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Chapter 1

Feats

This chapter describes a set of optional rules that you can use in a campaign. If you use these rules, characters gain feats which allow them to further specialize in specific areas, making characters more mechanically distinct from each other. Feats also make the system more mechanically complex, so they are not necessarily enjoyable for all groups. You cannot gain the same feat twice.

Gaining Feats

There are two main ways you can use feats in your game.

Species Feat Only: One simple option is that characters gain a single feat at 1st level based on their species, and no other feats. This makes your choice of species more significant without dramatically increasing character complexity.

Feat Progression: If you want characters to be more complex and to have more powerful abilities, you can also use a feat progression system. For example, you could gain a feat from your species at 1st level, and an additional feat at 3rd, 6th, and 9th level. Alternately, you could gain feats based on the completion of major story events. In general, it is inadvisable to gain more than four feats total, or to gain feats after about 10th level.

Species Bonus Feats

If you use this rule, each species grants a bonus feat at 1st level. Most species can only choose from a small group of feats. The specific feats for each species are listed below. A character must meet any prerequisites for these bonus feats, as normal.

Human: Any feat.

Dwarf: Any from the following list: [Blindfighter](#), [Craft Specialization](#), [Iron Will](#), [Martial Training](#), [Regenerator](#), [Toughness](#).

Elf: Any Casting feat (see [Casting Feats](#), page 4), or any from the following list: [Awareness Specialization](#), [Balance Specialization](#), [Sniper](#), [Rapid Reaction](#).

Gnome: Any Casting feat (see [Casting Feats](#), page 4), or any from the following list: [Blindfighter](#), [Craft Specialization](#), [Stealth Specialization](#), [Toughness](#).

Half-Elf: Any Skill feat (see [Skill Feats](#), page 4).

Half-Orc: Any Combat feat (see [Combat Feats](#), page 5), or any from the following list: [Intimidate Specialization](#), [Toughness](#).

Halfling: Any from the following list: [Balance Specialization](#), [Climb Specialization](#), [Iron Will](#), [Jump Specialization](#), [Rapid Reaction](#), [Stealth Specialization](#).

Uncommon Species

If you are using uncommon species, the feat lists for each uncommon species are given below. Note that uncommon species are normally ineligible for any Bloodline feats.

Animal Hybrid: Any feat strongly associated with the chosen animal. For example, a hybrid shark might choose from [Awareness Specialization](#), [Survival Specialization](#), [Swiftrunner](#), or [Swim Specialization](#). A hybrid wolf might choose from [Awareness Specialization](#), [Rapid Reaction](#), [Stealth Specialization](#), [Survival Specialization](#), or [Swiftrunner](#).

Awakened Animal: Any feat strongly associated with the chosen animal. For example, an awakened cat might choose from [Awareness Specialization](#), [Climb Specialization](#), [Flexibility Specialization](#), [Rapid Reaction](#), [Stealth Specialization](#), or [Swiftrunner](#).

Changeling: [Chameleon](#), or any [Skill](#) feat.

Dragon: [Iron Will](#), [Toughness](#), or any [Casting](#) feat (see [Casting Feats](#), page 4).

Drakkenfel: [Draconic Heritage](#). The type of dragon chosen for the drakkenfel's *draconic ancestry* must match its *draconic essence*.

Dryaidi: [Herbalist](#), [Mental Magic](#), [Regenerator](#), [Sphere Focus: Toxicology](#), [Sphere Focus: Verdamancy](#), or [Toughness](#).

Eladrin: [Boongiver](#), [Chameleon](#), [Combat Style Versatility](#), [Deception Specialization](#), [Persuasion Specialization](#), or [Spellwarped](#).

Kit: [Skill Specialization: Balance](#), [Skill Specialization: Deception](#), [Skill Specialization: Social Insight](#), [Skill Specialization: Stealth](#), [Swiftrunner](#).

Naiadi: [Boongiver](#), [Leadership](#), [Mental Magic](#), [Perform Specialization](#), [Persuasion Specialization](#), [Sphere Focus: Aquamancy](#), or [Swim Specialization](#).

Orc: [Intimidate Specialization](#), [Toughness](#), or any [Combat](#) feat (see [Combat Feats](#), page 5).

Oozeborn: [Blindfighter](#), [Chameleon](#), [Climb Specialization](#), [Flexibility Specialization](#), [Juggernaut](#), [Regenerator](#), [Sphere Focus: Toxicology](#), [Toughness](#),

Tiefling: Deception Specialization, Executioner, Intimidate Specialization, Spellwarped, or Sphere Focus: Pyromancy.

Changing Species

In extraordinary cases, a creature may change its species. For example, the *reincarnation* ritual returns a creature to life as a different species. Regardless of its new species, the creature keeps its original species bonus feat.

Feat Mechanics

Prerequisites

Some feats have prerequisites. Unless you meet all of the prerequisites, you cannot take the feat. Prerequisites can include a minimum base attribute score, another feat or feats, a minimum level of training in a skill, or some other property of a character. A character can gain a feat at the same level at which they gain the prerequisite.

A character who no longer meets all prerequisites for a feat loses all abilities from that feat.

Feat Tags

All feats are organized into different groups by tags.

General: General feats can have a wide variety of effects. They often grant new abilities or improve your defenses.

Combat: Combat feats improve your combat capabilities. They can increase the damage you deal, grant you new combat abilities, or improve your defenses.

Casting: Casting feats improve your spellcasting abilities. Casting feats are useless to characters who cannot cast spells.

Skill: Skill feats improve your skills. They can make you more likely to succeed with skill checks and grant you new abilities based on your skills.

Bloodline Feats: Some characters have traces of monstrous blood running in their veins. Most of those will never understand the full potential of their unusual heritage. Bloodline feats allow characters to explore those possibilities by gaining abilities related to their ancestry. You can only have one Bloodline feat.

Magical Feats: All abilities granted by feats with the Magical type are **magical** in nature. Many feats are not entirely magical, but have specific effects that are magical.

Feat Table

Table 1.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Celestial Heritage	Non-evil	Gain aspects of celestial beings	Bloodline, Magical	8
Chameleon	Trained Disguise, Int 1	Adapt your archetypes and abilities	—	8
Draconic Heritage	—	Gain aspects of draconic power	Bloodline	12
Entropist	Wil 1	Master chaos and entropy	—	13
Iron Will	Wil 1	Increase mental resilience	—	16
Null	Wil 2	Become immune to magic	—	21
Precognition	Int 2	React to future events	—	23
Regenerator	Con 2	Heal wounds with inhuman speed	—	24
Rapid Reaction	Dex 1	Increase reaction speed	—	23
Spellwarped	Wil 1	Gain limited spellcasting	Magical	26
Swiftrunner	Dex 1	Move more quickly	—	34
Telepath	Int 1, Wil 1	Communicate with creatures mentally	Magical	35
Toughness	Con 1	Increase physical fortitude	—	36
Skill Feats	Prerequisites	Benefits	Feat Types	Page
Awareness Specialization	Trained Awareness	Improve use of chosen skill	—	6
Balance Specialization	Trained Balance	Improve use of chosen skill	—	6
Climb Specialization	Trained Climb	Improve use of chosen skill	—	9
Craft Specialization	Trained Craft	Improve use of chosen skill	—	10
Creature Handling Specialization	Trained Creature Handling	Improve use of chosen skill	—	10
Deception Specialization	Trained Deception	Improve use of chosen skill	—	10
Devices Specialization	Trained Devices	Improve use of chosen skill	—	11
Disguise Specialization	Trained Disguise	Improve use of chosen skill	—	11
Endurance Specialization	Trained Endurance	Improve use of chosen skill	—	13
Flexibility Specialization	Trained Flexibility	Improve use of chosen skill	—	14
Intimidate Specialization	Trained Intimidate	Improve use of chosen skill	—	16
Herbalist	Trained Knowledge (nature)	Brew potions with natural ingredients	—	15
Jump Specialization	Trained Jump	Improve use of chosen skill	—	17
Knowledge Specialization	Trained Knowledge	Improve use of chosen skill	—	17
Linguistics Specialization	Trained Linguistics	Improve use of chosen skill	—	18
Medicine Specialization	Trained Medicine	Improve use of chosen skill	—	19
Perform Specialization	Trained Perform	Improve use of chosen skill	—	22
Persuasion Specialization	Trained Persuasion	Improve use of chosen skill	—	22
Ride Specialization	Trained Ride	Improve use of chosen skill	—	24
Sleight of Hand Specialization	Trained Sleight of Hand	Improve use of chosen skill	—	24
Social Insight Specialization	Trained Social Insight	Improve use of chosen skill	—	25
Stealth Specialization	Trained Stealth	Improve use of chosen skill	—	34
Survival Specialization	Trained Survival	Improve use of chosen skill	—	34
Swim Specialization	Trained Swim	Improve use of chosen skill	—	35
Casting Feats	Prerequisites	Benefits	Feat Types	Page
Boongiver	Spellcasting ability	Improve ability to cast spells on allies	Magical	7
Blood Magic	Spellcasting ability, Con 2	Spend hit points to improve magic	Magical	7
Mental Magic	Spellcasting ability, Wil 1	Cast spells without words or gestures	Magical	19
Metacaster	Spellcasting ability, Int 1	Manipulate spell effects in creative ways	Magical	19
Mystic Archer	Spellcasting ability	Imbue projectiles with magic	Magical	20

Prepared Spellcasting	Spellcasting ability, Int 2	Prepare additional spells each day	Magical	23
Spellsword	Spellcasting ability	Fight with sword and spell together	—	25
Sphere Focus: Aeromancy	<i>Aeromancy</i> sphere access	Improve casting with chosen sphere	Magical	27
Sphere Focus: Aquamancy	<i>Aquamancy</i> sphere access	Improve casting with chosen sphere	Magical	27
Sphere Focus: Astromancy	<i>Astromancy</i> sphere access	Improve casting with chosen sphere	Magical	27
Sphere Focus: Barrier	<i>Barrier</i> sphere access	Improve casting with chosen sphere	Magical	27
Sphere Focus: Bless	<i>Bless</i> sphere access	Improve casting with chosen sphere	Magical	28
Sphere Focus: Channel Divinity	<i>Channel Divinity</i> sphere access	Improve casting with chosen sphere	Magical	28
Sphere Focus: Chronomancy	<i>Chronomancy</i> sphere access	Improve casting with chosen sphere	Magical	28
Sphere Focus: Cryomancy	<i>Cryomancy</i> sphere access	Improve casting with chosen sphere	Magical	29
Sphere Focus: Electromancy	<i>Electromancy</i> sphere access	Improve casting with chosen sphere	Magical	29
Sphere Focus: Enchantment	<i>Enchantment</i> sphere access	Improve casting with chosen sphere	Magical	29
Sphere Focus: Fabrication	<i>Fabrication</i> sphere access	Improve casting with chosen sphere	Magical	29
Sphere Focus: Photomancy	<i>Photomancy</i> sphere access	Improve casting with chosen sphere	Magical	30
Sphere Focus: Polymorph	<i>Polymorph</i> sphere access	Improve casting with chosen sphere	Magical	30
Sphere Focus: Pyromancy	<i>Pyromancy</i> sphere access	Improve casting with chosen sphere	Magical	30
Sphere Focus: Revelation	<i>Revelation</i> sphere access	Improve casting with chosen sphere	Magical	31
Sphere Focus: Summoning	<i>Summoning</i> sphere access	Improve casting with chosen sphere	Magical	31
Sphere Focus: Telekinesis	<i>Telekinesis</i> sphere access	Improve casting with chosen sphere	Magical	31
Sphere Focus: Terramancy	<i>Terramancy</i> sphere access	Improve casting with chosen sphere	Magical	32
Sphere Focus: Thaumaturgy	<i>Thaumaturgy</i> sphere access	Improve casting with chosen sphere	Magical	32
Sphere Focus: Toxicology	<i>Toxicology</i> sphere access	Improve casting with chosen sphere	Magical	32
Sphere Focus: Umbramancy	<i>Umbramancy</i> sphere access	Improve casting with chosen sphere	Magical	33
Sphere Focus: Verdamancy	<i>Verdamancy</i> sphere access	Improve casting with chosen sphere	Magical	33
Sphere Focus: Vivimancy	<i>Vivimancy</i> sphere access	Improve casting with chosen sphere	Magical	34
Twinhand Spellcaster	Dex 1	Cast spells with two hands at once	Magical	36
Combat Feats	Prerequisites	Benefits	Feat Types	Page
Battle Armory	Str 1, Dex 1	Switch between different weapons easily	—	6
Blindfighter	Per 2	Fight unseen foes better	—	7
Brawler	Str 1, Dex 1	Fight better unarmed and in close quarters	—	8
Combat Style Versatility	Int 1, combat style	Use highly varied combat styles	—	9
Duelist	Dex 1, Int 1	Fight one-on-one better	—	12
Executioner	Per 1	Kill weakened foes more easily	—	13
Greatweapon Warrior	Str 2	Fight better with two-handed weapons	—	15
Ghostblade	Dex 1, Wil 1	Tap into ghostly powers in combat	Magical	14
Juggernaut	Str 2	Shove and overrun foes to deal damage	—	16
Leadership	Int 2 or Wil 2	Inspire nearby allies	—	17
Maneuverist	Int 1	Gain limited maneuver access	—	18
Martial Training	—	Improve combat abilities	—	18
Shieldbearer	Str 2	Defend better with shields	—	24
Sniper	Per 2	Aim precisely at distant foes	—	25
Two-Weapon Fighting	Dex 2	Fight better with two weapons at once	—	36
Weapon Focus	—	Fight better with a single type of weapon	—	37
Whirlwind Warrior	Dex 1	Fight hordes with agile ease	—	37

Feat Descriptions

Each feat has a set of benefits it provides to a character with the feat. Some feats also have specific requirements that a character must meet before taking the feat. These are listed under a **Prerequisites** heading. If a character loses the prerequisites for a feat, they lose all benefits of the feat until they meet the prerequisites again.

Awareness Specialization [Skill]

Prerequisite: Awareness as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Awareness skill.

3rd – **Extraordinary Senses:** You gain one of the following senses: **blindsight** (30 ft.), **darkvision** (60 ft.), **low-light vision**, **scent**, or **tremorsense** (30 ft.).

6th – **Quick Scan:** When you use the *search* ability, you can notice things in a Small (15 ft.) radius within Short (30 ft.) range (see Search, page ??).

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Extraordinary Senses:** You gain one of the following senses: **blindsight** (120 ft.), **blindsight** (30 ft.), **darkvision** (240 ft.), **tremorsense** (120 ft.), or **tremorsight** (30 ft.). In addition, you can change the sense you chose with your *extraordinary senses* ability.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Quick Scan:** When you use the *search* ability, you can notice things in a Medium (30 ft.) radius within Medium (60 ft.) range (see Search, page ??).

21st – **Supreme Extraordinary Senses:** You can choose an additional sense from the list given in your *greater extraordinary senses* ability. In addition, the range of all senses gained from this feat is doubled.

Balance Specialization [Skill]

Prerequisite: Balance as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Balance skill.

3rd – **Combat Tumble:** During each phase, you may move through one creature's space during movement. You treat its space as **difficult terrain**. After moving through that creature's space, other creatures block you as normal for the remainder of your movement. Certain unusual creatures that occupy their entire space, such as gelatinous cubes, may be immune to this ability.

