmsilver dragon as a condition .	

Slam	Instant
The wyrmsilver dragon makes a +17 strike vs. Armor.	
Hit: The target takes 8d10+48 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 [CR 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 not a **living** creature, and it is affected in a special way by spells from the **vivimancy mystic sphere** (see Vivimancy, page ??).

Broadsword	Instant
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 [CR 2]
Medium undead

HP 24 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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy* **mystic sphere** (see Vivimancy, page ??).

Warhammer	Instant
Forceful , Versatile Grip	
The skeletal cleric of the peace makes a +1 strike vs. Armor.	
Hit: The target takes 1d8+4 bludgeoning damage.	

Skeletal Orc Butcher

Level 2 [CR 2]
Medium undead

HP 33 DR 8
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 5, 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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy* **mystic sphere** (see Vivimancy, page ??).

Crushing Sledgehammer	Instant
Forceful	
The skeletal orc butcher makes a +1 strike vs. Fortitude.	
Hit: The target takes 2d6+4 bludgeoning damage.	

Sledgehammer	Instant
Forceful	
The skeletal orc butcher makes a +2 strike vs. Armor.	
Hit: The target takes 2d6+4 bludgeoning damage.	

Skeletal Orc Grunt

Level 2 [CR 1]
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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy* **mystic sphere** (see Vivimancy, page ??).

Greataxe	Instant
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 [CR 0.5]
Medium undead

HP 9 DR 0
Defenses Armor 3 Fort 3 Ref 5 Ment 4
Immune Compulsion , Emotion
Vulnerable Bludgeoning damage
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 3, Dex 1, Con -1, 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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Greataxe Sweeping (1) Instant

The skeletal orc peon makes a +0 **strike** vs. Armor.

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

Skeletal Orc Veteran

Level 5 [CR 2]
Medium undead

HP 48 DR 24

Defenses Armor 8 Fort 9 Ref 9 Ment 8

Immune **Compulsion, Emotion**

Vulnerable Bludgeoning damage

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, 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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Greataxe Sweeping (1) Instant

The skeletal orc veteran makes a +3 **strike** vs. Armor.

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

Longbow Projectile (120/480) Instant

The skeletal orc veteran makes a +3 **strike** vs. Armor.

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

Mighty Greataxe Sweeping (1) Instant

The skeletal orc veteran makes a +1 **strike** vs. Armor.

Hit: The target takes 2d10+10 slashing damage.

Mighty Longbow Projectile (120/480) Instant

The skeletal orc veteran makes a +1 **strike** vs. Armor.

Hit: The target takes 2d6+10 piercing damage.

Skeletal Orc Clan Chief

Level 6 [CR 4]
Medium undead

HP 80 DR 72

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

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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Greataxe Sweeping (1) Instant

The skeletal orc clan chief makes a +4 **strike** vs. Armor.

Hit: The target takes 4d6+6 slashing damage.

Hamstring – Greataxe Sweeping (1) Duration

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, -2 Ref*) as a **condition**.

Longbow Projectile (120/480) Instant

The skeletal orc clan chief makes a +4 **strike** vs. Armor.

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

Mighty Greataxe Instant

Sweeping (1)

The skeletal orc clan chief makes a +2 **strike** vs. Armor.

Hit: The target takes 4d6+14 slashing damage.

Mighty Longbow Instant

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 [CR 2]
Medium undead

HP 33 **DR** 8

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 5, 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 not a **living** creature, and it is affected in a special way by spells from the **vivimancy mystic sphere** (see Vivimancy, page ??).

Battleaxe Instant

Sweeping (1), **Versatile Grip**

The skeletal orc shaman makes a +2 **strike** vs. Armor.

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

Soulfire Demon

Level 13 [CR 6]
Large planeformed

HP 300 **DR** 352

Defenses Armor 17 Fort 18 Ref 17 Ment 19

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

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

Greater Combustion Instant

Magical

The soulfire demon makes a +9 attack vs. Fortitude against one creature within Short (30 ft.) range.

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

Greater Ignition Duration

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+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 accuracy, Armor, and Ref) as part of this action gives a +5 bonus to this check.

Heavy Flail Instant

Tripping

The soulfire demon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d8+24 bludgeoning and fire damage.

Primal Pyrophobia Duration

Emotion, Magical

The soulfire demon makes a +10 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **frightened** (-4 accuracy and Mental within 60 ft.) by the soulfire demon and all other sources of fire as a **condition**.

Critical hit: The target is **panicked** (-4 Mental and must flee within 60 ft.) by the soulfire demon and all other sources of fire instead of shaken.

Supreme Inferno Instant

Magical

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

Hit: Each target takes 4d8+12 fire damage.

Supreme Pyrohemia Duration

Magical

The soulfire demon makes a +9 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 4d8+12 fire damage. Each creature damaged by this attack is **briefly stunned** (-4 defenses).

Stock Aberration 1 (Cr 2) Level 1 [CR 2]

Medium aberration

HP 36 **DR** 12
Defenses Armor 6 Fort 7 Ref 5 Ment 6
Movement Land 30 ft.

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

Stock Aberration 1 (Cr 2) Abilities

Bite Instant
Grappling

The stock aberration 1 (cr 2) makes a +2 **strike** vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Aberration 1 (Cr 4) Level 1 [CR 4]

Medium aberration

HP 48 **DR** 24
Defenses Armor 7 Fort 8 Ref 6 Ment 7
Movement Land 30 ft.

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

Stock Aberration 1 (Cr 4) Abilities

Multiple Actions: The stock aberration 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock aberration 1 (cr 4) makes a +2 **strike** vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Aberration 2 (Cr 2) Level 2 [CR 2]

Medium aberration

HP 39 **DR** 16
Defenses Armor 7 Fort 8 Ref 6 Ment 7
Movement Land 30 ft.

