

Grimoire of Guidance

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Chapter 1

Monster Mechanics

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, insight points, or many other elements of characters. This section defines how monsters function.

Monster Roles

Each monster has a role. A monster's role influences its statistics, and generally indicates the way it fights. There are six roles: brute, skirmisher, warrior, sniper, mystic, and leader. The effects of each role are described below.

Brute

A typical brute rushes into melee and smashes its enemies with highly damaging attacks. Brutes have high hit points and reasonable defenses, but also become [injured](#) easily. Most brutes charge directly at the enemy and fight in melee, though some prefer to use a few ranged attacks before entering the fray.

Defenses: +4 Armor, +5 Brawn, +4 Fortitude, +4 Reflex, +3 Mental

Durability: +6.

Injury Point: Three-quarters of total hit points.

Leader

A typical leader commands their allies from behind the front lines, but is willing to enter the fray to protect more vulnerable allies. Leaders have well-rounded statistics, but they do not generally fight well alone. Instead, they tend to be more effective when aiding or commanding their allies.

Defenses: +4 Armor, +4 Brawn, +4 Fortitude, +4 Reflex, +4 Mental

Durability: +4.

Injury Point: Half of total hit points.

Skirmisher

A typical skirmisher uses its high mobility to fight only when it is advantageous to do so. Skirmishers can be hard to hit, though

they are vulnerable to attacks that can't be dodged. They are likely to avoid intimidating front-line fighters. Instead, they ambush the vulnerable back lines if possible.

Defenses: +5 Armor, +4 Brawn, +4 Fortitude, +5 Reflex, +4 Mental

Durability: +2.

Injury Point: Half of total hit points.

Sniper

A typical sniper uses ranged attacks while staying as far away from combat as possible. Snipers tend to be fragile, so they can be quickly dispatched by creatures that are able to close the distance.

Defenses: +3 Armor, +3 Brawn, +3 Fortitude, +4 Reflex, +4 Mental

Durability: +2.

Injury Point: Three-quarters of total hit points.

Warrior

A typical warrior forms a defensive front line to protect any vulnerable allies. Warriors have high defenses, and can be very difficult to kill. However, they tend to lack offensive power and mobility, so they risk being outflanked and irrelevant.

Defenses: +5 Armor, +4 Brawn, +5 Fortitude, +3 Reflex, +4 Mental

Durability: +4.

Injury Point: One third of total hit points.

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. This scaling is summarized in Table 1.1: Monster Advancement, page 4. In general, their automatic level scaling is designed to keep them on par with the power that player characters gain at higher levels, but without all of the complexity of high-level PCs. High level monsters should have slightly higher base values for their attributes, though this is not quantified, since monster attributes can be highly varied. They have the following specific changes.

- Monsters do not gain insight points, attunement points, or legacy items.

- Monsters calculate their [injury point](#) based on their role rather than their level and Constitution. Their role defines their injury point as some multiplier of the monster's total hit points.
- Monsters only add half their attributes to their defenses instead of their full attribute.
- Monsters gain a +1 bonus to two attributes at 3rd level and every 3 levels thereafter. This replaces the attribute bonus players get.
- Monsters gain a +1 bonus to all defenses at 7th level and 19th level.
- Monsters gain a +1 accuracy bonus at 13th level and 21st level.
- Monsters gain a +1 power bonus at 5th level, 11th level, and 17th level.

Table 1.1: Monster Advancement

Level	Rank	Durability	Bonus ¹	Special
1st	1	+0	—	—
2nd	1	+1	+1	—
3rd	1	+2	+1	+1 to two attributes
4th	2	+2	+2	HP: 2x durability
5th	2	+3	+2	+1 power
6th	2	+4	+3	+1 to two attributes
7th	3	+4	+3	HP: 3x durability, +1 defenses
8th	3	+5	+4	—
9th	3	+6	+4	+1 to two attributes
10th	4	+6	+5	HP: 4x durability
11th	4	+7	+5	+1 power
12th	4	+8	+6	+1 to two attributes
13th	5	+8	+6	HP: 6x durability, +1 accuracy
14th	5	+9	+7	—
15th	5	+10	+7	+1 to two attributes
16th	6	+10	+8	HP: 8x durability
17th	6	+11	+8	+1 power
18th	6	+12	+9	+1 to two attributes
19th	7	+12	+9	HP: 10x durability, +1 defenses
20th	7	+13	+10	—
21st	7	+14	+10	+1 accuracy

1. This bonus applies to the monster's [accuracy](#), [magical](#) power, mundane power, trained skills, and defenses.

Elite Monsters

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

- Elite monsters gain a +2 bonus to their [power](#) and all [defenses](#).
- Elite monsters have three times the [hit points](#) of standard monsters.
- Elite monsters can have a maximum starting attribute of 6 (see [Monster Attributes](#), page 5).

- Elite monsters can take an additional [elite action](#) each round (see [Elite Actions](#), page 5).
- Elite monsters automatically remove [conditions](#) (see [Monster Conditions](#), page 4).

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 Conditions

Monsters normally can't use the [recover](#) ability. Standard monsters can only remove [conditions](#) by taking a [short rest](#). However, elite monsters can remove conditions more easily with the [elite cleanse](#) ability. Intelligence monsters can generally choose which condition they remove, while unintelligent monsters may choose instinctually or randomly.

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On a 7 or higher, the monster can remove one condition . On a 10, it can also remove a different condition. Conditions applied during the current round cannot be removed in this way.	

Whenever an elite monster gains a unique condition, it is added to a "condition track". The first condition is to the first slot in the track, the second condition is added to the second slot, and so on. If a monster gains two instances of the same condition, they are put in the same location on the track.

At the end of each round, each elite monster rolls 1d6. If the result matches an existing condition on its condition track, that condition is removed unless all instances of that condition were gained during the current round. When a monster has multiple copies of the same condition, only one instance of that condition is removed, so it may have to roll the same number multiple times to fully remove the condition. If a location on the condition track becomes empty, all of the conditions to the right of that location shift down by 1. This means the highest occupied number on the condition track should always match the number of unique conditions the monster has. The oldest condition should always be number 1, and the most recent condition should have the highest occupied number on the track.

Monster Resources

Monsters have no resources, and their fatigue tolerance is 0. They are normally unable to use universal abilities that would cause them to increase their fatigue level, such as the [desperate exertion](#) ability. They can use the [sprint](#) ability, but only during the [action](#) phase, since that does not increase their fatigue.

If a monster has an explicitly listed special ability that increases

its fatigue level, it can use that ability. Similarly, monsters that are allied with player characters may choose to increase their fatigue level to receive healing from the players, such as from the restoration spell. This would immediately cause them to suffer fatigue penalties, since their fatigue tolerance is 0.

At the GM's discretion, individual monsters may technically be attuned to their abilities or be attuned to magic items they find, but this is not an explicit part of monster definitions. This is typically only relevant if one of the players has the Null feat (see Feats, page ??).

Monster Ability Access

Although monsters do not gain archetypes, their special abilities should still be balanced appropriately for their maximum accessible rank. Like a player character, a monster's maximum accessible rank is based on its level, as shown in Table 1.1: Monster Advancement, page 4.

It's not always meaningful to give every monster multiple active abilities. However, maneuvers provide significant power at high levels, so high level monsters should generally use special abilities like maneuvers instead of simple strikes. This also ensures that high level monsters feel meaningfully different from low-level monsters, rather than simply having higher statistics.

Monster Attributes

Each of a standard monster's attributes can range from -9 to 4. Elite monsters can have attributes up to 6 at level 1, and they generally have higher attributes overall. A few specific monsters of legendary power can exceed this limit. In general, a monster with higher attributes will be stronger, but not all monsters need to start with the same attribute total.

Monster Natural Weapons

Most monsters that do not have hands, or equivalently agile limbs capable of holding weapons and shields, have more powerful natural weapons. They treat all non-Light natural weapons as if they had the Heavy weapon tag and were being held in two hands. This gives them a +1 damage bonus per 3 power.

Some specific monsters, like horses, do not gain this benefit because they are unable to effectively use their whole body to support their attacks.

Monster Dual Strikes

Monsters with a sufficiently high Dexterity are able to make dual strikes (see Dual Strikes, page ??). However, most monsters can only make dual strikes with two copies of the same Light natural weapon. Monsters that use manufactured weapons can make dual strikes with them in the same way as player characters.

Monster Combat Mechanics

Monster Actions

All monsters are able to make movements and take free actions, minor actions, and standard actions in the same way as player characters.

Elite Actions

Elite monsters can take an additional elite action each round. Every elite monster has at least one special ability which requires an elite action to use. Elite actions cannot be converted into standard or minor actions, and elite monsters cannot use a standard action to use abilities that require an elite action.

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

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

Encounter Balancing

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

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

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

The terrain and physical location of a fight can also dramatically change its difficulty. Narrow corridors and tight spaces favor smaller groups, highly defensive characters, and mid-range spellcasters who can attack safely from the back lines. Wide-open terrain favors large groups, highly mobile creatures, and long-range

combatants like archers. A party with good tactics can easily hold a five-foot tunnel against dozens or even hundreds of melee-only enemy combatants, even if they would be swarmed and killed easily by those same enemies in an open field.

Monster Knowledge

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

Chapter 2

Monster Descriptions

This chapter contains detailed descriptions for a wide variety of monsters.

Aboleth

Level 12 Leader – **Elite**
Huge aberration

**HP 246 IP 123****Defenses** Armor 17 Brawn 17 Fort 16 Ment 16 Ref 11**Movement** 50 ft.; Land (slow) Swim (normal) Swim +13**Senses** Darkvision (240 ft.) Telepathy (480 ft.) Awareness +13**Social** Social Insight +13**Other skills** Endurance +15**Attributes** 4, 0, 6, 4, 4, 6**Alignment** Neutral evil**Accuracy** +8; Brawling +8**Power** 12; 14 **Aboleth Lore**

Dungeoneering DV 6: 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.

Dungeoneering DV 11: 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.

Dungeoneering DV 16: 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.

Dungeoneering DV 21: 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.

Aboleth Abilities**Cause Fear**

Elite action

Tags: Emotion

The aboleth makes a +8 attack vs. Mental against all enemies in a Large (60 ft.) radius from itself.

Hit: The target is **frightened** (-2 Mental, -2 accuracy vs. source) by the aboleth as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

Mind Blank

Elite action

Tags: Compulsion

The aboleth makes a +9 attack vs. Mental against up to two creatures within Medium (60 ft.) range.

Hit: If the target is **injured**, it is compelled to spend its next standard action doing nothing at all. After it takes this standard action, it becomes **immune** to this effect until it finishes a short rest.

Mind Crush

Elite action

Tags: Compulsion, Subdual

The aboleth makes a +8 attack vs. Mental against one creature within Short (30 ft.) range. The aboleth gains a +4 accuracy bonus if the target has a negative Intelligence.

Hit: 8d6 damage.

Psionic Blast

Elite action

Tags: Compulsion, Subdual

The aboleth makes a +8 attack vs. Mental against all enemies in a Medium (30 ft.) cone from itself. The aboleth gains a +4 accuracy bonus against each target with a negative Intelligence.

Hit: 1d10+7 damage.

Injury: The target is **stunned** (-2 defenses) as a condition.

Miss: Half damage.

Dominate

Standard action

Tags: Compulsion

The aboleth **dominates** the mind of humanoid or aberration within Short (30 ft.) range that is unconscious. It can attune to this ability five times, allowing it to control up to five different creatures simultaneously.

Tentacle Slam

Standard action

Tags: **Sweeping** (1)

The aboleth makes a +8 melee strike vs. Armor with its tentacle.

Hit: 3d6+12 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the aboleth can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Slime-Covered Body ★

Triggered

Tags: **Poison**

Whenever a creature hits the aboleth with a melee **strike** using a non-Long weapon, it makes an +8 **reactive attack** vs. Fortitude against the creature that struck it.

Hit: The target becomes **poisoned** by aboleth slime. The poison's accuracy is +8. It makes the target **slowed** (*-10 speed, -2 Armor and Ref*) while the poison lasts. The second escalation also deals 11d6 damage.

Air Elementals



Air Elementals Lore

Planes DV 7: 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.

Planes DV 12: Air elementals have no insulation in their wispy bodies, making them vulnerable to electrical attacks.

Breeze

Level 4 Skirmisher
Small planeforged

HP 18 IP 14**Defenses** Armor 9 Brawn 6 Fort 6 Ment 6 Ref 10**Impervious** Air**Vulnerable** Earth, Electricity**Movement** 20 ft.; Fly (normal, limitless)**Attributes** 2, 5, 0, -3, 2, 0**Alignment** Neutral**Accuracy** +3; Brawling +3**Power** 4; 2 ★**Traits** Floating Nonliving Soulless

Breeze Abilities

Wind Screen ★: The breeze gains a +2 bonus to its defenses against ranged strikes.

Fists

Standard action

The breeze makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+2 damage.

Knockdown	Standard action
The breeze makes a +4 melee strike vs. Armor with its fists.	
Hit: 2d6+2 damage. Injury: If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the breeze.	

Windblast ★	Standard action
Tags: Air	
The breeze makes a +3 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.	
Hit: 1d10+1d6+1 damage. Miss: Half damage.	

Gale	Level 8 Skirmisher Medium planeforged
HP 31 IP 22	
Defenses Armor 13 Brawn 11 Fort 9 Ment 9 Ref 13	
Impervious Air	
Vulnerable Earth, Electricity	
Movement 30 ft.; Fly (normal, limitless)	
Attributes 4, 6, 0, -2, 3, 0	Alignment Neutral
Accuracy +5; Brawling +6	Power 8; 4 ★
Traits Floating Nonliving Soulless	

Gale Abilities

Wind Screen ★: The gale gains a +2 bonus to its defenses against ranged strikes.

Fists	Standard action
The gale makes a +5 melee strike vs. Armor with its fists.	
Hit: 4d6+4 damage.	

Knockdown	Standard action
The gale makes a +5 melee strike vs. Armor with its fists.	
Hit: 2d6+4 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the gale.	

Windblast ★	Standard action
Tags: Air	
The gale makes a +5 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.	
Hit: 1d10+2d6+2 damage. Miss: Half damage.	

Windslash ★	Standard action
Tags: Air	
The gale makes a +5 attack vs. Armor against up to two targets within Long (90 ft.) range. If the gale chooses two targets, they must be adjacent to each other.	
Hit: 1d10+2 damage.	

Tempest	Level 12 Skirmisher Large planeforged
HP 50 IP 34	
Defenses Armor 15 Brawn 14 Fort 11 Ment 11 Ref 14	
Impervious Air	
Vulnerable Earth, Electricity	
Movement 40 ft.; Fly (normal, limitless)	
Attributes 4, 7, 0, -2, 4, 0	Alignment Neutral
Accuracy +8; Brawling +8	Power 10; 6 ★
Traits Floating Nonliving Soulless	

Tempest Abilities

Wind Screen ★: The tempest gains a +2 bonus to its defenses against ranged strikes.

Fists	Standard action
The tempest makes a +8 melee strike vs. Armor with its fists.	
Hit: 6d6+5 damage.	

Knockdown	Standard action
The tempest makes a +9 melee strike vs. Armor with its fists.	
Hit: 2d6+5 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the tempest.	

Windblast ★	Standard action
Tags: Air	
The tempest makes a +8 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.	
Hit: 1d10+3d6+3 damage. Miss: Half damage.	

Windslash ★	Standard action
Tags: Air	
The tempest makes a +8 attack vs. Armor against up to two targets within Long (90 ft.) range. If the tempest chooses two targets, they must be adjacent to each other.	
Hit: 1d10+1d6+3 damage.	

Windslash ★	Standard action
Tags: Air	
The tornado makes a +10 attack vs. Armor against up to two targets within Long (90 ft.) range. If the tornado chooses two targets, they must be adjacent to each other.	
Hit: 1d10+3d6+4 damage.	

Windsnipe ★	Standard action
Tags: Air	
The tempest makes a +8 attack vs. Armor against something within Distant (120 ft.) range.	
Hit: 1d10+3 damage.	

Windsnipe ★	Standard action
Tags: Air	
The tornado makes a +10 attack vs. Armor against something within Distant (120 ft.) range.	
Hit: 1d10+2d6+4 damage.	

Tornado	Level 16 Skirmisher Large planeforged
HP 114 IP 78	
Defenses Armor 18 Brawn 16 Fort 13 Ment 13 Ref 17	
Impervious Air	
Vulnerable Earth, Electricity	
Movement 40 ft.; Fly (normal, limitless)	
Attributes 4, 8, 1, -2, 4, 0	Alignment Neutral
Accuracy +10; Brawling +10	Power 12; 8 ★
Traits Floating Nonliving Soulless	

Tornado Abilities

Wind Screen ★: The tornado gains a +2 bonus to its defenses against ranged strikes.

Fists	Standard action
The tornado makes a +10 melee strike vs. Armor with its fists.	
Hit: 10d6+12 damage.	

Knockdown	Standard action
The tornado makes a +13 melee strike vs. Armor with its fists.	
Hit: 2d6+6 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the tornado.	

Windblast ★	Standard action
Tags: Air	
The tornado makes a +10 attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from itself.	
Hit: 1d10+5d6+4 damage. Miss: Half damage.	

Elder	Level 20 Skirmisher Huge planeforged
HP 170 IP 115	
Defenses Armor 21 Brawn 20 Fort 16 Ment 16 Ref 19	
Impervious Air	

Vulnerable Earth, Electricity	
Movement 50 ft.; Fly (normal, limitless)	
Attributes 4, 9, 1, -2, 4, 0	Alignment Neutral
Accuracy +12; Brawling +12	Power 14; 10 ★
Traits Floating Nonliving Soulless	

Elder Abilities

Wind Screen ★: The elder gains a +2 bonus to its defenses against ranged strikes.

Fists	Standard action
Tags: Sweeping (1)	
The elder makes a +12 melee strike vs. Armor with its fists.	
Hit: 12d6+21 damage.	

Knockdown	Standard action
Tags: Sweeping (1)	
The elder makes a +16 melee strike vs. Armor with its fists.	
Hit: 2d6+7 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the elder.	

Windblast ★

Standard action

Tags: Air

The elder makes a +12 attack vs. Brawn and Reflex against everything in a Medium (*30 ft.*) cone from itself.

Hit: 1d10+6d6+5 damage.

Miss: Half damage.

Windslash ★

Standard action

Tags: Air

The elder makes a +12 attack vs. Armor against up to two targets within Long (*90 ft.*) range. If the elder chooses two targets, they must be adjacent to each other.

Hit: 1d10+4d6+5 damage.

Windsnipe ★

Standard action

Tags: Air

The elder makes a +12 attack vs. Armor against something within Distant (*120 ft.*) range.

Hit: 1d10+3d6+5 damage.

AllipLevel 4 Skirmisher
Medium undead**HP 18 IP 14****Defenses** Armor 8 Brawn 1 Fort 6 Ment 9 Ref 8**Immune** Creation, Manifestation, mundane**Movement** 30 ft.; Fly (average, 5 ft. limit) Stealth +13**Senses** Darkvision (60 ft.) Lifesense (120 ft.) Awareness +3**Attributes** -9, 3, 0, -2, -2, 6**Alignment** Neutral evil**Accuracy** +1; Brawling -3**Power** -7; 8 ★**Traits** Floating Incorporeal Intangible Nonliving**Allip Lore**

Souls DV 7: Allips are incorporeal ghost-like creatures. They cannot speak intelligibly, but they are known for their propensity for babbling incoherently as they attack.

Souls DV 12: An allip is the spectral remains of someone driven to suicide by madness. It craves only revenge and unrelentingly pursues those that it believes tormented it in life. This belief may or may not have any basis in reality.

Allip Abilities**Inflict Wound** ★

Standard action

The allip makes a +1 attack vs. Fortitude against one living creature within Medium (*60 ft.*) range.

Hit: 1d6+4 damage.

Injury: 1d6+4 damage again.

Critical hit: All instances of damage are doubled, not just the initial damage.

Angels

Angels Lore

Planes DV 8: Angels are the ultimate champions of good in the endless battle of good and evil. They are native to Elysium, and they often serve the interests of good-aligned deities.

Planes DV 13: 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.

Planes DV 18: 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 Leader – Elite
Huge planeforged



HP 558 IP 279

Defenses Armor 19 Brawn 21 Fort 19 Ment 19 Ref 17

Immune Frightened, Panicked

Movement 50 ft.; Fly (normal, 60 ft. limit)

Senses Awareness +19

Other skills Endurance +19

Attributes 8, 8, 8, 8, 8, 8

Accuracy +13; Brawling +13

Traits Nonliving Soulless

Alignment Neutral good

Power 18; 18⁺

Seraph Lore

Planes DV 13: 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.

Planes DV 18: Despite their serpentine appearance, seraphim have beautiful singing voices. They sing almost constantly both in and out of combat.

Seraph Abilities

Divine Radiance: The seraph constantly radiates bright illumination in a Large (60 ft.) radius.

Rituals ⁺: The seraph can perform any ritual of rank 6 or lower from the *channel divinity* and *prayer* mystic spheres. It does not need to increase its fatigue level to perform those rituals.

Divine Translocation ⁺

Elite action

The seraph teleports into an unoccupied location within Distant (120 ft.) range. It can teleport in any direction and does not need to land on stable ground.

Immolating Fireball ⁺

Elite action

Tags: Fire

The seraph makes a +13 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.

Hit: 10d6 damage. If a creature takes a vital wound from this damage that leaves it unconscious, its body is completely destroyed by flame. Only a pile of ashes remains. An immolated creature's equipment is unaffected.

Miss: Half damage.

Mighty Pyroclasm ⁺

Elite action

Tags: Fire

Fire consumes a Large (60 ft.) radius zone from the seraph's location. The seraph makes a +13 attack vs. Reflex against everything in the area. This typically means it includes itself as a target. During its next action, this effect repeats in the same area.

Hit: 9d6 damage.

Miss: Half damage.

Bite

Standard action

Tags: Fire, Sweeping (1)

The seraph makes a +13 melee strike vs. Armor with its bite.

Hit: 5d8+27 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the seraph can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Justicar

Level 13 Warrior – **Elite**
Large planeforged

**HP 372 IP 123****Defenses** Armor 17 Brawn 17 Fort 17 Ment 16 Ref 14**Immune** Frightened, Panicked**Movement** 40 ft.; Fly (normal, 60 ft. limit)**Senses** Awareness +16 Deduction +16**Social** Intimidate +9 Social Insight +16**Other skills** Endurance +16**Attributes** 7, 7, 7, 7, 7, 7**Alignment** Lawful good**Accuracy** +11; Brawling +11**Power** 15; 15 ✨**Equipment** Greatsword**Traits** Nonliving Soulless**Justicar Lore**

Planes DV 11: 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.

Planes DV 16: 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.

Planes DV 21: Once, a 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 killed 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.

Justicar Abilities

Divine Radiance: The justicar constantly radiates bright illumination in a Large (60 ft.) radius.

Rituals ✨: The justicar can perform any ritual of rank 5 or lower from the *channel divinity* and *revelation* mystic spheres. It does not need to increase its fatigue level to perform those rituals.

Baffling Visions ✨

Elite action

Tags: Visual

The justicar makes a +12 attack vs. Mental against all enemies within a Large (60 ft.) radius from itself.

Hit: If the target is injured, it is briefly confused (-2 defenses, randomly attack or defend).

Clairvoyance ✨

Elite action

Tags: Scrying, Sustain (attuneable, minor)

A scrying sensor appears floating in the air in any unoccupied square within Medium (60 ft.) range. The justicar does not need line of sight or line of effect to target a location. The justicar must specify a distance and direction to target a location it cannot see. This can allow it to cast the spell beyond walls and similar obstacles.

At the start of each round, the justicar chooses whether it sees and hears from this sensor or from its body. While viewing through the sensor, the justicar's observation ability is the same as its normal body, except that it does not share the benefits of any magical ✨ effects that improve its vision. The justicar otherwise acts normally, though it may have difficulty moving or taking actions if the sensor cannot see its body or its intended targets, effectively making it blinded (50% miss chance, -2 defenses).

If undisturbed, the sensor floats in the air in its position.

Divine Translocation ✨

Elite action

The justicar teleports into an unoccupied location within Distant (120 ft.) range. It can teleport in any direction and does not need to land on stable ground.

Foresee Distant Safety ✨

Elite action

Tags: Subtle

At the start of the next round, it becomes briefly braced (+2 defenses).

Greatsword	Standard action
Tags: Sweeping (1)	
The justicar makes a +11 melee strike vs. Armor with its greatsword.	
Hit: 3d8+22 damage.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the justicar can remove one condition . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Level 10 Skirmisher –
Elite
Large planeforged



HP 210 IP 105	
Defenses Armor 15 Brawn 15 Fort 15 Ment 15 Ref 14	
Immune Frightened, Panicked	
Movement 40 ft.; Fly (normal, 60 ft. limit)	
Senses Awareness +12	
Other skills Endurance +15	
Attributes 4, 5, 7, 4, 4, 6	Alignment Neutral good
Accuracy +7; Brawling +7	Power 11; 13
Traits Nonliving Soulless	

Ophan Lore

Planes DV 10: 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.