6th – **Agile Movement:** Whenever you use an ability that causes you to move using one of your movement speeds in a straight line, you can make a single turn of up to 90 degrees during the movement. This only affects voluntary movement, such as the *charge* ability or the *reaping charge* maneuver, and not forced movement imposed on you. This ability replaces the *agile charge* ability, and cannot be combined with it (see Agile

Charge, page ??).

6th – **Instant Stand:** You can use the *rapid stand* ability as a **free action** instead of a **minor action** (see Rapid Stand, page ??).

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Balance On Air** (Magical): You can attempt to move on surfaces that cannot support your weight. Surfaces that can support at least a quarter of your weight, such as thin tree branches and dense liquids, are **difficulty value** 20. Surfaces that can support at least a tenth of your weight, such as water, are **difficulty value** 25. Surfaces that can support at least a hundredth of your weight, such as tree leaves, are **difficulty value** 30. Surfaces that cannot support your weight at all, such as air, are **difficulty value** 40.

Success means you move along the surface at half speed. Failure means you fall through the surface. The **difficulty value** increases by 5 for each consecutive round that you spend moving in this way.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Agile Movement:** Whenever you use an ability that causes you to move one of your movement speeds in a straight line, you can move in any path, not just in a straight line.

21st – **Greater Balance On Air:** You can move at full speed while using your *air dancer* ability. In addition, for each round that you spend using your *air dancer* ability, the **difficulty value** increases by 2 instead of by 5.

Battle Armory [Combat]

Prerequisite: Strength 1, Dexterity 1.

1st – **Overburdened Quickdraw:** You can draw or sheathe **medium weapons** as a **free action**.

1st – **Swift Draw:** Sheathing and drawing weapons becomes a **Swift** ability for you, so you can draw a weapon and attack with it in the same phase.

3rd – **Legacy Armory** (Magical): You do not choose an individual item as a **legacy item** (see Legacy Items, page ??). Instead, if you choose weapons as your legacy item category, you choose magic weapon abilities that apply to all nonmagical weapons you wield. If you wield a magical weapon, it keeps its own magical effects instead of your chosen legacy item properties.

6th – **Versatile Force:** You gain a +2 bonus to your **power**.

9th – **Greater Overburdened Quickdraw:** You can draw or sheathe **heavy weapons** and medium shields as a **free action**. You can combine this ability with your *swift draw* ability.

12th – **Greater Versatile Force:** The bonus from your *versatile force* ability increases to +4.

15th – **Surprising Quickdraw:** When you make a **strike** with a weapon against a creature, if you drew that weapon in the same phase that you made the strike and did not wield any weapons at the start of that phase, you can use this ability. If you do, the

creature is **partially unaware** (*-2 Armor and Ref*) of the attack. After you use this ability, the attacked creature and all creatures that observed the attack are immune to this ability until they take a **short rest**.

18th – **Supreme Versatile Force**: The bonus from your *versatile force* ability increases to +8.

21st – **Greater Surprising Quickdraw**: Your *surprising quickdraw* ability makes the creature **unaware** (*-6 Armor and Ref*) instead of **partially unaware** (*-2 Armor and Ref*).

Blindfighter [Combat]

Prerequisite: Perception 2.

1st – **Blind Awareness**: When you make an attack with a **miss chance**, you can roll the miss chance twice and take the better result. In addition, you are not **partially unaware** (*-2 Armor and Ref*) against foes if you know their location.

3rd – **Blindsense**: You gain **blindsense** with a 60 foot range, allowing you to sense your surroundings without light (see *Blindsense*, page ??). If you already have blindsense, the range of your blindsense increases by 60 feet.

6th – **Unseeing Precision**: You gain a +1 bonus to **accuracy**.

9th – **Controlled Sight**: You are immune to all abilities that depend on sight to affect you.

12th – **Blindsight**: The range of your blindsense increases by 60 feet. In addition, you gain **blindsight** with a 30 foot range, allowing you to see without light (see *Blindsight*, page ??). If you already have blindsight, the range of your blindsight increases by 30 feet.

15th – **Greater Unseeing Precision**: The bonus from your *unseeing precision* ability increases to +2.

18th – **Blind Reaction**: You are never **unaware** (*-6 Armor and Ref*) or **partially unaware** (*-2 Armor and Ref*).

21st – **Greater Blindsight**: The range of your blindsight increases by 90 feet. In addition, the range of your blindsense increases by 360 feet.

Blood Magic [Casting, Magical]

Prerequisite: Access to a **mystic sphere**, Constitution 2.

1st – **Bloodspell**: Whenever you cast a spell, you may use this ability. When you do, you lose **hit points** equal to the spell's rank (minimum 1). In exchange, you gain a +2 bonus to **power** with the spell, and the spell does not require **casting components**.

3rd – **Spare Blood**: You gain a +4 bonus to your maximum **hit points**.

6th – **Bloodbind (Magical)**: Whenever you make a living creature lose **hit points** using a spell, you can choose to bind the target's blood to yours. While the target is bound, you can see it through all forms of **concealment** and even if it is **invisible** (but not through **cover**). In addition, you constantly know the exact direction and distance to the target bound by your *bloodbind* ability. This binding lasts until you bind another creature with this ability.

9th – **Greater Bloodspell**: The bonus to **power** from your *bloodspell* ability increases to +4.

12th – **Greater Spare Blood**: The bonus from your *spare blood* ability increases to +10.

15th – **Greater Bloodbind**: You are always considered to have **line of effect** to the target bound by your *bloodbind* ability, regardless of intervening obstacles. The target must still be within the normal **range** of your spells.

18th – **Supreme Bloodspell**: The bonus to **power** from your *bloodspell* ability increases to +8.

21st – **Supreme Spare Blood**: The bonus from your *spare blood* ability increases to +25.

Boongiver [Casting, Magical]

Prerequisite: Access to a **mystic sphere**.

1st – **Boon Lore**: You learn an additional **spell**. The spell must have the **Attune** tag. As normal, you can exchange this spell for other spells as you gain access to new spell ranks, but the spell must always have the **Attune** tag.

3rd – **Share Boon**: When you cast a spell with the **Attune** (self) tag, you can use the *share boon* ability.

Share Boon

The spell's **Attune** tag changes to **Attune** (target). Choose one **ally** within Medium (60 ft.) range. That ally is the target of the spell, and the spell affects that creature as if it were you instead of affecting you.

You can only use this ability to affect one spell at a time. If you use it again, the original ally's attunement to the old spell is released, as the *release attunement* ability (see *Attuned Abilities*, page ??).

6th – **Benevolent Transference**: You can use the *benevolent transference* ability as a **standard action**.

Benevolent Transference

Choose an **ally** currently **attuned** to a spell you cast. In addition, choose another **ally** to transfer the spell to. Both targets must be within that spell's range of you, and must be valid targets for the spell. You cannot target yourself with this ability. After you use this ability, you **briefly** cannot use it again.

If the new target spends an **attunement point** to attune to the spell, the spell's effect is transferred from the first target to the second. The spell's old target immediately regains the **attunement point** it spent to attune to the spell.

9th – **Replace Attunement**: You can use the *replace attunement* ability as a **standard action**.

Replace Attunement

Choose an **ally** currently **attuned** to a spell you cast. You may cast another **Attune** (target) spell on that ally as part of this action. If you do, it stops being attuned to the previous spell and becomes attuned to the new spell without spending or regaining any **attunement points**. After you use this ability, you **briefly** cannot use it again.

12th – **Greater Share Boon**: You can use your *share boon* ability on up to two different spells at once. If you use the ability while it already affects another spell, you choose which spells are affected by the ability.

15th – **Personal Boon**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals that you use on yourself.

18th – **Expert Boon Manipulation**: You can use your *benevolent transference* ability as a **minor action**. In addition, using your *benevolent transference* and *replace attunement* abilities does not prevent you from using those abilities again.

21st – **Supreme Share Boon**: You can use your *share boon* ability on up to three different spells at once.

Brawler [Combat]

Prerequisite: Strength 1, Dexterity 1.

1st – **Unarmed Warrior**: You gain a +2 bonus to accuracy and a +1d bonus to damage with the punch/kick **natural weapon** (see Natural Weapons, page ??). This ability does not stack with the ability of the same name from the Perfected Form monk archetype (see Perfected Form, page ??).

1st – **Grapple Expertise**: You gain a +1 bonus to **accuracy** with the *grapple* ability (see Grapple, page ??), as well as with all grapple actions (see Grapple Actions, page ??).

3rd – **Takedown**: Whenever you hit a target with the *grapple* ability, the target also takes damage as if you had hit with your unarmed attack or a light **natural weapon** you wield.

6th – **Large Grappler**: You reduce your size-based penalties for being smaller than your target with the *grapple* ability by 2.

9th – **Greater Unarmed Warrior**: The damage bonus from your *unarmed warrior* ability increases to +2d.

9th – **Greater Grapple Expertise**: The bonus from your *grapple expertise* ability increases to +2.

12th – **Pin**: Each creature **grappled** by you takes an additional –2 penalty to Armor and Reflex defense.

15th – **Greater Large Grappler**: The penalty reduction from your *large grappler* ability increases to 4.

18th – **Supreme Unarmed Warrior**: The damage bonus from your *unarmed warrior* ability increases to +3d.

18th – **Supreme Grapple Expertise**: The bonus from your *grapple expertise* ability increases to +3.

21st – **Grapple Supremacy**: When you grapple a target with the *grapple* ability, you do not become **grappled** by that target.

Celestial Heritage [Bloodline, Magical]

Prerequisite: Non-evil alignment.

Special: You can only have one Bloodline feat.

1st – **Holy Smite**: You can use the *holy smite* ability as a standard action. In addition, if you have the *smite* paladin ability and your *devoted alignment* is good, you gain a +2 bonus to **power** with the *holy smite* ability.

Holy Smite

Magical

Make a **strike** with a +2 damage bonus. Because this is a **magical** ability, you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page ??). If your target is good, you take a single point of **energy damage** as feedback from the attack warning you that you are persecuting a good creature.

Level 6: The damage bonus increases to +4.

Level 12: The damage bonus increases to +8.

Level 18: The damage bonus increases to +16.

3rd – **Healing Light** (Magical): When you use the *recover* ability, you **briefly** emit **brilliant illumination** in a Medium (30 ft.) radius from you, and **shadowy illumination** in twice that radius. Each **ally** in the radius of brilliant illumination regains 1d4 **hit points**. This healing increases by +1d at 6th level and every 3 levels thereafter.

6th – **Angel Wings**: You gain feathery wings that sprout from your back. These wings grant you a glide speed equal to the **base speed** for your size (see Gliding, page ??). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

9th – **Celestial Soul**: You gain a +6 bonus to your **damage resistance**.

12th – **Angelic Flight** (Magical): You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page ??). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – **Greater Healing Light**: You add half your **power** to the healing from your *healing light* ability.

18th – **Greater Celestial Soul**: The bonus from your *celestial soul* ability increases to +18.

21st – **Greater Angelic Flight**: Your **maneuverability** with the fly speed from your *angelic flight* ability increases to perfect (see Flying Maneuverability, page ??).

Chameleon [General]

Prerequisite: Disguise as a trained skill, Intelligence 1.

1st – **Adaptive Archetype**: Choose one archetype that you currently have, and two archetypes you do not have from among any of your classes. You cannot choose an archetype that you have which is a prerequisite for another archetype that you have. Whenever you finish a **long rest**, you can choose which one of those three archetypes you actually have access to. You gain

all benefits of your chosen archetype, and temporarily lose all benefits from the archetypes you did not choose in this way.

You must track which choices you made for archetypes that you lose access to in this way, such as which spells and maneuvers you learned. When you regain access to that archetype, you must make the same choices.

3rd – Adaptive Specialty: Whenever you finish a **short rest**, you may choose an effect from the list below. Each effect lasts until you take a short rest.

- **Martial:** You gain a +1 bonus to your Armor defense.
- **Mystic:** You gain a +2 bonus to your Mental defense.
- **Primal:** You gain a +2 bonus to your Fortitude defense.
- **Skilled:** You gain a +1 bonus to all skills.

6th – Versatile Disguise: Whenever you use the *disguise creature* and *emulate creature* abilities on yourself, you may simultaneously create two different disguises. This takes twice as long as creating a single disguise, and you take a –2 penalty to the Disguise check. You can change your appearance between the two chosen disguises as a **minor action**.

9th – Greater Adaptive Specialty: The effects of your *adaptive specialty* ability improve, as described below.

- **Martial:** You become proficient with an additional **weapon group** or armor **usage class** of your choice. You must be proficient with light armor to become proficient with medium armor, and you must be proficient with medium armor to become proficient with heavy armor.
- **Mystic:** The defense bonus increases to +3.
- **Primal:** You gain a +1 bonus to your **fatigue tolerance**.
- **Skilled:** The skill bonus increases to +2.

12th – Instant Adaptation: As a standard action, you can change your choice of *adaptive archetype* and *adaptive specialty*. When you do, you increase your **fatigue level** by two.

15th – Supreme Adaptive Specialty: The effects of your *adaptive specialty* ability improve, as described below.

- **Martial:** The defense bonus increases to +2.
- **Mystic:** You gain an additional **attunement point**. You can only use this attunement point to attune to spells that you cast on yourself.
- **Primal:** The defense bonus increases to +3, and the fatigue tolerance bonus increases to +2.
- **Skilled:** The skill bonus increases to +3.

18th – Greater Instant Adaptation: When you use your *instant adaptation* ability, you only increase your **fatigue level** by one.

18th – Greater Versatile Disguise: When you use your *versatile disguise* ability, the time required to create the disguise is not increased, and the penalty to the Disguise check is removed.

21st – Supreme Adaptive Archetype: Instead of choosing a single archetype to activate with your *adaptive archetype*, you may choose a blend of two archetypes simultaneously. First, choose two archetypes to combine. For each rank you have access to, you choose one archetype and gain all abilities of that rank from that archetype and no abilities of that rank from the other archetype. You cannot choose abilities from an archetype

that reference abilities from that same archetype which you do not have. For example, you cannot choose the *supreme wildspell* ability unless you also have the *wildspell* ability.

Climb Specialization [Skill]

Prerequisite: Climb as a trained skill.

1st – Specialization: You gain a +3 bonus to the Climb skill.

3rd – Climb Speed: You gain a **climb speed** equal to the **base speed** for your size. If you already have a climb speed, you gain a +5 foot bonus to your climb speed. A successful Climb check to move allows you to travel a distance equal to your climb speed.

6th – Creature Climber: You can use the *creature climb* ability against creatures one or more size categories larger than you instead of two (see Creature Climb, page ??). This does not cause you or the creature to suffer penalties for **squeezing** (–2 *accuracy*, *Armor*, and *Ref*).

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Rapid Climber: You gain a +5 foot bonus to your climb speed.

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Creature Climber: You can use the *creature climb* ability against creatures of the same size category as you or larger.

21st – Greater Rapid Climber: The speed bonus from your *rapid climber* ability increases to +15 feet.

Combat Style Versatility [Combat]

Prerequisite: Intelligence 1, access to at least one **combat style**.

1st – Maneuver: You learn an additional **maneuver**. When you gain access to new maneuver ranks, you can change which maneuver you know.