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

Stock Aberration 2 (Cr 2) Abilities

Bite Instant
Grappling

The stock aberration 2 (cr 2) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Aberration 2 (Cr 4) Level 2 [CR 4]

Medium aberration

HP 52 **DR** 32
Defenses Armor 8 Fort 9 Ref 7 Ment 8
Movement Land 30 ft.

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

Stock Aberration 2 (Cr 4) Abilities

Multiple Actions: The stock aberration 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock aberration 2 (cr 4) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Aberration 3 (Cr 2) Level 3 [CR 2]

Medium aberration

HP 42 **DR** 20
Defenses Armor 8 Fort 9 Ref 7 Ment 8
Movement Land 30 ft.

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

Stock Aberration 3 (Cr 2) Abilities

Bite Instant
Grappling

The stock aberration 3 (cr 2) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Aberration 3 (Cr**Level 3 [CR 4]**

Medium aberration

HP 56 DR 40**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 3 (Cr 4) Abilities**

Multiple Actions: The stock aberration 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock aberration 3 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Aberration 4 (Cr****Level 4 [CR 2]**

Medium aberration

HP 48 DR 24**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 4 (Cr 2) Abilities**

Bite Instant
Grappling

The stock aberration 4 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Aberration 4 (Cr****Level 4 [CR 4]**

Medium aberration

HP 64 DR 48**Defenses** Armor 10 Fort 11 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 4 (Cr 4) Abilities**

Multiple Actions: The stock aberration 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock aberration 4 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Aberration 5 (Cr****Level 5 [CR 2]**

Medium aberration

HP 54 DR 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 5 (Cr 2) Abilities**

Bite Instant
Grappling

The stock aberration 5 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Aberration 5 (Cr****Level 5 [CR 4]**

Medium aberration

HP 72 DR 56**Defenses** Armor 10 Fort 11 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 5 (Cr 4) Abilities**

Multiple Actions: The stock aberration 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock aberration 5 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.

Stock Animal 1 (Cr 2)**Level 1 [CR 2]**

Medium animal

HP 36 **DR** 12**Defenses** Armor 7 Fort 7 Ref 7 Ment 4**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 1 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock animal 1 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 1 (Cr 4)****Level 1 [CR 4]**

Medium animal

HP 48 **DR** 24**Defenses** Armor 8 Fort 8 Ref 8 Ment 5**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 1 (Cr 4) Abilities****Multiple Actions:** The stock animal 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite**
Grappling

Instant

The stock animal 1 (cr 4) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 2 (Cr 2)****Level 2 [CR 2]**

Medium animal

HP 39 **DR** 16**Defenses** Armor 8 Fort 8 Ref 8 Ment 5**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 2 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock animal 2 (cr 2) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 2 (Cr 4)****Level 2 [CR 4]**

Medium animal

HP 52 **DR** 32**Defenses** Armor 9 Fort 9 Ref 9 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 2 (Cr 4) Abilities****Multiple Actions:** The stock animal 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite**
Grappling

Instant

The stock animal 2 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 3 (Cr 2)****Level 3 [CR 2]**

Medium animal

HP 42 **DR** 20**Defenses** Armor 9 Fort 9 Ref 9 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 3 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock animal 3 (cr 2) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 3 (Cr 4)****Level 3 [CR 4]**

Medium animal

HP 56 **DR** 40**Defenses** Armor 10 Fort 10 Ref 10 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral

Stock Animal 3 (Cr 4) Abilities

Multiple Actions: The stock animal 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animal 3 (cr 4) makes a +3 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animal 4 (Cr 2)**Level 4 [CR 2]**

Medium animal

HP 48 DR 24

Defenses Armor 10 Fort 10 Ref 10 Ment 7

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Animal 4 (Cr 2) Abilities

Bite Instant
Grappling

The stock animal 4 (cr 2) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 4 (Cr 4)**Level 4 [CR 4]**

Medium animal

HP 64 DR 48

Defenses Armor 11 Fort 11 Ref 11 Ment 8

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Animal 4 (Cr 4) Abilities

Multiple Actions: The stock animal 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animal 4 (cr 4) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 5 (Cr 2)**Level 5 [CR 2]**

Medium animal

HP 54 DR 28

Defenses Armor 10 Fort 10 Ref 10 Ment 7

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Animal 5 (Cr 2) Abilities

Bite Instant
Grappling

The stock animal 5 (cr 2) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 5 (Cr 4)**Level 5 [CR 4]**

Medium animal

HP 72 DR 56

Defenses Armor 11 Fort 11 Ref 11 Ment 8

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Animal 5 (Cr 4) Abilities

Multiple Actions: The stock animal 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animal 5 (cr 4) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animate 1 (Cr 2)**Level 1 [CR 2]**

Medium animate

HP 39 DR 16

Defenses Armor 6 Fort 8 Ref 5 Ment 5

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Animate 1 (Cr 2) Abilities

Bite Instant
Grappling

The stock animate 1 (cr 2) makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animate 1 (Cr 4)**Level 1 [CR 4]**

Medium animate

HP 52 **DR** 32**Defenses** Armor 7 Fort 9 Ref 6 Ment 6**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 1 (Cr 4) Abilities**

Multiple Actions: The stock animate 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animate 1 (cr 4) makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 2 (Cr 2)****Level 2 [CR 2]**

Medium animate

HP 42 **DR** 20**Defenses** Armor 7 Fort 9 Ref 6 Ment 6**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 2 (Cr 2) Abilities**

Bite Instant
Grappling

The stock animate 2 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 2 (Cr 4)****Level 2 [CR 4]**

Medium animate

HP 56 **DR** 40**Defenses** Armor 8 Fort 10 Ref 7 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 2 (Cr 4) Abilities**

Multiple Actions: The stock animate 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animate 2 (cr 4) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 3 (Cr 2)****Level 3 [CR 2]**

Medium animate

HP 48 **DR** 24**Defenses** Armor 8 Fort 10 Ref 7 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 3 (Cr 2) Abilities**

Bite Instant
Grappling

The stock animate 3 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 3 (Cr 4)****Level 3 [CR 4]**