Ophan Abilities

Divine Radiance: The ophan constantly radiates bright illumination in a Large (60 ft.) radius.

Divine Translocation	Elite action
The ophan teleports into an unoccupied location within Long (90 ft.) range. It can teleport in any direction and does not need to land on stable ground.	

Mighty Combustion	Elite action
Tags: Fire	

The ophan makes a +3 attack vs. Fortitude against something adjacent to it.

Hit: 7d6 damage. During its next action, the target takes 7d6 damage again, and any [extra damage](#) also applies to this damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Pyroclasm	Elite action
Tags: Fire	

Fire consumes a Medium (30 ft.) radius zone from the ophan's location. The ophan makes a +7 attack vs. Reflex against everything in the area. This typically means it includes itself as a target. During its next action, this effect repeats in the same area.

Hit: 1d10+1d6+6 damage.

Miss: Half damage.

Stoke the Fires	Elite action
Tags: Fire	

The ophan makes a +7 attack vs. Reflex against all [enemies](#) adjacent to it. Then, it is briefly empowered (+4 damage).

Hit: 1d10+1d6+6 damage.

Miss: Half damage.

Whirlwind	Standard action
Tags: Impact	
The ophan makes a +7 melee strike vs. Armor with its ram. The strike targets all enemies adjacent to it.	

Hit: 2d6+22 damage.

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the ophan can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Animals

Animals Lore

Nature DV 0: All animals are mundane and cannot speak. They are easier to influence with the Creature Handling skill than other creatures.

Baboon

Level 1 Skirmisher
Medium mortal

HP 13 IP 11	Defenses Armor 6 Brawn 5 Fort 4 Ment 3 Ref 6
Movement 30 ft.; Climb (normal)	
Senses Awareness +5	
Attributes 2, 3, 1, -8, 2, -1	Alignment Neutral
Accuracy +1; Brawling +1	Power 2; -1 ⚡
Traits Animal	

Baboon Lore

Nature DV 5: A baboon is an aggressive primate adapted to life on the ground. A typical baboon is the size of a big dog.

Nature DV 10: 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.

Baboon Abilities

Claws	Standard action
The baboon makes a +1 melee strike vs. Armor with its claws.	
Hit: 2d4+1 damage.	

Badger

Level 1 Warrior
Medium mortal

HP 17 IP 12	Defenses Armor 6 Brawn 3 Fort 6 Ment 3 Ref 4
Movement 40 ft.	
Senses Scent	
Other skills Endurance +6	
Attributes -2, 2, 3, -8, 1, -1	Alignment Neutral
Accuracy +1; Brawling -1	Power -2; -1 ⚡
Traits Animal Quadrupedal	

Badger Lore

Nature DV 5: A badger is a furry animal with a squat, powerful body. Badgers can be tenacious in combat.

Nature DV 10: 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.

Badger Abilities

Claws	Standard action
The badger makes a +1 melee strike vs. Armor with its claws.	
Hit: 2d4-1 damage.	

Black Bear	Level 1 Brute – Elite Medium mortal
HP 63 IP 47	
Defenses Armor 6 Brawn 9 Fort 8 Ment 4 Ref 6	
Movement 40 ft.; Climb +7 Swim +7	
Senses Scent Awareness +5	
Other skills Endurance +8 Survival +5	
Attributes 4, 0, 5, -8, 2, -2	Alignment Neutral
Accuracy +1; Brawling +2	Power 6; 0 ⚡
Traits Animal Quadrupedal	

Black Bear Lore

Nature DV 5: 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. A typical black bear can be easily frightened away by loud noises and creatures that appear large.

Black Bear Abilities

Bite	Elite action
The black bear makes a +1 melee strike vs. Armor with its bite.	
Hit: 1d8+6 damage.	

Claws	Standard action
The black bear makes a +1 melee strike vs. Armor with its claws.	
Hit: 2d4+3 damage.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the black bear can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Brown Bear	Level 3 Brute – Elite Large mortal
A brown bear's statistics can be used for almost any big bear, including a grizzly bear.	

HP 72 IP 54	
Defenses Armor 7 Brawn 11 Fort 10 Ment 6 Ref 6	
Movement 50 ft.; Climb +9 Swim +9	
Senses Scent Awareness +5	
Other skills Endurance +10 Survival +5	
Attributes 5, 0, 6, -8, 1, 0	Alignment Neutral
Accuracy +2; Brawling +4	Power 8; 3 ⚡
Traits Animal Quadrupedal	

Brown Bear Lore

Nature DV 6: Brown bears tend to be bad-tempered and territorial.

Brown Bear Abilities

Bite	Elite action
The brown bear makes a +2 melee strike vs. Armor with its bite.	
Hit: 1d8+8 damage.	

Claws	Standard action
The brown bear makes a +2 melee strike vs. Armor with its claws.	
Hit: 2d4+4 damage.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the brown bear can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Camel	Level 1 Brute Large mortal
HP 19 IP 12	
Defenses Armor 4 Brawn 7 Fort 5 Ment 3 Ref 3	
Movement 50 ft.	
Other skills Endurance +6	
Attributes 3, 0, 3, -8, 1, 0	Alignment Neutral
Accuracy +1; Brawling +2	Power 3; 0 ⚡
Traits Animal Quadrupedal	

Camel Lore

Nature DV 5: Camels are known for their ability to travel long distances without food or water.

Camel Abilities

Bite	Standard action
The camel makes a +1 melee strike vs. Armor with its bite.	
Hit: 1d8+3 damage.	

Cat	Level 1 Skirmisher Small mortal
HP 9 IP 9	
Defenses Armor 7 Brawn 0 Fort 2 Ment 3 Ref 8	
Movement 30 ft.; Balance +7 Flexibility +7 Stealth +11	
Senses Scent Awareness +5	
Attributes -7, 4, -3, -7, 2, -2	
Alignment Neutral	
Accuracy +1; Brawling -3	
Power -7; -2 ✨	
Traits Animal Quadrupedal	

Cat Abilities

Bite	Standard action
The cat makes a +1 melee strike vs. Armor with its bite.	
Hit: 1d8-7 damage.	

Dog	Level 1 Skirmisher Medium mortal
These statistics can be used for any large dog or similar creature, such as an ordinary wolf. For particularly small dogs, use the statistics for a cat instead.	

HP 12 IP 10	
Defenses Armor 5 Brawn 4 Fort 4 Ment 3 Ref 5	
Movement 40 ft.	
Senses Scent Awareness +5	
Other skills Survival +5	
Attributes 0, 1, 0, -7, 2, -1	
Alignment Neutral	
Accuracy +1; Brawling +0	
Power 0; -1 ✨	
Traits Animal Quadrupedal	

Dog Lore

Nature DV 5: Some dogs are trained to serve as steeds for halflings and kobolds. Such riding dogs may be trained for combat, or may be only used for travel.

Dog Abilities

Bite	Standard action
The dog makes a +1 melee strike vs. Armor with its bite.	
Hit: 1d8 damage.	

Draft Horse	Level 2 Brute Large mortal
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HP 19 IP 12	
Defenses Armor 5 Brawn 9 Fort 6 Ment 3 Ref 4	
Movement 40 ft.; Land (slow)	
Other skills Endurance +6	

Attributes 4, 1, 2, -8, 0, -2	Alignment Neutral
Accuracy +1; Brawling +3	Power 5; -1 ✨
Traits Animal	

Draft Horse Lore

Nature DV 6: Draft horses are typically used to work farms. They are slower than light horses, but stronger. They are the cheapest type of horse that is normally available.

Draft Horse Abilities

Light Horse	Level 2 Skirmisher Large mortal
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HP 12 IP 10	
Defenses Armor 7 Brawn 7 Fort 4 Ment 4 Ref 6	
Movement 40 ft.	

Attributes 2, 2, -1, -8, 0, -2	Alignment Neutral
Accuracy +1; Brawling +2	Power 3; -1 ✨
Traits Animal	

Light Horse Lore

Nature DV 6: Light horses are typically used to carry riders, not to work or fight.

Light Horse Abilities

Pony	Level 2 Brute Medium mortal
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HP 19 IP 12	
Defenses Armor 5 Brawn 7 Fort 6 Ment 3 Ref 5	
Movement 40 ft.	

Attributes 2, 0, 2, -8, 0, -2	Alignment Neutral
Accuracy +1; Brawling +2	Power 3; -1 ✨
Traits Animal Quadrupedal	

Pony Abilities

Bite	Standard action
The pony makes a +1 melee strike vs. Armor with its bite.	
Hit: 1d8+3 damage.	

Warhorse	Level 3 Skirmisher Large mortal
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HP 16 IP 12**Defenses** Armor 7 Brawn 8 Fort 6 Ment 5 Ref 6**Movement** 40 ft.**Attributes** 4, 2, 2, -8, 0, 0**Alignment** Neutral**Accuracy** +1; Brawling +3**Power** 5; 1 ⚡**Traits** Animal

Warhorse Lore

Nature DV 6: Warhorses are trained to carry riders into battle. They are superior to other types of horses, but more expensive.

Warhorse Abilities

Animated Objects**Tiny Object**

Level 1 Brute

Tiny animate

HP 12 IP 8**Defenses** Armor 6 Brawn 1 Fort 2 Ment 3 Ref 8**Movement** 20 ft.**Senses** Darkvision (60 ft.)**Attributes** -4, 4, -4, -8, 0, 0**Alignment** Neutral**Accuracy** +0; Brawling -2**Power** -4; 0 ⚡**Traits** Simple-minded

Tiny Object Abilities

Ram

Standard action

Tags: Impact

The tiny object makes a +0 melee strike vs. Armor with its ram.

Hit: 1d6-4 damage.**Small Object**

Level 1 Brute

Small animate

HP 16 IP 10**Defenses** Armor 5 Brawn 5 Fort 4 Ment 3 Ref 6**Movement** 20 ft.**Senses** Darkvision (60 ft.)**Attributes** 2, 3, 0, -8, 0, 0**Alignment** Neutral**Accuracy** +0; Brawling +1**Power** 2; 0 ⚡**Traits** Simple-minded

Small Object Abilities

Ram	Standard action
Tags: Impact	
The small object makes a +0 melee strike vs. Armor with its ram.	
Hit: 1d6+2 damage.	

Medium Object

HP 19 IP 12	Level 2 Brute
Defenses Armor 6 Brawn 8 Fort 6 Ment 4 Ref 6	Medium animate
Movement 30 ft.	
Senses Darkvision (60 ft.)	
Attributes 4, 2, 2, -8, 0, 0	Alignment Neutral
Accuracy +1; Brawling +3	Power 5; 1 ⚡
Traits Simple-minded	

Medium Object Abilities

Knockdown	Standard action
Tags: Impact	
The medium object makes a +1 melee strike vs. Armor with its ram.	
Hit: 1d6+5 damage.	

Injury: If the attack result hits the target's Brawn defense, it falls *prone* (*half speed*, -2 *Armor and Ref*). This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than the medium object.

HP 32 IP 17	Level 4 Brute
Defenses Armor 6 Brawn 10 Fort 7 Ment 5 Ref 5	Large animate
Movement 40 ft.	
Senses Darkvision (60 ft.)	
Attributes 5, 1, 3, -8, 0, 0	Alignment Neutral
Accuracy +2; Brawling +4	Power 7; 2 ⚡
Traits Simple-minded	

Large Object Abilities

Knockdown	Standard action
Tags: Impact	
The large object makes a +3 melee strike vs. Armor with its ram.	

Hit: 1d6+7 damage.

Injury: If the attack result hits the target's Brawn defense, it falls *prone* (*half speed*, -2 *Armor and Ref*). This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than the large object.

Huge Object	Level 7 Brute
	Huge animate

HP 52 IP 26	Level 7 Brute
Defenses Armor 8 Brawn 14 Fort 10 Ment 7 Ref 6	Huge animate
Movement 50 ft.	
Senses Darkvision (60 ft.)	
Attributes 6, 0, 4, -8, 0, 0	Alignment Neutral
Accuracy +3; Brawling +6	Power 9; 3 ⚡
Traits Simple-minded	

Huge Object Abilities

Knockdown	Standard action
Tags: Impact, Sweeping (1)	
The huge object makes a +3 melee strike vs. Armor with its ram.	
Hit: 1d6+9 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed</i> , -2 <i>Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the huge object.	

Gargantuan Object	Level 9 Brute
	Gargantuan animate

HP 61 IP 31	Level 9 Brute
Defenses Armor 8 Brawn 16 Fort 11 Ment 8 Ref 5	Gargantuan animate
Movement 60 ft.	
Senses Darkvision (60 ft.)	
Attributes 7, -1, 5, -8, 0, 0	Alignment Neutral
Accuracy +4; Brawling +8	Power 11; 4 ⚡
Traits Simple-minded	

Gargantuan Object Abilities

Knockdown	Standard action
Tags: Impact, Sweeping (2)	
The gargantuan object makes a +4 melee strike vs. Armor with its ram.	
<p>Hit: 1d6+11 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a <i>Size-Based</i> effect, so it does not affect creatures more than one size category larger than the gargantuan object.</p>	

Colossal Object	Level 11 Brute Colossal animate
HP 86 IP 44	
Defenses Armor 9 Brawn 19 Fort 13 Ment 9 Ref 5	
Movement 80 ft.	
Senses Darkvision (60 ft.)	
Attributes 8, -2, 6, -8, 0, 0	Alignment Neutral
Accuracy +5; Brawling +9	Power 13; 5
Traits Simple-minded	

Colossal Object Abilities

Knockdown	Standard action
Tags: Impact, Sweeping (3)	
The colossal object makes a +6 melee strike vs. Armor with its ram.	
<p>Hit: 1d6+13 damage. If the attack result hits the target's Brawn defense, it falls <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). This is a <i>Size-Based</i> effect, so it does not affect creatures more than one size category larger than the colossal object.</p>	

Ankheg	Level 4 Skirmisher – Elite
	Large mortal



HP 66 IP 33	
Defenses Armor 10 Brawn 11 Fort 9 Ment 8 Ref 9	
Movement 50 ft.; Burrow (slow) Climb +9	
Senses Darkvision (60 ft.) Tremorsense (60 ft.) Awareness +7	
Attributes 4, 3, 2, -8, 2, 0	Alignment Neutral
Accuracy +3; Brawling +4	Power 8; 4
Traits Beast Multipedal	

Ankheg Lore

Nature DV 7: 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.

Nature DV 12: 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.

Nature DV 17: 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.

Ankheg Abilities

Grappling Bite	Standard action
Tags: Size-Based	
The ankheg makes a +3 melee strike vs. Armor with its bite.	
Hit: 1d8+8 damage. If the attack result also hits the target's Brawn defense, it is grappled .	
Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the ankheg controls the grapple.	

Spew Acid	Standard action
Tags: Acid	
The ankheg makes a +3 attack vs. Reflex against everything in a Medium (<i>30 ft. long</i>), 5 ft. wide line from itself.	
Hit: 1d10+1d6+4 damage.	
Miss: Half damage.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the ankheg can remove one condition . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Bandits

Army Deserter



Level 1 Warrior
Medium mortal

HP 16 IP 11

Defenses Armor 6 Brawn 5 Fort 6 Ment 4 Ref 3

Movement 30 ft.

Other skills Endurance +5

Attributes 2, 0, 2, 0, 1, 0

Alignment Neutral evil

Accuracy +1; Brawling +1

Power 2; 0 ⚡

Equipment Leather lamellar, buckler, spear, heavy crossbow

Traits Humanoid

Army Deserter Lore

Local DV 5: Army deserters have abandoned their past life in an army and struck out on their own. Since the punishments for desertion are typically harsh, they have little to lose.

Army Deserter Abilities

Heavy Crossbow

Standard action

Tags: Projectile (90/270)

The army deserter makes a +1 ranged strike vs. Armor with its heavy crossbow.

Hit: 1d10+1 damage.

Spear

Standard action

Tags: Thrown (30/60)

The army deserter makes a +1 strike vs. Armor with its spear.

Hit: 1d6+1 damage.

Veteran Archer

Level 3 Sniper
Medium mortal

HP 14 IP 11

Defenses Armor 5 Brawn 5 Fort 4 Ment 5 Ref 6

Movement 30 ft.

Senses Awareness +8

Attributes 2, 3, 0, 0, 4, 0

Alignment Neutral evil

Accuracy +3; Brawling +2

Power 3; 1 ⚡

Equipment Buff leather, longbow

Traits Humanoid

Veteran Archer Abilities

Arrowguide

Standard action

Tags: Projectile (90/270)

The veteran archer makes a +1 ranged strike vs. Armor with its longbow. Then, it briefly gains a +2 accuracy bonus with ranged strikes against the target.

Hit: 1d6+1 damage.

Longbow

Standard action

Tags: Projectile (90/270)

The veteran archer makes a +3 ranged strike vs. Armor with its longbow.

Hit: 1d6+1 damage.

Renegade Bolter

Level 4 Sniper
Medium mortal

HP 18 IP 14

Defenses Armor 7 Brawn 5 Fort 5 Ment 8 Ref 7

Movement 30 ft.

Senses Awareness +8

Attributes 0, 3, 0, 0, 3, 4

Alignment Neutral evil

Accuracy +3; Brawling +2

Power 2; 6 ⚡

Equipment Buff leather, buckler

Traits Humanoid

Renegade Bolter Abilities

Arc ★	Standard action
Tags: Electricity	
<p>The renegade bolter makes a +3 attack vs. Fortitude against something within Short (30 ft.) range. This attack chains once.</p> <p>Hit: 1d6+5 damage.</p>	

Electrocute ★	Standard action
Tags: Electricity	
<p>The renegade bolter makes a -1 attack vs. Fortitude against something within Short (30 ft.) range.</p> <p>Hit: 4d6 damage. If it takes a vital wound from this damage that leaves it unconscious, it immediately dies.</p>	

Stunning Discharge ★	Standard action
Tags: Electricity	
<p>The renegade bolter makes a +4 attack vs. Mental against all enemies in a Medium (30 ft.) radius from itself.</p> <p>Hit: If the target is injured, it is stunned (-2 defenses) as a condition.</p> <p>Critical hit: The condition must be removed an additional time before the effect ends.</p>	

Bugbears

Bugbears Lore

Local DV 7: Bugbears are Medium humanoid creatures with burly, hairy bodies and ugly goblin faces. They are brutish and chaotic, and enjoy bullying their goblin kin.

Local DV 12: Although bugbears have only ordinary physical strength, they are remarkably durable. Their name comes from their hirsute nature and inexhaustible endurance, both of which are reminiscent of bears. They enjoy wrestling, and tend to grapple their foes in combat, even when doing so is not tactically advantageous.

Local DV 17: Bugbears are typically found in small packs that rarely have more than a dozen members. However, sometimes they will congregate around a powerful leader for a time. These groupings are not hierarchical or well organized, and are typically based around some discovery of wealth that a chief can ration out to their followers.

Bugbear Raider

Level 4 Warrior
Medium mortal

HP 32 IP 19	Attributes 2, 0, 5, -2, 0, 2 Alignment Chaotic evil
Defenses Armor 7 Brawn 7 Fort 9 Ment 7 Ref 5	Accuracy +2; Brawling +3 Power 4; 4 ★
Movement 30 ft.	Equipment Leather lamellar, heavy flail
Other skills Endurance +10	Traits Humanoid

Bugbear Raider Abilities

Grapple	Standard action
Tags: Brawling, Size-Based	
<p>The bugbear raider makes a +3 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.</p> <p>Hit: The bugbear raider and the target are grappled by each other.</p> <p>Critical hit: The bugbear raider also controls the grapple.</p>	

Heavy Flail	Standard action
The bugbear raider makes a +2 melee strike vs. Armor with its heavy flail.	

Piledriver	Standard action
Tags: Brawling	
The bugbear raider makes a +3 attack vs. Brawn using a free hand against a creature it is grappling .	
Hit: 1d8+1d6+4 damage.	

Bugbear Shaman	Level 4 Leader Medium mortal
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HP 32 IP 19	
Defenses Armor 8 Brawn 6 Fort 8 Ment 8 Ref 6	
Movement 30 ft.	
Senses Awareness +7	
Other skills Endurance +10	
Attributes 1, 0, 5, -2, 2, 4	Alignment Chaotic evil
Accuracy +3; Brawling +2	Power 3; 6
Equipment Leather lamellar, standard shield, flail	
Traits Humanoid	

Bugbear Shaman Abilities

Flail	Standard action
The bugbear shaman makes a +3 melee strike vs. Armor with its flail.	
Hit: 1d8+1 damage.	

Mind Crush	Standard action
Tags: Compulsion , Subdual	
The bugbear shaman makes a +3 attack vs. Mental against one creature within Short (30 ft.) range. The bugbear shaman gains a +4 accuracy bonus if the target has a negative Intelligence.	
Hit: 1d6+5 damage.	

Repeat	Standard action
Tags: Compulsion	
The bugbear shaman makes a +3 attack vs. Mental against up to two creatures within Short (30 ft.) range.	
Hit: During the next round, the target must repeat the same standard action that it took this round if possible. It can choose different targets or otherwise make different decisions about its action, but the action must be the same. This does not affect its other actions, such as movement. If it is unable to take the same standard action, it can act normally. For example, if the target used the recover ability this round, which can only be used once per short rest, its actions would not be restricted next round.	

After the target repeats or fails to repeat its action in this way, it becomes immune to this effect until it finishes a [short rest](#).

Taunt	Standard action
Tags: Emotion	
The bugbear shaman makes a +3 attack vs. Mental against up to two creatures within Medium (60 ft.) range.	
Hit: The target is briefly goaded (-2 accuracy vs. non-goading creatures) by the bugbear shaman. If it injured , it is also goaded by the bugbear shaman as a condition.	

Critical hit: The condition must be removed an additional time before the effect ends.

Bugbear Growl	Level 2 Warrior Medium mortal
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HP 19 IP 13	
Defenses Armor 6 Brawn 6 Fort 8 Ment 5 Ref 4	
Movement 30 ft.	
Other skills Endurance +8	
Attributes 2, 0, 4, -2, 0, 1	Alignment Chaotic evil
Accuracy +1; Brawling +2	Power 3; 2
Equipment Buff leather, heavy flail	
Traits Humanoid	

Bugbear Growl Abilities

Grapple	Standard action
Tags: Brawling , Size-Based	

The bugbear growl makes a +2 attack with a free hand against the Brawn and Reflex defenses of one creature it [touches](#).

Hit: The bugbear growl and the target are [grappled](#) by each other.

Critical hit: The bugbear growl also controls the grapple.

Heavy Flail	Standard action
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The bugbear growl makes a +1 melee strike vs. Armor with its heavy flail.	
Hit: 1d10+3 damage.	

Piledriver	Standard action
Tags: Brawling	

The bugbear growl makes a +2 attack vs. Brawn using a free hand against a creature it is [grappling](#).

Hit: 1d8+3 damage.

Bugbear Chief	Level 6 Leader – Elite Medium mortal
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HP 114 IP 57**Defenses** Armor 9 Brawn 10 Fort 12 Ment 12 Ref 9**Movement** 30 ft.**Other skills** Endurance +12**Attributes** 3, 0, 6, 0, 3, 6**Alignment** Neutral evil**Accuracy** +4; Brawling +4**Power** 8; 11 **Equipment** Brigandine, heavy flail**Traits** Humanoid

Bugbear Chief Abilities

Defensive Stance

Elite action

Tags: **Swift**

The bugbear chief becomes **briefly shielded** (+2 Armor and Ref). Next round, if the bugbear chief undefined takes damage that round, it becomes **briefly shielded** (+2 Armor and Ref) again. This ability has the **Swift** tag, so it affects attacks against the bugbear chief during the current phase.

Invigoration

Elite action

Tags: **Swift**

Cost: One fatigue level.

The bugbear chief is **briefly empowered**. In addition, the bugbear chief regains $1d10+1d6+4$ hit points.

Weather the Storm

Elite action

Tags: **Swift**

The bugbear chief undefined takes half damage from all sources this round. Because this is a **Swift** ability, it affects attacks against the bugbear chief during the current phase.

Heavy Flail

Standard action

The bugbear chief makes a +4 melee strike vs. Armor with its heavy flail.

Hit: $1d10+8$ damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the bugbear chief can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Carrion Crow

Level 3 Skirmisher
Small mortal

HP 13 IP 11**Defenses** Armor 8 Brawn 5 Fort 4 Ment 5 Ref 9**Movement** 20 ft.; Fly (average, 90 ft. limit)**Senses** Awareness +8**Attributes** 2, 4, -1, -6, 4, 0**Alignment** Neutral**Accuracy** +3; Brawling +2**Power** 3; 1 ⭐**Traits** Beast**Carrion Crow Lore**

Nature DV 6: Carrion crows are larger and stronger than ordinary crows. They are primarily scavengers, but if hungry, they will ruthlessly mob creatures who seem weak or isolated.

Carrion Crow Abilities**Peck Out Your Eyes**

Standard action

The carrion crow makes a +3 melee strike vs. Armor with its beak.

Hit: 1d6+3 damage. If the attack result also hits the target's Fortitude defense, it is briefly dazzled (*20% miss chance, no special vision*).