3rd – Combat Style Flexibility: You gain access to two additional **combat styles**.

6th – Maneuver: You learn an additional **maneuver**. When you gain access to new maneuver ranks, you can change which maneuver you know.

9th – Precise Maneuvers: You gain a +1 bonus to **accuracy**.

12th – Maneuver: You learn an additional **maneuver**. When you gain access to new maneuver ranks, you can change which maneuver you know.

15th – Greater Combat Style Flexibility: The number of combat styles you gain access to with your *combat style flexibility* ability increases to four.

18th – Maneuver: You learn an additional **maneuver**. When you gain access to new maneuver ranks, you can change which maneuver you know.

21st – Greater Precise Maneuvers: The bonus from your *precise maneuvers* ability increases to +2.

Craft Specialization [Skill]

Prerequisite: Any Craft skill as a trained skill.

1st – **Specialization:** You gain a +3 bonus to all Craft skills.

3rd – **Craft Magic Item (Magical):** You can imbue items with magic using your crafting skill. There are two ways to craft magic items: by sacrificing valuable raw materials or by salvaging other magic items. If you sacrifice valuable raw materials, you must destroy trade goods or gold pieces as if you were buying an item one rank lower than the item you are crafting (see Item Ranks, page ??). If you salvage another magic item, you must destroy a non-consumable magic item that is at least one rank higher than the item you are crafting. As normal, you can treat five items of one rank as being equivalent to a single item of one rank higher for either of these crafting methods.

Crafting a magic item in this way normally requires 24 hours of continuous work which may be split between any number of crafting sessions. You can make weaker items more quickly. The time required to craft magic items is halved for every rank by which your highest rank exceeds the item's rank, to a minimum of 15 minutes.

You can also mend a broken magic item if it is one that you could make, or transfer a magical property from one item to a nonmagical item. If you transfer an item property in this way, the magic item ability must be valid for the new item. If you do so, you treat the item as if it were two ranks lower than its actual rank for the purpose of determining the cost and crafting time, to a minimum rank of 0. You cannot mend a **destroyed** magic item.

6th – **Crafting Savant:** You become **trained** in an additional Craft skill.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Item Attunement:** You gain an additional **attunement point**. You can only use this **attunement point** to **attune** to the effects of items (see Item Attunement, page ??).

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Crafting Savant:** The number of additional trained skills from your *crafting savant* ability increases to three.

21st – **Greater Item Attunement:** You gain an additional **attunement point**. You can only use this **attunement point** to **attune** to the effects of items (see Item Attunement, page ??).

Creature Handling Specialization [Skill]

Prerequisite: Creature Handling as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Creature Handling skill.

3rd – **Battleforged Training:** You can teach a creature the Battleforged trick. This does not work on creatures that are already significantly enhanced or altered from their natural state, such as a druid's *natural servant* or a ranger's *animal companion*. The **difficulty value** to train the trick is 15. A creature with the trick gains the following benefits:

- It gains a bonus equal to your level to its **damage resistance**.
- It gains a +1 bonus to all defenses.
- It gains a +1 accuracy bonus with all attacks.
- It gains a +1d damage bonus with **strikes**.

6th – **Greater Command:** You can **sustain** the effect of the *command* ability from the Creature Handling skill with a **minor action** instead of with a standard action. For details, see Command, page ??.

6th – **Efficient Training:** You can teach a creature a trick with 12 hours of work, split as you choose, rather than in a week of 4 hour sessions (see Training Creatures, page ??). In addition, you can train creatures to learn two bonus tricks beyond their normal maximum (see Bonus Tricks, page ??).

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Battleforged Training:** You can teach a creature that has learned the Battleforged trick the Greater Battleforged trick. The **difficulty value** to train the trick is 25. A creature with the trick gains the following benefits, which replace the benefits of the Battleforged trick:

- It gains a bonus equal to twice your level to its **damage resistance**.
- It gains a +2 bonus to all defenses.
- It gains a +2 accuracy bonus with all attacks.
- It gains a +2d damage bonus with **strikes**.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Efficient Training:** You can teach a creature with 4 hours of work, split as you choose (see Training Creatures, page ??). In addition, the number of bonus tricks you can teach from your *efficient training* ability increases to four.

18th – **Supreme Command:** You can **sustain** the effect of the *command* ability from the Creature Handling skill with a **free action** instead of with a standard action.

21st – **Supreme Battleforged Training:** You can teach a creature that has learned the Greater Battleforged trick the Supreme Battleforged trick. The **difficulty value** to train the trick is 35. A creature with the trick gains the following benefits, which replace the benefits of the Greater Battleforged trick:

- It gains a bonus equal to four times your level to its **damage resistance**.
- It gains a +3 bonus to all defenses.
- It gains a +3 accuracy bonus with all attacks.
- It gains a +3d damage bonus with **strikes**.

Deception Specialization [Skill]

Prerequisite: Deception as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Deception skill.

3rd – **Dual Speech (Magical):** When you speak, you can use the *dual speech* ability.

Dual Speech**Sustain** (minor)

You speak the same words with two different vocal patterns, such as tone or accent, though you cannot significantly change the volume. You can freely choose which creatures hear which pattern, treating all creatures you are not aware of as a single group.

You can freely choose different vocal patterns each round that you sustain this ability.

Level 9: You can speak entirely different words with your two voices.

Level 15: You can also speak with a third voice, using separate words and vocal patterns.

Level 21: You can also speak with a fourth voice, using separate words and vocal patterns.

6th – Undetectable Lies: As a **minor action**, you can use the *undetectable lies* ability.

Undetectable Lies**Attune** (self)

Any **magical** abilities which detect lies are unable to detect lies you speak.

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Deceive Magic (Magical): When you would be hit by a **magical** attack, you can use this ability in response.

Deceive Magic**Swift**

When you use this ability, you increase your **fatigue level** by two. After you use this ability, you **briefly** cannot use it again.

The attack must be rerolled. This can cause the attack to hit you instead of getting a **critical hit**, or it can cause the attack to miss entirely.

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Undetectable Lies: Your *undetectable lies* ability loses the **Attune** (self) tag. Instead, it lasts indefinitely, and can toggle its effect on or off as a **free action**.

21st – Greater Deceive Magic: When you use your *deceive magic* ability, the reroll has a -2 **accuracy** penalty.

Devices Specialization [Skill]

Prerequisite: Devices as a trained skill.

1st – Specialization: You gain a +3 bonus to the Devices skill.

3rd – Disable Arcana (Magical): You can affect spell effects on objects or areas with the Devices skill as if they were merely complex devices. You must be aware of an effect to use the Devices skill to affect it. You cannot affect effects on creatures. The **difficulty value** to affect a spell effect is equal to 15 + twice the effect's **rank**.

6th – Rapid Improvisation: It takes you only a standard action to make a device of up to Diminutive size with the *improvise*

ability (see *Improvise*, page ??).

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Greater Disable Arcana (Magical): You can affect all **magical** effects on objects or areas with the Devices skill, not just spell effects.

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Rapid Improvisation: It takes you only a standard action to make a device of up to Small size with the *improvise* ability (see *Improvise*, page ??).

21st – Supreme Disable Arcana: You can affect **magical** effects on creatures with the Devices skill.

Disguise Specialization [Skill]

Prerequisite: Disguise as a trained skill.

1st – Specialization: You gain a +3 bonus to the Disguise skill.

3rd – Quick Change: You reduce the penalties for reducing the creation time of disguises with the *disguise creature* and *emulate creature* abilities by 5.

6th – Disguise Aura (Magical): When you use the *disguise creature* or *emulate creature* abilities, you can decide how the target and any items on the target appear when examined by Divination spells. For example, you could cause all of their equipment to appear nonmagical, or you could cause them to have a strong aura of good alignment. The maximum **power** you can emulate is equal to your Disguise check result -10.

Anyone using divination magic on the creature must make a check with a bonus equal to the creature's **power** with the ability to perceive the truth. The **difficulty value** is equal to your Disguise check result. Regardless of the result of the check, the caster is not aware that the check was made.

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Disguise Size (Magical): You can use the *disguise size* ability as a **standard action**.

Disguise Size**Attune** (self)

You increase or decrease your size by one **size category**. Your physical form is not altered fully to match your new size, and your Strength and Dexterity are unchanged. This effect lasts as long as you **attune** to it.

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Quick Change: You do not suffer penalties for reducing the creation time of disguises with the *disguise creature* and *emulate creature* abilities.

21st – Greater Disguise Size: You can use your *disguise size* ability with the **Sustain** (free) tag instead of the **Attune** (self) tag.

Draconic Heritage [Bloodline]

Special: You can only have one Bloodline feat.

1st – **Draconic Ancestry:** Choose a type of dragon from among the dragons on Table 1.2: Dragon Types. You have the blood of that type of dragon in your veins. You gain a +4 bonus to your **defenses** against attacks that deal damage of the type dealt by that dragon’s breath weapon.

1st – **Draconic Weapons:** You gain a bite natural weapon and two claw natural weapons, one on each arm. For details, see Natural Weapons, page ??.

3rd – **Breath Weapon:** You can use the *breath weapon* ability as a **standard action**.

Breath Weapon
Make an attack vs. Reflex against everything in the area defined by the type of dragon from your *draconic ancestry* ability (see Table 1.2: Dragon Types). After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes damage equal to 1d8 plus half your **power**. The damage type is defined by your *draconic ancestry* ability.

Level 6: The damage increases to 1d10. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Large (60 ft.), 5 ft. wide line. A cone breath weapon becomes a Medium (30 ft.) cone.

Level 9: The damage increases to 2d6.

Level 12: The damage increases to 2d8. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Huge (120 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (60 ft.) cone.

Level 15: The damage increases to 2d10.

Level 18: The damage increases to 4d6. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Gargantuan (240 ft.), 15 ft. wide line. A cone breath weapon becomes a Huge (120 ft.) cone.

6th – **Draconic Wings:** You gain leathery wings that sprout from your back. These wings grant you a glide speed equal to the **base speed** for your size (see Gliding, page ??). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

9th – **Draconic Scales:** You gain a +1 bonus to your Armor defense.

12th – **Draconic Flight** (Magical): You gain a **fly speed** equal to 10 feet faster than the **base speed** for your size with a maximum height of 60 feet (see Flying, page ??). Your **maneuverability** with this fly speed is poor (see Flying Maneuverability, page ??). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – **Greater Draconic Ancestry:** You become immune to damage of the type dealt by your dragon’s breath weapon.

15th – **Greater Draconic Scales:** The bonus from your *dra-*

conic scales ability increases to +2.

21st – **Greater Draconic Flight:** The height limit from your *draconic flight* ability increases to 120 feet. In addition, you gain a +10 foot bonus to the fly speed.

Table 1.2: Dragon Types

Dragon	Damage Type	Breath Weapon
Black	Acid	Medium (30 ft.), 5 ft. wide line
Blue	Electricity	Medium (30 ft.), 5 ft. wide line
Brass	Fire	Medium (30 ft.), 5 ft. wide line
Bronze	Electricity	Medium (30 ft.), 5 ft. wide line
Copper	Acid	Medium (30 ft.), 5 ft. wide line
Gold	Fire	Small (15 ft.) cone
Green	Acid	Small (15 ft.) cone
Red	Fire	Small (15 ft.) cone
Silver	Cold	Small (15 ft.) cone
White	Cold	Small (15 ft.) cone

Duelist [Combat]

Prerequisite: Dexterity 1, Intelligence 1.

1st – **Duelist Strike:** You can use the *duelist strike* ability as a standard action.

Duelist Strike
Make a melee **strike** with a light or medium weapon. This strikes only targets a single creature, even if your weapon would normally have the Sweeping tag. If you are the creature’s only **enemy** adjacent to it, you gain a +1 accuracy bonus with the strike. If that creature is not adjacent to any of its **allies**, you gain an additional +1 accuracy bonus.

Level 6: You gain a +1 accuracy bonus with the strike.

Level 12: The automatic accuracy bonus increases to +2.

Level 18: The automatic accuracy bonus increases to +3.

3rd – **Defensive Stance:** You gain a +1 bonus to your Armor defense as long as you wield a non-projectile weapon.

6th – **Duel Focus:** At the start of each round, you may choose a creature you can see. During that round, you gain a +1 bonus to Armor and Reflex defenses against that creature.

9th – **Riposte:** Whenever a creature misses you with an attack, you **briefly** gain a +1 **accuracy** bonus against that creature.

12th – **Greater Defensive Stance:** The bonus from your *defensive stance* ability increases to +2.

15th – **Greater Duel Focus:** The bonuses from your *duel focus* ability increase to +2.

18th – **Greater Riposte:** The bonus from your *riposte* ability increases to +2.

21st – **Duel Serenity:** Your *duelist strike* ability always has

its full possible accuracy bonus, regardless of how many allies or enemies are near the target. In addition, the bonus from your *defensive stance* ability also applies to your Mental defense.

Endurance Specialization [Skill]

Prerequisite: Endurance as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Endurance skill.

3rd – **Delay Condition:** Whenever you gain a **condition**, you can make an Endurance check. The **difficulty value** starts at 10 and increases by 5 in each subsequent round. Success means that you do not suffer the effects of the condition. You must repeat this check at the end of each subsequent round to continue to delay the effects of the condition. Failure means that the condition has its normal effect on you.

You can only delay one of your conditions in this way. If you gain a new condition, you can choose to either delay the new condition or continue delaying the old condition.

6th – **Endurance Sprinter:** You can use the *sprint* ability without increasing your **fatigue level**. After you use this ability, you **briefly** cannot use it again.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Delay Vital Wound:** When you use the *delay vital wound* ability, the **difficulty value** does not increase for each subsequent round (see Delay Vital Wound, page ??).

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Multiple Delay:** You can delay up to two **vital wounds** and **conditions** with your *delay vital wound* and *delay condition* abilities.

21st – **Greater Endurance Sprinter:** After you use your *endurance sprinter* ability, you can use the *sprint* ability again after the end of the current round.

Entropist [General, Magical]

Prerequisite: Willpower 1.

1st – **Entropic Defense:** Whenever you are hit by a **critical hit** from a **strike**, you may use this ability. When you do, you increase your **fatigue level** by two, and the attacker rerolls the attack against you, which may prevent the attack from getting a critical hit against you. This does not protect any other targets of the attack. You can choose to use this item after you learn the effects that the critical hit would have, but you must do so during the phase that the attack was made.

3rd – **Sudden Entropy:** You can use the *sudden entropy* ability as a standard action.

Sudden Entropy

Instant

Make an attack vs. Mental against one creature or object within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** damage. The damage is of a random damage type from among the following options: physical damage, energy damage, or all damage types simultaneously.

Level 6: The damage increases to 1d10.

Level 9: The damage increases to 2d8.

Level 12: The damage increases to 2d10.

Level 15: The damage increases to 4d8.

Level 18: The damage increases to 4d10.

Level 21: The damage increases to 6d10.

6th – **Improbable Vulnerability:** Whenever you make an attack against an **enemy** that is **immune** or **impervious** to some aspect of the attack, you have a 10% chance to affect them as if they were not immune or impervious to the attack. This has no effect on objects.

6th – **Things Fall Apart:** All of your attacks deal double damage to objects.

9th – **Greater Entropic Defense:** You can use your *entropic defense* ability whenever you suffer a critical hit from any attack, not just a strike.