Medium animate

HP 64 **DR** 48**Defenses** Armor 9 Fort 11 Ref 8 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 3 (Cr 4) Abilities**

Multiple Actions: The stock animate 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animate 3 (cr 4) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 4 (Cr 2)****Level 4 [CR 2]**

Medium animate

HP 54 **DR** 28**Defenses** Armor 9 Fort 11 Ref 8 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral

Stock Animate 4 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock animate 4 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Animate 4 (Cr 4)**Level 4 [CR 4]**

Medium animate

HP 72 DR 56
Defenses Armor 10 Fort 12 Ref 9 Ment 9
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0
Alignment Always true neutral

Stock Animate 4 (Cr 4) Abilities

Multiple Actions: The stock animate 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock animate 4 (cr 4) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Animate 5 (Cr 2)**Level 5 [CR 2]**

Medium animate

HP 60 DR 36
Defenses Armor 9 Fort 11 Ref 8 Ment 8
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0
Alignment Always true neutral

Stock Animate 5 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock animate 5 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Animate 5 (Cr 4)**Level 5 [CR 4]**

Medium animate

HP 80 **DR** 72**Defenses** Armor 10 Fort 12 Ref 9 Ment 9**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 5 (Cr 4) Abilities**

Multiple Actions: The stock animate 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock animate 5 (cr 4) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Dragon 1 (Cr 2)**Level 1 [CR 2]**

Medium dragon

HP 36 **DR** 12**Defenses** Armor 6 Fort 7 Ref 5 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 1 (Cr 2) Abilities**

Bite	Instant
Grappling	
The stock dragon 1 (cr 2) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 1 (Cr 4)**Level 1 [CR 4]**

Medium dragon

HP 48 **DR** 24**Defenses** Armor 7 Fort 8 Ref 6 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 1 (Cr 4) Abilities**

Multiple Actions: The stock dragon 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock dragon 1 (cr 4) makes a +2 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 2 (Cr 2)**Level 2 [CR 2]**

Medium dragon

HP 39 DR 16
Defenses Armor 7 Fort 8 Ref 6 Ment 8
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 2 (Cr 2) Abilities

Bite Grappling	Instant
The stock dragon 2 (cr 2) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 2 (Cr 4)**Level 2 [CR 4]**

Medium dragon

HP 52 DR 32
Defenses Armor 8 Fort 9 Ref 7 Ment 9
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 2 (Cr 4) Abilities

Multiple Actions: The stock dragon 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock dragon 2 (cr 4) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 3 (Cr 2)**Level 3 [CR 2]**

Medium dragon

HP 42 DR 20
Defenses Armor 8 Fort 9 Ref 7 Ment 9
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 3 (Cr 2) Abilities

Bite Grappling	Instant
The stock dragon 3 (cr 2) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 3 (Cr 4)**Level 3 [CR 4]**

Medium dragon

HP 56 DR 40
Defenses Armor 9 Fort 10 Ref 8 Ment 10
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 3 (Cr 4) Abilities

Multiple Actions: The stock dragon 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock dragon 3 (cr 4) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 4 (Cr 2)**Level 4 [CR 2]**

Medium dragon

HP 48 DR 24
Defenses Armor 9 Fort 10 Ref 8 Ment 10
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 4 (Cr 2) Abilities

Bite Grappling	Instant
The stock dragon 4 (cr 2) makes a +4 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Stock Dragon 4 (Cr 4)**Level 4 [CR 4]**

Medium dragon

HP 64 **DR** 48**Defenses** Armor 10 Fort 11 Ref 9 Ment 11**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 4 (Cr 4) Abilities**

Multiple Actions: The stock dragon 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock dragon 4 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Dragon 5 (Cr 2)****Level 5 [CR 2]**

Medium dragon

HP 54 **DR** 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 10**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 5 (Cr 2) Abilities**

Bite Instant
Grappling

The stock dragon 5 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Dragon 5 (Cr 4)****Level 5 [CR 4]**

Medium dragon

HP 72 **DR** 56**Defenses** Armor 10 Fort 11 Ref 9 Ment 11**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 5 (Cr 4) Abilities**

Multiple Actions: The stock dragon 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock dragon 5 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Humanoid 1 (Cr 2)****Level 1 [CR 2]**

Medium humanoid

HP 33 **DR** 8**Defenses** Armor 5 Fort 6 Ref 6 Ment 7**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 1 (Cr 2) Abilities**

Bite Instant
Grappling

The stock humanoid 1 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d6+4 physical damage.**Stock Humanoid 1 (Cr 4)****Level 1 [CR 4]**

Medium humanoid

HP 44 **DR** 16**Defenses** Armor 6 Fort 7 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 1 (Cr 4) Abilities**

Multiple Actions: The stock humanoid 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock humanoid 1 (cr 4) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d6+4 physical damage.**Stock Humanoid 2 (Cr 2)****Level 2 [CR 2]**

Medium humanoid

HP 36 **DR** 12
Defenses Armor 6 Fort 7 Ref 7 Ment 8
Movement Land 30 ft.

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

Stock Humanoid 2 (Cr 2) Abilities

Bite Instant
Grappling

The stock humanoid 2 (cr 2) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 2 (Cr 4) Level 2 [CR 4]

Medium humanoid

HP 48 **DR** 24
Defenses Armor 7 Fort 8 Ref 8 Ment 9
Movement Land 30 ft.

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

Stock Humanoid 2 (Cr 4) Abilities

Multiple Actions: The stock humanoid 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock humanoid 2 (cr 4) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 3 (Cr 2) Level 3 [CR 2]

Medium humanoid

HP 39 **DR** 16
Defenses Armor 7 Fort 8 Ref 8 Ment 9
Movement Land 30 ft.

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

Stock Humanoid 3 (Cr 2) Abilities

Bite Instant
Grappling

The stock humanoid 3 (cr 2) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 3 (Cr 4) Level 3 [CR 4]

Medium humanoid

HP 52 **DR** 32
Defenses Armor 8 Fort 9 Ref 9 Ment 10
Movement Land 30 ft.