Choker

Level 4 Brute
Medium mortal

**HP 24 IP 13****Defenses** Armor 8 Brawn 9 Fort 5 Ment 4 Ref 8**Movement** 30 ft.; Climb (slow) Climb +10 Stealth +9**Senses** Darkvision (60 ft.) Awareness +5**Attributes** 5, 4, -1, -4, 0, -1**Alignment** Chaotic evil**Accuracy** +2; Brawling +4**Power** 7; 1 ⭐**Traits** Humanoid**Choker Lore**

Local DV 7: 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.

Choker Abilities**Choke**

Standard action

Tags: Brawling

The choker makes a +4 attack vs. Brawn using a free hand against a creature it is grappling.

Hit: 1d8+1d6+7 damage.

Grappling Tentacle	Standard action
Tags: Size-Based	
The choker makes a +2 melee strike vs. Armor with its tentacle.	
Hit: 1d6+7 damage. If the attack result also hits the target's Brawn defense, it is grappled .	
Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the choker controls the grapple.	

Corpsemound	Level 8 Brute – Elite Large undead
HP 183 IP 137	
Defenses Armor 10 Brawn 16 Fort 14 Ref 9	
Immune Compulsion, Emotion	
Movement 40 ft.	
Attributes 6, -2, 6, —, 2, —	Alignment Neutral evil
Accuracy +5; Brawling +7	Power 12; 8 ✨
Traits Mindless Nonliving	

Corpsemound Lore

Souls DV 9: A corpsemound is a Large undead amalgamation of many corpses. It resembles a pile of bodies. The bodies push, drag, and roll the mound towards anything living.

Corpsemound Abilities

Mighty Stomp	Elite action
Tags: Earth	
The corpsemound makes a +5 attack vs. Reflex against all enemies adjacent to it that are grounded on the same stable surface as it. Then, it is briefly empowered (+3 damage).	
Hit: 1d10+6 damage.	
Miss: Half damage.	

Fists	Standard action
The corpsemound makes a +5 melee strike vs. Armor with its fists.	
Hit: 4d6+6 damage.	

Fling Corpse	Standard action
The corpsemound throws a zombie mauler from its body. The corpsemound makes a +5 attack vs. Armor against something within Short (30 ft.) range. Whether the attack hits or misses, the mauler takes damage as if it was hit by the attack, and then acts independently afterwards.	
Hit: 1d8+2d6+12 damage.	

Trample	Standard action
Tags: Brawling, Size-Based	
The corpsemound moves up to its speed in a straight line. Then, the corpsemound makes a +7 attack vs. Brawn against each creature whose space it moved through in this way.	
Hit: 1d8+2d6+12 damage.	
Miss: Half damage.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the corpsetree can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Corpsetree	Level 8 Warrior – Elite Huge undead
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HP 156 IP 51	Attributes 7, -2, 5, -5, 2, 2	Alignment Neutral evil
Defenses Armor 11 Brawn 16 Fort 14 Ment 12 Ref 7	Accuracy +5; Brawling +7	Power 13; 8 ✨
Vulnerable Fire	Traits Nonliving Plant	

Corpsetree Lore

Nature DV 9: A corpsetree's body is a mixture of rotting flesh and wood. When fresh corpses are left to rot near a dying tree, their lingering soul energy can merge with the tree to create a corpsetree.

Corpsetree Abilities

Circle of Death ✨	Elite action
The corpsetree inscribes a circle in a Medium (30 ft.) radius zone from its location. During its next action, the corpsetree makes a +5 reactive attack vs. Fortitude against all living creatures in the area.	
Hit: 4d6 damage.	
Injury: 4d6 damage again.	
Critical hit: All instances of damage are doubled, not just the initial damage.	
Miss: Half damage.	

Corpse Explosion ✨	Elite action
Choose one Small or larger unattended corpse within Short (30 ft.) range. The corpsetree makes a +5 attack vs. Reflex against everything within a Tiny (5 ft.) radius from the corpse. The corpsetree gains a +1 accuracy bonus for each size category by which the corpse is larger than Medium. The corpse is also destroyed.	
Hit: 1d8+8 damage.	
Miss: Half damage.	

Embedded Growth ✨	Elite action
The corpsetree makes a +5 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+1d6+4 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Fists	Standard action
Tags: <i>Sweeping</i> (1)	
The corpsetree makes a +5 melee strike vs. Armor with its fists.	
Hit: 4d6+6 damage.	

Grappling Fists	Standard action
Tags: <i>Size-Based, Sweeping</i> (1)	
The corpsetree makes a +6 melee strike vs. Armor with its fists.	
Hit: 2d6+6 damage. If the attack result also hits the target's Brawn defense, it is <i>grappled</i> .	
Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the corpsetree controls the grapple.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the corpsetree can remove one <i>condition</i> . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Cultists

Death Cultist	Level 1 Sniper Medium mortal
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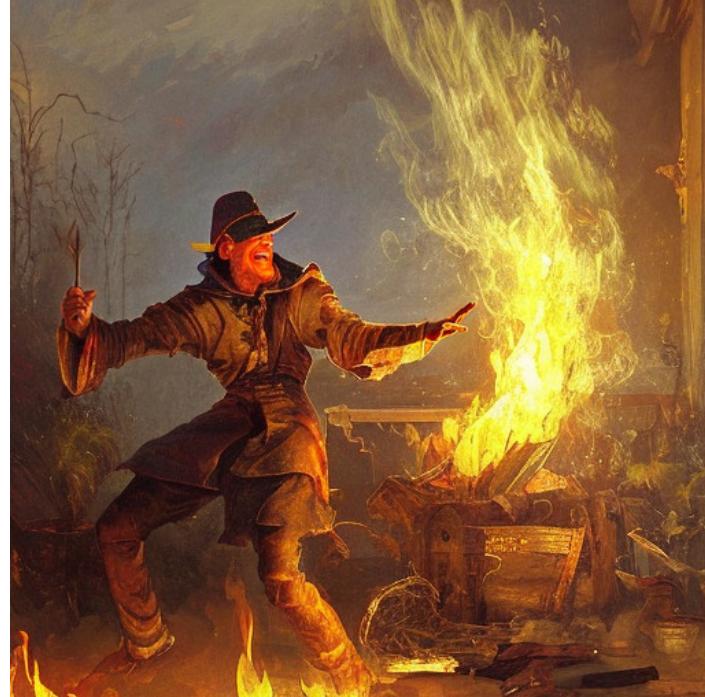
HP 14 IP 11	Attributes 1, 1, 2, -1, 1, 4	Alignment Lawful evil
Defenses Armor 3 Brawn 3 Fort 4 Ment 6 Ref 4	Accuracy +1; Brawling +1	Power 1; 4 ⚔
Movement 30 ft.	Equipment Scythe	
	Traits Humanoid	

Death Cultist Abilities

Drain Life ⚔	Standard action
The death cultist makes a +1 attack vs. Fortitude against one living creature within Short (30 ft.) range.	
Hit: 1d10+2 damage.	
Injury: The death cultist is <i>briefly empowered</i> (+1 damage).	

Scythe	Standard action
Tags: <i>Sweeping</i> (2)	
The death cultist makes a +1 melee strike vs. Armor with its scythe.	

Pyromaniac	Level 4 Skirmisher Medium mortal
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HP 18 IP 14**Defenses** Armor 8 Brawn 6 Fort 6 Ment 8 Ref 8**Movement** 30 ft.**Attributes** 0, 2, 0, -1, 2, 5**Accuracy** +3; Brawling +2**Equipment** Club**Traits** Humanoid**Alignment** Chaotic evil**Power** 2; 7*

Pyromaniac Abilities

Burning Grasp*

Standard action

Tags: Fire

The pyromaniac must have a **free hand** to use this ability.The pyromaniac makes a +3 attack vs. Reflex against something it **touches**.**Hit:** 1d6+3 damage. During its next action, the target takes 1d6+3 damage again.**Critical hit:** All instances of damage are doubled, not just the initial damage.**Club**

Standard action

The pyromaniac makes a +4 melee strike vs. Armor with its club.

Hit: 1d6+1 damage.**Ignition***

Standard action

Tags: Fire

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

Hit: The target catches on fire as a **condition**. It takes 1d6+3 damage immediately and during each of the pyromaniac's subsequent actions.The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a **Cold** or **Water** ability.**Critical hit:** All damage from the condition is doubled, not just the initial damage.**Pyrohemia***

Standard action

Tags: Fire

The pyromaniac makes a +3 attack vs. Fortitude and Reflex against everything in a Medium (30 ft.) cone.

Hit: 1d6+5 damage.**Injury:** The target takes 1d6+5 damage again during its next action.**Critical hit:** All instances of damage are doubled, not just the initial damage.**Miss:** Half damage immediately, and no damage during its next action.**Arsonist**

Level 6 Skirmisher

Medium mortal

HP 24 IP 17**Defenses** Armor 10 Brawn 7 Fort 7 Ment 7 Ref 10**Movement** 30 ft.**Attributes** 0, 4, 1, 0, 3, 1**Accuracy** +4; Brawling +3**Traits** Humanoid**Alignment** Chaotic evil**Power** 3; 4*

Arsonist Abilities

Alchemist's Fire

Standard action

Tags: Fire

The arsonist makes a +4 attack vs. Reflex against something within Short (30 ft.) range.

Hit: 4d10 damage.**Firebomb**

Standard action

Tags: Fire

The arsonist makes a +4 attack vs. Reflex against everything in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: 3d10 damage.**Miss:** Half damage.

Darkmantle

Level 2 Skirmisher
Small mortal

**HP 11 IP 10****Defenses** Armor 7 Brawn 6 Fort 4 Ment 5 Ref 8**Movement** 20 ft.; Climb (slow) Land (slow) Climb +8
Stealth +11**Senses** Darkvision (120 ft.) Awareness +7**Attributes** 4, 3, -2, -6, 3, 0**Alignment** Neutral**Accuracy** +2; Brawling +3**Power** 5; 1 **Traits** Beast**Darkmantle Lore**

Nature DV 6: 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.

Nature DV 11: 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.

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.

Darkmantle Abilities**Grappling Tentacle**

Standard action

Tags: Size-Based

The darkmantle makes a +2 melee strike vs. Armor with its tentacle.

Hit: 1d6+5 damage. If the attack result also hits the target’s Brawn defense, it is **grappled**.

Critical hit: If the attack result is also a critical hit against the target’s Brawn defense, the darkmantle controls the grapple.

Darkwraith

Level 4 Skirmisher –
Elite
Medium animate

**HP 54 IP 27****Defenses** Armor 11 Brawn 8 Fort 8 Ment 10 Ref 11**Immune** Prone**Vulnerable** Visual**Movement** 30 ft.; Fly (average, 30 ft. limit) Stealth +10**Senses** Darkvision (120 ft.) Awareness +9**Attributes** 0, 5, 0, -4, 4, 4**Alignment** Neutral evil**Accuracy** +4; Brawling +2**Power** 4; 8***Traits** Simple-minded**Darkwraith Lore**

Arcana DV 7: A darkwraith is a shadow disconnected from its host through strange umbralantic power. Its body loosely resembles a dark humanoid shape, with all details obscured. Despite its resemblance to a ghost, it is neither undead nor incorporeal. It instinctively seeks out sources of light and warmth, including most living creatures, to suppress their hated radiance.

Arcana DV 12: Darkwraiths bear an instinctive malevolence towards anything that brings light. Although they swarm around sources of warmth, they will not use damaging abilities unless provoked by light or damage. Darkwraiths cannot speak or make noise of any kind, though creatures around them seem to hear whispers anyway.

Darkwraith Abilities**Dark Grasp***

Standard action

The darkwraith must be **shadowed** to use this ability.

The darkwraith makes a +4 attack vs. Brawn against something adjacent to it.

Hit: 1d8+2d6 damage.

Injury: As a condition, the target treats all areas of dim illumination as difficult terrain.

Shadowstrike*

Standard action

The darkwraith makes a +4 melee strike vs. Mental with its bite. It can only deal damage to **shadowed** creatures.

Hit: 1d8+8 damage.

Whispers in the Dark*

Standard action

Tags: **Auditory, Emotion**

The darkwraith makes a +4 attack vs. Mental against up to two creatures within Medium (60 ft.) range.

Hit: The target suffers no immediate effect. At the end of the next round, if it is **shadowed**, it becomes **briefly frightened** (-2 Mental, -2 accuracy vs. source) by all creatures.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the darkwraith can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Demonspawn

Demonspawn Lore

Planes DV 7: 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.

Planes DV 12: Demonspawn were formed in the torturous flames of the Abyss. They are all resistant to fire. Like many demons, they are vulnerable to cold iron weapons.

Rageborn Demon

Level 5 Brute – Elite
Large planeforged



HP 96 IP 72

Defenses Armor 9 Brawn 14 Fort 9 Ment 9 Ref 8

Impervious Fire

Vulnerable Cold iron weapons, Emotion

Movement 40 ft.

Other skills Endurance +7

Attributes 8, 3, 2, -4, 2, 4

Alignment Chaotic evil

Accuracy +3; Brawling +6

Power 12; 8[★]

Traits Nonliving Soulless

Rageborn Demon Lore

Planes DV 7: 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.

Planes DV 12: 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.

Rageborn Demon Abilities

Gutshot

Elite action

The rageborn demon makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+6 damage.

Injury: If the attack result hits the target's Fortitude defense, it is briefly stunned (-2 defenses).

Rushdown

Elite action

The rageborn demon can move up to half its speed, then it makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+6 damage.

Whirlwind

Elite action

The rageborn demon makes a +3 melee strike vs. Armor with its fists. The strike targets all enemies adjacent to it.

Hit: 2d6+6 damage.

Fists

Standard action

The rageborn demon makes a +4 melee strike vs. Armor with its fists.

Hit: 2d6+6 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the rageborn demon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Painborn Demon

Level 7 Warrior – Elite
Medium planeforged



HP 174 IP 57

Defenses Armor 12 Brawn 12 Fort 15 Ment 10 Ref 10

Impervious Fire

Vulnerable Cold iron weapons, Compulsion

Movement 30 ft.

Other skills Endurance +14

Attributes 4, 2, 8, -4, 1, 1

Alignment Neutral evil

Accuracy +4; Brawling +5

Power 9; 6*

Traits Nonliving Soulless

Painborn Demon Lore

Planes DV 8: 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.

Planes DV 13: 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.

Painborn Demon Abilities**Agony***

Tags: Emotion

Elite action

The painborn demon makes a +5 attack vs. Mental against up to two creatures within Medium (60 ft.) range.

Hit: As a condition, the target feels excruciating pain from even minor injuries. While it is injured, it is stunned (-2 defenses).

Critical hit: The condition must be removed an additional time before the effect ends.

Painbond*

Elite action

The painborn demon makes a +4 attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: 1d6+3 damage, and the target's life becomes linked to the painborn demon's life as a condition. At the end of each subsequent round, if the painborn demon lost hit points during that round, the target takes 1d6+3 damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Grappling Claws

Standard action

Tags: Size-Based

The painborn demon makes a +7 melee strike vs. Armor with its claws.

Hit: 2d4+4 damage. If the attack result also hits the target's Brawn defense, it is grappled.

Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the painborn demon controls the grapple.

Impale

Standard action

Tags: Brawling

The painborn demon makes a +5 attack vs. Armor using a free hand against a creature it is grappling.

Hit: 7d6 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the painborn demon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Spiked Body

Triggered

Whenever a creature attacks the painborn demon with a melee strike using a non-Long weapon, it risks being impaled by spikes. The painborn demon makes an +4 reactive attack vs. Armor against the creature that attacked it.

Hit: 1d6+8 damage.

Soulfire Demon

Level 14 Sniper – Elite
Large planeforged

**HP 282 IP 141****Defenses** Armor 14 Brawn 15 Fort 14 Ment 17 Ref 14**Impervious Fire****Vulnerable** Cold iron weapons**Movement** 40 ft.**Attributes** 3, 2, 3, 2, 6, 7**Alignment** Chaotic evil**Accuracy** +11; Brawling +9**Power** 12; 16***Traits** Nonliving Soulless**Soulfire Demon Abilities**

Soulfire*: Whenever the soulfire demon injures a creature, that creature is briefly unable to regain hit points.

Flame Dash*

Elite action

Tags: Fire

The soulfire demon teleports into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, the soulfire demon makes a +11 attack vs. Reflex against everything in a 5 ft. wide line between its starting location and its starting location.

Hit: 1d10+2d6+8 damage.

Miss: Half damage.

Mighty Pyrohemia*

Elite action

Tags: Fire

The soulfire demon makes a +11 attack vs. Fortitude and Reflex against everything in a Medium (30 ft.) cone.

Hit: 9d6 damage.

Injury: The target takes 9d6 damage again during its next action.

Critical hit: All instances of damage are doubled, not just the initial damage.

Miss: Half damage immediately, and no damage during its next action.

Stoke the Fires*

Elite action

Tags: Fire

The soulfire demon makes a +11 attack vs. Reflex against all enemies adjacent to it. Then, it is briefly empowered (+5 damage).

Hit: 1d10+2d6+8 damage.

Miss: Half damage.

Ignition*

Standard action

Tags: Fire

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

Hit: The target catches on fire as a condition. It takes 1d6+14 damage immediately and during each of the soulfire demon's subsequent actions.

The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.

Critical hit: All damage from the condition is doubled, not just the initial damage.

Mighty Burning Grasp ★	Standard action	Slow ★	Elite action
Tags: Fire		The atrophic demon makes a +6 attack vs. Mental against all enemies in a Small (15 ft.) radius within Short (30 ft.) range.	
The soulfire demon must have a free hand to use this ability. The soulfire demon makes a +11 attack vs. Reflex against something it touches.		Hit: If the target is injured, it is slowed (-10 speed, -2 Armor and Ref) as a condition.	
Hit: 8d6 damage. During its next action, the target takes 8d6 damage again. Critical hit: All instances of damage are doubled, not just the initial damage.		Critical hit: The condition must be removed an additional time before the effect ends.	
Split Fireball ★	Standard action	Stutterstop ★	Elite action
Tags: Fire		The atrophic demon makes a +8 attack vs. Mental against up to two creatures in Short (30 ft.) range.	
The soulfire demon makes a +11 attack vs. Reflex against everything in each of two separate Tiny (5 ft.) radius areas within Short (30 ft.) range. If the areas overlap, it still only makes one attack against creatures in the overlapping area.		Hit: As a condition, the target randomly slows down. At the start of each round, if it is injured, it has a 50% chance to be slowed (-10 speed, -2 Armor and Ref) during that round.	
Hit: 8d6 damage. Miss: Half damage.		Critical hit: The condition must be removed an additional time before the effect ends.	
Elite Cleanse	Triggered	Wave of Senescence ★	Elite action
At the end of each round, roll 1d10. On an 8 or 9, the soulfire demon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.		Tags: Auditory, Visual	
Atrophic Demon	Level 11 Skirmisher – Elite Large planeforged	The atrophic demon makes a +7 attack vs. Fortitude against each enemy in a Large (60 ft.) cone. The atrophic demon gains a +2 accuracy bonus against creatures that are too young or too old to be ordinary adults.	
HP 138 IP 69 Defenses Armor 16 Brawn 15 Fort 12 Ment 14 Ref 15 Impervious Fire Vulnerable Cold iron weapons Movement 40 ft.	Attributes 4, 6, 0, 1, 2, 4 Accuracy +6; Brawling +7 Traits Nonliving Soulless	Hit: The target is briefly deafened (20% verbal spell failure) and dazzled (20% miss chance, no special vision). If it is injured, it is also deafened and dazzled as a single condition. Critical hit: The condition must be removed an additional time before the effect ends.	
Atrophic Demon Abilities	Alignment Chaotic evil Power 11; 11 ★	Quicksilver Ambush ★	Standard action
Atrophy ★: Whenever the atrophic demon injures a creature, that creature suffers a -1 penalty to all defenses as a condition. This condition stacks with itself, up to a maximum penalty of -5.		This spell has no somatic components. The atrophic demon moves up to its speed, then it makes a +7 melee strike vs. Armor with its claws. If the target was partially unaware (-2 defenses) or unaware (-5 defenses) of it before its movement, they remain so until after its strike. From an observer's perspective, the movement and the strike happen simultaneously in a blur of motion.	
		Hit: 2d4+5 damage.	
		Quicksilver Perfection ★	Standard action
		Cost: The atrophic demon briefly cannot use this ability again.	
		This spell has no somatic components. The atrophic demon makes a +6 melee strike vs. Armor with its claws. The atrophic demon can reroll the attack roll up to four times, keeping the highest result.	
		Hit: 2d4+5 damage.	

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the atrophic demon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Dire Animals

Dire Animals Lore

Nature DV 5: Dire animals are monstrous variants of ordinary animals. They are larger, stronger, and more aggressive. Like animals, they are more susceptible to the Creature Handling skill, though their aggression makes any lapse in control more dangerous.

Dire Rat

Level 1 Skirmisher
Small mortal

**HP 12 IP 10****Defenses** Armor 7 Brawn 3 Fort 4 Ment 3 Ref 8**Movement** 30 ft.; Climb +4 Stealth +11**Senses** Scent Awareness +6**Attributes** 1, 4, 0, -9, 3, -2**Alignment** Neutral**Accuracy** +2; Brawling +1**Power** 1; -2 ✨**Traits** Animal Quadrupedal

Dire Rat Lore

Nature DV 5: 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. Dire rats can grow to be up to 3 feet long and weigh over 20 pounds.

Dire Rat Abilities

Noxious Bite	Standard action
The dire rat makes a +2 melee strike vs. Armor with its bite.	
Hit: 1d8+1 damage. Injury: If the attack result hits the target's Fortitude defense, it is briefly stunned (<i>-2 defenses</i>).	

Dire Wolf	Level 4 Skirmisher Large mortal
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HP 20 IP 15
Defenses Armor 9 Brawn 9 Fort 6 Ment 6 Ref 8
Movement 50 ft.
Senses Scent Awareness +8
Attributes 4, 4, 1, -7, 3, 0
Accuracy +3; Brawling +4
Traits Animal Quadrupedal
Alignment Neutral
Power 6; 2

Dire Wolf Lore

Nature DV 7: 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.

Dire Wolf Abilities

Crush the Fallen	Standard action
The dire wolf makes a +4 melee strike vs. Armor with its bite. If the target is prone (<i>half speed, -2 Armor and Ref</i>), the strike deals 3 extra damage .	
Hit: 1d8+9 damage.	

Knockdown	Standard action
The dire wolf makes a +4 melee strike vs. Armor with its bite.	
Hit: 1d8+6 damage. Injury: If the attack result hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the dire wolf.	

Fire Elementals



Fire Elementals Lore

Planes DV 7: 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.

Planes DV 12: 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 Skirmisher
Small planeforged

HP 18 **IP** 14

Defenses Armor 9 Brawn 6 Fort 6 Ment 7 Ref 10

Immune Fire

Impervious Cold

Vulnerable Water

Movement 20 ft.

Attributes 2, 4, 0, -3, 0, 2

Alignment Neutral

Accuracy +2; Brawling +3

Power 4; 4 ✨

Traits Nonliving Soulless

Ember Abilities

Combustion ✨

Standard action

Tags: Fire

The ember makes a -2 attack vs. Fortitude against something adjacent to it.

Hit: 1d10+1d6+2 damage. During its next action, the target takes 1d10+1d6+2 damage again, and any *extra damage* also applies to this damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Ignition ✨

Standard action

Tags: Fire

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

Hit: The target catches on fire as a *condition*. It takes 1d6+2 damage immediately and during each of the ember's subsequent actions.

The condition can be removed if the target makes a *difficulty value* 10 Dexterity check as a *move action* to put out the flames. Dropping *prone* (*half speed*, -2 *Armor and Ref*) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a *Cold* or *Water* ability.

Critical hit: All damage from the condition is doubled, not just the initial damage.

Kindled

Level 8 Skirmisher
Medium planeforged

HP 31 **IP** 22

Defenses Armor 12 Brawn 11 Fort 9 Ment 10 Ref 12

Immune Fire

Impervious Cold

Vulnerable Water

Movement 30 ft.

Attributes 4, 5, 0, -2, 0, 2

Alignment Neutral

Accuracy +4; Brawling +6

Power 8; 6 ✨

Traits Nonliving Soulless

Kindled Abilities

Combustion ✨

Standard action

Tags: Fire

The kindled makes a +0 attack vs. Fortitude against something adjacent to it.

Hit: 1d10+2d6+3 damage. During its next action, the target takes 1d10+2d6+3 damage again, and any *extra damage* also applies to this damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Fireball ★	Standard action
Tags: Fire	
The kindled makes a +4 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.	
Hit: 1d10+3 damage. Miss: Half damage.	

Fireball ★	Standard action
Tags: Fire	
The bonfire makes a +6 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.	
Hit: 1d10+1d6+4 damage. Miss: Half damage.	