12th – **Friend of Chaos:** Whenever you roll for a random effect, such as a **miss chance** or a sorcerer's *wild magic* ability, you may roll twice and keep whichever result you prefer.

15th – **Greater Improbable Vulnerability:** The chance from your *improbable vulnerability* ability increases to 20%.

18th – **Supreme Entropic Defense:** When you use your *entropic defense* ability, you only increase your **fatigue level** by one.

21st – **Master of Chaos:** Whenever you roll for a random effect, such as a miss chance or a sorcerer's *wild magic* ability, you may use this ability. When you do, you increase your **fatigue level** by two, and you may freely choose the random result.

Executioner [Combat]

Prerequisites: Perception 1.

1st – **Marked for Execution:** You consider living creatures that either have a **vital wound**, have less than their maximum **hit points**, or have no remaining **damage resistance** to be *marked for execution*. Several abilities from this feat affect creatures *marked for execution*.

1st – **Execution:** You can use the *execution* ability as a standard action.

Execution

Make a melee **strike**. If the target is *marked for execution*, you gain a +4 damage bonus.

Level 6: The damage bonus increases to +8.

Level 12: The damage bonus increases to +16.

Level 18: The damage bonus increases to +24.

3rd – Blood Sense (Magical): You automatically know the location of all creatures that are *marked for execution* within 120 feet of you, regardless of concealment or invisibility. You must have **line of effect** to a creature to sense it in this way, but you do not need **line of sight**. You can automatically identify which creatures within this range are *marked for execution*, even if you can already see them normally.

6th – Purge the Weak: You gain a +1 bonus to **accuracy** against creatures that are *marked for execution*. In addition, your attack rolls against creatures that are *marked for execution* **explode** on a 9 in addition to the normal explosion on a 10. This does not affect additional rolls with exploding dice.

9th – Bloody Resilience: You gain a +1 bonus to Fortitude defense. In addition, you gain a +6 bonus to your maximum **hit points**.

12th – Greater Blood Sense (Magical): You gain **lifesense** with a 60 foot range, allowing you to sense the location of living creatures without light (see Lifesense, page ??). In addition, you can see creatures that are *marked for execution* perfectly instead of only knowing their location.

15th – Greater Bloody Resilience: The Fortitude defense bonus from your *bloody resilience* ability increases to +2. In addition, the hit point bonus increases to +12.

18th – Greater Purge the Weak: The bonus from your *purge the weak* ability increases to +2. In addition, the first die you roll for each attack roll against a creature that is *marked for execution* **explodes** on an 8 or 9 in addition to the normal explosion on a 10.

21st – Supreme Blood Sense (Magical): The range of your **lifesense** and *blood sense* abilities increases by 180 feet. In addition, you gain **lifesight** with a 60 foot range, allowing you to see living creatures without light (see Lifesight, page ??).

Flexibility Specialization [Skill]

Prerequisite: Flexibility as a trained skill.

1st – Specialization: You gain a +3 bonus to the Flexibility skill.

3rd – Rapid Escape: You can squeeze and escape bindings and grapples as a **move action**, rather than as a standard action.

6th – Constraint Tolerance: You reduce your penalties for **squeezing** (–2 *accuracy, Armor, and Ref*) by 2 (see Squeezing, page ??).

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Escape Magic (Magical): You can use the *escape*

magic ability as a standard action.

Escape Magic

You make an Flexibility attack against all **magical** effects on you. You may exclude any number of effects you are aware of from this attack, allowing you to maintain beneficial magical effects. The **difficulty value** for each effect is equal to 10 + twice the effect's **rank**.

Hit: Each effect is **dismissed**, if it is an effect that can be dismissed. Unless otherwise noted, all **magical** abilities with a duration can be dismissed, including **conditions** (see Dismissal, page ??).

You can only dismiss effects with this ability which target you directly, not area effects which include you as a target. If an ability targets multiple creatures, you can only remove its effects on you.

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Constraint Tolerance: The penalty reduction from your *constraint tolerance* ability increases to 4. In addition, your movement speed is not halved while **squeezing** (–2 *accuracy, Armor, and Ref*).

21st – Greater Escape Magic: You can use your *escape magic* ability as a **minor action**. If you do, you **briefly** cannot use it as a minor action again.

Ghostblade [Combat, Magical]

Prerequisite: Dexterity 1, Willpower 1.

1st – Ghost Step: When you use the *sprint* ability, you can become **invisible** for the duration of the movement (see Invisible, page ??, and Sprint, page ??). This usually makes it impossible for creatures to react to your movement, such as by using the *follow* or *withdraw* abilities (see Movement Abilities, page ??). This ability has the **Swift** tag, so it affects attacks against you during the current phase.

3rd – Spectral Armament: The equipment you choose as your **legacy item** becomes ghostly and translucent (see Legacy Items, page ??). If you chose a weapon, all damage dealt with it is cold damage in addition to its other types. If you chose body armor or a shield, you are **impervious** to cold damage.

6th – Spectral Strike: You can use the *spectral strike* ability as a standard action.

Spectral Strike

Magical

Make a **strike**. The attack is made against each target's Reflex defense instead of its Armor defense. You may use the higher of your Strength and your Willpower to determine your damage with this ability (see Attribute Damage Increments, page ??). Each creature that loses **hit points** from this strike is **briefly slowed** (*half speed, -2 Ref*). After it stops being slowed, it becomes immune to being slowed in this way until it takes a short rest.

Level 12: Each target is no longer immune to being slowed after the first successful slow effect.

Level 18: The slowing effect becomes a **condition** instead of a brief effect.

9th – Greater Ghost Step: When you use your *ghost step* ability, you can also become **incorporeal** for the duration of the movement. This grants you the defensive benefits of being incorporeal during the current phase.

12th – Greater Spectral Armament: The effect of your **legacy item** improves. If you chose a weapon, whenever you make a **strike** against a creature's Armor defense that misses, if the strike hit that creature's Reflex defense, it is considered a **glancing blow** (see Glancing Blows, page ??). If you chose body armor or a shield, whenever an attack hits your Reflex defense, if the attack missed your Armor defense, you take half damage from that attack. This does not protect you from any non-damaging attack effects.

15th – Spectral Reap: You can use the *spectral reap* ability as a **standard action**.

Spectral Reap

Magical

Move up to your movement speed in a straight line. For the duration of the movement, you can move through creatures and objects as if you were **incorporeal**, but you do not gain the defensive benefits of being incorporeal during this phase. In addition, you can make a melee **strike**. Your **power** with the strike is halved. You may use the higher of your Strength and your Willpower to determine your damage with this ability (see Attribute Damage Increments, page ??). The strike targets any number of creatures and objects within your **reach** at any point during your movement.

Level 21: You gain a +1d bonus to damage with the strike.

18th – Supreme Ghost Step: You can use your *ghost step* ability to affect any movement you make during the **movement phase**, even if you do not use the *sprint* ability.

21st – Supreme Spectral Armament: The effect of your **legacy item** improves. If you chose a weapon, whenever you make a **strike**, you can make the strike against each target's Reflex defense in place of its Armor defense. This has no effect

on strikes that are not made against Armor defense. If you chose body armor or a shield, you may use your Armor defense in place of your Reflex defense against all attacks.

Greatweapon Warrior [Combat]

Prerequisite: Strength 2.

1st – Cleave: Whenever you make a **melee strike** with a weapon you hold in two hands, it gains the Sweeping (1) tag (see Sweeping, page ??). If the weapon already has the Sweeping tag, you increase the number of secondary targets by 1. In addition, you can choose secondary targets within 15 feet of the primary target instead of the normal 10 feet. Each secondary target must still be within your **reach** with the weapon.

3rd – Power Attack: Whenever you make a non-**projectile** strike with a weapon you wield in two hands, you may take a -1 penalty to **accuracy**. If you do, you gain a +1d damage bonus.

6th – Destructive Force: You gain a +2 bonus to **accuracy** with the *disarm* ability with weapons you wield in two hands (see Disarm, page ??). In addition, whenever you make a non-**projectile** strike with a weapon you wield in two hands, it deals double damage to objects.

9th – Greater Cleave: The tag granted by your *cleave* ability changes to be Sweeping (2). If the weapon already has the Sweeping tag, you instead increase the number of secondary targets by 2.

12th – Greater Power Attack: The damage bonus from your *power attack* ability increases to +2d.

15th – Greater Destructive Force: The accuracy bonus from your *destructive force* ability increases to +4. In addition, the damage multiplier from your *destructive force* ability increases to triple damage.

18th – Supreme Cleave: The tag granted by your *cleave* ability changes to be Sweeping (3). If the weapon already has the Sweeping tag, you instead increase the number of secondary targets by 3.

21st – Greater Power Attack: The damage bonus from your *power attack* ability increases to +3d.

Herbalist [Skill]

Prerequisite: Knowledge (nature) as a trained skill.

1st – Esoteric Concoction: You can use your Knowledge (nature) skill in place of Craft (alchemy) or Craft (poison) to create poisons and potions. This does not help you create other alchemical items, such as alchemist's fire. When you do, you must use esoteric natural ingredients in place of the normal ingredients. The replacement ingredients must be difficult to acquire in large quantities and impossible to acquire in a normal city. For example, you can use the tail of a blind mouse or the dew from a four-leafed clover, but you could not use dirt or ordinary tree bark. Once you have determined a purpose for a particular replacement ingredient, you cannot use that ingredient as a replacement in any other poison or potion.

In general, it requires an hour of work and a Knowledge

(nature) check equal to 5 + the level of the item to find ingredients for an item in this way. Each time you find ingredients for an item this way, the time required to find ingredients again increases by an hour and the difficulty value increases by 5. Whenever you finish a **long rest** or enter a different environment with different ingredients, these penalties reset.

3rd – **Potent Poisons**: You gain a +1 bonus to **accuracy** with any poisons you create, including poisonous spells you cast.

6th – **Tempting Concoction**: You can use the *tempting concoction* ability as a **standard action**.

Tempting Concoction

Attune (self)

Emotion, Magical, Subtle

Targets: See text

Choose one liquid poison or potion you created, or an object containing one of those liquids, within Short (30 ft.) range. Whenever an **enemy** notices the chosen object, make an attack vs. Mental against it. If the poison or potion is not concealed inside a less suspicious object, such as a tankard of ale or an apple, you take a –4 penalty to **accuracy**. You cannot make this attack more than once against any individual target during this ability's duration.

Hit: The target is filled with the desire to investigate and try to consume the liquid or the object containing the liquid. It will not generally interrupt combat or wander into obvious danger to fulfill its desire, but individual creatures may react more or less strongly. This effect lasts until the target consumes the object or until it takes a **short rest**.

Level 12: You gain a +1 bonus to **accuracy** with the attack.

Level 18: The accuracy bonus increases to +2.

9th – **Efficient Concoction**: The time required to find ingredients with your *esoteric concoction* ability is halved.

12th – **Greater Potent Poisons**: The bonus from your *potent concoction* ability increases to +2.

15th – **Poison Tolerance**: You gain a +2 bonus to Fortitude defense.

18th – **Blended Poison**: You can create poisons that combine two poison effects into a single dose. This requires twice the normal time to create a poison, and requires all ingredients required to make both poisons. A creature affected by the blended poison suffers the full effects of both poisons.

21st – **Greater Efficient Concoction**: The time required to find ingredients with your *esoteric concoction* ability is reduced to one-tenth of the normal time.

ability, the target is **shaken** (–2 accuracy and Mental within 60 ft.) by you as a **condition** instead of being shaken the end of the next round. For details, see Demoralize, page ??.

6th – **Threatening Presence**: Creatures that are shaken, frightened, or panicked by you suffer the full penalties for those conditions as long as they are within Distant (240 ft.) range of you instead of the normal Medium (60 ft.) range limit.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Supreme Demoralize**: When you use the *demoralize* ability, the target is **frightened** (–4 accuracy and Mental within 60 ft.) by you instead of being shaken.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Threatening Presence**: Creatures that are suffering penalties for being shaken, frightened, or panicked by you also take a –2 penalty to all defenses in addition to the normal penalties.

21st – **Mass Demoralize**: When you use the *demoralize* ability, it affects all **enemies** within a Large (60 ft.) radius.

Iron Will [General]

Prerequisite: Willpower 1.

1st – **Mental Discipline**: You gain a +2 bonus to Mental defense. In addition, you gain a +1 bonus to your **fatigue tolerance**.

3rd – **Mind over Matter**: You may use your Willpower in place of your Constitution to determine your **hit points** (see Hit Points, page ??).

6th – **Controlled Self**: You gain a +10 bonus to notice **Subtle** abilities that affect you (see Notice Subtle Effects, page ??).

6th – **Unclouded Mind**: You are immune to being **dazed** (–2 defenses).

9th – **Greater Mental Discipline**: The defense bonus from your *mental discipline* ability increases to +3.

12th – **Greater Mind over Matter**: You gain a bonus equal to half your level to your hit points.

15th – **Greater Controlled Self**: The bonus from your *controlled self* ability increases to +20.

15th – **Greater Unclouded Mind**: You are immune to being **stunned** (–4 defenses).

18th – **Supreme Mental Discipline**: The defense bonus from your *mental discipline* ability increases to +4. In addition, the fatigue tolerance bonus increases to +2.

21st – **Supreme Unclouded Mind**: You are immune to all **Compulsion** and **Emotion** attacks.

Juggernaut [Combat]

Prerequisite: Strength 2.

1st – **Brute Force**: You gain a +1 bonus to **accuracy** with the *shove* and *overrun* abilities (see Shove, page ??, and Overrun, page ??). In addition, you gain a +1 bonus to your **power**.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Intimidate skill.

3rd – **Greater Demoralize**: When you use the *demoralize*

3rd – **Wall Slam**: Whenever you **push** a creature with a **mundane** ability and the creature's movement is interrupted by a solid object, the object and creature both take bludgeoning damage equal to 1d8 plus half your **power**. This damage is not doubled when you get a critical hit with the ability that caused the push. Any individual creature or object cannot take damage in this way more than once per round. This damage increases by +1d at 6th level and every 3 levels thereafter.

6th – **Trample**: You can use the *trample* ability as a standard action. This ability functions like the *overrun* ability, except that it does not cause you to increase your **fatigue level** and creatures may not choose to avoid you. In addition, if you move through a creature's space, it takes bludgeoning damage equal to 1d8 plus half your **power**. This damage is doubled when you get a critical hit on the trample attack. This damage increases by +1d at 9th level and every 3 levels thereafter.

9th – **Greater Brute Force**: The accuracy bonus from your *brute force* ability increases to +2. In addition, the power bonus increases to +4.

12th – **Limitless Juggernaut**: You can use the *overrun* ability without increasing your **fatigue level**. After doing so, you **briefly** cannot use the *overrun* ability without increasing your fatigue level again.

15th – **Greater Trample**: Any creature that you deal damage to with your *trample* ability falls **prone** (*half speed, -2 accuracy, Armor, and Ref*).

18th – **Supreme Brute Force**: The accuracy bonus from your *brute force* ability increases to +3. In addition, the power bonus increases to +8.

21st – **Greater Wall Slam**: Your *wall slam* ability also deals damage when you **knockback** a creature with a mundane ability.

21st – **Knockback Force**: When you use the *shove* ability, you can **knockback** the target up to 20 feet instead of pushing it.