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

Stock Humanoid 3 (Cr 4) Abilities

Multiple Actions: The stock humanoid 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock humanoid 3 (cr 4) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 4 (Cr 2) Level 4 [CR 2]

Medium humanoid

HP 42 **DR** 20
Defenses Armor 8 Fort 9 Ref 9 Ment 10
Movement Land 30 ft.

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

Stock Humanoid 4 (Cr 2) Abilities

Bite Instant
Grappling

The stock humanoid 4 (cr 2) makes a +4 **strike** vs. Armor.
Hit: The target takes 1d8+6 physical damage.

Stock Humanoid 4 (Cr 4) Level 4 [CR 4]

Medium humanoid

HP 56 **DR** 40
Defenses Armor 9 Fort 10 Ref 10 Ment 11
Movement Land 30 ft.

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

Stock Humanoid 4 (Cr 4) Abilities

Multiple Actions: The stock humanoid 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

Instant

The stock humanoid 4 (cr 4) makes a +4 **strike** vs. Armor.
Hit: The target takes 1d8+6 physical damage.

Stock Humanoid 5 (Cr 5) Abilities **Level 5 [CR 2]**

Medium humanoid

HP 48 DR 24
Defenses Armor 8 Fort 9 Ref 9 Ment 10
Movement Land 30 ft.

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

Stock Humanoid 5 (Cr 2) Abilities

Bite
Grappling

Instant

The stock humanoid 5 (cr 2) makes a +4 **strike** vs. Armor.
Hit: The target takes 1d8+6 physical damage.

Stock Humanoid 5 (Cr 4) Abilities **Level 5 [CR 4]**

Medium humanoid

HP 64 DR 48
Defenses Armor 9 Fort 10 Ref 10 Ment 11
Movement Land 30 ft.

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

Stock Humanoid 5 (Cr 4) Abilities

Multiple Actions: The stock humanoid 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

Instant

The stock humanoid 5 (cr 4) makes a +4 **strike** vs. Armor.
Hit: The target takes 1d8+6 physical damage.

Stock Magical Beast 1 (Cr 2) Abilities **Level 1 [CR 2]**

Medium magical beast

HP 36 DR 12
Defenses Armor 7 Fort 7 Ref 7 Ment 5
Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 1 (Cr 2) Abilities

Bite
Grappling

Instant

The stock magical beast 1 (cr 2) makes a +2 **strike** vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Magical Beast 1 (Cr 4) Abilities **Level 1 [CR 4]**

Medium magical beast

HP 48 DR 24
Defenses Armor 8 Fort 8 Ref 8 Ment 6
Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 1 (Cr 4) Abilities

Multiple Actions: The stock magical beast 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

Instant

The stock magical beast 1 (cr 4) makes a +2 **strike** vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Magical Beast 2 (Cr 2) Abilities **Level 2 [CR 2]**

Medium magical beast

HP 39 DR 16
Defenses Armor 8 Fort 8 Ref 8 Ment 6
Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 2 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock magical beast 2 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 2 (Cr 4) Level 2 [CR 4]

Medium magical beast

HP 52	DR 32
Defenses Armor 9	Fort 9 Ref 9 Ment 7
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0	
Alignment Always true neutral	

Stock Magical Beast 2 (Cr 4) Abilities

Multiple Actions: The stock magical beast 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock magical beast 2 (cr 4) makes a +3 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 3 (Cr 2) Level 3 [CR 2]

Medium magical beast

HP 42	DR 20
Defenses Armor 9	Fort 9 Ref 9 Ment 7
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0	
Alignment Always true neutral	

Stock Magical Beast 3 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock magical beast 3 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 3 (Cr 4) Level 3 [CR 4]

Medium magical beast

HP 56	DR 40
Defenses Armor 10	Fort 10 Ref 10 Ment 8
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0	
Alignment Always true neutral	

Stock Magical Beast 3 (Cr 4) Abilities

Multiple Actions: The stock magical beast 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock magical beast 3 (cr 4) makes a +3 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 4 (Cr 2) Level 4 [CR 2]

Medium magical beast

HP 48	DR 24
Defenses Armor 10	Fort 10 Ref 10 Ment 8
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0	
Alignment Always true neutral	

Stock Magical Beast 4 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock magical beast 4 (cr 2) makes a +4 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Magical Beast 4 (Cr 4) Level 4 [CR 4]

Medium magical beast

HP 64	DR 48
Defenses Armor 11	Fort 11 Ref 11 Ment 9
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0	
Alignment Always true neutral	

Stock Magical Beast 4 (Cr 4) Abilities

Multiple Actions: The stock magical beast 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant Grappling

The stock magical beast 4 (cr 4) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Magical Beast 5 Level 5 [CR 2]

Medium magical beast

HP 54 DR 28

Defenses Armor 10 Fort 10 Ref 10 Ment 8

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Magical Beast 5 (Cr 2) Abilities

Bite Instant Grappling

The stock magical beast 5 (cr 2) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Magical Beast 5 Level 5 [CR 4]

Medium magical beast

HP 72 DR 56

Defenses Armor 11 Fort 11 Ref 11 Ment 9

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Magical Beast 5 (Cr 4) Abilities

Multiple Actions: The stock magical beast 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant Grappling

The stock magical beast 5 (cr 4) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Monstrous Humanoid 1 Level 1 [CR 2]

Medium monstrous humanoid

HP 36 DR 12

Defenses Armor 7 Fort 7 Ref 7 Ment 6

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Monstrous Humanoid 1 (Cr 2) Abilities

Bite Instant Grappling

The stock monstrous humanoid 1 (cr 2) makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Monstrous Humanoid 1 Level 1 [CR 4]

Medium monstrous humanoid

HP 48 DR 24

Defenses Armor 8 Fort 8 Ref 8 Ment 7

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Monstrous Humanoid 1 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant Grappling