Ignition ★	Standard action
Tags: Fire	
The kindled makes a +4 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: The target catches on fire as a condition. It takes 1d6+5 damage immediately and during each of the kindled's subsequent actions.	
The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (<i>half speed, -2 Armor and Ref</i>) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	

Ignition ★	Standard action
Tags: Fire	
The bonfire makes a +6 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: The target catches on fire as a condition. It takes 1d6+8 damage immediately and during each of the bonfire's subsequent actions.	
The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (<i>half speed, -2 Armor and Ref</i>) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	

Bonfire	Level 12 Skirmisher Large planeforged
HP 50 IP 34	
Defenses Armor 15 Brawn 14 Fort 11 Ment 12 Ref 14	
Immune Fire	
Impervious Cold	
Vulnerable Water	
Movement 40 ft.	
Attributes 5, 6, 0, -2, 0, 3	Alignment Neutral
Accuracy +6; Brawling +8	Power 11; 9 ★
Traits Nonliving Soulless	

Bonfire Abilities

Combustion ★	Standard action
Tags: Fire	
The bonfire makes a +2 attack vs. Fortitude against something adjacent to it.	
Hit: 1d10+3d6+4 damage. During its next action, the target takes 1d10+3d6+4 damage again, and any extra damage also applies to this damage.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Inferno	Level 16 Skirmisher Large planeforged
HP 122 IP 82	
Defenses Armor 17 Brawn 17 Fort 14 Ment 14 Ref 16	
Immune Fire	
Impervious Cold	
Vulnerable Water	
Movement 40 ft.	
Attributes 6, 6, 2, 1, 2, 3	Alignment Neutral
Accuracy +9; Brawling +11	Power 14; 11 ★
Traits Nonliving Soulless	

Inferno Abilities

Combustion ★	Standard action
Tags: Fire	
The inferno makes a +5 attack vs. Fortitude against something adjacent to it.	
Hit: 1d10+5d6+5 damage. During its next action, the target takes 1d10+5d6+5 damage again, and any extra damage also applies to this damage.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Fireball ★	Standard action
Tags: Fire	
The inferno makes a +9 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.	
Hit: 1d10+3d6+5 damage.	
Miss: Half damage.	

Fireball ★	Standard action
Tags: Fire	
The elder makes a +11 attack vs. Reflex against everything in a Tiny (5 ft.) radius within Short (30 ft.) range.	
Hit: 1d10+4d6+7 damage.	
Miss: Half damage.	

Ignition ★	Standard action
Tags: Fire	
The inferno makes a +9 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: The target catches on fire as a condition. It takes 1d6+13 damage immediately and during each of the inferno's subsequent actions.	
The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	

Ignition ★	Standard action
Tags: Fire	
The elder makes a +11 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: The target catches on fire as a condition. It takes 1d6+17 damage immediately and during each of the elder's subsequent actions.	
The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	

Elder	Level 20 Skirmisher Huge planeforged
HP 180 IP 120	
Defenses Armor 20 Brawn 21 Fort 17 Ment 18 Ref 18	
Immune Fire	
Impervious Cold	
Vulnerable Water	
Movement 50 ft.	
Attributes 7, 7, 2, 2, 2, 4	Alignment Neutral
Accuracy +11; Brawling +13	Power 17; 14 ★
Traits Nonliving Soulless	

Elder Abilities

Combustion ★	Standard action
Tags: Fire	
The elder makes a +7 attack vs. Fortitude against something adjacent to it.	
Hit: 1d10+6d6+7 damage. During its next action, the target takes 1d10+6d6+7 damage again, and any extra damage also applies to this damage.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Fleshwrought

Fleshwrought Lore

Souls DV 13: Some necromancers use mechanical augmentations to compensate for the weaknesses of the flesh. The creatures resulting from these twisted experiments are called fleshwrought. They are undead, but they have inorganic matter incorporated directly into their body.

Fleshwrought Spiker

Level 16 Brute – Elite
Large undead

HP 558 IP 418	
Defenses Armor 17 Brawn 21 Fort 18 Ment 14 Ref 16	
Movement 40 ft.	
Attributes 8, 4, 6, -4, 2, 0	Alignment Neutral evil
Accuracy +10; Brawling +13	Power 18; 10
Traits Nonliving	

Fleshwrought Spiker Abilities

Rotting Stench

Elite action

The fleshwrought spiker makes a +10 attack vs. Fortitude against all adjacent living creatures.

Hit: The target feels sick as a condition. The next time it becomes injured, it must spend a standard action vomiting. After it does, it removes all instances of this condition.

Anklebreaker

Standard action

The fleshwrought spiker makes a +13 melee strike vs. Armor with its spike.

Hit: 1d6+18 damage.

Injury: If its attack hits the target's Fortitude defense, it is briefly slowed (-10 speed, -2 Armor and Ref).

Grappling Spike

Standard action

Tags: Size-Based

The fleshwrought spiker makes a +10 melee strike vs. Armor with its spike.

Hit: 3d6+27 damage. If the attack result also hits the target's Brawn defense, it is grappled.

Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the fleshwrought spiker controls the grapple.

Impale

Standard action

Tags: Brawling

The fleshwrought spiker makes a +13 attack vs. Brawn using a free hand against a creature it is grappling.

Hit: 12d10 damage.

Spike

Standard action

The fleshwrought spiker makes a +10 melee strike vs. Armor with its spike.

Hit: 5d6+27 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the fleshwrought spiker can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Fleshwrought Slicer

Level 8 Warrior

Medium undead

HP 37 IP 22

Defenses Armor 12 Brawn 11 Fort 10 Ment 9 Ref 10

Movement 30 ft.

Attributes 4, 5, 0, -4, 1, 0

Alignment Neutral evil

Accuracy +4; Brawling +6

Power 8; 4

Traits Nonliving

Fleshwrought Slicer Abilities

Rend the Hide

Standard action

The fleshwrought slicer makes a +4 melee strike vs. Armor with its claws.

Hit: 2d4+4 damage.

Injury: If the target is not wearing metal body armor, it bleeds. A bleeding creature takes the same damage from the strike again during its next action.

Spinning Steel

Standard action

Tags: Swift (see text)

The fleshwrought slicer is steeled (*immune to crits*) this round. The fleshwrought slicer makes a +4 melee strike vs. Armor with its claws. The strike targets all enemies adjacent to it. The steel is a Swift effect, but the strike is not.

Hit: 2d4+4 damage.

Strip the Flesh

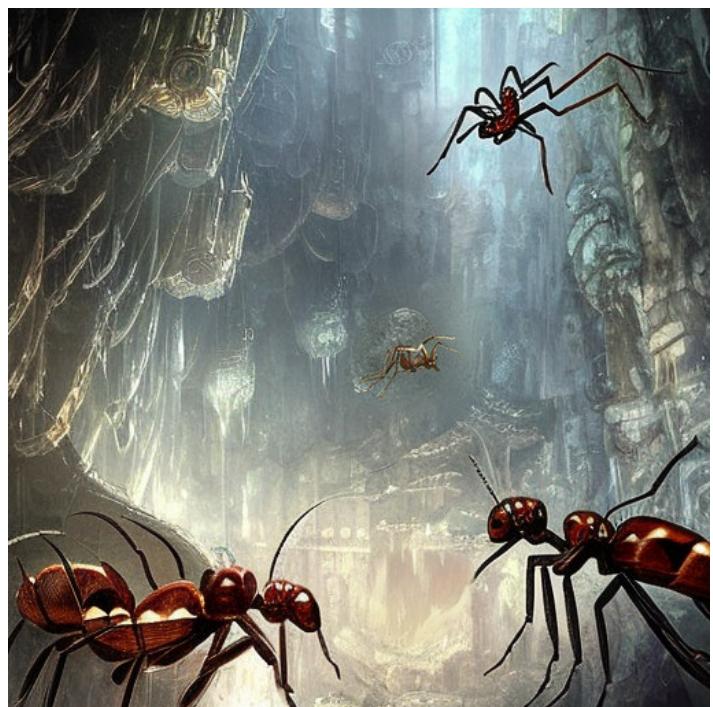
Standard action

The fleshwrought slicer makes a +4 melee strike vs. Armor with its claws.

Hit: 2d4+4 damage.

Injury: If the target is not wearing metal body armor, it becomes **stunned** (-2 defenses) as a **condition**.

Formians



Formians Lore

Planes DV 5: 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.

Planes DV 10: 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.

Planes DV 15: Formians often attempt to set up colonies in unclaimed locations on other planes to expand their influence, though they never attack civilizations or sentient creatures to do so. Once they have established their colonies, they consider themselves to have a rightful claim to that land, and they can be highly territorial.

If a formian queen is killed, all formians it was controlling immediately become inert, taking no actions of any kind. These isolated formians typically die of dehydration or similar causes, though in rare cases they may be claimed by another formian queen.

Worker

Level 1 Skirmisher
Medium planeforged

HP 11 IP 10
Defenses Armor 6 Brawn 4 Fort 3 Ment 3 Ref 6
Impervious Earth
Movement 40 ft.
Senses Tremorsense (60 ft.) Tremorsight (15 ft.)
Other skills Craft (metal) +1 Craft (stone) +1
Attributes 1, 3, -1, -2, 0, -2
Alignment Lawful neutral
Accuracy +0; Brawling +1
Power 1; -2 ✶
Traits Multipedal Nonliving Simple-minded

Worker Lore

Planes DV 5: 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.

Planes DV 10: Individual workers are simple-minded, 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.

Worker Abilities

Hive Mind ✶: 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.

Bite	Standard action
The worker makes a +0 melee strike vs. Armor with its bite.	
Hit: 1d8+1 damage.	

Drone	Level 5 Warrior
Medium planeforged	

HP 28 IP 17
Defenses Armor 9 Brawn 7 Fort 8 Ment 6 Ref 7
Impervious Earth
Movement 40 ft.; Climb +8
Senses Tremorsense (60 ft.) Tremorsight (15 ft.) Awareness +8
Other skills Endurance +7
Attributes 3, 4, 2, -4, 3, 0
Alignment Lawful neutral
Accuracy +4; Brawling +4
Power 5; 2 ✶
Traits Multipedal Nonliving Simple-minded

Drone Lore

Planes DV 7: Drones are the basic fighting unit of formian society. In combat, drones use their high mobility to ruthlessly coordinate attacks on their most dangerous or most vulnerable foes.

Planes DV 12: Even the smallest formian colony typically has dozens of warriors, and larger colonies can have thousands.

Drone Abilities

Hive Mind ✶: 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.

Venomous Stinger	Standard action
The drone makes a +4 melee strike vs. Armor with its stinger.	
Hit: 1d6+5 damage.	
Injury: The target becomes Poisoned by drone venom. The poison's accuracy is +4. It inflicts 1d8+2d6 damage immediately and with each escalation. The second escalation also ends the poison.	

Myrmarch	Level 9 Warrior
Medium planeforged	



HP 49 IP 28
Defenses Armor 13 Brawn 11 Fort 11 Ment 10 Ref 11
Impervious Earth
Movement 40 ft.; Climb +11
Senses Tremorsense (120 ft.) Tremorsight (30 ft.) Awareness +10
Other skills Endurance +10
Attributes 4, 6, 3, -4, 3, 2
Alignment Lawful neutral
Accuracy +6; Brawling +6
Power 8; 6★
Equipment Greatsword
Traits Multipedal Nonliving Simple-minded

Myrmarch Abilities

Hive Mind ★: 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.

Dance of Death	Standard action
If the myrmarch both dealt damage to a creature and took damage from a creature last round, it is briefly maximized (<i>deal max damage</i>) and shielded (+2 Armor and Ref).	

Greatsword	Standard action
Tags: Sweeping (1)	
The myrmarch makes a +6 melee strike vs. Armor with its greatsword. Hit: 2d8+8 damage.	

Pure Precision	Standard action
Tags: Sweeping (1)	
The myrmarch makes a +9 melee strike vs. Armor with its greatsword. Hit: 1d8+8 damage.	

Frostweb Spider

Level 12 Skirmisher –
Elite
Large mortal



HP 174 IP 87
Defenses Armor 18 Brawn 16 Fort 14 Ment 14 Ref 17
Movement 50 ft.; Balance +22 Climb +13
Senses Tremorsense (90 ft.) Awareness +12
Attributes 4, 8, 2, -5, 3, 2
Alignment Neutral
Accuracy +7; Brawling +8
Power 12; 10★
Traits Beast Multipedal

Frostweb Spider Abilities

Frost Breath ★	Elite action
Tags: Cold	
Cost: The frostweb spider briefly cannot use this ability again.	
The frostweb spider makes a +7 attack vs. Fortitude against everything within in a Medium (30 ft.) cone from it. Hit: The target feels a growing chill. During its next action, it takes 9d6 damage. Miss: Half damage.	

Iceweb ★	Standard action
Tags: Cold	
Choose a Small (15 ft.) radius within Short (30 ft.) range. The frostweb spider makes a +7 attack vs. Armor and Reflex against everything in the area. During its next action, this effect repeats in the same area.	
Hit: 1d10+3d6+5 damage.	
Miss: Half damage.	

Venomous Bite	Standard action
The frostweb spider makes a +7 melee strike vs. Armor with its bite.	
Hit: 2d8+12 damage.	
Injury: The target becomes poisoned by frostweb spider venom. The poison's accuracy is +7. It makes the target slowed (-10 speed, -2 Armor and Ref) while the poison lasts.	
The second escalation also inflicts a vital wound with a unique vital wound effect. Instead of making a vital roll for the vital wound , the target's blood runs cold. Whenever it takes damage from a Cold ability, it becomes briefly paralyzed (<i>cannot move</i>). This effect lasts until the vital wound is removed.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the frostweb spider can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Gelatinous Cube

Level 5 Brute – **Elite**
Large animate

HP 132 **IP** 99

Defenses Armor 6 Brawn 13 Fort 12 Ref 5

Immune Compulsion, Emotion, Critical hits, Grappled

Movement 20 ft.; Climb +11 Flexibility +1 Stealth -3

Senses Tremorsense (120 ft.) Tremorsight (60 ft.)

Other skills Endurance +13

Attributes 6, -4, 8, —, 0, —

Alignment Neutral

Accuracy +2; Brawling +5

Power 10; -6 ✨

Traits Mindless Sightless

Gelatinous Cube Lore

Arcana DV 7: Gelatinous cubes are gigantic green oozes that creep along underground tunnels, digesting anything organic they encounter. They are feared for their ability to easily snatch up smaller creatures and carry them away.

Arcana DV 12: 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.

Arcana DV 17: Gelatinous cubes can climb walls, though they rarely climb high. If possible, they prefer to nestle into alcoves so they can drop on unsuspecting prey.

Gelatinous Cube Abilities

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

Suspension: Anything that is grappled by the gelatinous cube

while sharing space with it is suspended within its body. Whenever it moves, all suspended creatures and objects automatically move with it.

Dissolve

Elite action

Tags: Acid

The gelatinous cube makes a +2 attack vs. Fortitude against everything in its space.

Hit: 1d10+1d6+5 damage.

Miss: Half damage.

Engulf

Standard

Tags: Brawling, Size-Based

The gelatinous cube moves up to its speed in a straight line. Whenever it shares space with anything Medium or smaller during this movement, it makes a +4 brawling attack vs. Fortitude against that creature or object.

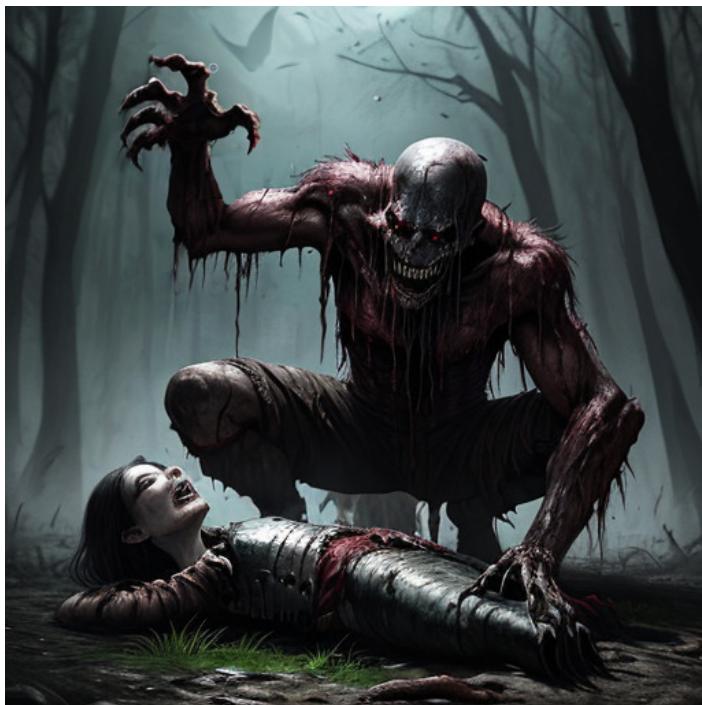
Hit: The target is grappled by the gelatinous cube. The gelatinous cube automatically controls the grapple.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the gelatinous cube can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Ghouls



Ghouls Lore

Souls DV 6: Ghouls are undead creatures that hunger for the flesh of the living. Their bodies are emaciated and desiccated, with no blood or fluids remaining. Although they are sometimes confused with zombies, ghouls are faster and smarter than their lesser kin.

Souls DV 11: Ghouls can lay simple ambushes, but lack the capacity for complex traps or schemes. They are commonly found in the service of vampires. As natural servants, ghouls are weak-willed despite their combat acumen.

Souls DV 16: Vampires can create new ghouls by fully draining a creature's blood shortly after death. Necromancers can achieve the same ends with a ritual. In either case, the newly created ghoul owes its creator no allegiance unless compelled to do so, making the process dangerous for the unprepared.

Drudge Ghoul

Level 3 Skirmisher
Medium undead

HP 14 IP 11

Defenses Armor 8 Brawn 7 Fort 5 Ment 4 Ref 8

Vulnerable Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 4, 4, 0, -4, 1, -2

Alignment Neutral evil

Accuracy +2; Brawling +3

Power 5; -1 ✨

Traits Nonliving

Drudge Ghoul Lore

Souls DV 6: Drudge ghouls are the weakest form of ghoul.

They are typically made from incomplete corpses or partially botched rituals that failed to create a true ghoul.

Drudge Ghoul Abilities

Bite

Standard action

The drudge ghoul makes a +2 melee strike vs. Armor with its bite.

Hit: 1d8+5 damage.

Strip the Flesh

Standard action

The drudge ghoul makes a +2 melee strike vs. Armor with its bite.

Hit: 1d8+5 damage.

Injury: If the target is not wearing metal body armor, it becomes **stunned** (-2 defenses) as a **condition**.

True Ghoul

Level 6 Skirmisher
Medium undead

HP 24 IP 17

Defenses Armor 10 Brawn 9 Fort 7 Ment 7 Ref 10

Vulnerable Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 5, 5, 1, -3, 1, 0

Alignment Neutral evil

Accuracy +3; Brawling +5

Power 8; 3 ✨

Traits Nonliving

True Ghoul Lore

Souls DV 8: True ghouls are the most common form of ghoul.

True Ghoul Abilities

Bite

Standard action

The true ghoul makes a +4 melee strike vs. Armor with its bite.

Hit: 1d8+8 damage.

Strip the Flesh

Standard action

The true ghoul makes a +3 melee strike vs. Armor with its bite.

Hit: 1d8+8 damage.

Injury: If the target is not wearing metal body armor, it becomes **stunned** (-2 defenses) as a **condition**.

Giant Wasp

Level 1 Skirmisher
Large mortal

**HP 12 IP 10****Defenses** Armor 7 Brawn 6 Fort 4 Ment 3 Ref 6**Movement** 40 ft.; Fly (average, 60 ft. limit) Balance +8
Flexibility +8 Stealth +4**Senses** Scent Awareness +6**Attributes** 2, 5, 0, -8, 3, -2**Alignment** Neutral**Accuracy** +2; Brawling +1**Power** 2; -2 ⚡**Traits** Beast**Giant Wasp Lore**

Nature DV 5: A giant wasp is a Large insect resembling a normal wasp. Giant wasps attack when hungry or threatened, stinging their prey to death.

Nature DV 10: Giant wasps take dead or incapacitated opponents back to their lairs as food for their unhatched young.

Giant Wasp Abilities**Venomous Stinger**

Standard action

The giant wasp makes a +2 melee strike vs. Armor with its stinger.

Hit: 1d6+2 damage.

Injury: The target becomes **poisoned** by Giant Wasp Venom. The poison's accuracy is +4. It makes the target **slowed** (-10 speed, -2 Armor and Ref) while the poison lasts. Its stage 3 effect also deals 2d10 damage.

Giants**Giants Lore**

Local DV 5: 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.

Local DV 10: 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.

Local DV 15: A giant's range limits with an object other than a boulder are generally half its range limit with a boulder. The object may also deal less damage than a boulder depending on its construction.

Hill Giant

Level 10 Brute
Huge mortal

**HP 70 IP 36****Defenses** Armor 10 Brawn 17 Fort 11 Ment 8 Ref 8**Movement** 50 ft.**Attributes** 8, 0, 3, -2, 2, -1**Alignment** Chaotic evil**Accuracy** +6; Brawling +9**Power** 13; 4 ⚡**Equipment** Giant boulder, greatclub**Traits** Humanoid**Hill Giant Lore**

Local DV 10: 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.

Local DV 15: 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.

Hill Giant Abilities

Boulder Toss Standard action

Tags: **Sweeping** (1), **Thrown** (90/180)

The hill giant makes a +6 strike vs. Armor with its giant boulder.

Hit: 3d8+13 damage.

Forceful Smash Standard action

Tags: **Sweeping** (1)

The hill giant makes a +9 melee strike vs. Armor with its greatclub.

Hit: 1d10+13 damage.

Injury: If the attack result hits the target's Brawn defense, the hill giant **flings** it 15 feet. This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than the hill giant.

Greatclub Standard action

Tags: **Sweeping** (1)

The hill giant makes a +6 melee strike vs. Armor with its greatclub.

Hit: 3d10+13 damage.

Stone Giant

Level 11 Warrior – **Elite**
Gargantuan mortal



HP 246 **IP** 81

Defenses Armor 12 Brawn 18 Fort 16 Ment 14 Ref 7

Movement 60 ft.

Attributes 7, -2, 7, 0, 2, 4

Alignment Neutral

Accuracy +6; Brawling +9

Power 14; 11 ⚔

Equipment Giant boulder, greatclub

Traits Humanoid

Stone Giant Lore

Local DV 10: 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 vast distances and bend the earth to their will. They prefer thick leather garments, dyed in shades of brown and gray to match the stone around them.

Local DV 15: 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 mortal on a whim. Elder stone giants tend to be wiser and more cautious, and avoid unnecessary conflict.

Stone Giant Abilities

Crushing Gravity ★	Elite action	Greatclub	Standard action			
Tags: Earth		Tags: Sweeping (2)				
The stone giant makes a +6 attack vs. Brawn against a grounded creature or object within Medium (60 ft.) range. The stone giant gains a +1 accuracy bonus for each weight category by which the target is heavier than Medium.			The stone giant makes a +6 melee strike vs. Armor with its greatclub.			
Hit: 1d8+1d6+11 damage.			Hit: 3d10+14 damage.			
Mighty Rockshard Blast ★	Elite action	Elite Cleanse	Triggered			
Tags: Earth, Manifestation		At the end of each round, roll 1d10. On an 8 or 9, the stone giant can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.				
The stone giant makes a +6 attack vs. Armor and Reflex against everything in a Medium (30 ft.) cone from itself. The stone giant gains a +2 accuracy bonus if it is grounded on stone.			Stone Giant Elder	Level 15 Warrior – Elite Gargantuan mortal		
Hit: 5d6 damage. Miss: Half damage.			HP 426 IP 141 Defenses Armor 14 Brawn 21 Fort 19 Ment 17 Ref 9 Movement 60 ft.			
Tremor ★	Elite action	Attributes 8, -2, 8, 0, 4, 6 Accuracy +10; Brawling +12 Equipment Giant boulder, greatclub Traits Humanoid				
Tags: Earth		Alignment Neutral Power 17; 15 ★				
The earth shakes in a Medium (30 ft.) radius zone from the stone giant's location. The stone giant makes a +6 attack vs. Brawn and Reflex against everything in the area that is grounded. During its next action, this effect repeats in the same area.			Stone Giant Elder Abilities			
Hit: 1d6+9 damage. Miss: Half damage.			Crushing Gravity ★			
Boulder Toss	Standard action	Elite action				
Tags: Sweeping (2), Thrown (90/180)		Tags: Earth				
The stone giant makes a +6 strike vs. Armor with its giant boulder.			The stone giant elder makes a +10 attack vs. Brawn against a grounded creature or object within Medium (60 ft.) range. The stone giant elder gains a +1 accuracy bonus for each weight category by which the target is heavier than Medium.			
Hit: 3d8+14 damage.			Hit: 1d8+2d6+15 damage.			
Forceful Smash	Standard action	Mighty Rockshard Blast ★	Elite action			
Tags: Sweeping (2)		Tags: Earth, Manifestation				
The stone giant makes a +9 melee strike vs. Armor with its greatclub.			The stone giant elder makes a +10 attack vs. Armor and Reflex against everything in a Medium (30 ft.) cone from itself. The stone giant elder gains a +2 accuracy bonus if it is grounded on stone.			
Hit: 1d10+14 damage. Injury: If the attack result hits the target's Brawn defense, the stone giant flings it 15 feet. This is a Size-Based effect, so it does not affect creatures more than one size category larger than the stone giant.			Hit: 8d6 damage. Miss: Half damage.			