Jump Specialization [Skill]

Prerequisite: Jump as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Jump skill.

3rd – **Instant Leap**: You are always considered to have a running start when jumping (see Running Start, page ??).

6th – **Featherlight Leap**: When you leap, your maximum height is equal to your Jump check result, rather than half your Jump check result. This does not affect the forward distance you can reach with your jumps.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Impact Tolerance**: You take half damage from **falling damage**.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Rebounding Leap**: You take no penalty when using the *rebounding leap* ability.

21st – **Greater Impact Tolerance**: You are immune to

falling damage.

Knowledge Specialization [Skill]

Prerequisite: Any Knowledge skill as a trained skill.

1st – **Specialization**: You gain a +3 bonus to all Knowledge skills.

3rd – **Knowledge Savant**: You gain two additional **trained skills** which must be Knowledge skills.

6th – **Studied Defense**: You gain a +1 bonus to Fortitude, Reflex, and Mental defenses.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Greater Knowledge Savant**: The number of extra trained skills from your *knowledge savant* ability increases to four.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Studied Defense**: You gain a +1 bonus to Armor defense.

21st – **Studied Offense**: You gain a +1 bonus to **accuracy**.

Leadership [Combat]

Prerequisite: Either Intelligence 2 or Willpower 2.

1st – **Battle Command**: You can use the *battle command* ability as a standard action.

Battle Command	Swift
Choose an ally within Medium (60 ft.) range. During the current phase, the target gains a +2 bonus to accuracy and rolls twice for any attacks it makes, keeping the better result.	
Level 6: The accuracy bonus increases to +3.	
Level 12: The accuracy bonus increases to +4.	
Level 18: The accuracy bonus increases to +5.	

3rd – **Encouraging Presence**: As long as you are conscious, your **allies** within a Large (60 ft.) **emanation** from you are immune to being **shaken** (*-2 accuracy and Mental within 60 ft.*) and **frightened** (*-4 accuracy and Mental within 60 ft.*).

6th – **Bolster**: You can use the *bolster* ability as a standard action.

Bolster	Emotion
One ally within Medium (60 ft.) range can remove a brief effect or condition . This cannot remove effects applied during the current round.	
Level 12: You may target an additional ally within range.	
Level 18: Each target may remove an additional effect.	

9th – **Brave Leader**: You gain a +2 bonus to your Mental defense.

12th – **Resolute Presence**: As long as you are conscious, your **allies** within a Large (60 ft.) **emanation** from you are immune

to being **dazed** (–2 defenses) and **stunned** (–4 defenses).

15th – **Expansive Presence**: The area of your *encouraging presence* and *resolute presence* abilities increases to a Huge (120 ft.) **emanation** from you.

18th – **Greater Brave Leader**: The bonus from your *brave leader* ability increases to +3.

21st – **Unyielding Presence**: As long as you are conscious, your **allies** within a Huge (120 ft.) **emanation** from you are immune to being **confused** (–4 defenses, acts randomly), **panicked** (–4 Mental and must flee within 60 ft.), and **paralyzed** (cannot move).

Linguistics Specialization [Skill]

Prerequisite: Linguistics as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Linguistics skill.

3rd – **Linguistic Savant**: You learn two additional **common languages**, or one additional **rare language**.

6th – **Language Focus**: By spending a day in focused concentration on learning a specific **common language**, you can use the *language focus* ability. You must have access to either a creature fluent in the language willing to help you or at least a book's worth of material written in the language.

Language Focus

If you had access to written material on the language, including from a teacher, you can read or write the language. If you had access to a speaker of the language, you can speak and understand the language.

This ability's effect lasts until you use this ability again.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Greater Language Focus**: You can use your *language focus* ability to learn **rare languages** in addition to common languages. In addition, you can maintain two different instances of the ability instead of only one.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Linguistic Savant**: You learn four additional **common languages**, or two additional **rare languages**.

21st – **Supreme Language Focus**: The effect of your *language focus* ability is permanent.

Maneuverist [Combat]

Prerequisite: Intelligence 1.

1st – **Maneuver Access**: You gain access to one **combat style** that you did not already have access to (see Combat Styles, page ??). In addition, you learn one rank 1 **maneuver** from that combat style. You may spend **insight points** to learn to one additional maneuver from that combat style per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

After you use a maneuver you know from this feat, you **briefly** cannot use any maneuver from this feat.

3rd – **Trained Maneuverist**: Using a maneuver from this feat does not prevent you from using maneuvers from this feat.

6th – **Maneuver Rank**: You become a rank 2 combat style user. This gives you access to maneuvers that require a minimum rank of 2.

9th – **Maneuver Rank**: You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

12th – **Maneuver Rank**: You become a rank 4 combat style user. This gives you access to maneuvers that require a minimum rank of 4 and can improve the effectiveness of your existing maneuvers.

12th – **Maneuver Knowledge**: You learn one maneuver.

15th – **Maneuver Rank**: You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5 and can improve the effectiveness of your existing maneuvers.

18th – **Maneuver Rank**: You become a rank 6 combat style user. This gives you access to maneuvers that require a minimum rank of 6 and can improve the effectiveness of your existing maneuvers.

21st – **Maneuver Rank**: You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7 and can improve the effectiveness of your existing maneuvers.

21st – **Maneuver Knowledge**: You learn one maneuver.

Martial Training [Combat]

1st – **Trained Strike**: You can use the *trained strike* ability as a standard action.

Trained Strike

Make a **strike** with a +1 bonus to **accuracy**.

Level 6: The accuracy bonus increases to +2.

Level 12: The accuracy bonus increases to +3.

Level 18: The accuracy bonus increases to +4.

3rd – **Equipment Training**: You choose one of the following benefits.

- You gain proficiency with a **usage class** of **armor** (light, medium, or heavy). You must be proficient with light armor to gain proficiency with medium armor, and you must be proficient with medium armor to gain proficiency with heavy armor.
- You gain proficiency with an additional **weapon group** of your choice.
- You gain proficiency with **exotic weapons** from a weapon group of your choice that you are already proficient with.
- You reduce the **encumbrance** of **body armor** you wear by 1. If you choose this ability multiple times, its effects stack.

6th – **Martial Power:** You gain a +2 bonus to your **power**.

9th – **Equipment Training:** You gain an additional *equipment training* ability of your choice.

12th – **Greater Martial Power:** The bonus from your *martial power* ability increases to +4.

15th – **Equipment Training:** You gain an additional *equipment training* ability of your choice.

18th – **Greater Martial Power:** The bonus from your *martial power* ability increases to +8.

21st – **Martial Precision:** You gain a +1 bonus to **accuracy**.

Medicine Specialization [Skill]

Prerequisite: Medicine as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Medicine skill.

3rd – **Healing Touch:** You can use the *healing touch* ability as a standard action. In addition, if you have the *restoration* cleric ability, you gain a +2 bonus to **power** with both the *healing touch* and *restoration* abilities.

Healing Touch

Instant

Healing

Choose yourself or a living **ally** within your **reach**. The target regains 1d10 + **power hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Level 6: The healing increases to 2d6.

Level 9: The healing increases to 2d10.

Level 12: The healing increases to 4d6.

Level 15: The healing increases to 4d10.

Level 18: The healing increases to 5d10.

Level 21: The healing increases to 7d10.

6th – **Purging Touch:** You can use the *purging touch* ability as a standard action.

Purging Touch

Instant

Make a Medicine check on yourself or an **ally** you can touch. For each poison and disease on the target, if your check result is at least 10 higher than the **power** of the effect, the effect is removed.

Level 12: You can target yourself and any number of **allies** within your reach.

Level 18: You gain a +5 bonus to the check.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Lifesaver:** You can use the *first aid* ability as a **minor action** (see First Aid, page ??). If you do, you **briefly** cannot use it as a minor action again.

15th – **Supreme Specialization:** The bonus from your *spe-*

cialization ability increases to +7.

18th – **Preventative Medicine:** You are immune to **poisons** and **diseases**.

21st – **Greater Lifesaver:** Using the *first aid* ability as a minor action does not prevent you from using it as a minor action again. In addition, using the *first aid* ability to affect multiple creatures simultaneously does not cause you to suffer a penalty to the Medicine check.

Mental Magic [Casting, Magical]

Prerequisite: Spellcasting ability, Willpower 1.

1st – **Mental Casting:** You connect to the magical essence of the universe differently from other spellcasters, allowing you to cast spells with purely mental effort. None of your spells have **somatic components** or **verbal components**.

3rd – **Hardened Mind:** You gain a +2 bonus to Mental defense.

6th – **Potent Mind:** You gain a +2 bonus to **power**.

9th – **Fractured Mind:** Once per round, you can sustain an ability with the **Sustain** (minor) tag as a **free action**.

12th – **Greater Potent Mind:** The bonus from your *potent mind* ability increases to +4.

15th – **Greater Hardened Mind:** The bonus from your *hardened mind* ability increases to +4.

18th – **Supreme Potent Mind:** The bonus from your *potent mind* ability increases to +8.

21st – **Greater Fractured Mind:** You can use your *fractured mind* ability on abilities with the **Sustain** (standard) tag in addition to the **Sustain** (minor) tag.

Metacaster [Casting, Magical]

Prerequisite: Access to a **mystic sphere**, Intelligence 1.

1st – **Sphere Access:** You gain access to an additional **mystic sphere**. Each **mystic sphere** has a set of **spells** associated with it. You automatically learn all **cantrips** from any mystic sphere you have access to. If you have multiple **magic sources**, you can cast spells from that sphere with any magic source that the mystic sphere belongs to.

3rd – **Alter Damage:** Whenever you cast a spell that deals damage, you can change the type of damage it deals based on the **mystic spheres** you have access to. You can use this ability to affect both spells that deal damage directly and spells that cause effects or summon creatures that later deal damage. If you change a spell's damage type in this way, you change all damage done by the spell, even if the spell would originally deal damage of multiple types.

The damage types for each mystic sphere are given in Table 1.3: Mystic Sphere Damage Types. Not all mystic spheres have associated damage types.

6th – **Spell Fusion:** You can use the *spell fusion* ability as a **standard action**.

Table 1.3: Mystic Sphere Damage Types

Mystic Sphere	Damage Type
Aeromancy	Bludgeoning
Aquamancy	Bludgeoning
Astromancy	Energy
Barrier	—
Bless	—
Channel Divinity	Energy
Chronomancy	—
Cryomancy	Cold
Electromancy	Electricity
Enchantment	—
Fabrication	Physical
Photomancy	Energy
Polymorph	Physical
Pyromancy	Fire
Revelation	—
Summoning	—
Telekinesis	Physical
Terramancy	Bludgeoning
Thaumaturgy	Energy
Toxicology	Acid
Umbramancy	Cold
Verdamancy	—
Vivimancy	—

Spell Fusion

Choose two spells that you know which do not have the **Sustain** or **Attune** tags. You cast both spells simultaneously. Both spells that you fuse in this way must have the same area shape, such as a cone or sphere, and targeting restrictions, such as affecting only enemies or living creatures. If one spell affects a strictly larger area or a strictly larger number of targets than the other, you must use the smaller of the two areas or target counts. You must choose the same targets and area for both spells, if applicable. Roll the attack roll and damage for each spell separately.

After you use this ability, you are unable to take any actions during the following round.

9th – Alter Conditions: When you cast a spell that inflicts a **debuff** with a standard effect as a **condition**, you can change that effect to another effect of the same rank. Debuff effect ranks are described in Table 1.4: Debuff Effect Ranks. To change the spell to inflict a particular effect, you must know another spell that inflicts that effect.

12th – Greater Spell Fusion: Using your *spell fusion* ability does not prevent you from acting during the **movement phase** of the following round.

15th – Greater Alter Conditions: You can now exchange debuffs for other debuffs of the same rank with all spells and abilities, not just spells and abilities that inflict **conditions**. In addition, you can exchange a debuff for any debuff of a lower rank.

Table 1.4: Debuff Effect Ranks

Rank	Condition effects
1	Dazed, dazzled, goaded (by you), shaken (by you), slowed
2	Frightened (by you), stunned
3	Blinded, confused, immobilized, panicked (by you)
4	Asleep ¹ , paralyzed

1. The target wakes up if it gains a **vital wound**, but cannot otherwise wake up during the condition.

18th – Sphere Access: You gain access to an additional **mystic sphere**. You automatically learn all **cantrips** from that mystic sphere. In addition, you may forget spells from your existing mystic spheres in exchange for spells from that mystic sphere.

21st – Supreme Spell Fusion: Using your *spell fusion* ability does not prevent you from taking **minor actions** during the following round.

Mystic Archer [Casting]

Prerequisite: Access to a **mystic sphere**.

1st – Imbued Shot: You can use the *imbued shot* ability as a standard action.

Imbued Shot**Magical**

Make a ranged **strike** with a +1 bonus to **accuracy** using a **projectile weapon** you wield. Because this is a **magical** ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page ??).

Level 6: The accuracy bonus increases to +2.

Level 12: The accuracy bonus increases to +3.

Level 18: The accuracy bonus increases to +4.

1st – Magical Strikes (Magical): Whenever you make a ranged **strike**, you can choose to treat that as a **magical** ability. When you do, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page ??).

3rd – Guided Projectiles (Magical): Your attacks with projectiles ignore **cover**.

6th – Imbue Projectile: When you cast a spell that does not have the **Attune** or **Sustain** tags, you can use the *imbue projectile* ability.

Imbue Projectile**Attune** (self)**Magical**

The spell does not have its effect immediately. Instead, its power is imbued in a **projectile** you hold. An individual projectile can only be imbued with this ability once, even if multiple creatures use this ability on the same projectile.

When you use your *imbued shot* ability to attack with that projectile, the spell takes effect on the target of your *imbued shot* ability. You must make any attack rolls required for the spell separately from your attack roll with the strike. After the spell takes effect this way, your attunement to this ability ends.

9th – **Phasing Projectiles (Magical)**: When attacking with projectiles, you can ignore all physical obstacles in single one-foot span. This can allow you to fire projectiles through creatures or solid walls, though it does not grant you the ability to see through a wall.

12th – **Greater Guided Projectiles**: Your attacks with projectiles ignore **concealment**, and you can roll twice for **miss chances** with projectile attacks (such as when attacking creatures you cannot see).

15th – **Greater Phasing Projectiles (Magical)**: Your *phasing projectiles* ability improves, allowing you to ignore obstacles in up to five one-foot spans. The spans can be contiguous or independent, which can allow you to ignore a single obstacle up to five feet deep.

18th – **Supreme Guided Projectiles**: You gain a +1 bonus to **accuracy** with projectile attacks. In addition, you ignore all miss chances with projectile attacks.

21st – **Supreme Phasing Projectiles**: The distance you can ignore with your *phasing projectiles* ability increases to fifteen feet.

Null [General]

Prerequisite: Willpower 2.

1st – **Nullify Magic**: You gain a +4 bonus to your **defenses** against **magical** abilities. In addition, you are never considered an **ally** for a **magical** ability, even while **unconscious**. In exchange, you lose the benefits of all **magical** abilities you possess. In addition, you are unable to **attune** to any **magical** abilities, such as magic items or spells cast by other creatures.

1st – **Sever Magic**: You can use the *sever magic* ability as a standard action.