The stock monstrous humanoid 1 (cr 4) makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Monstrous Humanoid 2 Level 2 [CR 2]

Medium monstrous humanoid

HP 39 DR 16

Defenses Armor 8 Fort 8 Ref 8 Ment 7

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Monstrous Humanoid 2 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock monstrous humanoid 2 (cr 2) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 2 (Cr 2) Level 2 [CR 4]

Medium monstrous humanoid

HP 52	DR 32
Defenses Armor 9	Fort 9 Ref 9 Ment 8
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 2 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock monstrous humanoid 2 (cr 4) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 3 (Cr 2) Level 3 [CR 2]

Medium monstrous humanoid

HP 42	DR 20
Defenses Armor 9	Fort 9 Ref 9 Ment 8
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 3 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock monstrous humanoid 3 (cr 2) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 3 (Cr 4) Level 3 [CR 4]

Medium monstrous humanoid

HP 56	DR 40
Defenses Armor 10	Fort 10 Ref 10 Ment 9
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 3 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock monstrous humanoid 3 (cr 4) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 4 (Cr 2) Level 4 [CR 2]

Medium monstrous humanoid

HP 48	DR 24
Defenses Armor 10	Fort 10 Ref 10 Ment 9
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 4 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock monstrous humanoid 4 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Monstrous Humanoid 4 (Cr 4) Level 4 [CR 4]

Medium monstrous humanoid

HP 64	DR 48
Defenses Armor 11	Fort 11 Ref 11 Ment 10
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 4 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock monstrous humanoid 4 (cr 4) makes a +3 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Stock Monstrous Humanoid 5 (Cr 2) Level 5 [CR 2]

Medium monstrous humanoid

HP 54 DR 28
Defenses Armor 10 Fort 10 Ref 10 Ment 3
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 5 (Cr 2) Abilities

Bite Grappling	Instant
The stock monstrous humanoid 5 (cr 2) makes a +3 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Stock Monstrous Humanoid 5 (Cr 4) Level 5 [CR 4]

Medium monstrous humanoid

HP 72 DR 56
Defenses Armor 11 Fort 11 Ref 11 Ment 10
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 5 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock monstrous humanoid 5 (cr 4) makes a +3 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Stock Planeformed 1 (Cr 2) Level 1 [CR 2]

Medium planeformed

HP 36 DR 12
Defenses Armor 7 Fort 7 Ref 7 Ment 7
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeformed 1 (Cr 2) Abilities

Bite Grappling	Instant
The stock planeformed 1 (cr 2) makes a +2 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Planeformed 1 (Cr 4) Level 1 [CR 4]

Medium planeformed

HP 48 DR 24
Defenses Armor 8 Fort 8 Ref 8 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeformed 1 (Cr 4) Abilities

Multiple Actions: The stock planeformed 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock planeformed 1 (cr 4) makes a +2 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Planeformed 2 (Cr 2) Level 2 [CR 2]

Medium planeformed

HP 39 DR 16
Defenses Armor 8 Fort 8 Ref 8 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeformed 2 (Cr 2) Abilities

Bite Grappling	Instant
The stock planeformed 2 (cr 2) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Planeforged 2 (Cr**Level 2 [CR 4]**

Medium planeforged

HP 52 DR 32**Defenses** Armor 9 Fort 9 Ref 9 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 2 (Cr 4) Abilities**

Multiple Actions: The stock planeforged 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock planeforged 2 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Planeforged 3 (Cr****Level 3 [CR 2]**

Medium planeforged

HP 42 DR 20**Defenses** Armor 9 Fort 9 Ref 9 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 3 (Cr 2) Abilities**

Bite Instant
Grappling

The stock planeforged 3 (cr 2) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Planeforged 3 (Cr****Level 3 [CR 4]**

Medium planeforged

HP 56 DR 40**Defenses** Armor 10 Fort 10 Ref 10 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 3 (Cr 4) Abilities**

Multiple Actions: The stock planeforged 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock planeforged 3 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Planeforged 4 (Cr****Level 4 [CR 2]**

Medium planeforged

HP 48 DR 24**Defenses** Armor 10 Fort 10 Ref 10 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 4 (Cr 2) Abilities**

Bite Instant
Grappling

The stock planeforged 4 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Planeforged 4 (Cr****Level 4 [CR 4]**

Medium planeforged

HP 64 DR 48**Defenses** Armor 11 Fort 11 Ref 11 Ment 11**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 4 (Cr 4) Abilities**

Multiple Actions: The stock planeforged 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock planeforged 4 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.

Stock Planeforged 5 (Cr 2)**Level 5 [CR 2]**

Medium planeforged

HP 54 DR 28**Defenses** Armor 10 Fort 10 Ref 10 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 5 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock planeforged 5 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Planeforged 5 (Cr 4)****Level 5 [CR 4]**

Medium planeforged

HP 72 DR 56**Defenses** Armor 11 Fort 11 Ref 11 Ment 11**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 5 (Cr 4) Abilities**

Multiple Actions: The stock planeforged 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

Instant

The stock planeforged 5 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Undead 1 (Cr 2)****Level 1 [CR 2]**

Medium undead

HP 39 DR 16**Defenses** Armor 6 Fort 8 Ref 6 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral**Stock Undead 1 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock undead 1 (cr 2) makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Undead 1 (Cr 4)****Level 1 [CR 4]**

Medium undead

HP 52 DR 32**Defenses** Armor 7 Fort 9 Ref 7 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral**Stock Undead 1 (Cr 4) Abilities**

Multiple Actions: The stock undead 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

Instant

The stock undead 1 (cr 4) makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Undead 2 (Cr 2)****Level 2 [CR 2]**

Medium undead

HP 42 DR 20**Defenses** Armor 7 Fort 9 Ref 7 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral**Stock Undead 2 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock undead 2 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Undead 2 (Cr 4)****Level 2 [CR 4]**