Mighty Tremor ★

Tags: Earth

The earth shakes in a Medium (30 ft.) radius **zone** from the stone giant elder's location. The stone giant elder makes a +10 attack vs. Reflex and Brawn against everything in the area that is **grounded**. During its next action, this effect **repeats** in the same area.

Hit: 1d8+15 damage, and the target falls **prone** (*half speed, -2 Armor and Ref.*)

Miss: Half damage.

Elite action

Boulder Toss

Standard action

Tags: Sweeping (2), Thrown (90/180)

The stone giant elder makes a +10 strike vs. Armor with its giant boulder.

Hit: 3d8+25 damage.

Forceful Smash

Standard action

Tags: Sweeping (2)

The stone giant elder makes a +10 melee strike vs. Armor with its greatclub.

Hit: 2d10+34 damage.

Injury: If the attack result hits the target's Brawn defense, the stone giant elder **flings** it 30 feet. This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than the stone giant elder.

Greatclub

Standard action

Tags: Sweeping (2)

The stone giant elder makes a +10 melee strike vs. Armor with its greatclub.

Hit: 3d10+25 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the stone giant elder can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Goblins

Goblins Lore

Local DV 5: Goblins are common throughout civilization. They are typically found in small groups, preying on travelers or isolated settlements.

Goblin WarriorLevel 1 Skirmisher
Medium mortal**HP 12 IP 10****Defenses** Armor 8 Brawn 3 Fort 4 Ment 3 Ref 7**Movement** 30 ft.**Senses** Awareness +5**Attributes** -1, 4, 0, -2, 2, -2**Alignment** Chaotic evil**Accuracy** +1; Brawling +0**Power** -1; -2 ★**Equipment** Buff leather, buckler, spear**Traits** Humanoid

Goblin Warrior Abilities

Rushdown

Standard action

Tags: Thrown (30/60)

The goblin warrior can move up to half its **speed**, then it makes a +1 strike vs. Armor with its spear.

Hit: 1d6-1 damage.

Spear

Standard action

Tags: Thrown (30/60)

The goblin warrior makes a +1 strike vs. Armor with its spear.

Hit: 1d6-1 damage.

Wolf Rider

Level 3 Skirmisher
Medium mortal

HP 14 IP 11

Defenses Armor 9 Brawn 4 Fort 5 Ment 4 Ref 8

Movement 30 ft.; Ride +8

Attributes -1, 4, 0, -2, 2, -2

Alignment Chaotic evil

Accuracy +2; Brawling +1

Power 0; -1 ✨

Equipment Buff leather, buckler, lance, spear

Traits Humanoid

Wolf Rider Abilities**Lance**

Standard action

Tags: Mounted

The wolf rider makes a +2 melee strike vs. Armor with its lance.

Hit: 1d6 damage.

Spear

Standard action

Tags: Thrown (30/60)

The wolf rider makes a +2 strike vs. Armor with its spear.

Hit: 1d6 damage.

Goblin Shaman

Level 1 Skirmisher
Medium mortal

HP 12 IP 10

Defenses Armor 8 Brawn 3 Fort 4 Ment 5 Ref 6

Movement 30 ft.

Senses Awareness +5

Attributes -1, 3, 0, -2, 2, 3

Alignment Chaotic evil

Accuracy +1; Brawling +0

Power -1; 3 ✨

Equipment Buff leather, standard shield, spear

Traits Humanoid

Goblin Shaman Abilities**Consecrated Strike ✨**

Standard action

Tags: Thrown (30/60)

The goblin shaman makes a +1 strike vs. Armor with its spear.

Hit: 1d6+1 damage.

Word of Power ✨

Standard action

The goblin shaman makes a +1 attack vs. Mental against all **enemies** in a Small (15 ft.) radius from itself. Then, it is **briefly empowered** (+1 damage).

Hit: The target is **briefly deafened** (20% verbal spell failure). If it is **injured**, it is also deafened as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

Golems

Mining Golem

Level 5 Brute
Medium animate

HP 34 IP 18

Defenses Armor 7 Brawn 9 Fort 7 Ref 7

Immune Compulsion, Emotion

Movement 30 ft.

Attributes 5, 3, 3, —, 2, —

Alignment Lawful neutral

Accuracy +3; Brawling +5

Power 7; 2 ⚡

Equipment Pick

Traits Construct Mindless Nonliving Soulless

Mining Golem Abilities

Ground Slam

Standard action

Tags: Earth, Keen

The mining golem makes a +2 melee strike vs. Armor with its pick. The strike targets everything supported by that surface in a Small (15 ft.) cone from one corner of the target space.

Hit: 1d8+7 damage.

Pick

Standard action

Tags: Keen

The mining golem makes a +3 melee strike vs. Armor with its pick.

Hit: 1d8+7 damage.

Mithral Golem

Level 14 Skirmisher –
Elite
Medium animate

HP 246 IP 123

Defenses Armor 20 Brawn 17 Fort 14 Ref 20

Immune Compulsion, Emotion

Movement 40 ft.

Attributes 6, 10, 1, —, 6, —

Alignment Lawful neutral

Accuracy +11; Brawling +11

Power 15; 13 ⚡

Traits Construct Mindless Nonliving Soulless

Mithral Golem Abilities

Building Storm

Elite action

If the mithral golem hit with a strike last round, it is briefly primed (*always explode*).

Flash Sweep

Elite action

The mithral golem can move in a straight line up to its speed. During this movement, it moves too quickly to be seen, making it invisible. While still invisible, the mithral golem can make a +11 melee strike vs. Armor with its fists. The strike targets all enemies adjacent to it at any point during its movement. After making the strike, it becomes visible at its destination.

Hit: 4d6+7 damage.

Faster Than Sight

Standard action

The mithral golem makes two melee strikes. If either strike hits and its attack result also hits the target's Reflex defense, the target briefly treats the mithral golem as invisible.

Hit: 2d6+7 damage.

Fists

Standard action

The mithral golem makes a +11 melee strike vs. Armor with its fists.

Hit: 6d6+14 damage.

Whirlwind

Standard action

The mithral golem makes a +11 melee strike vs. Armor with its fists. The strike targets all enemies adjacent to it.

Hit: 4d6+14 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the mithral golem can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Adamantine Golem

Level 17 Warrior – **Elite**

Medium animate

HP 678 IP 225

Defenses Armor 15 Brawn 20 Fort 22 Ref 13

Immune Compulsion, Emotion

Movement 30 ft.

Attributes 10, -2, 12, —, 6, —

Alignment Lawful neutral

Accuracy +12; Brawling +14

Power 20; 10 ⚡

Traits Construct Mindless Nonliving Soulless

Adamantine Golem Abilities

Indestructible: The adamantine golem reduces all damage it takes by 10. This can reduce incoming damage to 0. In addition, it takes no additional damage from critical hits. Non-damaging effects from critical hits still function normally.

Unstoppable: The adamantine golem is unaffected by difficult terrain and is immune to being slowed (*-10 speed, -2 Armor and Ref.*).

Brace for Impact	Elite action
Tags: <i>Swift</i>	

The adamantine golem is **impervious** (*+4 defenses*) to all damage this round. Because this is a *Swift* ability, it affects attacks against the adamantine golem during the current phase.

Fortifying Force	Elite action
Tags: <i>Impact</i>	

The adamantine golem makes a +13 melee strike vs. Armor with its fists. After making the strike, it is **briefly fortified** (*+2 Brawn, Fort, Ment*).

Hit: 4d6+20 damage.

Sinews of Steel	Elite action
Tags: <i>Swift</i>	

The adamantine golem is **briefly fortified** (*+2 Brawn, Fort, Ment*) and **stealed** (*immune to crits*). This ability has the *Swift* tag, so it affects attacks against the adamantine golem during the current phase.

Fists	Standard action
Tags: <i>Impact</i>	

The adamantine golem makes a +12 melee strike vs. Armor with its fists.

Hit: 10d6+20 damage.

Steady Slam	Standard action
Tags: <i>Impact</i>	

The adamantine golem makes a +13 melee strike vs. Armor with its fists. If the adamantine golem gets a *glancing blow*, it deals full damage instead of half damage.

Hit: 4d6+20 damage.

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the adamantine golem can remove one <i>condition</i> . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Voidstar Golem	Level 20 Warrior – Elite Medium animate
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HP 840 IP 279

Defenses Armor 20 Brawn 24 Fort 24 Ref 18

Immune Compulsion, Emotion, Earth

Impervious Electricity

Vulnerable Acid

Movement 30 ft.; Burrow (average)

Attributes 13, 2, 10, —, 6, —

Alignment Lawful neutral

Accuracy +14; Brawling +17

Power 25; 22 ✨

Traits Construct Mindless Nonliving Soulless

Voidstar Golem Abilities

Crushing Gravity: All other creatures move at half speed while within a Medium (30 ft.) radius **emanation** of the voidstar golem. This does not affect creatures who are moving in a straight line directly towards the voidstar golem. This is a **Earth** effect.

Denser Than Steel: The voidstar golem can use its burrow ability to pass through solid metal and stone without reducing its speed.

Earthquake ✨

Elite action

Tags: *Earth*

The earth shakes in a Large (60 ft.) radius **zone** from the voidstar golem's location. The voidstar golem makes a +14 attack vs. Reflex and Brawn against everything in the area that is **grounded**. During its next action, this effect **repeats** in the same area.

Hit: 11d6 damage, and the target falls **prone** (*half speed, -2 Armor and Ref.*).

Miss: Half damage.

Gravity Well ✨

Elite action

Tags: *Earth, Sustain* (attuneable, minor)

The voidstar golem creates an area of intense gravity in a Medium (30 ft.) radius **zone** within Medium (60 ft.) range. When it uses this ability, and during each of the voidstar golem's subsequent actions, it makes a +14 attack vs. Brawn against all **enemies** in the area.

Hit: The target is **briefly slowed** (*-10 speed, -2 Armor and Ref.*).

Mighty Earthspike ✨

Elite action

Tags: *Earth, Manifestation*

The voidstar golem makes a +14 attack vs. Armor and Reflex against one creature in Short (30 ft.) range.

Hit: 27d6 damage.

Swallowed by Earth ★	Elite action	Elite Cleanse	Triggered
Tags: Earth			
The voidstar golem makes a +14 attack vs. Reflex and Brawn against all Large or smaller grounded enemies in a Small (15 ft.) radius in Short (30 ft.) range.		At the end of each round, roll 1d10. On an 8 or 9, the voidstar golem can remove one condition . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	
Hit: 12d6 damage, and the target is briefly slowed (-10 speed, -2 Armor and Ref).			
Injury: If the target was already slowed by this ability, it is also swallowed by the earth as a condition . While it is swallowed by the earth, it does not have line of sight or line of effect to any creature other than itself. During each of the voidstar golem's subsequent actions, it takes 12d6 damage as the earth grinds it into paste.			
The target can remove this condition by making a difficulty value 12 Strength check as a standard action. If the earth or stone it is swallowed by is destroyed or otherwise rendered unable to contain the creature, this ability is dismissed . When this effect ends, the target reappears in the closest unoccupied space to where it was swallowed by the earth. Some effects such as teleportation can also remove the target from the fissure, which also ends the condition.			
Critical hit: All instances of damage are doubled, not just the initial damage.			
Miss: Half damage.			
Boneshatter	Standard action		
The voidstar golem makes a +14 melee strike vs. Armor with its fists.			
Hit: 12d6+12 damage.			
Injury: If the attack result hits the target's Fortitude defense, it immediately takes the damage from the strike again.			
Chokeslam	Standard action		
Tags: Brawling			
The voidstar golem makes a +17 attack vs. Brawn against one creature it touches .			
Hit: 13d10 damage, and the target falls prone (half speed , -2 Armor and Ref).			
Injury: The target is briefly unable to stand .			
Fists	Standard action		
The voidstar golem makes a +14 melee strike vs. Armor with its fists.			
Hit: 12d6+37 damage.			

Griffon

Level 5 Skirmisher –
Elite
Large mortal

**HP 72 IP 36****Defenses** Armor 11 Brawn 11 Fort 9 Ment 9 Ref 10**Movement** 50 ft.; Fly (average, 60 ft. limit) Jump 35 Jump +10**Senses** Low-light Vision Awareness +7**Attributes** 5, 5, 2, -5, 2, 2**Alignment** Neutral**Accuracy** +3; Brawling +5**Power** 9; 6 ✨**Traits** Beast Quadrupedal**Griffon Lore**

Nature DV 7: 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.

Nature DV 12: From nose to tail, an adult griffon can measure as much as 8 feet. Griffons cannot speak, but they understand Common.

Griffon Abilities**Bloodletting Claws**

Elite action

The griffon makes a +3 melee strike vs. Armor with its claws.

Hit: 2d4+4 damage.

Injury: If the target is not wearing metal body armor, it bleeds. A bleeding creature takes the same damage from the strike again during its next action.

Eagle Eye

Elite action

The griffon makes a +3 attack vs. Reflex against one non-adjacent creature within Distant (120 ft.) range.

Hit: The target becomes marked as a condition. If the griffon loses sight of the target for a full round, this effect ends. The griffon gains a +2 bonus to accuracy and defenses against all targets that it has marked in this way.

Bite

Standard action

The griffon makes a +4 melee strike vs. Armor with its bite.

Hit: 1d8+9 damage.

Rushdown

Standard action

The griffon can move up to its speed, then it makes a +1 melee strike vs. Armor with its bite.

Hit: 2d8+9 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the griffon can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Halfsouls

Halfsouls Lore

Souls DV 12: A halfsoul is an undead creature that was incorrectly resurrected, returning only half of the original creature's soul to its body. This splitting of the soul has disastrous consequences, leaving both halves wracked by pain and confusion. Although a halfsoul has all of the original abilities of the creature, it is violent and insane, with only fragmentary glimpses of its original personality.

Souls DV 17: Halfsouls can be created by resurrection rituals that are interrupted shortly before completion. They can also be the result of botched necromantic rituals that were intended to splinter a soul, such as rituals to create skeletons and zombies.

Halfsoul Telekine

Level 15 Sniper – Elite
Medium undead

HP 264 **IP** 132

Defenses Armor 15 Brawn 12 Fort 13 Ment 17 Ref 16

Impervious Emotion

Movement 30 ft.

Senses Blindsight (60 ft.) Blindsight (15 ft.) Awareness +15

Other skills Knowledge (arcana) +16

Attributes -1, 4, 1, 6, 5, 7

Alignment Chaotic neutral

Accuracy +11; Brawling +8

Power 8; 16★

Traits Nonliving

Halfsoul Telekine Abilities

Kinetic Cudgel ★

Elite action

The halfsoul telekine makes a +11 attack vs. Brawn against something within Short (30 ft.) range.

Hit: 1d8+2d6+16 damage.

Injury: The target is briefly stunned (-2 defenses).

Mighty Blastwave ★

Elite action

The halfsoul telekine makes a +11 attack vs. Reflex and Brawn against everything in a Small (15 ft.) cone from itself.

Hit: 10d6 damage.

Injury: The halfsoul telekine flings the target up to 15 feet away from it.

Miss: Half damage.

Sturdy Wall of Force ★

Elite action

Tags: Barrier, Manifestation, Sustain (attuneable, minor)

Cost: The halfsoul telekine briefly cannot use this ability or any other Barrier ability.

The halfsoul telekine creates a Medium (*30 ft. long*) wall of magical energy within Short (30 ft.) range. The wall is visible as a shimmering magical field that does not block sight. Nothing can pass through the wall until it is destroyed. It has 80 hit points, and is destroyed when its hit points become negative.

Mighty Compression ★

Standard action

The halfsoul telekine makes a +11 attack vs. Brawn against something within Short (30 ft.) range.

Hit: 8d6 damage. During its next action, the target takes 8d6 damage again.

Critical hit: All instances of damage are doubled, not just the initial damage.

Neck Snap ★

Standard action

The halfsoul telekine makes a +7 attack vs. Brawn against something within Medium (60 ft.) range.

Hit: 9d10 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the halfsoul telekine can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Hydra Maggot

Level 7 Brute – **Elite**
Large mortal

**HP 129 IP 96****Defenses** Armor 13 Brawn 15 Fort 10 Ment 8 Ref 12**Immune** Prone**Movement** 40 ft.; Climb +12**Senses** Darkvision (60 ft.)**Attributes** 6, 6, 1, -8, 2, -1**Alignment** Neutral**Accuracy** +4; Brawling +6**Power** 11; 4[★]**Traits** Beast Legless**Hydra Maggot Lore**

Nature DV 8: 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.

Nature DV 13: 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.

Hydra Maggot Abilities**Impaling Tentacles**

Elite action

Tags: Sweeping (7)

The hydra maggot makes a +4 melee strike vs. Reflex with its tentacle.

Hit: 1d6+11 damage.

Grappling Bite

Standard action

Tags: Size-Based

The hydra maggot makes a +5 melee strike vs. Armor with its bite.

Hit: 1d8+11 damage. If the attack result also hits the target's Brawn defense, it is **grappled**.

Critical hit: If the attack result is also a critical hit against the target's Brawn defense, the hydra maggot controls the grapple.

Maggot Breath [★]

Standard action

The hydra maggot makes a +5 attack vs. Fortitude against all **enemies** within a Medium (30 ft.) cone from itself.

Hit: The target is **briefly stunned** (-2 defenses).

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the hydra maggot can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Ichor-Tainted



Ichor-Tainted Lore

Nature DV 8: 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.

Nature DV 13: 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.

Nature DV 18: 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 Eternal Void, while others think it is a mere imitation.

Ichor Black Bear

Level 7 Brute – Elite
Medium mortal

HP 183 **IP** 137

Defenses Armor 11 Brawn 14 Fort 13 Ment 8 Ref 11

Immune Critical hits

Vulnerable Fire

Movement 40 ft.; Climb +12 Swim +12

Senses Scent Awareness +8

Other skills Endurance +13 Survival +8

Attributes 6, 2, 7, -8, 2, -2

Accuracy +4; Brawling +6

Traits Beast Quadrupedal

Alignment Neutral

Power 11; 3

Ichor Black Bear Abilities

Bite

Elite action

The ichor black bear makes a +4 melee strike vs. Armor with its bite.

Hit: 2d8+11 damage.

Injury: The target becomes unable to regain hit points as a condition.

Claws

Standard action

The ichor black bear makes a +4 melee strike vs. Armor with its claws.

Hit: 4d4+5 damage.

Injury: The target becomes unable to regain hit points as a condition.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the ichor black bear can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Injury: The target becomes unable to regain hit points as a condition.

Ichor Brown Bear

Level 9 Brute – Elite
Large mortal

HP 210 **IP** 157

Defenses Armor 11 Brawn 16 Fort 15 Ment 10 Ref 10

Immune Critical hits

Vulnerable Fire

Movement 50 ft.; Climb +14 Swim +14

Senses Scent Awareness +9

Other skills Endurance +15 Survival +9

Attributes 7, 1, 8, -8, 2, 1

Alignment Neutral

Accuracy +5; Brawling +8

Power 13; 7

Traits Beast Quadrupedal

Ichor Brown Bear Abilities

Bite

Elite action

The ichor brown bear makes a +5 melee strike vs. Armor with its bite.

Hit: 2d8+13 damage.

Injury: The target becomes unable to regain hit points as a condition.

Claws	Standard action
The ichor brown bear makes a +5 melee strike vs. Armor with its claws.	
Hit: 4d4+6 damage. Injury: The target becomes unable to regain hit points as a condition.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the ichor brown bear can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	
Injury: The target becomes unable to regain hit points as a condition.	

Ichor Wolf	Level 7 Skirmisher Medium mortal
HP 37 IP 25	
Defenses Armor 11 Brawn 10 Fort 9 Ment 8 Ref 11	
Immune Critical hits	
Vulnerable Fire	
Movement 40 ft.	
Senses Awareness +10	
Other skills Survival +10	
Attributes 4, 5, 3, -7, 4, 0 Accuracy +5; Brawling +5 Traits Beast Quadrupedal	
Alignment Neutral Power 7; 3 ✨	

Ichor Wolf Abilities

Crush the Fallen	Standard action
The ichor wolf makes a +7 melee strike vs. Armor with its bite. If the target is prone (<i>half speed, -2 Armor and Ref</i>), the strike deals 3 extra damage.	
Hit: 1d8+10 damage. Injury: The target becomes unable to regain hit points as a condition.	

Knockdown	Standard action
The ichor wolf makes a +7 melee strike vs. Armor with its bite.	
Hit: 1d8+7 damage. Injury: If the attack result hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than the ichor wolf.	
Injury: The target becomes unable to regain hit points as a condition.	

Imps

Flamefist Imp	Level 5 Skirmisher Small planeforged
HP 24 IP 17	
Defenses Armor 9 Brawn 6 Fort 7 Ment 5 Ref 10	
Movement 20 ft.	
Attributes 3, 5, 2, 1, 0, -2 Accuracy +2; Brawling +4 Traits Nonliving Soulless	
Alignment Chaotic evil Power 5; 0 ✨	

Flamefist Imp Abilities

Fists	Standard action
Tags: Fire	
The flamefist imp makes a +3 melee strike vs. Armor with its fists.	

Hit: 2d6+2 damage.

Kobolds

Nipper

Level 2 Skirmisher
Medium mortal

HP 15 IP 12

Defenses Armor 8 Brawn 5 Fort 6 Ment 5 Ref 8

Movement 30 ft.; Stealth +8

Senses Awareness +8

Attributes 0, 4, 2, 0, 4, 0

Alignment Lawful neutral

Accuracy +3; Brawling +1

Power 1; 1

Equipment Buff leather, smallswords, darts

Traits Humanoid

Nipper Abilities

Sneaky Darts

Standard action

Tags: Thrown (30/60)

The nipper makes a +3 strike vs. Armor with its darts. The strike deals 1d4 extra damage if the target is unaware (-5 defenses) or partially unaware (-2 defenses) of its attack, or if they are adjacent to one of its allies. This extra damage is doubled if the target is fully unaware of its attack. It does not apply if the target is immune to critical hits.

Hit: 2d4 damage.

Sneaky Nip

Standard action

The nipper makes a +3 melee strike vs. Armor with its smallswords. The strike deals 1d4 extra damage if the target is unaware (-5 defenses) or partially unaware (-2 defenses) of its attack, or if they are adjacent to one of its allies. This extra damage is doubled if the target is fully unaware of its attack. It does not apply if the target is immune to critical hits.

Hit: 2d4 damage.

Snipper

Level 2 Sniper
Medium mortal

HP 15 IP 12

Defenses Armor 6 Brawn 4 Fort 5 Ment 5 Ref 7

Movement 30 ft.; Stealth +8

Senses Awareness +8

Attributes 0, 4, 2, 0, 4, 0

Alignment Lawful neutral

Accuracy +3; Brawling +1

Power 1; 1

Equipment Buff leather, longbow

Traits Humanoid

Snipper Abilities

Heartpiercer

Standard action

Tags: Projectile (90/270)

The snipper makes a +3 ranged strike vs. Armor with its longbow. The snipper gains a +3 accuracy bonus with the strike for the purpose of determining whether it gets a critical hit. However, it cannot get a glancing blow with this strike.

Hit: 1d6 damage.

Longbow

Standard action

Tags: Projectile (90/270)

The snipper makes a +3 ranged strike vs. Armor with its longbow.

Hit: 1d6 damage.

Yipper

Level 3 Leader
Medium mortal

HP 18 IP 12

Defenses Armor 8 Brawn 4 Fort 6 Ment 6 Ref 7

Movement 30 ft.; Stealth +8

Senses Awareness +6

Attributes -2, 4, 2, 1, 2, 3

Alignment Lawful neutral

Accuracy +2; Brawling +0

Power -1; 4

Equipment Buff leather, buckler, spear

Traits Humanoid

Yipper Abilities

Battle Command

Standard action

Choose an ally within Medium (60 ft.) range. The target becomes focused (roll attacks twice) and gains a +1 accuracy bonus this round.

Spear

Standard action

Tags: Thrown (30/60)

The yipper makes a +2 strike vs. Armor with its spear.

Hit: 1d6-1 damage.

Stunning Shout

Standard action

Tags: Auditory, Compulsion

The yipper makes a +2 attack vs. Mental against everything in a Medium (30 ft.) cone from itself.

Hit: The target is briefly stunned (-2 defenses).

Dragonsworn Nipper

Level 11 Skirmisher
Medium mortal

HP 62 IP 40
Defenses Armor 14 Brawn 10 Fort 12 Ment 11 Ref 14
Impervious Varies
Movement 30 ft.; Stealth +14
Senses Awareness +12
Attributes 0, 6, 4, 0, 4, 2
Alignment Lawful neutral
Accuracy +7; Brawling +5
Power 5; 7 
Equipment Buff leather, smallswords, darts
Traits Humanoid

Dragonsworn Nipper Abilities

Dragonsworn: The dragonsworn nipper is **impervious** (+4 defenses) to the tag associated with the dragon it swore to serve.