Sever Magic

Make a **strike**. You take a –1d damage penalty with the strike. If the target takes damage from the strike, it stops being **attuned** to one effect of its choice that it is currently attuned to. If it has any magical abilities, but has no remaining attuned effects, it becomes **dazed** (–2 *defenses*) as a **condition** instead. On a **critical hit**, the target takes double damage and it stops being attuned to two abilities of its choice that it is currently attuned to. In addition, as a **condition**, it stops being able to attune to abilities.

Level 6: You gain a +1 bonus to **accuracy** with the strike.

Level 12: A struck target stops being attuned to an additional effect of its choice.

Level 18: The accuracy bonus increases to +2.

3rd – **Mundane Resilience**: You gain a +4 bonus to your **damage resistance** and **hit points**.

3rd – **Personal Legacy**: You do not gain any legacy item upgrades (see Legacy Items, page ??). Instead, each time you would gain a legacy item upgrade, you instead gain a +1 bonus to **accuracy**, all **defenses**, and **fatigue tolerance**.

6th – **Disruptive Presence**: Whenever an **enemy** within an Medium (30 ft.) radius from you casts a spell, the spell has a 50% chance to fail with no effect.

6th – **Greater Nullify Magic**: The bonus to your defenses from your *nullify magic* ability increases to +6.

9th – **Greater Mundane Resilience**: The bonuses from your *mundane resilience* ability increase to +8.

9th – **Itembane**: Whenever you touch a **magical** item or hit it with a melee **strike**, such as with the *disarm* ability, it **briefly** loses all magical abilities (see Disarm, page ??). This does not prevent you from suffering the normal effects of the item's initial hit, if the item was used to strike you. Under normal circumstances, this removes the abilities of items that hit you with melee **strikes**, but does not affect magical projectile weapons. Items that are at least 2 ranks higher than your highest rank are immune to this effect. The level of the item's wielder, if any, does not affect whether the item can be affected in this way.

12th – **Supreme Nullify Magic**: The bonus to your defenses from your *nullify magic* ability increases to +8.

15th – **Supreme Mundane Resilience**: The bonuses from your *mundane resilience* ability increase to +16.

15th – **Greater Disruptive Presence**: Your *disruptive presence* ability affects all enemies in a Huge (120 ft.) radius **emanation** from you.

18th – **True Null**: You are unaffected by all **magical** abilities.

21st – **Legendary Mundane Resilience**: The bonuses from your *mundane resilience* ability increase to +32.

21st – **Supreme Disruptive Presence**: The miscast chance from your *disruptive presence* ability increases to 90%.

Perform Specialization [Skill]

Prerequisite: Any Perform skill as a trained skill.

1st – **Specialization:** You gain a +3 bonus to all Perform skills.

3rd – **Synergistic Performance:** You can use any Perform skill you are **trained** with in place of other related skills. Each Perform skill has an associated skill that it can be used to replace, as listed below. When you replace a skill in this way, you add half your modifier with the Perform skill instead of your full modifier since the two skills do not exactly match.

- Acting: Deception
- Comedy: Deception
- Dance: Balance
- Keyboard instruments: Devices
- Oratory: Persuasion
- Percussion instruments: Creature Handling
- Singing: Persuasion
- String instruments: Devices
- Wind instruments: Creature Handling

6th – **Inspiring Performance** (Magical): Whenever you perform with the Perform skill, each **ally** that can observe the performance gains a +1 bonus to Mental defense. This effect has the **Swift** tag, so it protects allies in the same phase that you begin performing. This includes both normal performances and any special abilities that require performances. This bonus lasts as long as the performance lasts.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Synergistic Performance:** The modifier when replacing a skill with your *synergistic performance* ability increases to be equal to your modifier with the relevant Perform skill – 4.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Inspiring Performance:** The bonus from your *inspiring performance* ability increases to +2.

21st – **Endless Performance:** You can sustain performances for any length of time. This affects both normal performances and any special abilities that require performances to sustain them, allowing you to sustain those abilities beyond the normal 5 minute limit.

Persuasion Specialization [Skill]

Prerequisite: Persuasion as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Persuasion skill.

3rd – **Compel Attention** (Magical): You can use the *compel attention* ability as a standard action.

Compel Auditory, Compulsion, Sustain (minor), Subtle Attention

Make an attack vs. Mental against a creature within Medium (60 ft.) range. Your **accuracy** is equal to your Persuasion skill. You take a –10 penalty to **accuracy** with this attack against creatures who are engaged in combat during the current phase. You must talk loud enough for the target to hear to draw its attention.

Hit: The target only pays attention to you as long as you sustain this ability, which requires maintaining your conversation with it. It takes a –20 penalty to Awareness checks to observe anything unrelated to your conversation. Any act by you or by creatures that appear to be your ally that damages a target or that causes it to feel that it is in danger breaks the effect for that creature.

Level 9: You may target up to five creatures within range.

Level 15: You may target any number of creatures within range.

Level 21: The range increases to Distant (240 ft.) range.

6th – **First Impressions:** When you first meet creatures, you have an Ally relationship instead of a Just Met relationship (see Table ??: Relationship Modifiers, page ??). This does not affect your relationship with creatures who would not normally have a Just Met relationship with you.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Suggestion** (Magical): You can use the *suggestion* ability as a standard action.

Suggestion Emotion, Subtle, Sustain (minor)

Make an attack vs. Mental against a target within Medium (60 ft.) range. Your **accuracy** is equal to your Persuasion skill. You must also make a verbal suggestion of a particular course of action to the target. If your suggestion does not seem reasonable, you take a –5 accuracy penalty on this attack. Exceptionally unreasonable suggestions can impose even greater penalties, and exceptionally reasonable suggestions can give accuracy bonuses.

Hit: As a **condition**, the target thinks your suggestion is a good idea and will try to follow it to the best of its abilities. Any act by you or by creatures that appear to be your ally that damages the target or makes it feel that it is in danger breaks the effect. An observant target may interpret overt threats to its **allies** as a threat to itself.

Level 18: You may target up to five creatures within range.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater First Impressions:** When you first meet creatures, you have a Friend relationship instead of a Just Met relationship. This does not improve your relationship with creatures who already have an impression of you, whether positive or negative.

21st – **Rapid Persuasion**: You can make a Persuasion check within the first round of a conversation at no penalty instead of the normal requirement to talk for a minute or longer.

Precognition [General]

Prerequisite: Intelligence 2.

1st – **Precognitive Offense**: You can use your Intelligence in place of your Strength or Willpower to determine your dice pools (see Dice Bonuses from Attributes, page ??). In addition, you gain a bonus to **initiative** checks equal to your Intelligence.

3rd – **Combat Prediction**: You can use the *combat prediction* ability as a standard action.

Combat Prediction

Subtle, Sustain (free)

Make an attack vs. Mental with a +3 **accuracy** bonus against a creature within Medium (60 ft.) range of you.

Hit: That creature's intentions become obvious to you as long as you sustain this ability. This gives you a +2 bonus to **accuracy** and **defenses** against that creature. At the start of each phase, you can see and hear what actions that creature intends to take. You do not gain any knowledge of actions that have no obvious signs, such as purely mental actions, or actions which you are not observant enough to notice. In addition, you do not know the results of actions with a chance of failure, such as attacks.

The creature may change its actions based on your interference if you communicate your insight in a way it understands.

You gain a +2 bonus to **accuracy** with the attack at 6th level and every 3 levels thereafter.

6th – **Foresight**: During the **movement phase**, you choose your action after all other creatures have chosen their actions. When you choose your action, you have insight into the actions chosen by any creatures within Short (30 ft.) range of you that you can see. This insight gives you the same information as the insight from your *combat prediction* ability, except that it only provides information about their actions during the movement phase. You choose your actions simultaneously with any other creatures who have a similar ability.

Knowing another creature's action does not automatically allow you to interrupt that action. If you want to interrupt an action, such as by blocking a creature's intended movement, you must make an **initiative** check as normal.

9th – **Precognitive Precision**: You gain a +1 bonus to **accuracy**.

12th – **Precognitive Reaction**: You gain a +4 bonus to **initiative** checks.

15th – **Greater Foresight**: The range of your *foresight* ability increases to Long (120 ft.) range.

18th – **Greater Precognitive Precision**: The bonus from your *precognitive precision* ability increases to +2.

21st – **Greater Precognitive Reaction**: The bonus from your *precognitive reaction* ability increases to +10.

Prepared Spellcasting [Magical, Spell]

Prerequisite: Access to a **mystic sphere**, Intelligence 2.

1st – **Spellbook**: Choose up to three spells you do not know from among **mystic spheres** you have access to. The spells in your spellbook can come from any combination of **magic sources** you can cast spells with. The spells must be of a rank that you know how to cast. Whenever you gain access to a new spell rank, you may change the spells in your spellbook for any other spells you can cast. You inscribe the knowledge of those spells into a book you carry with you. This book is your spellbook.

Whenever you finish a **long rest**, you may choose one of the spells in your spellbook. You learn how to cast that spell until you choose a different spell with this ability.

3rd – **Studious Learning**: You gain a +2 bonus to all Knowledge skills.

6th – **Study of Magic**: You gain a +2 bonus to your **power**.

9th – **Expanded Spellbook**: You can choose up to five spells to be in your spellbook instead of only three.

12th – **Greater Study of Magic**: The bonus from your *study of magic* ability increases to +4.

15th – **Greater Spellbook**: Whenever you finish a **long rest**, you may choose two spells in your spellbook with your *spellbook* ability instead of one. You learn how to cast both spells until you choose a different pair of spells in this way.

18th – **Supreme Study of Magic**: The bonus from your *study of magic* ability increases to +8.

21st – **Greater Expanded Spellbook**: You can choose up to seven spells to be in your spellbook instead of only three.

Rapid Reaction [General]

Prerequisite: Dexterity 1.

1st – **Lightning Reflexes**: You gain a +2 bonus to Reflex defense and **initiative** checks.

3rd – **Sidestep**: If you have at least five feet of movement remaining after the **movement phase**, you may move up to five feet during the **action phase** or the **delayed action phase** as a **free action**.

6th – **Evasive Reaction**: You take half damage from abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area. If you have the *evasion* monk or rogue ability with the same effect as this ability, you reduce the total damage you take to one quarter of the normal value instead.

9th – **Greater Lightning Reflexes**: The bonuses from your *lightning reflexes* ability increase to +3.

12th – **Greater Sidestep**: The movement you can carry over with your *sidestep* ability increases to half your **land speed**.

15th – **Greater Evasive Reaction**: Your *evasive reaction* ability also protects you from area attacks against your Fortitude and Mental defenses.

18th – **Supreme Lightning Reflexes**: The bonuses from your *lightning reflexes* ability increase to +4.

21st – **Supreme Sidestep**: The movement you can carry over with your *sidestep* ability increases to your full **land speed**.

Regenerator [General]

Prerequisite: Constitution 2.

1st – **Diehard**: You gain a +2 bonus to **vital rolls**.

3rd – **Regenerative Recovery**: You can use the *regenerative recovery* ability as a standard action.

Regenerative Recovery

Instant

Healing

You regain 1d10 + **power hit points**. Unlike normal, your Strength does not modify this dice pool (see Dice Bonuses From Attributes, page ??). Instead, you gain a +1d bonus to the healing for every 2 Constitution you have. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Level 6: The healing increases to 2d6.

Level 9: The healing increases to 2d10.

Level 12: The healing increases to 4d6.

Level 15: The healing increases to 4d10.

Level 18: The healing increases to 5d10.

Level 21: The healing increases to 7d10.

6th – **Regenerative Rest**: When you take a **short rest**, you can remove any number of **vital wounds** affecting you. If you do, you increase your **fatigue level** by four per vital wound removed this way. Once you increase your fatigue level to the point of unconsciousness, you cannot remove additional vital wounds with this ability.

9th – **Greater Diehard**: The bonus from your *diehard* ability increases to +3.

12th – **Greater Regenerative Rest**: Your *regenerative rest* ability only causes you to increase your fatigue level by three per vital wound.

12th – **Battlefield Regeneration**: When you use the *recover* action, you can also remove a single vital wound. If you do, you increase your fatigue level by one. You cannot use this ability to remove a vital wound that you gained during the current round.

15th – **Deep Rest**: You can use your *regenerative rest* ability to remove vital wounds even once your fatigue level would already make you unconscious. This allows you to recover any number of vital wounds regardless of your maximum fatigue level if you go unconscious to do so.

18th – **Supreme Diehard**: The bonus from your *diehard* ability increases to +4.

21st – **Supreme Regenerative Rest**: Your *regenerative rest* ability only causes you to increase your fatigue level by one per vital wound.

Ride Specialization [Skill]

Prerequisite: Ride as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Ride skill.

3rd – **Mounted Defense**: Your mount gains a +3 bonus to all defenses, up to a maximum of your own corresponding defense.

6th – **Mounted Warrior**: The penalty you take for making ranged **strikes** while mounted is decreased by 2. In addition, while you are mounted, you gain a +1 bonus to **accuracy** with Mounted weapons (see Mounted Weapon, page ??).

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Greater Mounted Defense**: The defense bonus from your *mounted defense* ability increases to +6.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Mounted Warrior**: The penalty reduction from your *mounted warrior* ability increases to 4. In addition, the accuracy bonus increases to +2.

21st – **Greater Mounted Defense**: The defense bonus from your *mounted defense* ability increases to +12.

Shieldbearer [Combat]

Prerequisite: Strength 2.

1st – **Forceful Block**: Whenever a creature misses you with a melee **strike**, if you are wielding a shield, that creature **briefly** takes a –1 penalty to Armor defense. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks.

3rd – **Shield Expertise**: You gain a +1 bonus to Armor defense while you wield a shield.

6th – **Arrow Deflection**: While you wield a shield, you and each **ally** adjacent to you gain a +2 bonus to Armor defense against ranged **strikes** from weapons or projectiles that are at least one **size category** smaller than you.

9th – **Greater Forceful Block**: The penalty from your *forceful block* ability increases to –2.

12th – **Greater Shield Expertise**: The bonus from your *shield expertise* ability increases to +2.

15th – **Greater Arrow Deflection**: The bonus from your *arrow deflection* ability increases to +4.

18th – **Supreme Forceful Block**: The penalty from your *forceful block* ability increases to –4.

21st – **Greater Shield Expertise**: The bonus from your *shield expertise* ability increases to +3.

Sleight of Hand Specialization [Skill]

Prerequisite: Sleight of Hand as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Sleight of Hand skill.

3rd – **Deep Pickpocket**: You can use the *pickpocket* ability to retrieve objects that are loose within larger containers, such as

backpacks or sacks, even if they are not immediately accessible. You must be able to reach at least one of your fingers into the bag, such as through a narrow gap at the opening. This does not allow you to retrieve objects from locked containers with no openings. The container's size cannot exceed your own size.

6th – **Extradimensional Concealment** (Magical): When you use the *conceal object* ability, you can use the *extradimensional pocket* ability.

Extradimensional Pocket

Attune (self)

Magical

You conceal the object in a pocket dimension that cannot be accessed by nonmagical means. When your attunement to this ability ends, the object appears in a free hand. If you have no free hands, it drops to the ground.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Greater Conceal Object**: The maximum size of object you can hide with your *conceal object* ability increases to be equal to your size category. You take a –10 penalty if the object is the same size category as you instead of one size category smaller.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Deep Pickpocket**: The maximum size of the container you can reach into with your *deep pickpocket* ability increases to two size categories larger than your own size.