Medium undead

HP 56 DR 40**Defenses** Armor 8 Fort 10 Ref 8 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral

Stock Undead 2 (Cr 4) Abilities

Multiple Actions: The stock undead 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock undead 2 (cr 4) makes a +2 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Undead 3 (Cr 2)**Level 3 [CR 2]**

Medium undead

HP 48 DR 24

Defenses Armor 8 Fort 10 Ref 8 Ment 10

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Undead 3 (Cr 2) Abilities

Bite Instant
Grappling

The stock undead 3 (cr 2) makes a +2 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Undead 3 (Cr 4)**Level 3 [CR 4]**

Medium undead

HP 64 DR 48

Defenses Armor 9 Fort 11 Ref 9 Ment 11

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Undead 3 (Cr 4) Abilities

Multiple Actions: The stock undead 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock undead 3 (cr 4) makes a +2 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Undead 4 (Cr 2)**Level 4 [CR 2]**

Medium undead

HP 54 DR 28

Defenses Armor 9 Fort 11 Ref 9 Ment 11

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Undead 4 (Cr 2) Abilities

Bite Instant
Grappling

The stock undead 4 (cr 2) makes a +3 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Undead 4 (Cr 4)**Level 4 [CR 4]**

Medium undead

HP 72 DR 56

Defenses Armor 10 Fort 12 Ref 10 Ment 12

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Undead 4 (Cr 4) Abilities

Multiple Actions: The stock undead 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock undead 4 (cr 4) makes a +3 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Undead 5 (Cr 2)**Level 5 [CR 2]**

Medium undead

HP 60 DR 36

Defenses Armor 9 Fort 11 Ref 9 Ment 11

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Undead 5 (Cr 2) Abilities

Bite Instant
Grappling

The stock undead 5 (cr 2) makes a +3 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Undead 5 (Cr 4)**Level 5 [CR 4]**

Medium undead

HP 80 **DR** 72**Defenses** Armor 10 Fort 12 Ref 10 Ment 12**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral**Stock Undead 5 (Cr 4) Abilities**

Multiple Actions: The stock undead 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

GrapplingThe stock undead 5 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stygian Leech****Level 7 [CR 1]**

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**

Instant

GrapplingThe stygian leech makes a +4 **strike** vs. Armor.**Hit:** The target takes 2d8+4 energy and physical damage.**Leech Life**

Instant

GrapplingThe 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 [CR 2]**

Large animate

Knowledge (nature) 10: Birch treants tend to be shy, and they to avoid conflict if at all possible.

HP 54 **DR** 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 6**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

Instant

The birch treant makes a +4 **strike** vs. Armor.**Hit:** The target takes 2d8+6 bludgeoning damage.**Chestnut Treant****Level 6 [CR 2]**

Large animate

Knowledge (nature) 11: Chestnut treants tend to mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

HP 60 **DR** 36**Defenses** Armor 10 Fort 11 Ref 9 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	Instant
The chestnut treant makes a +6 strike vs. Armor. Hit: The target takes 2d8+6 bludgeoning damage.	

Willow Treant**Level 7 [CR 2]**

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 66 DR 40
Defenses Armor 11 Fort 11 Ref 12 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	Instant
The willow treant makes a +5 strike vs. Armor. Hit: The target takes 2d10+8 bludgeoning damage.	

Darkroot Treant**Level 8 [CR 2]**

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 66 **DR** 40**Defenses** Armor 10 Fort 11 Ref 10 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	Instant
The darkroot treant makes a +6 strike vs. Armor. Hit: The target takes 2d10+8 bludgeoning damage.	

Pine Treant**Level 9 [CR 2]**

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 108 DR 64
Defenses Armor 11 Fort 14 Ref 8 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	Instant
The pine treant makes a +6 strike vs. Armor. Hit: The target takes 2d10+8 bludgeoning damage.	

Oak Treant**Level 10 [CR 2]**

Huge animate

Knowledge (nature) 15: Oak treants tend to be the most stubborn treants, and they brook no guff from wayward adventurers.

HP 120 **DR** 72**Defenses** Armor 12 Fort 15 Ref 9 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

Instant

The oak treant makes a +7 **strike** vs. Armor.**Hit:** The target takes 4d8+12 bludgeoning damage.**Cyprus Treant****Level 11 [CR 2]**

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 150 **DR** 88**Defenses** Armor 12 Fort 16 Ref 9 Ment 13**Movement** Land 25 ft.**Senses** Awareness +10**Attributes** Str 4, Dex -2, Con 5, Int 0, Per 2, 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

Instant

The cyprus treant makes a +7 **strike** vs. Armor.**Hit:** The target takes 4d8+12 bludgeoning damage.**Vampire Eel****Level 6 [CR 0.5]**

Medium animal

Knowledge (nature) 11: Vampire eels are slimy, snakelike carnivores. They swim through murky water, looking for edible creatures.

HP 20 **DR** 0**Defenses** Armor 10 Fort 10 Ref 10 Ment 7**Movement** Swim 30 ft. Swim +8**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 1, Wil -1**Alignment** Always true neutral**Vampire Eel Abilities****Bite**

Instant

GrapplingThe vampire eel makes a +3 **strike** vs. Armor.**Hit:** The target takes 2d6+1 physical damage.**Vampires**

Knowledge (arcana) 5:

Knowledge (arcana) 10:

Knowledge (arcana) 15:

Warg**Level 1 [CR 2]**

Medium animal

HP 36 **DR** 12**Defenses** Armor 7 Fort 7 Ref 8 Ment 4**Movement** Land 30 ft.**Senses** Scent**Attributes** Str 3, Dex 3, Con 2, Int -7, Per 2, Wil -1**Alignment** Always true neutral**Warg Abilities****Bite**

Instant

GrapplingThe warg makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d10+4 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 White Dragon

Level 2 [CR 2]

Small dragon

HP 54 **DR** 28

Defenses Armor 10 Fort 11 Ref 10 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 Instant
Grappling

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

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

Breath Weapon Instant

The wyrmling white dragon makes a +2 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+2 cold damage.