Sneaky Darts	Standard action
Tags: Thrown (30/60)	
The dragonsworn nipper makes a +7 strike vs. Armor with its darts. The strike deals 2d8 extra damage if the target is unaware (-5 defenses) or partially unaware (-2 defenses) of its attack, or if they are adjacent to one of its allies. This extra damage is doubled if the target is fully unaware of its attack. It does not apply if the target is immune to critical hits.	
Hit: 2d4+2 damage.	

Sneaky Nip	Standard action
The dragonsworn nipper makes a +7 melee strike vs. Armor with its smallswords. The strike deals 2d8 extra damage if the target is unaware (-5 defenses) or partially unaware (-2 defenses) of its attack, or if they are adjacent to one of its allies. This extra damage is doubled if the target is fully unaware of its attack. It does not apply if the target is immune to critical hits.	
Hit: 2d4+2 damage.	

Dragonsworn Snipper	Level 12 Sniper Medium mortal
HP 58 IP 38	
Defenses Armor 13 Brawn 10 Fort 11 Ment 12 Ref 14	
Impervious Varies	
Movement 30 ft.; Stealth +15	
Senses Awareness +15	
Attributes 0, 6, 2, 0, 6, 2	Alignment Lawful neutral
Accuracy +9; Brawling +6	Power 6; 8 
Equipment Buff leather, longbow	
Traits Humanoid	

Dragonsworn Snipper Abilities

Dragonsworn: The dragonsworn snipper is **impervious** (+4 defenses) to the tag associated with the dragon it swore to serve.

Distant Shot	Standard action
Tags: Projectile (90/270)	
The dragonsworn sniper makes a +10 ranged strike vs. Armor with its longbow. The dragonsworn sniper reduces its longshot penalty with the strike by 4, which generally removes the penalty entirely.	
Hit: 1d6+3 damage.	

Longbow	Standard action
Tags: Projectile (90/270)	
The dragonsworn sniper makes a +9 ranged strike vs. Armor with its longbow.	

Pure Precision	Standard action
Tags: Projectile (90/270)	
The dragonsworn sniper makes a +13 ranged strike vs. Armor with its longbow.	

Dragonsworn Yipper	Level 13 Leader Medium mortal
HP 100 IP 58	
Defenses Armor 15 Brawn 10 Fort 12 Ment 13 Ref 14	
Impervious Varies	
Movement 30 ft.; Stealth +15	
Senses Awareness +14	
Attributes -1, 6, 3, 2, 5, 4	Alignment Lawful neutral
Accuracy +9; Brawling +6	Power 5; 10 
Equipment Buff leather, buckler, spear	
Traits Humanoid	

Dragonsworn Yipper Abilities

Dragonsworn: The dragonsworn yipper is **impervious** (+4 defenses) to the tag associated with the dragon it swore to serve.

Directing Shout	Standard action
Tags: Auditory	
Up to two allies within Distant (120 ft.) range are focused (roll attacks twice) this round.	

Spear	Standard action
Tags: Thrown (30/60)	
The dragonsworn yipper makes a +9 strike vs. Armor with its spear.	

Hit: 3d6+4 damage.

Stunning Shout	Standard action
Tags:	Auditory , Compulsion
The dragonsworn yipper makes a +9 attack vs. Mental against all enemies in a Large (<i>60 ft.</i>) cone from itself.	
Hit: The target is briefly stunned (<i>-2 defenses</i>). If it is injured , it is stunned as a condition instead.	
Critical hit: The condition must be removed an additional time before the effect ends.	

Liches

Phylactery ★: Every lich contains their soul in their phylactery. Most phylacteries are valuable gems, but other objects are possible. A phylactery must be at least Tiny in size.

Liches can commune with their phylacteries to allow their souls to temporarily inhabit their bodies. This allows their soul to process the memories stored in their body, allowing the lich to improve its skills and change its mind. A lich that never communes with its phylactery suffers no direct consequences, but is also incapable of increasing its personal power.

When a lich dies, the phylactery creates a new body for the lich after 24 hours. The new body has no memory of what happened to the original body since the last time the lich communed with its phylactery.

Liches Lore

Souls DV 13: A lich is an undead creature that intentionally severed its soul from its body and placed the soul in a vessel called a phylactery. As long as its phylactery survives, a lich cannot be fully destroyed. Becoming a lich requires horrific acts of violence, and even researching the process is generally illegal.

Souls DV 18: Because the normal body of a lich is soulless, it is incapable of growing or changing its mind. Liches must commune with their phylactery to truly learn and develop their skills. However, they must also keep their phylactery safely protected, since keeping it on their body means it could easily be destroyed if they die. Each lich must resolve this dangerous contradiction in their own way.

Souls DV 23: The body of a lich is not completely soulless. A tiny soul splinter inhabits the body, binding it to the phylactery. It provides the body no animating force, but the soul splinter returns to the phylactery when the lich's body is destroyed. The return of that soul splinter prompts the phylactery to inhabit a new body.

Okonlok, Astral Lich

Level 17 Sniper – Elite
Medium undead

HP 390 IP 195

Defenses Armor 16 Brawn 13 Fort 15 Ment 20 Ref 17

Movement 30 ft.

Senses Awareness +19 Deduction +16

Other skills Craft (bone) +16 Knowledge (arcana) +16
Knowledge (souls) +16

Attributes -2, 5, 2, 5, 8, 10

Alignment Chaotic evil

Accuracy +13; Brawling +8

Power 8; 20★

Traits Nonliving Soulless

Okonlok, Astral Lich Lore

Souls DV 18: Okonlok learned how to become a lich on a long interplanar quest for power.

Okonlok Abilities

Banishment ★

Elite action

Okonlok makes a +15 attack vs. Mental against up to three Large or smaller creatures within Medium (60 ft.) range. Okonlok gains a +2 accuracy bonus against **planeforged** creatures.

Hit: If the target is **injured**, it **flickers** to a random safe place in the Astral Plane. It does not return until the end of the next round. After it returns, it becomes immune to flickering in this way until it finishes a **short rest**.

Dimension Door ★

Elite action

Okonlok **teleports** to an unoccupied destination on a stable surface within 300 feet of itself. Okonlok must clearly visualize the destination's appearance and have an approximate knowledge of its direction and distance from itself. However, it does not need **line of sight** or **line of effect** to the destination.

Giant Twinned Portals ★

Elite action

Tags: **Sustain** (attuneable, minor)

This spell functions like the **twinned portals** spell, except that the portals are 20 feet in diameter, and the maximum size of creatures or objects passing through the portal increases to Huge.

Hostile Transposition ★

Elite action

Okonlok makes a +15 attack vs. Mental against two Large or smaller creatures within Medium (60 ft.) range. Both targets must be within Short (30 ft.) range of each other. The number of targets affected by this ability cannot be modified by abilities.

Hit: If okonlok hits both targets, they each **teleport** into each other's location. If the teleportation is invalid for either target, it fails for both targets.

Distant Splicing Grasp ★

Standard action

Okonlok must have a **free hand** to use this ability.

Okonlok makes a +13 attack vs. Mental against a creature it **touches**.

Hit: 11d10 damage. If the target is Huge or smaller, okonlok **teleports** it up to 30 feet.

Massive Astral Rupture ★

Standard action

Okonlok makes a +13 attack vs. Reflex and Mental against all **enemies** within a Medium (30 ft.) radius from itself.

Hit: 11d8 damage.

Miss: Half damage.

Planar Jaunt – Myriad ★

Standard action

Tags: Air, Cold, Earth, Electricity, Fire, Water

Okonlok makes a +13 attack vs. Mental against something within Medium (60 ft.) range. The target must be impervious or immune to all of this ability's tags to be impervious or immune to this attack.

Hit: The target flickers to a random assortment of planes. When it returns, it takes 11d6 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, okonlok can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Lizardfolk



Lizardfolk Lore

Local DV 6: 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.

Local DV 11: Lizardfolk use their tail for balance on land and to accelerate their swimming while in water. They prefer direct charges 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 Warrior

Medium mortal

HP 20 IP 13**Defenses** Armor 9 Brawn 6 Fort 8 Ment 5 Ref 5**Movement** 30 ft.; Land (normal) Swim (normal) Swim +6**Attributes** 2, 2, 4, -1, 1, 0**Alignment** Neutral**Accuracy** +2; Brawling +2**Power** 3; 1 ★**Equipment** Scale, standard shield, spear**Traits** Amphibious Humanoid

Lizardfolk Grunt Abilities

Bloodletter	Standard action
The lizardfolk grunt makes a +2 melee strike vs. Armor with its bite.	
Hit: 1d8+3 damage.	
Injury: The target bleeds. A bleeding creature takes 1 damage during its next action.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Spear	Standard action
Tags: Thrown (30/60)	
The lizardfolk champion makes a +4 strike vs. Armor with its spear.	
Hit: 1d6+2 damage.	

Spear	Standard action
Tags: Thrown (30/60)	
The lizardfolk grunt makes a +2 strike vs. Armor with its spear.	
Hit: 1d6+1 damage.	

Lizardfolk Champion	Level 5 Warrior Medium mortal
HP 34 IP 20	
Defenses Armor 10 Brawn 7 Fort 9 Ment 6 Ref 6	
Movement 30 ft.; Land (normal) Swim (normal) Swim +8	
Attributes 3, 3, 5, 0, 1, 1	Alignment Neutral
Accuracy +3; Brawling +4	Power 5; 3
Equipment Scale, standard shield, spear	
Traits Amphibious Humanoid	

Lizardfolk Champion Abilities

Bloodletter	Standard action
The lizardfolk champion makes a +4 melee strike vs. Armor with its bite.	
Hit: 1d8+5 damage.	
Injury: The target bleeds. A bleeding creature takes 2 damage during its next action.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Redeeming Followup	Standard action
Tags: Thrown (30/60)	
The lizardfolk champion makes a +4 strike vs. Armor with its spear. The lizardfolk champion gains a +2 accuracy bonus with the strike against all creatures that it missed with a strike last round.	
Hit: 1d6+2 damage.	

Macabre Mourner

Level 5 Skirmisher –
Elite
Large undead

HP 48 IP 24**Defenses** Armor 9 Brawn 9 Fort 7 Ment 10 Ref 8**Immune** Creation, Manifestation, mundane**Vulnerable** Auditory, Emotion**Movement** 40 ft.; Fly (average, 5 ft. limit)**Senses** Awareness +7**Social** Intimidate +5**Attributes** 0, 0, -2, -4, 2, 4**Alignment** Neutral evil**Accuracy** +3; Brawling +2**Power** 4; 8 ⭐**Traits** Floating Incorporeal Intangible Nonliving**Macabre Mourner Lore**

Souls DV 7: A macabre mourner is a Large ghost. When a great many people mourn at once, and the creature they mourn was not buried properly, the strength of their feeling can trap the soul of the creature they mourn.

Macabre Mourner Abilities**Mournful Howl** ⭐

Elite action

Tags: Auditory

The macabre mourner makes a +3 attack vs. Mental against all creatures within a Medium (30 ft.) radius from itself. The macabre mourner gains a +4 accuracy bonus if it or any creature in the area suffered an **injury** last round.

Hit: 1d6+6 damage.**Toll the Dead** ⭐

Standard action

The macabre mourner makes a +3 attack vs. Mental against one creature within Medium (60 ft.) range. The macabre mourner gains a +4 accuracy bonus if the target has killed a living creature within the last 24 hours.

Hit: As a **condition**, the target takes 1d6+6 damage whenever it deals damage.

Critical hit: The condition must be removed an additional time before the effect ends.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the macabre mourner can remove one **condition**. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Magma Elementals**Magma Elementals Lore**

Planes DV 8: 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.

Planes DV 13: Magma elementals lack the usual weaknesses of both fire elementals and earth elementals. Their massive internal heat, steadied by their rocky core, makes them resistant to cold. However, they fear and avoid water, as it reacts explosively with their bodies.

Volcanite

Level 6 Warrior

Medium planeforged

HP 38 IP 22**Defenses** Armor 10 Brawn 9 Fort 11 Ment 7 Ref 8**Immune** Fire**Impervious** Cold, Earth**Vulnerable** Acid, Water**Movement** 30 ft.**Attributes** 4, 4, 6, -4, 0, 0**Alignment** Neutral**Accuracy** +3; Brawling +5**Power** 7; 3 ⭐**Traits** Nonliving Soulless**Volcanite Abilities**

Combustion ★	Standard action
Tags: Fire	
The volcanite makes a -1 attack vs. Fortitude against something adjacent to it.	
<p>Hit: 1d10+1d6+1 damage. During its next action, the target takes 1d10+1d6+1 damage again, and any extra damage also applies to this damage.</p> <p>Critical hit: All instances of damage are doubled, not just the initial damage.</p>	

Fists	Standard action
The volcanite makes a +4 melee strike vs. Armor with its fists.	
Hit: 2d6+3 damage.	

Magma Throw ★	Standard action
Tags: Earth, Manifestation	
The volcanite makes a +3 attack vs. Armor against something within Short (30 ft.) range. The volcanite gains a +2 accuracy bonus if it is grounded on stone.	
Hit: 1d6+3 damage.	

Volcano	Level 12 Warrior Large planeforged
HP 90 IP 50	
Defenses Armor 14 Brawn 14 Fort 16 Ment 11 Ref 11	
Immune Fire	
Impervious Cold, Earth	
Vulnerable Acid, Water	
Movement 40 ft.	
Attributes 5, 5, 8, -3, 0, 1	
Alignment Neutral	
Accuracy +6; Brawling +8	
Power 11; 7 ★	
Traits Nonliving Soulless	

Volcano Abilities

Combustion ★	Standard action
Tags: Fire	
The volcano makes a +2 attack vs. Fortitude against something adjacent to it.	
<p>Hit: 1d10+3d6+3 damage. During its next action, the target takes 1d10+3d6+3 damage again, and any extra damage also applies to this damage.</p> <p>Critical hit: All instances of damage are doubled, not just the initial damage.</p>	

Fists	Standard action
The volcano makes a +6 melee strike vs. Armor with its fists.	
Hit: 6d6+5 damage.	

Magma Throw ★	Standard action
Tags: Earth, Manifestation	
The volcano makes a +6 attack vs. Armor against something within Short (30 ft.) range. The volcano gains a +2 accuracy bonus if it is grounded on stone.	
Hit: 1d6+9 damage.	

Volcanic Titan	Level 18 Warrior Huge planeforged
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HP 218 IP 122	
Defenses Armor 18 Brawn 19 Fort 20 Ment 15 Ref 14	
Immune Fire	
Impervious Cold, Earth	
Vulnerable Acid, Water	
Movement 50 ft.	
Attributes 6, 6, 10, -3, 0, 2	
Accuracy +9; Brawling +12	
Power 15; 11 ★	
Traits Nonliving Soulless	

Volcanic Titan Abilities

Combustion ★	Standard action
Tags: Fire	
The volcanic titan makes a +5 attack vs. Fortitude against something adjacent to it.	
<p>Hit: 1d10+5d6+5 damage. During its next action, the target takes 1d10+5d6+5 damage again, and any extra damage also applies to this damage.</p> <p>Critical hit: All instances of damage are doubled, not just the initial damage.</p>	

Fists	Standard action
Tags: Sweeping (1)	
The volcanic titan makes a +9 melee strike vs. Armor with its fists.	
Hit: 10d6+14 damage.	

Magma Throw ★	Standard action
Tags: Earth, Manifestation	
<p>The volcanic titan makes a +9 attack vs. Armor against something within Short (30 ft.) range. The volcanic titan gains a +2 accuracy bonus if it is grounded on stone.</p> <p>Hit: 1d6+15 damage.</p>	

Minotaur Level 7 Brute – Elite
Large mortal



HP 156 IP 117	
Defenses Armor 10 Brawn 15 Fort 12 Ment 9 Ref 9	
Movement 40 ft.	
Senses Darkvision (60 ft.) Awareness +6	
Attributes 6, 0, 4, -2, 0, 1	Alignment Neutral
Accuracy +3; Brawling +6	Power 11; 6 ★
Traits Humanoid	

Minotaur Lore

Local DV 8: A minotaur is a Large bull-headed creature. Minotaurs are known for their poor sense of direction. They have a tendency to become trapped in dungeons of even moderate complexity.

Minotaur Abilities

Chokeslam	Elite action
Tags: Brawling	
<p>The minotaur makes a +6 attack vs. Brawn against one creature it touches.</p> <p>Hit: 1d8+11 damage. Injury: The target falls prone (<i>half speed, -2 Armor and Ref</i>).</p>	

Ground Stomp

Elite action

Tags: Earth

The minotaur makes a +3 attack vs. Reflex against all [enemies](#) adjacent to it that are [grounded](#) on the same stable surface as it.

Hit: 1d10+2d6+5 damage.

Miss: Half damage.

Charging Gore

Standard action

Tags: Keen

The minotaur can move up to its [speed](#), then it makes a +1 melee strike vs. Armor with its horn.

Hit: 2d6+11 damage.

Gore

Standard action

Tags: Keen

The minotaur makes a +3 melee strike vs. Armor with its horn.

Hit: 2d6+11 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the minotaur can remove one [condition](#). On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Necromancers

Necromancers Lore

Local DV 7: Necromancers revive and manipulate undead. Some even attempt to emulate the strength of undead in their own bodies. They are reviled in most societies, both for their desecration of the dead and for the harm their magic can do to souls.

Graverobber

Level 4 Leader – Elite
Medium mortal

HP 66 IP 33	
Defenses Armor 10 Brawn 8 Fort 8 Ment 10 Ref 10	
Movement 30 ft.; Stealth +9	
Senses Awareness +7	
Other skills Craft (bone) +7	
Attributes 0, 4, 0, 2, 2, 4	Alignment Chaotic evil
Accuracy +3; Brawling +2	Power 4; 8 ★
Equipment Heavy crossbow	
Traits Humanoid	

Graverobber Abilities

Drain Life ★	Elite action
The graverobber makes a +3 attack vs. Fortitude against one living creature within Short (30 ft.) range.	
Hit: 1d10+1d6+4 damage. Injury: The graverobber is briefly empowered (+2 damage).	

Putrefying Blast ★	Elite action
The graverobber makes a +3 attack vs. Fortitude against all enemies within a Medium (30 ft.) cone from itself.	
Hit: The target is briefly stunned (-2 defenses).	

Heavy Crossbow	Standard action
Tags: Projectile (90/270)	
The graverobber makes a +4 ranged strike vs. Armor with its heavy crossbow.	

Hit: 1d10+2 damage.

Inflict Wound ★	Standard action
The graverobber makes a +3 attack vs. Fortitude against one living creature within Medium (60 ft.) range.	
Hit: 1d6+4 damage. Injury: 1d6+4 damage again.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Lifesteal ★

Standard action

The graverobber makes a +3 attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: 1d6+4 damage.

Injury: The graverobber regains 5d6 hit points at the end of the round.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the graverobber can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Lichbound

Level 8 Leader – Elite

Medium mortal

HP 147 IP 73

Defenses Armor 12 Brawn 11 Fort 13 Ment 14 Ref 12

Movement 30 ft.

Senses Darkvision (60 ft.) Lifesight (30 ft.) Awareness +9

Social Intimidate +7

Other skills Craft (bone) +10 Knowledge (arcana) +10

Attributes 0, 2, 4, 3, 2, 6

Alignment Lawful evil

Accuracy +5; Brawling +4

Power 6; 12 ★

Equipment Scythe

Traits Humanoid

Lichbound Lore

Local DV 9: A lichbound is a mage who has started the process of becoming a lich by intentionally splintering their own soul. They still have far to go before they truly embrace undeath, but they gain some benefits from their partial transformation.

Lichbound Abilities

Life Suppression: Although the lichbound is alive, it is not considered a living creature for the purpose of attacks against it. This means that attacks which only affect living creatures have no effect on it.

Circle of Death ★

Elite action

The lichbound inscribes a circle in a Medium (30 ft.) radius zone from its location. During its next action, the lichbound makes a +5 reactive attack vs. Fortitude against all living creatures in the area.

Hit: 6d6 damage.

Injury: 6d6 damage again.

Critical hit: All instances of damage are doubled, not just the initial damage.

Miss: Half damage.

Sanguine Bond ★	Elite action	Elite Cleanse	Triggered
The lichbound makes a +5 attack vs. Fortitude against one living creature within Medium (60 ft.) range.			
Hit: 1d6+6 damage, and the target's life becomes linked to the lichbound's life as a condition. At the end of each subsequent round, if the lichbound lost hit points during that round, the target takes 1d6+6 damage.			
Critical hit: All instances of damage are doubled, not just the initial damage.			
Splinter Soul ★	Elite action	Fearsome Aura ★	Triggered
Tags: Compulsion			
The lichbound makes a +5 attack vs. Mental against up to two creatures within Medium (60 ft.) range.			
Hit: If the target is injured, it is compelled to spend its next standard action doing nothing at all. After it takes this standard action, it becomes immune to this effect until it finishes a short rest.			
Lifesteal Grasp ★	Standard action	Idoris, Queen of the Dead	Level 18 Mystic – Elite Medium mortal
The lichbound must have a free hand to use this ability.			
The lichbound makes a +5 attack vs. Fortitude against a living creature it touches.			
Hit: 8d6 damage. Injury: The lichbound regains 9d6 hit points at the end of the round.			
Lifetap Blast ★	Standard action	HP 342 IP 0	
The lichbound makes a +5 attack vs. Reflex against everything within a Medium (30 ft.) cone from itself. Whether the attack hits or misses, it loses 6 hit points. The lichbound can increase this hit point loss to 36 hit points. If it does, it gains a +4 accuracy bonus with the attack.			
Hit: 6d6 damage. Miss: Half damage.			
Reaping Scythe ★	Standard action	Defenses Armor 14 Brawn 12 Fort 12 Ment 17 Ref 14	
Tags: Sweeping (2)			
The lichbound makes a +5 melee strike vs. Armor with its scythe.			
Hit: 2d6+12 damage.			
Movement 30 ft.			
Senses Awareness +18			
Social Persuasion +18			
Other skills Knowledge (arcana) +17 Knowledge (souls) +17			
Attributes 0, 4, 1, 5, 6, 10			Alignment Lawful neutral
Accuracy +13; Brawling +10			Power 11; 21 ★
Traits Humanoid			
Idoris, Queen of the Dead Lore			
Local DV 14: Idoris is a powerful necromancer who lives deep in a cursed forest. She controls a large army of undead minions who aggressively defend her territory.			
Idoris Abilities			
Divine Interdiction ★			Elite action
Idoris makes a +16 attack vs. Mental against up to two creatures within Medium (60 ft.) range.			
Hit: If the target is injured, an interdiction briefly divides it from everything outside itself. No ability can have line of effect to or from it, even abilities that can pass through solid objects. After the interdiction ends, the target becomes immune to this effect until it finishes a short rest.			

Mighty Retributive Judgment ★

Elite action

Idoris makes a +13 attack vs. Mental against something within Short (30 ft.) range. Idoris gains a +3 accuracy bonus if the target attacked it or one of its allies during the previous round.

Hit: 12d6 damage.

Mighty Word of Faith ★

Elite action

Idoris makes a +13 attack vs. Mental against all enemies in a Medium (30 ft.) radius from itself.

Hit: 11d6 damage.

Miss: Half damage.

Lifesteal ★

Standard action

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

Hit: 11d6 damage.

Injury: Idoris regains 22d6 hit points at the end of the round.

Mighty Lifetap Slash ★

Standard action

Idoris makes a +13 attack vs. Armor against something within Medium (60 ft.) range. Whether the attack hits or misses, it loses 21 hit points. Idoris can increase this hit point loss to 85 hit points. If it does, it gains a +4 accuracy bonus with the attack.

Hit: 13d8 damage.

Mighty Sanguine Bond ★

Standard action

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

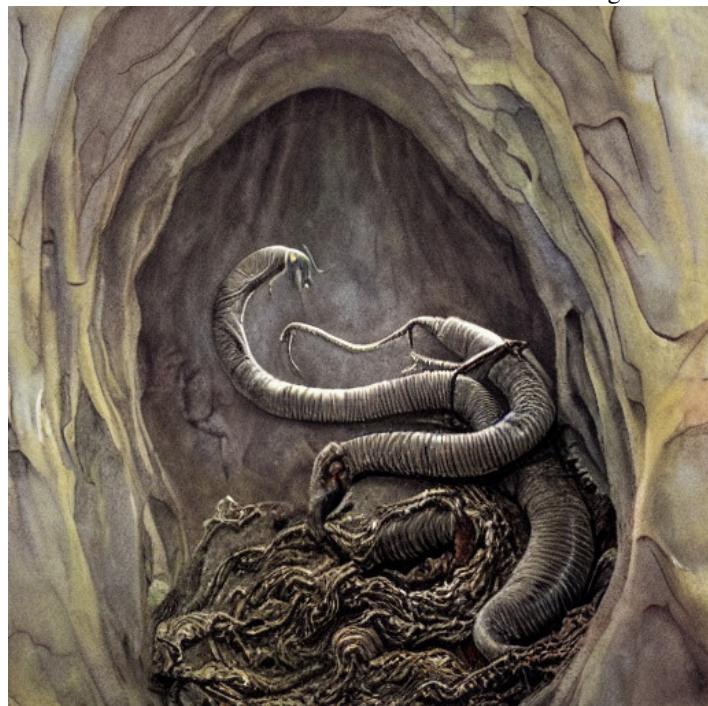
Hit: 1d8+21 damage, and the target's life becomes linked to idoris's life as a condition. At the end of each subsequent round, if idoris lost hit points during that round, the target takes 1d8+21 damage.