21st – **Supreme Conceal Object**: The –10 penalty for concealing an object of the same size category as you with your *conceal object* ability is removed.

Sniper [Combat]

Prerequisite: Perception 2.

1st – **Aim**: You can use the *aim* ability as a standard action.

Aim

Sustain (minor)

Choose a creature or object within **line of sight**. You gain a +2 accuracy bonus against the target.

If you lose sight of the target for a full round, this effect ends.

Level 6: You also gain a +4 bonus to **power** against the target if it is **unaware** (–6 *Armor and Ref*) of you.

Level 12: The **accuracy** bonus increases to +3.

Level 18: The **power** bonus increases to +8.

3rd – **Distance Tolerance**: You reduce your **longshot penalty** by 1.

6th – **Precise Shot**: You ignore **cover** with ranged attacks.

9th – **Sniper's Precision**: You gain a +1 bonus to **accuracy**.

12th – **Greater Precise Shot**: You ignore **concealment** with ranged attacks.

15th – **Greater Distance Tolerance**: The penalty reduction from your *distance tolerance* ability increases to 2.

18th – **Greater Sniper's Precision**: The accuracy bonus from your *sniper's precision* ability increases to +2.

21st – **Supreme Distance Tolerance**: The penalty reduction from your *distance tolerance* ability increases to 4.

Social Insight Specialization [Skill]

Prerequisite: Social Insight as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Social Insight skill.

3rd – **Social Intuition**: You reduce the penalty for making a social assessment after only a single round of observation, and the penalty for making a social assessment without understanding the language, by 5 each (see Social Assessment, page ??).

6th – **Read Emotions** (Magical): You can use the *read emotions* ability as a standard action.

Read Emotions

Emotion, Sustain (minor), **Subtle**

Make an attack vs. Mental against a creature within Short (30 ft.) range. Your **accuracy** is equal to your Social Insight skill.

Hit: You know the target's current emotions. In addition to the obvious effects, this grants you a +3 bonus to Deception, Persuasion, Intimidate, and Social Insight attacks and checks against the target.

Level 12: The range increases to Long (120 ft.) range.

Level 18: You can use this ability as a **minor action**.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Truthsense**: Whenever a creature within a Large (60 ft.) radius **emanation** from you that you can hear and see speaks truth to the best of its knowledge with no attempt at evasion, concealment, or creative wording, you automatically recognize that. You do not recognize truth in this way if a creature is using the Deception skill in any way, even if it is speaking the truth.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Social Intuition**: You take no penalty for making a social assessment after only a single round of observation, and you take no penalty for not knowing the language (see Social Assessment, page ??).

21st – **Greater Truthsense**: The area of your *truthsense* ability increases to a Gargantuan (240 ft.) radius. In addition, you automatically recognize the difference between a creatively worded truth and an outright lie.

Spellsword [Magical, Spell]

Prerequisite: Access to a **mystic sphere**.

1st – **Imbued Blow**: You can use the *imbued blow* ability as a standard action.

Imbued Blow

Magical

Make a melee **strike** with a +1 bonus to **accuracy**. Because this is a **magical** ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page ??).

Level 6: The accuracy bonus increases to +2.

Level 12: The accuracy bonus increases to +3.

Level 18: The accuracy bonus increases to +4.

1st – Magical Strikes (Magical): Whenever you make a melee **strike**, you can choose to treat that as a **magical** ability. When you do, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page ??).

3rd – Spellword Conduit: You can cast spells using a non-projectile weapon as if it were an implement (see Implements, page ??). In addition, if your legacy item is a weapon, you may choose both weapon and implement magic item effects for it.

6th – Imbue Weapon: When you cast a spell that does not have the **Attune** or **Sustain** tags, you can use the *imbue weapon* ability.

Imbue Weapon

Attune (self)

Magical

The spell does not have its effect immediately. Instead, its power is imbued in a non-projectile weapon you hold. An individual weapon can only be imbued with this ability once.

When you use your *imbued blow* ability to make a strike with that weapon, you may choose to activate the spell. If you do, the spell takes effect on the target of your *imbued blow* ability as if you had just cast it. You must make any attack rolls required for the spell separately from your attack roll with the strike. After the spell takes effect this way, your attunement to this ability ends.

9th – Personal Enhancement: You gain a +6 **magic bonus** to **hit points** and **damage resistance**, and a +3 **magic bonus** to **power**. Because this is a magic bonus, it does not stack with other magic bonuses (see Stacking Rules, page ??).

12th – Greater Spellword Conduit: Whenever you cast a spell using a non-projectile weapon as an implement, you gain a +1 bonus to **accuracy** with the spell.

15th – Greater Personal Enhancement: The bonuses to hit points and damage resistance from your *personal enhancement* ability increase to +12. In addition, the bonus to power increases to +6.

18th – Greater Imbue Weapon: You may imbue two spells with your *imbue weapon* ability instead of only one. This only costs a single **attunement point**. When you activate a spell imbued in this way, you **briefly** cannot activate the other spell.

21st – Supreme Personal Enhancement: The bonuses to hit

points and damage resistance from your *personal enhancement* ability increase to +24. In addition, the bonus to power increases to +12.

21st – Supreme Spellword Conduit: The accuracy bonus from your *greater spellword conduit* ability increases to +2.

Spellwarped [General, Magical]

Prerequisite: Willpower 1.

1st – Mystic Sphere: You gain the ability to use arcane magic. You gain access to one arcane **mystic sphere** (see Arcane Mystic Spheres, page ??). Each **mystic sphere** has a set of **spells** associated with it. You automatically learn all **cantrips** from the mystic sphere you have access to.

You require both **verbal components** and **somatic components** to cast spells from your chosen sphere. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page ??.

3rd – Spell Rank: You become a rank 1 spellcaster in your chosen **mystic sphere**. You learn one spell from that mystic sphere. In addition, you can spend **insight points** to learn one additional arcane spell per **insight point**. Unless otherwise noted in a spell's description, casting a spell requires a **standard action**.

When you gain access to a spell rank, you can exchange any number of spells you know for other spells, including spells of the higher rank.

6th – Spell Rank: You become a rank 2 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 2.

9th – Spell Rank: You become a rank 3 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

12th – Spell Rank: You become a rank 4 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

12th – Spell Knowledge: You learn one spell from your **mystic sphere**.

15th – Spell Rank: You become a rank 5 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

18th – Spell Rank: You become a rank 6 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

21st – Spell Rank: You become a rank 7 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

21st – Spell Knowledge: You learn one spell from your **mystic sphere**.

Sphere Focus: Aeromancy [Casting, Magical]

Prerequisite: Access to the *Aeromancy mystic sphere*.

1st – Spell: You learn a spell from the *Aeromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – Favorable Winds: You gain a +1 bonus to **accuracy** with ranged **strikes**. In addition, you gain a +1 bonus to all defenses against ranged **strikes**.

6th – Personal Updraft: You gain a **glide speed** equal to the **base speed** for your size (see Gliding, page ??). If you already have a **glide speed**, you can increase or decrease your glide speed whenever you glide by up to 20 feet (to a minimum of 10 feet).

9th – Personal Aeromancy: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Aeromancy mystic sphere*.

12th – Greater Personal Updraft: You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page ??). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – Spell: You learn a spell from the *Aeromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – Greater Favorable Winds: The bonuses from your *favorable winds* ability increase to +2.

21st – Supreme Personal Updraft: Your **maneuverability** with the fly speed from your *angelic flight* ability increases to perfect (see Flying Maneuverability, page ??).

Sphere Focus: Aquamancy [Casting, Magical]

Prerequisite: Access to the *Aquamancy mystic sphere*.

1st – Spell: You learn a spell from the *Aquamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – Swim Familiarity: You gain a +2 bonus to the Swim skill. In addition, if you have a swim speed, you gain a +5 foot bonus to your swim speed. Otherwise, you reduce your penalties for **swimming** (–4 *accuracy*, *defenses*) by 2.

6th – Slippery Escapist: You gain a +2 bonus to the Flexibility skill. In addition, you gain a +2 bonus to your defenses against the *grapple* ability, and a +2 bonus to the *escape grapple* ability (see Grapple, page ??).

9th – Personal Aquamancy: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Aquamancy mystic sphere*.

12th – Greater Swim Familiarity: The Swim bonus from your *swim familiarity* ability increases to +4. In addition, the speed bonus from that ability increases to +10 feet, and the penalty reduction increases to –4.

15th – Spell: You learn a spell from the *Aquamancy mystic sphere*. When you gain access to a new spell level, you

can change which spell you know from that *mystic sphere*.

18th – Greater Slippery Escapist: The bonuses from your *slippery escapist* ability increase to +4.

21st – Create Flood: When you use the *create water* cantrip, you can create up to ten gallons of water per **power**.

Sphere Focus: Astromancy [Casting, Magical]

Prerequisite: Access to the *Astromancy mystic sphere*.

1st – Spell: You learn a spell from the *Astromancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – Efficient Transit: You learn how to transport creatures and objects more smoothly between planes. The **difficulty value** to hear noise caused by creatures and objects you **teleport** increases by 10 (see Teleportation Noise, page ??). In addition, whenever you fail to teleport a creature or object due to specifying an invalid destination, you may immediately specify a different destination for that ability. If that second destination is also invalid, the ability fails normally.

6th – Astral Spell Transit: You double your range with abilities from the *Astromancy mystic sphere*.

9th – Personal Astromancy: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Astromancy mystic sphere*.

12th – Greater Astral Spell Transit: The range increase from your *astral spell transit* ability increases to be triple your normal range.

15th – Spell: You learn a spell from the *Astromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – Greater Efficient Transit: The difficulty value increase from your *efficient transit* effect increases to 20. In addition, whenever you fail to teleport a creature or object due to specifying an invalid destination, you may automatically change the target's destination to the closest valid location to your intended destination. This makes it much easier to gain access to areas whose precise location you do not know.

21st – Supreme Astral Spell Transit: The range increase from your *astral spell transit* ability increases to be quadruple your normal range. In addition, you double your range with all **magical** abilities that are not from the Astromancy mystic sphere.

Sphere Focus: Barrier [Casting, Magical]

Prerequisite: Access to the *Barrier mystic sphere*.

1st – Spell: You learn a spell from the *Barrier mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – Innate Shield: You gain a +1 bonus to your Armor defense.

6th – Hardened Barriers: Objects you create with the *Barrier mystic sphere* gain a bonus equal to your **power** to their

hit points. For objects with multiple separate hit point values, such as walls, this bonus applies independently to each section.

9th – **Personal Barrier:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Barrier mystic sphere*.

12th – **Greater Innate Shield:** The bonus from your *innate shield* ability increases to +2.

15th – **Spell:** You learn a spell from the *Barrier mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Hardened Barriers:** The bonus from your *hardened barriers* ability increases to twice your **power**.

21st – **Supreme Innate Shield:** The bonus from your *innate shield* ability increases to +3.

Sphere Focus: Bless [Casting, Magical]

Prerequisite: Access to the *Bless mystic sphere*.

1st – **Spell:** You learn a spell from the *Bless mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Sustaining Blessing:** Each creature that is **attuned** to a spell you cast from the *Bless mystic sphere* gains a bonus equal to half your **power** to its maximum **hit points** (minimum 1).

6th – **Sustained Blessing:** Whenever you cast a spell from the *Bless* mystic sphere with the **Attune** (target) tag, you can choose to replace that tag with the **Sustain** (minor) tag. When you do, you must cast the spell as a **standard action**, even if it could normally be cast as a **minor action**.

9th – **Personal Blessing:** You gain an additional **attunement point**. You can only use this attunement point to attune to spells you cast from the *Bless* mystic sphere.

12th – **Greater Sustaining Blessing:** The number of hit points granted by your *sustaining blessing* ability increases to be equal to your power.

15th – **Spell:** You learn a spell from the *Bless mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Personal Blessing:** The number of additional attunement points granted by your *personal blessing* ability increases to two.

21st – **Supreme Sustaining Blessing:** The number of hit points granted by your *sustaining blessing* ability increases to be equal to twice your power.

Sphere Focus: Channel Divinity [Casting, Magical]

Prerequisite: Access to the *Channel Divinity mystic sphere*.

1st – **Spell:** You learn a spell from the *channel divinity mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Aspect of Divinity:** As long as you are attuned to at least one spell from the *channel divinity* mystic sphere, you gain a +1 bonus to **vital rolls**.

6th – **Font of Divinity:** Choose a spell with the **Attune** (self) tag from the *channel divinity* mystic sphere. When you attune to that spell, you may also choose one **ally** within Medium (60 ft.) range. That ally can also choose to attune to the spell, and you both gain its benefits. When you stop attuning to that spell, your ally is also forced to stop attuning to the spell.

Since you cannot attune to the same spell more than once, you cannot share the effects of the spell with more than one ally at a time in this way. You can change which spell you choose with this ability whenever you learn a new spell or gain access to a new spell rank.

9th – **Personal Channeling:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Channel Divinity mystic sphere*.

12th – **Greater Aspect of Divinity:** The bonus from your *aspect of divinity* ability increases to +2.

15th – **Spell:** You learn a spell from the *Channel Divinity mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Font of Divinity:** When you use your *font of divinity* ability, you may choose up to five allies within Medium (60 ft.) range instead of only one.

21st – **Supreme Aspect of Divinity:** The bonus from your *aspect of divinity* ability increases to +3.

Sphere Focus: Chronomancy [Casting, Magical]

Prerequisite: Access to the *Chronomancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Chronomancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – **Accelerated Movement:** You gain a +5 foot bonus to your speed with all of your **movement modes**.

6th – **Accelerated Mind:** You can perform primarily mental tasks more quickly as normal. Actions that would normally take a **standard action** instead take a **minor action**. Long-term activities can be done twice as quickly as normal. This includes reading books, searching areas, and other similar activities. It does not affect spellcasting, performing rituals, or other similar magical abilities.

9th – **Personal Chronomancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Chronomancy mystic sphere*.

12th – **Greater Accelerated Movement:** The speed bonus from your *accelerated movement* ability increases to +10 feet.

15th – **Spell:** You learn a spell from the *Chronomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Accelerated Mind:** You can perform **mundane** mental tasks that would normally take **standard actions** as **minor actions**. In addition, the speed increase for long-term tasks from your *accelerated mind* ability

increases to five times normal speed.

21st – **Supreme Accelerated Movement**: The speed bonus from your *accelerated movement* ability increases to +15 feet.

Sphere Focus: Cryomancy [Casting, Magical]

Prerequisite: Access to the *Cryomancy mystic sphere*.

1st – **Spell**: You learn a spell from the *Cryomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Cold Tolerance**: You are **impervious** to cold damage.

3rd – **Frozen Blood**: You are immune to **diseases**.

6th – **Icy Carapace**: You learn the *icy shell* spell. In addition, the number of layers you can create with that spell increases by one.

9th – **Personal Cryomancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Cryomancy mystic sphere*.

12th – **Greater Frozen Blood**: You are immune to **poisons**.

15th – **Spell**: You learn a spell from the *Cryomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Icy Carapace**: The number of bonus layers you gain from your *icy carapace* ability increases to two.

21st – **Cold Immunity**: You are **immune** to cold damage.