Claws Instant

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

Hit: The target takes 1d8+4 slashing damage.

Juvenile White Dragon

Level 6 [CR 4]

Large dragon

HP 128 **DR** 120

Defenses Armor 13 Fort 16 Ref 11 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

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 Instant
Grappling

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

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

Breath Weapon Instant

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 2d6+3 cold damage.

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the juvenile white dragon as a **condition**.

Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the juvenile white dragon as a **condition**.

Adult White Dragon

Level 10 [CR 6]

Huge dragon

HP 300 **DR** 352

Defenses Armor 16 Fort 19 Ref 13 Ment 16

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

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

Bite Grappling	Instant
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The adult white dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 4d8+18 physical damage.

Breath Weapon	Instant
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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+9 cold damage.

Claws	Instant
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The adult white dragon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d6+18 slashing damage.

Frightful Presence Emotion	Duration
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The adult white dragon makes a +7 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the adult white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the adult white dragon as a **condition**.

Slam	Instant
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The adult white dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 4d10+18 bludgeoning damage.

Ancient White Dragon

Level 14 [CR 6]
Gargantuan dragon

HP 528 **DR** 640
Defenses Armor 18 Fort 23 Ref 15 Ment 20
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

Ancient White Dragon Abilities

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

Bite Grappling	Instant
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The ancient white dragon makes a +11 **strike** vs. Armor.

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

Breath Weapon	Instant
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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+12 cold damage.

Claws	Instant
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The ancient white dragon makes a +13 **strike** vs. Armor.

Hit: The target takes 4d8+24 slashing damage.

Frightful Presence Emotion	Duration
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The ancient white dragon makes a +10 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the ancient white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the ancient white dragon as a **condition**.

Slam	Instant
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The ancient white dragon makes a +11 **strike** vs. Armor.

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

Wyrms White Dragon

Level 18 [CR 6]
Colossal dragon

HP 960 **DR** 1152
Defenses Armor 21 Fort 26 Ref 16 Ment 23
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

Wyrms White Dragon Abilities

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

Bite Grappling Instant

The wyrm white dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 6d10+36 physical damage.

Breath Weapon Instant

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+18 cold damage.

Claws Instant

The wyrm white dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 5d10+36 slashing damage.

Frightful Presence Emotion Duration

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

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the wyrm white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the wyrm white dragon as a **condition**.

Slam Instant

The wyrm white dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 7d10+36 bludgeoning damage.

Wolf Level 2 [CR 1]

Medium animal

HP 13 **DR** 8

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 Grappling Instant

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

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

Yrthak

Level 6 [CR 4]

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 80 **DR** 72

Defenses Armor 12 Fort 12 Ref 12 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

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 Grappling Instant

The yrthak makes a +7 **strike** vs. Armor.

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

Pouncing Bite Grappling Instant

The 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 Instant

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 Instant

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 [CR 1]
Medium undead

HP 13 DR 8

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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam

Instant

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 [CR 2]
Medium undead

HP 36 DR 12

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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam

Instant

The zombie cleric of the peace makes a +1 **strike** vs. Armor.

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

Zombie Orc Butcher

Level 2 [CR 2]
Medium undead

HP 48 DR 24

Defenses Armor 7 Fort 10 Ref 4 Ment 3

Vulnerable Slashing damage

Movement Land 15 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, Dex -2, Con 4, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Orc Butcher Abilities

Undead: The zombie orc butcher is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Crushing Slam

Instant

The zombie orc butcher makes a +1 **strike** vs. Fortitude.

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

Slam

Instant

The zombie orc butcher makes a +2 **strike** vs. Armor.

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

Zombie Orc Grunt

Level 2 [CR 1]
Medium undead

HP 16 DR 12

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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam	Instant
The zombie orc grunt makes a +1 strike vs. Armor. Hit: The target takes 2d8+2 bludgeoning damage.	

Zombie Orc Peon Level 1 [CR 0.5] Medium undead

HP 13	DR 0
Defenses Armor 4	Fort 7 Ref 2 Ment 1
Vulnerable Slashing damage	
Movement Land 15 ft.	
Senses Darkvision (60 ft.)	
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Attributes Str 3, Dex -2, Con 3, Int -7, Per 0, Wil -3	
Alignment Always neutral evil	

Zombie Orc Peon Abilities

Undead: The zombie orc peon is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam	Instant
The zombie orc peon makes a +0 strike vs. Armor. Hit: The target takes 2d6+1 bludgeoning damage.	

Zombie Orc Veteran Level 5 [CR 2] Medium undead

HP 75 DR 48	
Defenses Armor 9 Fort 13 Ref 6 Ment 5	
Vulnerable Slashing damage	
Movement Land 15 ft.	
Senses Darkvision (60 ft.)	
Attributes Str 5, Dex -2, Con 5, Int -7, Per 0, Wil -3	
Alignment Always neutral evil	

Zombie Orc Veteran Abilities

Undead: The zombie orc veteran is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Mighty Slam	Instant
The zombie orc veteran makes a +1 strike vs. Armor. Hit: The target takes 2d10+10 bludgeoning damage.	

Slam	Instant
The zombie orc veteran makes a +3 strike vs. Armor. Hit: The target takes 2d10+6 bludgeoning damage.	

Zombie Orc Clan Chief Level 6 [CR 4] Medium undead

HP 128	DR 120
Defenses Armor 12	Fort 16 Ref 9 Ment 7
Vulnerable Slashing damage	
Movement Land 15 ft.	
Senses Darkvision (60 ft.)	
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Attributes Str 6, Dex -1, Con 6, Int -7, Per 0, Wil -3	
Alignment Always neutral evil	

Zombie Orc Clan Chief Abilities

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 not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Hamstring – Greataxe Sweeping (1)	Duration
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 (<i>half speed, -2 Ref</i>) as a condition .	

Mighty Slam	Instant
The zombie orc clan chief makes a +2 strike vs. Armor. Hit: The target takes 4d6+14 bludgeoning damage.	