Critical hit: All instances of damage are doubled, not just the initial damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, idoris can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

NightcrawlerLevel 7 Brute
Large mortal**HP 46 IP 23****Defenses** Armor 10 Brawn 11 Fort 9 Ment 8 Ref 9**Immune** Prone**Movement** 40 ft.; Climb (slow) Land (slow) Climb +9**Senses** Blindsight (120 ft.) Darkvision (60 ft.)**Attributes** 3, 4, 2, -8, 0, 3**Alignment** Neutral**Accuracy** +3; Brawling +5**Power** 6; 6 ★**Traits** Beast Legless**Nightcrawler Lore**

Nature DV 8: A nightcrawler is a Large worm imbued with umbralantic power. Its body is colored only in shades of gray. In battle, they wriggle towards their foes and try to eat them.

Nature DV 13: A typical nightcrawler is about 9 feet long and weighs about 700 pounds. They cover distances slowly, but are surprisingly agile in combat. They can easily contort their body to avoid attacks. Nightcrawlers have several magical abilities that draw on their umbralantic power to damage nearby foes.

Nature DV 18: Nightcrawlers hate and fear light. They can be driven away by light, and are weaker in its presence. If they have no escape, they ferociously attack any sources of light.

Nightcrawler Abilities**Bite**

Standard action

The nightcrawler makes a +3 melee strike vs. Armor with its bite.

Hit: 2d8+6 damage.

Crawling Darkness ★

Standard action

The nightcrawler creates a field of dark miasma in a Medium (30 ft.) radius **zone** from itself. The nightcrawler makes a +3 attack vs. Fortitude against all **shadowed enemies** in the area. During its next action, this effect **repeats** in the same area.

Hit: 1d8+1d6 damage.

Miss: Half damage.

Ogres

Ogres Lore

Local DV 7: 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.

Local DV 12: 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.

They are intelligent enough to throw their javelins first to soften up their foes before closing into melee, but ogre gangs and bands fight as disorganized individuals. Ogres use massive clubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger

Level 5 Brute
Large mortal

HP 32 IP 17

Defenses Armor 6 Brawn 10 Fort 7 Ment 4 Ref 5

Movement 40 ft.

Social Intimidate +5

Attributes 5, 0, 2, -4, 1, -1

Alignment Chaotic evil

Accuracy +3; Brawling +5

Power 7; 1 ⚡

Equipment Leather lamellar, javelin, greatclub

Traits Humanoid

Ogre Ganger Lore

Local DV 7: Ogre gangers are relatively weak or young ogres that tend to gather together in gangs for mutual protection.

Ogre Ganger Abilities

Javelin

Standard action

Tags: **Thrown** (60/120)

The ogre ganger makes a +4 strike vs. Armor with its javelin.

Hit: 1d6+3 damage.

Knockdown

Standard action

The ogre ganger makes a +4 melee strike vs. Armor with its greatclub.

Hit: 1d10+7 damage.

Injury: If the attack result hits the target's Brawn defense, it falls *prone* (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than the ogre ganger.

Sweep

Standard action

Tags: **Sweeping** (1)

The ogre ganger makes a +4 melee strike vs. Armor with its greatclub.

Hit: 1d10+7 damage.

Ogre Menace

Level 8 Brute
Large mortal



HP 52 IP 26

Defenses Armor 9 Brawn 14 Fort 10 Ment 8 Ref 8

Movement 40 ft.

Social Intimidate +7

Attributes 6, 1, 3, -2, 2, 0

Alignment Chaotic evil

Accuracy +5; Brawling +7

Power 10; 4 ⚡

Equipment Leather lamellar, javelin, greatclub

Traits Humanoid

Ogre Menace Lore

Local DV 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.

Ogre Menace Abilities

Armorcrusher

Standard action

The ogre menace makes a +7 melee strike vs. Fortitude with its greatclub.

Hit: 1d10+10 damage.

Concussion	Standard action
The ogre menace makes a +5 melee strike vs. Armor with its greatclub.	
Hit: 1d10+10 damage.	
Injury: The target becomes <i>stunned</i> (-2 defenses) as a condition.	

Greatclub	Standard action
The ogre menace makes a +5 melee strike vs. Armor with its greatclub.	
Hit: 2d10+10 damage.	
Javelin	

Ogre Mage	Level 8 Sniper Large mortal
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HP 31 IP 22	
Defenses Armor 8 Brawn 11 Fort 8 Ment 11 Ref 8	
Movement 40 ft.	
Senses Awareness +11	
Attributes 4, 0, 0, 1, 4, 4	Alignment Chaotic evil
Accuracy +6; Brawling +6	Power 8; 8
Equipment Buff leather, greatclub	
Traits Humanoid	

Ogre Mage Lore

Local DV 9: 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.

Ogre Mage Abilities

Greatclub	Standard action
The ogre mage makes a +6 melee strike vs. Armor with its greatclub.	
Hit: 2d10+8 damage.	

Stutterstop 	Standard action
The ogre mage makes a +7 attack vs. Mental against up to two creatures in Short (30 ft.) range.	
Hit: As a condition, the target randomly slows down. At the start of each round, if it injured, it has a 50% chance to be slowed (-10 speed, -2 Armor and Ref) during that round.	

Critical hit: The condition must be removed an additional time before the effect ends.

Time Ebbs and Flows 	Standard action
Tags: Swift	

The ogre mage is braced (+2 defenses) this round. Next round, it is focused (roll attacks twice). This defense bonus is Swift, so it protects the ogre mage against attacks during the current phase.

Unstable Aging 	Standard action
Hit: 1d8+2d6+8 damage.	

Wave of Senescence ★	Standard action
Tags: Auditory, Visual	
The ogre mage makes a +6 attack vs. Fortitude against each enemy in a Large (60 ft.) cone. The ogre mage gains a +2 accuracy bonus against creatures that are too young or too old to be ordinary adults.	
Hit: The target is briefly deafened (20% verbal spell failure) and dazzled (20% miss chance, no special vision). If it is injured, it is also deafened and dazzled as a single condition.	
Critical hit: The condition must be removed an additional time before the effect ends.	
Ogre Skullclaimer	Level 9 Brute – Elite Large mortal
HP 174 IP 130	
Defenses Armor 11 Brawn 17 Fort 13 Ment 11 Ref 10	
Movement 40 ft.	
Social Intimidate +7	
Attributes 8, 1, 4, -1, 3, 2	Alignment Chaotic evil
Accuracy +6; Brawling +8	Power 14; 8 ★
Equipment Greatclub	
Traits Humanoid	
Ogre Skullclaimer Lore	
Local DV 9: 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.	
Local DV 14: Ogre skullclaimers are named after their right to eat the most prized part of any humanoid the band kills: the head.	
Ogre Skullclaimer Abilities	
Deafening Shout	Elite action
Tags: Auditory	
The ogre skullclaimer makes a +6 attack vs. Fortitude against a creature within Short (30 ft.) range.	
Hit: 1d6+11 damage, and the target is briefly deafened (20% verbal spell failure).	
Empowering Roar	Elite action
Tags: Auditory	
Up to two allies within a Small (15 ft.) radius from it is empowered (+3 damage) this round.	
Watch Out	Elite action
Tags: Auditory, Swift	
Up to two allies within Medium (60 ft.) range are shielded (+2 Armor and Ref) this round. Because this is a Swift ability, it affects attacks against them during the current phase.	
Armorcrusher	Standard action
The ogre skullclaimer makes a +8 melee strike vs. Fortitude with its greatclub.	
Hit: 1d10+14 damage.	
Concussion	Standard action
The ogre skullclaimer makes a +6 melee strike vs. Armor with its greatclub.	
Hit: 1d10+14 damage.	
Injury: The target becomes stunned (-2 defenses) as a condition.	
Greatclub	Standard action
The ogre skullclaimer makes a +6 melee strike vs. Armor with its greatclub.	
Hit: 2d10+14 damage.	
Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the ogre skullclaimer can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Orcs

Orcs Lore

Local DV 5: 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.

Local DV 10: 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.

Local DV 15: 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 Peon

Level 1 Brute
Medium mortal



HP 17 IP 11

Defenses Armor 4 Brawn 7 Fort 4 Ment 3 Ref 4

Movement 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +4

Attributes 4, 0, 1, -2, 0, 0

Alignment Lawful evil

Accuracy +0; Brawling +2

Power 4; 0 ⚔

Equipment Buff leather, greataxe

Traits Humanoid

Orc Peon Lore

Local DV 5: Orc peons are the weakest warrior that orc clans field in battle. They have the lowest status of any adult in orc society. Peons are typically fresh recruits who have not yet been fully incorporated into an orc army.

Orc Peon Abilities

Greataxe

Standard action

Tags: Keen

The orc peon makes a +0 melee strike vs. Armor with its greataxe.

Hit: 1d8+4 damage.

Orc Grunt

Level 2 Brute
Medium mortal

HP 19 IP 12

Defenses Armor 5 Brawn 8 Fort 6 Ment 4 Ref 5

Movement 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +6

Attributes 5, 0, 2, -2, 0, 0

Alignment Lawful evil

Accuracy +1; Brawling +3

Power 6; 1 ⚔

Equipment Leather lamellar, greataxe

Traits Humanoid

Orc Grunt Lore

Local DV 6: Orc grunts are the standard warrior that orc clans field in battle.

Orc Grunt Abilities

Greataxe

Standard action

Tags: Keen

The orc grunt makes a +1 melee strike vs. Armor with its greataxe.

Hit: 1d8+6 damage.

Wild Swing	Standard action
Tags: Keen	
The orc grunt makes a +1 melee strike vs. Armor with its greataxe. The strike has a 50% miss chance.	
Hit: 2d8+6 damage.	

Orc Butcher	Level 3 Brute Medium mortal
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HP 20 IP 12	
Defenses Armor 5 Brawn 8 Fort 6 Ment 4 Ref 5	
Movement 30 ft.	
Senses Darkvision (60 ft.)	
Other skills Endurance +6	
Attributes 5, 1, 2, 0, 0, 0	Alignment Lawful evil
Accuracy +1; Brawling +4	Power 6; 1 ⚔
Equipment Leather lamellar, greataxe	
Traits Humanoid	

Orc Butcher Lore

Local DV 6: Orc butchers usually run the field kitchens in orc armies. They tend to be smarter than the average orc warrior, but are no less ferocious when challenged.

Orc Butcher Abilities

Bloodletter	Standard action
Tags: Keen	
The orc butcher makes a +1 melee strike vs. Armor with its greataxe.	
Hit: 1d8+6 damage.	
Injury: The target bleeds. A bleeding creature takes 3 damage during its next action.	
Critical hit: All instances of damage are doubled, not just the initial damage.	

Butcher's Cleaver	Standard action
Tags: sweeping (2)	
The orc butcher makes a strike.	

Orc Veteran	Level 5 Brute Medium mortal
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HP 34 IP 18	
Defenses Armor 6 Brawn 10 Fort 7 Ment 5 Ref 6	
Movement 30 ft.	
Senses Darkvision (60 ft.)	
Other skills Endurance +8	
Attributes 6, 0, 3, -2, 1, 1	Alignment Lawful evil
Accuracy +3; Brawling +5	Power 8; 3 ⚔
Equipment Scale, greataxe, heavy crossbow	
Traits Humanoid	

Orc Veteran Lore

Local DV 7: 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.

Orc Veteran Abilities

Greataxe	Standard action
Tags: Keen	
The orc veteran makes a +4 melee strike vs. Armor with its greataxe.	
Hit: 1d8+8 damage.	

Heavy Crossbow	Standard action
Tags: Projectile (90/270)	
The orc veteran makes a +4 ranged strike vs. Armor with its heavy crossbow.	
Hit: 1d10+4 damage.	

Wild Swing	Standard action
Tags: Keen	
The orc veteran makes a +4 melee strike vs. Armor with its greataxe. The strike has a 50% miss chance.	
Hit: 2d8+8 damage.	

Orc Clan Chief	Level 7 Leader – Elite Medium mortal
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HP 138 IP 69	
Defenses Armor 10 Brawn 13 Fort 12 Ment 11 Ref 10	
Movement 30 ft.	
Senses Darkvision (60 ft.)	
Other skills Endurance +10	
Attributes 6, 0, 4, 0, 2, 3	Alignment Lawful evil
Accuracy +4; Brawling +6	Power 11; 8 ⚔
Equipment Scale, greataxe, heavy crossbow	
Traits Humanoid	

Orc Clan Chief Lore

Local DV 8: Orc clan chiefs are among the most powerful orc warriors. Even the lowest clan chief commands hundreds of powerful orc warriors, plus at least as many noncombatants.

Orc Clan Chief Abilities

Battle Command

Elite action

Choose an ally within Medium (60 ft.) range. The target becomes focused (*roll attacks twice*) and gains a +1 accuracy bonus this round.

Armorcrusher

Standard action

Tags: Keen

The orc clan chief makes a +6 melee strike vs. Fortitude with its greataxe.

Hit: 1d8+11 damage.

Distant Shot

Standard action

Tags: Projectile (90/270)

The orc clan chief makes a +4 ranged strike vs. Armor with its heavy crossbow. The orc clan chief reduces its longshot penalty with the strike by 4, which generally removes the penalty entirely.

Hit: 1d10+5 damage.

Greataxe

Standard action

Tags: Keen

The orc clan chief makes a +4 melee strike vs. Armor with its greataxe.

Hit: 2d8+11 damage.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the orc clan chief can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Orc Shaman

Level 2 Leader
Medium mortal



HP 16 IP 11

Defenses Armor 5 Brawn 7 Fort 5 Ment 7 Ref 5

Movement 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +5

Attributes 4, 1, 1, -1, 1, 4

Alignment Lawful evil

Accuracy +1; Brawling +3

Power 5; 5 ⚔

Equipment Leather lamellar, greataxe

Traits Humanoid

Orc Shaman Lore

Local DV 6: Orc shamans provide orc battle squads with divine magical support. They primarily aid their allies, though they have no fear of taking up arms themselves when necessary.

Local DV 11: If an orc shaman proves their mettle and wisdom in combat, they may eventually become a trusted advisor to a clan chief. The advice and spiritual guidance of a capable shaman often has more influence on the success of an orc clan than mere strength of arms, and good clan chiefs recognize that fact.

Orc Shaman Abilities

Executioner's Axe ★

Standard action

Tags: Keen, Manifestation

When the orc shaman casts this ability, it creates a greataxe in midair within its space. During its next action, the orc shaman makes a +1 reactive attack vs. Armor with the axe against up to two targets adjacent to it.

Hit: 1d8+5 damage.

Foresee Safety ★

Standard action

Tags: Subtle, Swift

The orc shaman becomes **briefly braced** (+2 defenses). This is a **Swift** effect, so it protects the orc shaman from attacks during the current phase.

Greataxe

Standard action

Tags: Keen

The orc shaman makes a +1 melee strike vs. Armor with its greataxe.

Hit: 1d8+5 damage.

Reveal Victory ★

Standard action

Choose one **ally** within Medium (60 ft.) range. The target becomes **focused** (*roll attacks twice*) and gains a +1 accuracy bonus this round.

Skeletons



Skeletons Lore

Souls DV 0: 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 an evil act.

Souls DV 5: Skeletons retain none of the specific physical or magical abilities of the original creature. They are capable of using armor and weapons, and have a minimal degree of self-preservation, but they lack any understanding of tactics.

Skeletons are sometimes created naturally near areas of recent mass death, such as battlefields where the corpses were not removed.

Souls DV 15: 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 painful for the dead creature in its afterlife. The more powerful the soul, the more powerful the corresponding skeleton.

Creating a skeleton requires a larger soul splinter than creating a zombie. This larger splinter compensates for the greater decay of the corpse and grants skeletons a slightly greater effective intelligence. However, skeletons still retain none of the original creature's personality.

Bones

Level 1 Skirmisher
Medium undead

HP 12 IP 10

Defenses Armor 6 Brawn 5 Fort 4 Ment 4 Ref 6

Movement 30 ft.

Attributes 3, 3, 0, -8, 0, 0

Alignment Neutral evil

Accuracy +0; Brawling +2

Power 3; 0 ⚡

Traits Nonliving Simple-minded

Bones Abilities

Claws

Standard action

The bones makes a +0 melee strike vs. Armor with its claws.

Hit: 2d4+1 damage.

Fallen Soldier

Level 2 Warrior

Medium undead

HP 15 IP 11

Defenses Armor 9 Brawn 6 Fort 6 Ment 5 Ref 5

Movement 30 ft.

Attributes 3, 3, 0, -8, 0, 0

Alignment Neutral evil

Accuracy +1; Brawling +2

Power 4; 1 ⚡

Equipment Leather lamellar, standard shield, spear

Traits Nonliving Simple-minded

Fallen Soldier Abilities

Spear

Standard action

Tags: Thrown (30/60)

The fallen soldier makes a +1 strike vs. Armor with its spear.

Hit: 1d6+2 damage.

Skeleton Archer

Level 3 Sniper

Medium undead

HP 14 IP 11

Defenses Armor 5 Brawn 5 Fort 4 Ment 5 Ref 6

Movement 30 ft.

Attributes 3, 3, 0, -7, 2, 0

Alignment Neutral evil

Accuracy +2; Brawling +3

Power 4; 1 ⚡

Equipment Leather lamellar, longbow

Traits Nonliving Simple-minded

Skeleton Archer Abilities

Longbow

Standard action

Tags: Projectile (90/270)

The skeleton archer makes a +2 ranged strike vs. Armor with its longbow.

Hit: 1d6+2 damage.

Bone Knight

Level 5 Warrior
Large undead

HP 24 IP 15**Defenses** Armor 11 Brawn 9 Fort 7 Ment 6 Ref 6**Movement** 40 ft.**Attributes** 4, 4, 0, -7, 2, 0**Alignment** Neutral evil**Accuracy** +3; Brawling +4**Power** 6; 2 **Equipment** Scale, standard shield, lance**Traits** Nonliving Simple-minded**Bone Knight Lore**

Souls DV 7: A bone knight is a fusion of horse and rider, re-animated as a single skeleton. The rider wields its lance as if mounted, but the two cannot be separated without death.

Bone Knight Abilities**Lance**

Standard action

Tags: Mounted

The bone knight makes a +4 melee strike vs. Armor with its lance.

Hit: 1d6+3 damage.**Rushdown**

Standard action

Tags: Mounted

The bone knight can move up to half its speed, then it makes a +4 melee strike vs. Armor with its lance.

Hit: 1d6+3 damage.**Fallen Hero**

Level 7 Warrior
Medium undead

HP 34 IP 20**Defenses** Armor 13 Brawn 10 Fort 9 Ment 8 Ref 9**Movement** 30 ft.**Attributes** 5, 5, 0, -7, 2, 0**Alignment** Neutral evil**Accuracy** +4; Brawling +6**Power** 8; 3 **Equipment** Scale, standard shield, battleaxe, javelin**Traits** Nonliving Simple-minded**Fallen Hero Abilities****Battleaxe**

Standard action

Tags: Keen

The fallen hero makes a +4 melee strike vs. Armor with its battleaxe.

Hit: 2d6+4 damage.**Javelin**

Standard action

Tags: Thrown (60/120)

The fallen hero makes a +4 strike vs. Armor with its javelin.

Hit: 2d6+4 damage.**Skeleton Sniper**

Level 10 Sniper
Medium undead

HP 42 IP 30**Defenses** Armor 11 Brawn 11 Fort 9 Ment 10 Ref 12**Movement** 30 ft.**Attributes** 4, 5, 0, -7, 5, 0**Alignment** Neutral evil**Accuracy** +7; Brawling +7**Power** 9; 5 **Equipment** Leather lamellar, longbow**Traits** Nonliving Simple-minded**Skeleton Sniper Abilities****Armorpiercer**

Standard action

Tags: Projectile (90/270)

The skeleton sniper makes a +8 ranged strike vs. Reflex with its longbow.

Hit: 1d6+4 damage.**Distant Shot**

Standard action

Tags: Projectile (90/270)

The skeleton sniper makes a +8 ranged strike vs. Armor with its longbow. The skeleton sniper reduces its longshot penalty with the strike by 4, which generally removes the penalty entirely.

Hit: 1d6+4 damage.**Longbow**

Standard action

Tags: Projectile (90/270)

The skeleton sniper makes a +7 ranged strike vs. Armor with its longbow.

Hit: 3d6+4 damage.

Stygian Leech

Level 5 Brute
Medium mortal

**Leech Life**

Standard action

The stygian leech makes a +3 melee strike vs. Armor with its bite.

Hit: 1d8+7 damage.

Injury: If the target has blood, the stygian leech regains 1d10+1d6+3 damage hit points at the end of the round.

HP 36 IP 19**Defenses** Armor 7 Brawn 9 Fort 8 Ment 4 Ref 7**Immune** Prone**Movement** 30 ft.; Climb (normal) Climb +10 Stealth +7**Senses** Darkvision (120 ft.) Lifesense (120 ft.)**Attributes** 5, 2, 4, -6, 2, -2**Alignment** Neutral**Accuracy** +3; Brawling +5**Power** 7; 0 ✨**Traits** Beast Legless**Stygian Leech Lore**

Nature DV 7: 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.

Nature DV 12: 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.

Nature DV 17: 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.

Stygian Leech Abilities

Townsfolk

Townsfolk Lore

Local DV 5: Townsfolk are common throughout civilization. They are typically found in small groups, preying on travelers or isolated settlements.

Town Guard

Level 1 Warrior
Medium mortal

HP 15 IP 11

Defenses Armor 7 Brawn 4 Fort 5 Ment 4 Ref 3

Movement 30 ft.

Attributes 1, 1, 1, 0, 0, 0

Alignment Lawful neutral

Accuracy +0; Brawling +1

Power 1; 0★

Equipment Leather lamellar, standard shield, spear

Traits Humanoid

Club

Standard action

The town healer makes a +2 melee strike vs. Armor with its club.

Hit: 1d6 damage.

Restoration ★

Standard action

Tags: Swift

Cost: One fatigue level from the target.

The town healer chooses itself or a living ally within Short (30 ft.) range. The target regains 1d8+4 hit points.

Town Guard Lore

Local DV 0: Town guards are common throughout civilization. This represents the sort of ordinary guard that would be found even in rural towns, not an elite bodyguard.

Town Guard Abilities

Spear

Standard action

Tags: Thrown (30/60)

The town guard makes a +0 strike vs. Armor with its spear.

Hit: 1d6 damage.

Town Healer

Level 2 Leader
Medium mortal

HP 15 IP 11

Defenses Armor 6 Brawn 5 Fort 5 Ment 6 Ref 5

Movement 30 ft.

Other skills Medicine +4

Attributes 0, 0, 0, 0, 3, 3

Alignment Neutral

Accuracy +2; Brawling +1

Power 1; 4★

Equipment Buff leather, buckler, club

Traits Humanoid

Town Healer Lore

Local DV 1: Town healers are typically clerics or druids with some healing ability. They may be prominent leaders of a temple, or they may prefer solitude, but it is rare to find a reasonably sized town that does not have a healer of some variety.

Town Healer Abilities

Treants

All treants have the [animate tree](#) ability.

Animate Tree	Elite action
The treant animates 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's hit points and injury point are halved and it cannot use elite actions . This ability lasts until the treant dismisses it or uses it again. 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.	

Birch Treant	Level 5 Warrior – Elite Large animate
HP 102 IP 33	
Defenses Armor 9 Brawn 10 Fort 11 Ment 7 Ref 6	
Vulnerable Fire	
Movement 40 ft.; Land (slow)	
Senses Awareness +9	
Attributes 2, 0, 5, 0, 4, -2	Alignment Neutral
Accuracy +4; Brawling +3	Power 6; 2 ✽
Equipment Greatclub	
Traits Indwelt	

Birch Treant Lore

Souls DV 7: Birch treants tend to be shy, and they try to avoid conflict if at all possible.

Birch Treant Abilities

Embedded Growth ✽	Elite action
The birch treant makes a +4 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+1 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	

Critical hit: All instances of damage are doubled, not just the initial damage.

Tripping Vine ✽	Elite action
Tags: Manifestation	

The birch treant makes a +5 attack vs. Brawn against one [grounded](#) creature within Short (30 ft.) range. The birch treant gains a +2 accuracy bonus if the target is in [undergrowth](#). After the birch treant attacks, [light undergrowth briefly](#) fills the target's space and all adjacent spaces.

Hit: The target falls [prone](#) (*half speed, -2 Armor and Ref*).

Greatclub	Standard action
The birch treant makes a +5 melee strike vs. Armor with its greatclub.	

Hit: 1d10+6 damage.