Slam	Instant
The zombie orc clan chief makes a +4 strike vs. Armor. Hit: The target takes 4d6+6 bludgeoning damage.	

Zombie Orc Shaman Level 2 [CR 2] Medium undead

HP 48 DR 24	
Defenses Armor 7 Fort 10 Ref 4 Ment 3	
Vulnerable Slashing damage	
Movement Land 15 ft.	
Senses Darkvision (60 ft.)	
Attributes Str 5, Dex -2, Con 4, Int -7, Per 0, Wil -3	
Alignment Always neutral evil	

Zombie Orc Shaman Abilities

Undead: The zombie orc shaman is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam	Instant
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The zombie orc shaman makes a +2 **strike** vs. Armor.
Hit: The target takes 2d8+4 bludgeoning damage.

Chapter 3

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 plane-forged made from the essence of the plane. As normal, when a plane-forged 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 incognuous 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 planeforged 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 4

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 5

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.

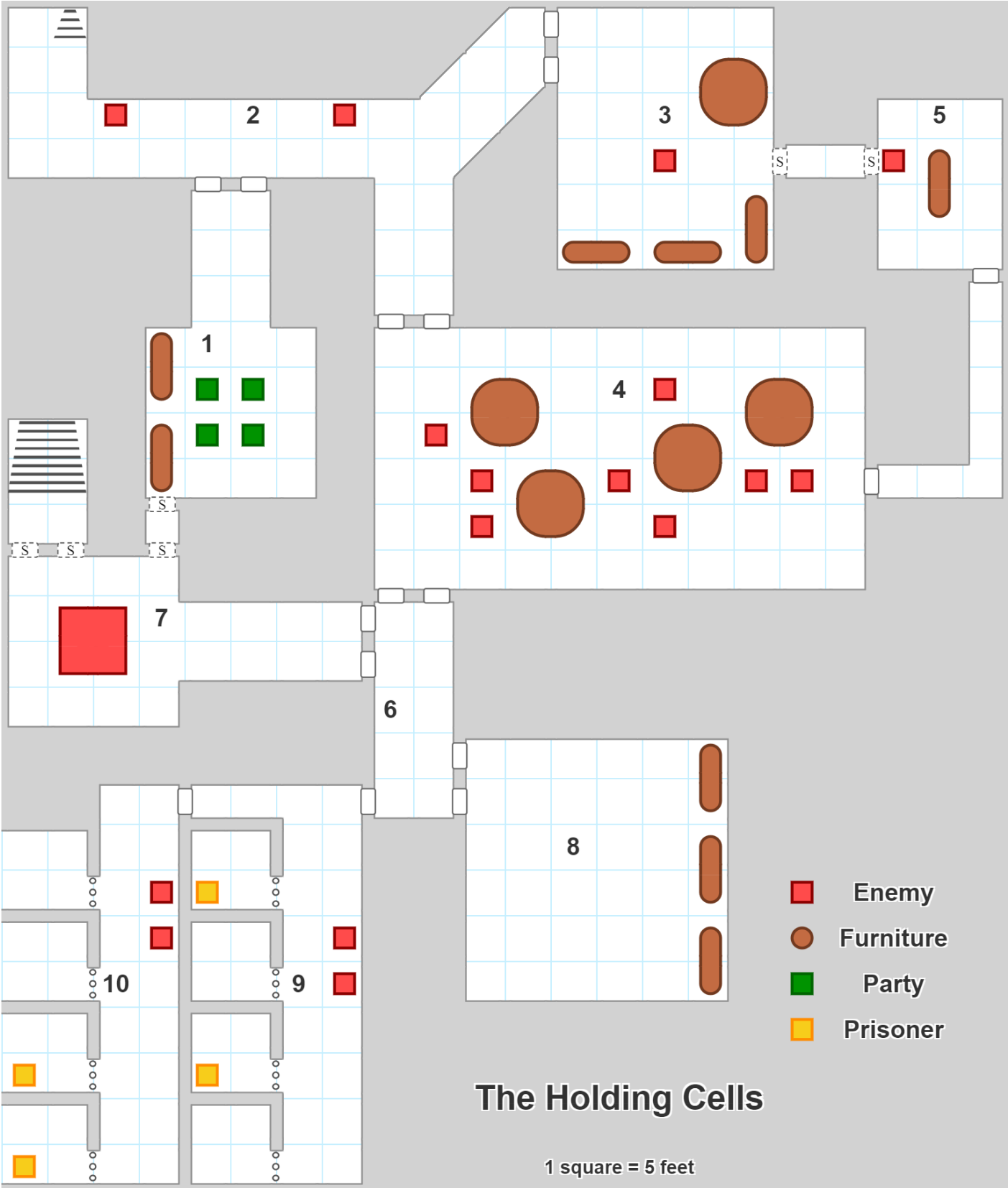
In general, if the party is defeated in battle in this area, they will be returned to their cell by any surviving guards. The guards have strict instructions to keep the prisoners alive, and will even attempt to save dying party members, though their +0 Medicine check may not let them save the party 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 [CR 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 not a **living** creature, and it is affected in a special way by spells from the **vivimancy mystic sphere** (see Vivimancy, page ??).

Broadsword

Instant

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 [CR 2]
Medium humanoid

HP 39 DR 16

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

Instant

Forceful

The orc butcher makes a +2 **strike** vs. Fortitude.

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

Sledgehammer

Instant

Forceful

The orc butcher makes a +3 **strike** vs. Armor.

Hit: The target takes 2d6+4 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 [CR 2]
Medium humanoid

HP 30 DR 4

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 Instant
Magical

The cleric of the peace makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

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

Warhammer Instant
Forceful, Versatile Grip

The cleric of the peace makes a +1 **strike** vs. Armor.

Hit: The target takes 1d6+4 bludgeoning damage.

Town Guard

Level 1 [CR 1]
Medium humanoid

HP 11 DR 4

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 Instant
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.