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the birch treant can remove one condition . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Chestnut Treant	Level 6 Warrior – Elite Large animate
HP 114 IP 37	
Defenses Armor 10 Brawn 11 Fort 13 Ment 9 Ref 7	
Vulnerable Fire	
Movement 40 ft.; Land (slow)	
Senses Awareness +9	
Attributes 2, 0, 6, 0, 3, 1	Alignment Neutral
Accuracy +4; Brawling +4	Power 7; 6 ✽
Equipment Greatclub	
Traits Indwelt	

Chestnut Treant Lore

Souls DV 8: Chestnut treants tend to be mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

Chestnut Treant Abilities

Embedded Growth ✽	Elite action
The chestnut treant makes a +4 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+3 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	

Critical hit: All instances of damage are doubled, not just the initial damage.

Tripping Vine ✽	Elite action
Tags: Manifestation	

The chestnut treant makes a +5 attack vs. Brawn against one [grounded](#) creature within Short (30 ft.) range. The chestnut treant gains a +2 accuracy bonus if the target is in [undergrowth](#). After the chestnut treant attacks, [light undergrowth briefly](#) fills the target's space and all adjacent spaces.

Hit: The target falls [prone](#) (*half speed, -2 Armor and Ref*).

Fake Out	Standard action
The chestnut treant makes a +4 melee strike vs. Armor with its greatclub. If the attack result hits the target's Reflex defense, the strike deals 3 extra damage . Otherwise, the chestnut treant briefly takes a -2 accuracy penalty against the target.	
Hit: 1d10+10 damage.	

Greatclub	Standard action
The chestnut treant makes a +5 melee strike vs. Armor with its greatclub.	
Hit: 1d10+7 damage.	

Elite Cleanse	Triggered
At the end of each round, roll 1d10. On an 8 or 9, the chestnut treant can remove one condition . On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.	

Willow Treant	Level 7 Warrior Large animate
HP 49 IP 28	
Defenses Armor 10 Brawn 10 Fort 11 Ment 7 Ref 7	
Vulnerable Fire	
Movement 40 ft.; Land (slow)	
Senses Awareness +8	
Attributes 2, 3, 5, 1, 2, -2	
Accuracy +4; Brawling +4	
Equipment Greatclub	
Traits Indwelt	
Alignment Neutral	
Power 5; 1	

Willow Treant Lore

Souls DV 8: 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 can be easily persuadable.

Willow Treant Abilities

Embedded Growth	Elite action
The willow treant makes a +4 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+1d6 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	

Critical hit: All instances of damage are doubled, not just the initial damage.

Tripping Vine	Elite action
Tags: Manifestation	
The willow treant makes a +6 attack vs. Brawn against one grounded creature within Short (30 ft.) range. The willow treant gains a +2 accuracy bonus if the target is in undergrowth. After the willow treant attacks, light undergrowth briefly fills the target's space and all adjacent spaces.	

Hit: The target falls **prone** (*half speed, -2 Armor and Ref*).

Greatclub	Standard action
The willow treant makes a +4 melee strike vs. Armor with its greatclub.	
Hit: 2d10+5 damage.	

Whirlwind	Standard action
The willow treant makes a +5 melee strike vs. Armor with its greatclub. The strike targets all enemies adjacent to it.	
Hit: 1d10+5 damage.	

Darkroot Treant	Level 8 Warrior Large animate
HP 52 IP 29	
Defenses Armor 10 Brawn 12 Fort 12 Ment 10 Ref 7	
Vulnerable Fire	
Movement 40 ft.; Land (slow)	
Senses Awareness +8	
Attributes 5, 0, 5, 1, 1, 2	
Alignment Neutral evil	
Power 9; 6	
Accuracy +4; Brawling +6	
Equipment Greatclub	
Traits Indwelt	

Darkroot Treant Lore

Souls DV 9: 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.

Darkroot Treant Abilities

Blight	Elite action
The darkroot treant makes a +4 attack vs. Fortitude against one living creature or plant within Short (30 ft.) range. In addition, it creates a Medium (30 ft.) radius zone around the target that persists briefly . All undergrowth in that area shrivels away into the ground, reemerging when the effect ends. If the target is a plant, including plant creatures, it gains a +10 accuracy bonus with the attack.	
Hit: 1d10+1d6+3 damage.	

Poison – Wolfsbane ★	Elite action
Tags: Manifestation, Poison	
The darkroot treant makes a +8 attack vs. Fortitude against one living creature it touches.	
Hit: The target becomes poisoned by wolfsbane. The poison's accuracy is +8. It deals 1d10+2 damage immediately and with each escalation. The second escalation also ends the poison.	
Critical hit: The poison immediately escalates.	
Festering Greatclub	Standard action
The darkroot treant makes a +3 melee strike vs. Armor with its greatclub.	
Hit: 1d10+9 damage. If the attack result hits the target's Fortitude defense, the target festers. A festering creature takes 1d6+8 damage during its next action.	
Greatclub	Standard action
The darkroot treant makes a +4 melee strike vs. Armor with its greatclub.	
Hit: 2d10+9 damage.	
Pine Treant	Level 9 Warrior Huge animate
HP 64 IP 35	
Defenses Armor 11 Brawn 13 Fort 14 Ment 11 Ref 5	
Vulnerable Fire	
Movement 50 ft.; Land (slow)	
Senses Awareness +8	
Attributes 4, -2, 8, 2, 1, 4	Alignment Neutral good
Accuracy +5; Brawling +6	Power 8; 8 ★
Equipment Greatclub	
Traits Indwelt	
Pine Treant Lore	
Souls DV 9: Pine treants tend to be the most steadfast treants. They are strong-willed, like oak trees. However, while oak treants are stubborn, pine treants are resolutely benevolent, sheltering all who need aid.	
Pine Treant Abilities	
Embedded Growth ★	Elite action
The pine treant makes a +5 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
Hit: 1d10+1d6+4 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	
Critical hit: All instances of damage are doubled, not just the initial damage.	
Vineward ★	Elite action
Tags: Manifestation, Swift	
Choose up to two creatures from among yourself and its allies within Medium (60 ft.) range. Each target has cover from all attacks this round.	
Wall of Thorns ★	Elite action
Tags: Barrier, Manifestation, Sustain (attuneable, minor)	
Cost: The pine treant briefly cannot use this ability or any other Barrier ability.	
The pine treant creates a Medium (30 ft. long) wall of thorns within Medium (60 ft.) range. The base of at least half of the wall must be in arable earth. The wall is four inches thick, but permeable. It provides cover to attacks made through the wall, but does not fully block sight. It has 24 hit points, and is destroyed when its hit points become negative. A field of light undergrowth spreads on the ground in all squares adjacent to the wall.	
Creatures can pass through the wall, though it costs five extra feet of movement to move through the wall. Whenever anything passes through the wall, the pine treant makes a +5 reactive attack vs. Armor against it. The pine treant can only make this attack against a given target once per phase.	
Hit: 1d6+8 damage.	
Miss: Half damage.	
Greatclub	Standard action
Tags: Sweeping (1)	
The pine treant makes a +5 melee strike vs. Armor with its greatclub.	
Hit: 2d10+8 damage.	

Prepared Defense	Standard action	Treeclub ★	Elite action
Tags: <i>Sweeping</i> (1)		Tags: <i>Impact, Manifestation</i>	
The pine treant makes a +5 melee strike vs. Armor with its greatclub. After making the strike, the pine treant can choose to either be briefly fortified (+2 <i>Brawn, Fort, Ment</i>) or briefly shielded (+2 <i>Armor and Ref</i>).		The oak treant makes a +1 attack vs. Armor against anything adjacent to it. The oak treant gains a +2 accuracy bonus if it or the target is adjacent to a Huge or larger tree.	
Hit: 1d10+8 damage.		Hit: 8d6 damage.	
Oak Treant	Level 10 Warrior Huge animate	Boneshatter	Standard action
HP 78 IP 44		Tags: <i>Sweeping</i> (1)	
Defenses Armor 12 Brawn 14 Fort 14 Ment 12 Ref 6		The oak treant makes a +6 melee strike vs. Armor with its greatclub.	
Vulnerable Fire		Hit: 1d10+10 damage.	
Movement 50 ft.; Land (slow)		Injury: If the attack result hits the target's Fortitude defense, it immediately takes the damage from the strike again.	
Senses Awareness +8			
Attributes 5, -2, 7, 0, 0, 5	Alignment Neutral	Greatclub	Standard action
Accuracy +5; Brawling +7	Power 10; 10 ★	Tags: <i>Sweeping</i> (1)	
Equipment Greatclub		The oak treant makes a +5 melee strike vs. Armor with its greatclub.	
Traits <i>Indwelt</i>		Hit: 3d10+10 damage.	
Oak Treant Lore		Cyprus Treant	Level 11 Warrior Huge animate
Souls DV 10: Oak treants tend to be the most stubborn treants. They brook no guff from wayward adventurers.		HP 86 IP 48	
Oak Treant Abilities		Defenses Armor 12 Brawn 15 Fort 15 Ment 11 Ref 6	
Embedded Growth ★	Elite action	Vulnerable Fire	
The oak treant makes a +5 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.		Movement 50 ft.; Land (slow)	
Hit: 1d10+2d6+5 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.		Senses Awareness +9	
Critical hit: All instances of damage are doubled, not just the initial damage.		Attributes 6, -2, 8, 0, 1, 2	Alignment Neutral
		Accuracy +6; Brawling +8	Power 11; 7 ★
		Equipment Greatclub	
		Traits <i>Indwelt</i>	
Entangle ★	Elite action	Cyprus Treant Lore	
Tags: <i>Manifestation</i>		Souls DV 10: Cyprus treants are the most durable treants. They are virtually indestructible, and are fearsome when roused to anger.	
The oak treant makes a +5 attack vs. Brawn against up to two grounded creatures within Medium (60 ft.) range. The oak treant gains a +2 accuracy bonus against each target that is in undergrowth .		Cyprus Treant Abilities	
Hit: The target is briefly slowed (-10 speed, -2 <i>Armor and Ref</i>).		Embedded Growth ★	Elite action
		The cyprus treant makes a +6 attack vs. Reflex and Fortitude against one creature within Short (30 ft.) range.	
		Hit: 1d10+2d6+3 damage immediately, and again during its next action. Whenever it takes damage in this way, light undergrowth briefly fills its space and all adjacent spaces.	
		Critical hit: All instances of damage are doubled, not just the initial damage.	

Entangle ★

Elite action

Tags: Manifestation

The cyprus treant makes a +6 attack vs. Brawn against up to two **grounded** creatures within Medium (60 ft.) range. The cyprus treant gains a +2 accuracy bonus against each target that is in **undergrowth**.

Hit: The target is briefly slowed (*-10 speed, -2 Armor and Ref*).

Mass Vineward ★

Elite action

Tags: Manifestation, Swift

The cyprus treant and all **allies** within a Large (60 ft.) radius from itself have **cover** from all attacks this round.

Greatclub

Standard action

Tags: Sweeping (1)

The cyprus treant makes a +6 melee strike vs. Armor with its greatclub.

Hit: 3d10+11 damage.

Prepared Defense

Standard action

Tags: Sweeping (1)

The cyprus treant makes a +7 melee strike vs. Armor with its greatclub. After making the strike, the cyprus treant can choose to either be **briefly fortified** (+2 *Brawn, Fort, Ment*) or **briefly shielded** (+2 *Armor and Ref*).

Hit: 1d10+11 damage.

Vampires

Creature of the Night ✨: All vampires have the creature of the night ability.

Creature of the Night ✨

Standard action

Tags: Attune

The vampire shapeshifts into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form.

- Bat: While in its bat form, the vampire gains blindsense (120 ft.) and blindsight (30 ft.). It cannot speak and has no free hands. All of its normal movement modes are replaced with an average fly speed with a 60 ft. height limit.
- Mist: While in its mist form, the vampire becomes floating, intangible, and legless. It cannot speak and has no free hands. All of its normal movement modes are replaced with a slow fly speed with a 30 foot height limit.

In either non-humanoid form, the vampire is unable to take any standard actions, but it can still take move actions in place of standard actions. Since it has no walk speed in those forms, flying does not make it unsteady (-2 accuracy, Armor, Brawn, Ref). The vampire cannot use this ability while paralyzed (*cannot move*).

Gentle Fangs: Whenever a vampire deal damage using its bite natural weapon, it can choose not to reduce the target's hit points below 0, or it can treat the damage as subdual damage. In addition, damage dealt using a vampire's bite natural weapon does not wake sleeping creatures unless it inflicts a vital wound.

Vampire Weaknesses ✨: Vampires have a number of specific weaknesses. Many vampire weaknesses trigger on exposure to particular substances or circumstances. These weaknesses trigger immediately upon first contact, and are repeated at the start of each action phase in subsequent rounds as long as the vampire remains exposed.

- **Blood Dependence:** For every 24 hours that a vampire remains awake without ingesting at least one pint of blood from living creatures, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks a pint of blood. A vampire can enter a torpor to survive without blood. While in a torpor, it is unconscious until it smells blood nearby. It can survive while in torpor for a number of consecutive centuries equal to its rank before it withers away to dust.
- **Consecrated Ground:** A vampire in consecrated ground takes 20 damage and becomes stunned (-2 defenses) as a condition if it is not already stunned.
- **Garlic:** A vampire that smells garlic becomes frightened (-2 Mental, -2 accuracy vs. source) by any creatures bearing garlic as a condition. In addition, creatures that have eaten garlic recently are treated as not having blood for the

purpose of a vampire's abilities, so their blood cannot be drained.

- **Holy Water:** A vampire that touches holy water takes 20 damage and becomes stunned (-2 defenses) as a condition if it is not already stunned.
- **Running Water:** A vampire that touches or passes over running water takes 10 damage and briefly becomes paralyzed (*cannot move*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the struggle ability to move despite being paralyzed, but only towards the closest shore.
- **Silver:** Vampires are vulnerable (-4 defenses) to strikes using silver weapons.
- **Sunlight:** A vampire that touches sunlight takes 20 damage and becomes blinded (50% miss chance, -2 defenses) as a condition if it is not already blinded.
- **Unmirrored:** Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.
- **Wooden Stakes:** If a vampire is injured by a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes paralyzed (*cannot move*) until the stake is removed. A wooden stake is a Light improvised weapon that deals 1d4 damage.

Level 5 Skirmisher –

Elite

Medium undead

HP 66 IP 33

Defenses Armor 11 Brawn 9 Fort 8 Ment 9 Ref 11

Vulnerable Silver weapons

Movement 30 ft.

Senses Darkvision (120 ft.) Awareness +8

Social Intimidate +5

Attributes 3, 4, 1, 3, 3, 3

Alignment Neutral evil

Accuracy +4; Brawling +4

Power 7; 7 ✨

Traits Humanoid Nonliving

Fledgling Vampire Lore

Local DV 7: Fledgling vampires are the weakest form of vampire. They are recently turned, and some still feel a strong attachment to their old life. Despite their inexperience, they still possess some of a vampire's powerful abilities, so they should not be taken lightly.

Local DV 12: Most fledgling vampires are still growing accustomed to their need for blood. They may attempt to fast, which weakens them, before being consumed by an uncontrollable bloodlust.

Fledgling Vampire Abilities

Charming Gaze ★	Elite action
Tags: Emotion, Subtle, Sustain (minor), Visual	
<p>The fledgling vampire makes a +4 attack vs. Mental against all humanoid creatures and undead creatures in a Medium (30 ft.) cone from itself. The fledgling vampire undefined takes a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round.</p> <p>Hit: The target is charmed (<i>friendly with charmer</i>) by the fledgling vampire. Any act by the fledgling vampire or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.</p>	

Charming Gaze ★	Elite action
Tags: Emotion, Subtle, Sustain (minor), Visual	
<p>The true vampire makes a +9 attack vs. Mental against all humanoid creatures and undead creatures in a Medium (30 ft.) cone from itself. The true vampire undefined takes a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round.</p> <p>Hit: The target is charmed (<i>friendly with charmer</i>) by the true vampire. Any act by the true vampire or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.</p>	

Blood Drain	Standard action
<p>The fledgling vampire makes a +5 melee strike vs. Armor with its bite.</p> <p>Hit: 1d8+7 damage.</p> <p>Injury: The fledgling vampire regains hit points at the end of the round equal to the hit points the target lost from the strike, ignoring negative hit points and any damage increase from critical hits.</p>	

Blood Drain	Standard action
<p>The true vampire makes a +7 melee strike vs. Armor with its bite.</p> <p>Hit: 3d8+12 damage.</p> <p>Injury: The true vampire regains hit points at the end of the round equal to the hit points the target lost from the strike, ignoring negative hit points and any damage increase from critical hits.</p>	

Elite Cleanse	Triggered
<p>At the end of each round, roll 1d10. On an 8 or 9, the fledgling vampire can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.</p>	

Elite Cleanse	Triggered
<p>At the end of each round, roll 1d10. On an 8 or 9, the true vampire can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.</p>	

True Vampire	Level 10 Skirmisher – Elite Medium undead
<p>HP 150 IP 75</p> <p>Defenses Armor 16 Brawn 14 Fort 13 Ment 14 Ref 16</p> <p>Vulnerable Silver weapons</p> <p>Movement 30 ft.</p> <p>Senses Darkvision (120 ft.) Awareness +12</p> <p>Social Intimidate +8 Persuasion +12 Social Insight +12</p>	
<p>Attributes 5, 6, 2, 4, 4, 4</p>	
<p>Alignment Lawful evil</p>	
<p>Accuracy +7; Brawling +7</p>	
<p>Power 12; 11 ★</p>	
<p>Traits Humanoid Nonliving</p>	

True Vampire Lore

Local DV 10: True vampires have fully awakened their vampiric potential. They have abandoned the world of the living and embraced their need for blood.

True Vampire Abilities

Vampire Lord	Level 16 Skirmisher – Elite Medium undead
<p>HP 366 IP 183</p> <p>Defenses Armor 19 Brawn 17 Fort 16 Ment 17 Ref 19</p> <p>Vulnerable Silver weapons</p> <p>Movement 30 ft.</p> <p>Senses Darkvision (120 ft.) Awareness +16</p> <p>Social Intimidate +11 Persuasion +16 Social Insight +16</p>	
<p>Attributes 4, 6, 2, 5, 5, 5</p>	
<p>Alignment Lawful evil</p>	
<p>Accuracy +11; Brawling +11</p>	
<p>Power 14; 15 ★</p>	
<p>Traits Humanoid Nonliving</p>	

Vampire Lord Lore

Local DV 13: Vampire lords are some of the most powerful undead. They can command legions of followers and vast fortunes that they have developed over centuries.

Vampire Lord Abilities

Charming Gaze ★

Elite action

Tags: Emotion, Subtle, Sustain (minor), Visual

The vampire lord makes a +17 attack vs. Mental against all humanoid creatures and undead creatures in a Medium (30 ft.) cone from itself. The vampire lord undefined takes a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round.

Hit: The target is charmed (*friendly with charmer*) by the vampire lord. Any act by the vampire lord or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.

Dominating Gaze ★

Elite action

Tags: Emotion, Visual

The vampire lord makes a +11 attack vs. Mental against all humanoid enemies and undead enemies within a Medium (30 ft.) cone from itself.

Hit: If the target is injured or its character rank is 5 or lower, it is confused (-2 defenses, randomly attack or defend) as a condition.

Critical hit: If the target was already confused from a previous use of this ability, the vampire lord may make it permanently dominated (*must obey commands*). The vampire lord can dominate any number of rank 5 or lower creatures with this ability, but only one creature at a time with a rank higher than that.

Blood Drain

Standard action

The vampire lord makes a +11 melee strike vs. Armor with its bite.

Hit: 5d8+21 damage.

Injury: The vampire lord regains hit points at the end of the round equal to the hit points the target lost from the strike, ignoring negative hit points and any damage increase from critical hits.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the vampire lord can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Warg

Level 2 Skirmisher
Medium mortal

HP 14 IP 11

Defenses Armor 7 Brawn 6 Fort 5 Ment 4 Ref 7

Movement 40 ft.

Senses Scent Awareness +6

Other skills Survival +6

Attributes 3, 2, 1, -5, 2, -1

Alignment Neutral

Accuracy +2; Brawling +2

Power 4; 0 

Traits Beast Quadrupedal

Warg Abilities

Bite

Standard action

The warg makes a +2 melee strike vs. Armor with its bite.

Hit: 1d8+4 damage.

Yrthak Level 7 Skirmisher –
Elite
Huge mortal

HP 120 IP 60

Defenses Armor 12 Brawn 14 Fort 12 Ment 10 Ref 10

Movement 50 ft.; Fly (average, 30 ft. limit) Stealth +0

Senses Blindsight (240 ft.) Blindsight (120 ft.) Awareness +12

Attributes 5, 2, 4, -5, 6, 0

Alignment Neutral

Accuracy +6; Brawling +6

Power 10; 5 

Traits Beast Sightless

Yrthak Lore

Nature DV 8: Yrthaks are virtually blind. They can “see” around themselves 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.

Yrthak Abilities

Echolocation: The yrthak uses its hearing to “see”. While it is deafened (20% verbal spell failure), it loses its natural blindsight and blindsense abilities, making it blinded (50% miss chance, -2 defenses).

Sonic Lance

Elite action

Tags: Auditory

The yrthak makes a +6 attack vs. Fortitude against all creatures in a Medium (30 ft. long), 5 ft. wide line.

Hit: 7d6 damage.

Miss: Half damage.

Grappling Bite

Standard action

Tags: Size-Based, Sweeping (1)

The yrthak makes a +7 melee strike vs. Armor with its bite.

Hit: 1d8+10 damage. If the attack result also hits the target’s Brawn defense, it is grappled.

Critical hit: If the attack result is also a critical hit against the target’s Brawn defense, the yrthak controls the grapple.

Elite Cleanse

Triggered

At the end of each round, roll 1d10. On an 8 or 9, the yrthak can remove one condition. On a 10, it can instead remove two different conditions. Conditions applied during the current round cannot be removed in this way.

Zombies

Zombies Lore

Souls DV 0: 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 an evil act.

Souls DV 5: Zombies retain the raw strength of the original creature, but lose all special abilities. They are mindless, relentless, and incapable of tactics or tool usage. Instead of using weapons, they try to grab and bite their enemies. They have a relentless hunger for flesh, though consuming it brings them no relief.

Zombies are sometimes created naturally near areas of recent mass death, such as battlefields where the corpses were not removed.

Souls DV 15: 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 limited agency. This is painful for the dead creature in its afterlife. The more powerful the soul, the more powerful the corresponding zombie.

Shambler

Level 1 Brute
Medium undead

HP 21 IP 13

Defenses Armor 3 Brawn 7 Fort 6 Ref 3

Immune Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 4, -2, 5, —, -2, —

Alignment Neutral evil

Accuracy -1; Brawling +2

Power 4; 0 ✨

Traits Mindless Nonliving

Shambler Abilities

Bite

Standard action

The shambler makes a -1 melee strike vs. Armor with its bite.

Hit: 1d8+4 damage.

Grapple

Standard action

Tags: Brawling, Size-Based

The shambler makes a +2 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.

Hit: The shambler and the target are grappled by each other.

Critical hit: The shambler also controls the grapple.

Walker

Level 3 Brute
Medium undead

HP 24 IP 14

Defenses Armor 4 Brawn 8 Fort 8 Ref 4

Immune Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 5, -2, 6, —, -2, —

Alignment Neutral evil

Accuracy +0; Brawling +4

Power 6; 1 ✨

Traits Mindless Nonliving

Walker Abilities

Bite

Standard action

The walker makes a +0 melee strike vs. Armor with its bite.

Hit: 1d8+6 damage.

Grapple

Standard action

Tags: Brawling, Size-Based

The walker makes a +4 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.

Hit: The walker and the target are grappled by each other.

Critical hit: The walker also controls the grapple.

Mauler

Level 6 Brute
Medium undead

HP 44 IP 23

Defenses Armor 6 Brawn 11 Fort 10 Ref 6

Immune Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 6, -2, 7, —, -2, —

Alignment Neutral evil

Accuracy +2; Brawling +6

Power 9; 3 ✨

Traits Mindless Nonliving

Mauler Abilities

Bite

Standard action

The mauler makes a +3 melee strike vs. Armor with its bite.

Hit: 1d8+9 damage.

Grapple

Standard action

Tags: Brawling, Size-Based

The mauler makes a +6 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.

Hit: The mauler and the target are grappled by each other.

Critical hit: The mauler also controls the grapple.

Hulk

Level 9 Brute
Medium undead

HP 70 IP 35

Defenses Armor 8 Brawn 13 Fort 13 Ref 8

Immune Compulsion, Emotion

Movement 30 ft.

Senses Darkvision (60 ft.)

Attributes 7, -2, 8, —, -2, —

Alignment Neutral evil

Accuracy +3; Brawling +8

Power 11; 4 ⚔

Traits Mindless Nonliving

Hulk Abilities

Bite

Standard action

The hulk makes a +3 melee strike vs. Armor with its bite.

Hit: 2d8+11 damage.

Grapple

Standard action

Tags: Brawling, Size-Based

The hulk makes a +8 attack with a free hand against the Brawn and Reflex defenses of one creature it touches.

Hit: The hulk and the target are grappled by each other.

Critical hit: The hulk also controls the grapple.