21st – **Supreme Frozen Blood**: You are immune to being **slowed** (*half speed, -2 Ref*) and **immobilized** (*-4 Ref, cannot use movement speeds*).

Sphere Focus: Electromancy [Casting, Magical]

Prerequisite: Access to the *Electromancy mystic sphere*.

1st – **Spell**: You learn a spell from the *Electromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Electricity Tolerance**: You are **impervious** to electricity damage.

3rd – **Energetic Rush**: You gain a +5 foot bonus to your land speed.

6th – **Magnetic Attraction**: You gain a +1 **accuracy** bonus against any creature that is wearing metal armor or otherwise carrying or composed of a significant amount of metal.

9th – **Personal Electromancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Electromancy mystic sphere*.

12th – **Greater Energetic Rush**: The bonus from your *energetic rush* ability increases to +10 feet.

15th – **Spell**: You learn a spell from the *Electromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Magnetic Attraction**: The bonus from your *magnetic attraction* ability increases to +2.

21st – **Electricity Immunity**: You are **immune** to electricity

damage.

21st – **Supreme Energetic Rush**: The bonus from your *energetic rush* ability increases to +15 feet.

Sphere Focus: Enchantment [Casting, Magical]

Prerequisite: Access to the *Enchantment mystic sphere*.

1st – **Spell**: You learn a spell from the *Enchantment mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – **Subtle Influence**: You gain a +2 bonus to **accuracy** with spells from the Enchantment mystic sphere against **unaware** (*-6 Armor and Ref*) creatures. In addition, the **difficulty value** to observe the effects of your **Emotion** abilities with the Awareness and Social Insight skills increases by 10 (see Notice Subtle Effects, page ??, and Discern Enchantment, page ??).

6th – **Mind Fragments**: When you use **Compulsion** and **Emotion** abilities, you can affect creatures that are immune to those abilities due to not having a mind. You take a -5 accuracy penalty on attacks against such creatures. This does not allow you to affect creatures who are immune to those abilities for other reasons.

9th – **Personal Enchantment**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Enchantment mystic sphere*.

12th – **Greater Subtle Influence**: The accuracy bonus from your *subtle influence* ability also applies against **partially unaware** (*-2 Armor and Ref*) creatures. In addition, the **difficulty value** increase from that ability increases to +20.

15th – **Spell**: You learn a spell from the *Enchantment mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Mind Fragments**: The accuracy penalty from your *mind fragments* ability is removed.

21st – **Supreme Subtle Influence**: The accuracy bonus from your *subtle influence* ability increases to +3, and it also applies against creatures that were **unaware** (*-6 Armor and Ref*) or **partially unaware** (*-2 Armor and Ref*) during the previous round. In addition, the **difficulty value** increase from that ability increases to +30.

Sphere Focus: Fabrication [Casting, Magical]

Prerequisite: Access to the *Fabrication mystic sphere*.

1st – **Spell**: You learn a spell from the *Fabrication mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Greater Fabricate Trinket**: The maximum size of the trinket you can create with your *fabricate trinket* cantrip increases by one size category. You can cast it with the **Sustain** (minor) tag instead of the **Attune** (self) tag. In addition, you can use your **power** in place of your Craft skill to create items with spells from the *Fabrication mystic sphere*.

6th – **Greater Forge**: You learn the *forge* spell from the *Fabrication mystic sphere*. In addition, you can cast that spell with the **Sustain** (minor) tag instead of the **Attune** (self) tag.

9th – **Personal Fabrication**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Fabrication mystic sphere*.

12th – **Fabricated Armaments**: You gain a +1 bonus to **accuracy** with **strikes** using weapons you created with spells from the *Fabrication mystic sphere*. In addition, you gain a +1 bonus to the Armor defense provided by body armor from the *Fabrication mystic sphere*.

15th – **Spell**: You learn a spell from the *Fabrication mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Supreme Fabricate Trinket**: The size increase from your *greater fabricate trinket* ability increases to two size categories. In addition, when you cast the *fabricate trinket* ability, you can treat it as if it had the **Sustain** (free) tag instead of the **Attune** (self) tag.

21st – **Greater Fabricated Armaments**: The bonuses from your *fabricated armaments* ability increase to +2.

Sphere Focus: Photomancy [Casting, Magical]

Prerequisite: Access to the *Photomancy mystic sphere*.

1st – **Spell**: You learn a spell from the *Photomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

3rd – **Augmented Vision**: You gain a +2 bonus to the Awareness skill. In addition, you gain **low-light vision**, allowing you to see clearly in **shadowy illumination** (see Low-light Vision, page ??).

6th – **Certain Sight**: You are immune to being **dazzled** (25% miss chance, no special vision) and **blinded** (50% miss chance).

9th – **Personal Photomancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Photomancy mystic sphere*.

12th – **Greater Augmented Vision**: The bonus from your *augmented vision* ability increases to +4. In addition, you can see through solid objects up to one inch thick. You can perceive the existence of obstacles thinner than that, but they do not inhibit your sight. This does not grant you **line of effect** to anything you see in this way, since the obstacle still exists.

15th – **Spell**: You learn a spell from the *Photomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Certain Sight**: You can see through all effects created by the *Photomancy* and *Umbramancy* mystic spheres. You can see what those effects look like if you focus your eyes on them, but you can also see through them, so they do not block light or **line of sight** for you.

21st – **Supreme Augmented Vision**: The bonus from your *augmented vision* ability increases to +6. In addition, the maximum thickness that you can see through with your *augmented*

vision ability increases to one foot.

Sphere Focus: Polymorph [Casting, Magical]

Prerequisite: Access to the *Polymorph mystic sphere*.

1st – **Spell**: You learn a spell from the *Polymorph mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Reshaper**: You gain a +2 bonus to all Craft skills. In addition as a standard action, you can use the *alter self* ability.

Alter Self

Make a Disguise check to alter your appearance (see Disguise Creature, page ??), except that you can use your **power** in place of your Disguise skill. You can only alter your physical body, not your clothes or equipment.

This ability lasts until you use it again.

6th – **Malleable Flesh**: You gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

9th – **Personal Polymorph**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Polymorph mystic sphere*.

12th – **Greater Reshaper**: The bonus from your *reshaper* ability increases to +4. In addition, you can use the *alter poison* ability as a standard action.

Alter Poison

Make an attack vs. Fortitude with a +2 **accuracy** bonus against a creature within Short (30 ft.) range.

Hit: The target stops being poisoned by one poison currently affecting it. In addition, as a **condition**, the target's **mundane** poisons have no effect. This includes natural attacks that inflict poison.

You gain a +2 bonus to **accuracy** with the attack at 15th level and every 3 levels thereafter.

15th – **Spell**: You learn a spell from the *Polymorph mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Malleable Flesh**: The bonus from your *malleable flesh* ability increases to +8.

21st – **Supreme Reshaper**: The bonus from your *reshaper* ability increases to +6. In addition, when you use the *alter object* cantrip, you can accomplish work that would take up to one hour with a normal Craft check.

Sphere Focus: Pyromancy [Casting, Magical]

Prerequisite: Access to the *Pyromancy mystic sphere*.

1st – **Spell**: You learn a spell from the *Pyromancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Fire Tolerance**: You are **impervious** to fire damage.

3rd – **Friendly Fire**: Whenever you deal fire damage to your **allies**, you deal half damage.

6th – **Spreading Flame**: Whenever you cast a spell from the *Pyromancy mystic sphere*, you can double its area. If you do, your **power** with that spell is halved.

9th – **Personal Pyromancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Pyromancy mystic sphere*.

12th – **Greater Friendly Fire**: Your **allies** treat fire damage from your abilities as **environmental damage**.

15th – **Spell**: You learn a spell from the *Pyromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Spreading Flame**: When you use your *spreading flame* ability, you do not reduce your power with that spell.

21st – **Fire Immunity**: You are **immune** to fire damage.

21st – **Supreme Friendly Fire**: Your **allies** are immune to fire damage from your abilities.

Sphere Focus: Revelation [Casting, Magical]

Prerequisite: Access to the *Revelation mystic sphere*.

1st – **Spell**: You learn a spell from the *Revelation mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Instinctive Truth**: You gain a +2 bonus to all Knowledge skills and the Social Insight skill.

6th – **Blindsense**: You gain **blindsense** with a 60 foot range (see Blindsense, page ??). If you already have blindsense, you increase its range by 60 feet.

9th – **Personal Revelation**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Revelation mystic sphere*.

12th – **Greater Instinctive Truth**: The bonus from your *instinctive truth* ability increases to +4.

15th – **Spell**: You learn a spell from the *Revelation mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Blindsight**: The range of your **blindsense** ability increases by 90 feet. In addition, you gain **blindsight** with a 30 foot range. If you already have blindsight, you increase its range by 30 feet.

21st – **Supreme Instinctive Truth**: The bonus from your *instinctive truth* ability increases to +6.

Sphere Focus: Summoning [Casting, Magical]

Prerequisite: Access to the *Summoning mystic sphere*.

1st – **Spell**: You learn a spell from the *Summoning mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

3rd – **Fortified Summons**: Creatures you create with the

Summoning mystic sphere have half their normal **hit points**. They gain a bonus to their **damage resistance** equal to the hit points lost this way.

6th – **Resummon**: You can use the *resummon* ability as a **minor action**.

Resummon

Choose one creature or object that you summoned with a currently active ability from the *Summoning mystic sphere* with the **Attune** or **Sustain** tags. You teleport the target into an unoccupied space on stable ground within Medium (60 ft.) range of you.

Level 12: The range increases to Distant (240 ft.).

Level 18: You can choose two creatures or objects to teleport in this way instead of only one. Each chosen creature or object can be teleported to a different location within range.

9th – **Personal Summoning**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Summoning mystic sphere*.

12th – **Greater Fortified Summons**: Creatures you create have three quarters of their normal hit points instead of half.

15th – **Spell**: You learn a spell from the *Summoning mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Augmented Summons**: Creatures you create with abilities from the *Summoning* spell gain an **attunement point**.

21st – **Supreme Fortified Summons**: Creatures you create have their normal hit points in addition to the damage reduction from your *fortified summons* ability.

Sphere Focus: Telekinesis [Casting, Magical]

Prerequisite: Access to the *Telekinesis mystic sphere*.

1st – **Spell**: You learn a spell from the *Telekinesis mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Greater Distant Hand**: You can use the *distant hand cantrip* as a **minor action**, and you can **sustain** it as a **minor action**.

3rd – **Telekinetic Strike**: You can use the *telekinetic strike* ability as a standard action.

Telekinetic Strike

Magical

Make a **strike** with a weapon you are controlling using the *distant hand* cantrip. Because this is a **magical** ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page ??).

Level 9: You gain a +1 accuracy bonus with the strike.

Level 15: The accuracy bonus increases to +2.

6th – **Partial Levitation**: You gain a +4 bonus to the Jump skill. In addition, as a **free action**, you can slow your fall while falling. If you do, you fall at a rate of 50 feet per round, prevent-

ing you from taking falling damage when you hit the ground.

9th – **Personal Telekinesis:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Telekinesis mystic sphere*.

12th – **Levitation:** You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page ??). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – **Spell:** You learn a spell from the *Telekinesis mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Supreme Distant Hand:** You can use the *distant hand cantrip* as a **free action**, and you can **sustain** it as a **free action**.

21st – **Greater Levitation:** Your **maneuverability** with the fly speed from your *levitation* ability increases to perfect (see Flying Maneuverability, page ??).

Sphere Focus: Terramancy [Casting, Magical]

Prerequisite: Access to the *Terramancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Terramancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

3rd – **Heart of Stone:** You gain a +2 bonus to Fortitude defense.

6th – **Earthen Alloys:** You may treat iron, steel, and worked stone as if they were stone for the purpose of spells from the *Terramancy mystic sphere*.

9th – **Personal Terramancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Terramancy mystic sphere*.

12th – **Body of Stone:** You gain a +1 bonus to Armor defense.

15th – **Spell:** You learn a spell from the *Terramancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Earthen Alloys:** You may treat sand, glass, and all kinds of metal except for cold iron as if it were stone for the purpose of spells from the *Terramancy mystic sphere*.

21st – **Soul of Stone:** The bonus from your *body of stone* ability increases to +2. In addition, the bonus from your *heart of stone* ability increases to +3.

Sphere Focus: Thaumaturgy [Casting, Magical]

Prerequisite: Access to the *Thaumaturgy mystic sphere*.

1st – **Spell:** You learn a spell from the *Thaumaturgy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Counterspell:** You can use the *counterspell* ability as a standard action.

Counterspell

Swift

Choose a creature within Medium (60 ft.) range of you. If the target is casting a spell or begins casting a spell this round, you can attempt to counter the spell. When you do, if your maximum spell level is at least as high as the target's maximum spell level, their spell has no effect when it resolves. Otherwise, make a contested **power** check against the target, using your power with this ability against the target's power with the spell it is casting. If you win, the target's spell has no effect when it resolves.

If the target is capable of casting multiple spells each round, you can only counter the first spell it casts.

Level 12: You may target an additional creature within range.

Level 18: You may target an additional creature within range.

6th – **Mystic Power:** You gain a +2 bonus to your **power**.

9th – **Personal Thaumaturgy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Thaumaturgy mystic sphere*.

12th – **Greater Mystic Power:** The bonus from your *mystic power* ability increases to +4.

15th – **Spell:** You learn a spell from the *Thaumaturgy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Supreme Mystic Power:** The bonus from your *mystic power* ability increases to +8.

21st – **Greater Counterspell:** You can use your *counterspell* ability as a **minor action**. When you do, you **briefly** cannot use that ability again. If you successfully counter a spell with that ability after using it as a minor action, you increase your **fatigue level** by one.

Sphere Focus: Toxicology [Casting, Magical]

Prerequisite: Access to the *Toxicology mystic sphere*.

1st – **Spell:** You learn a spell from the *toxicology mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Cleanse Toxins:** You can use the *cleanse toxins* ability as a standard action.

Cleanse Toxins

Target: Yourself or one **ally** within your **reach**

You remove all **poisons** and **diseases** affecting the target. This cannot remove a poison or disease applied during the current round.

Level 9: The range increases to Medium (60 ft.).

Level 15: You can use this ability as a **minor action**.

6th – **Innate Poison:** When you become poisoned, such as by

drinking poison or from an enemy's attack, your body naturally repurposes the poison. The poison has no effect on you, but your body gains a dose of natural poison. Whenever a creature makes you lose **hit points** with a **melee** strike using a non-Long weapon, you make an attack vs. Fortitude against the attacking creature. On a hit, it becomes **poisoned** by your choice of one of the poisons you store with this ability. This expends the dose of that poison.

Poison that you carry in your body with this ability automatically decays after 24 hours, regardless of the normal duration of the poison. You can store up to 3 doses in your body with this ability at a time.

9th – **Personal Toxicology**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Toxicology mystic sphere*.

12th – **Innate Venom**: You can also inflict the poison you store with your *innate poison* ability on other creatures with attacks. Once per round, when you make a creature lose **hit points** with a **natural weapon** or a spell from the *toxicology* mystic sphere, you can cause the creature to become poisoned with your choice of one of the poisons you store. This expends the dose of that poison.

15th – **Spell**: You learn a spell from the *Toxicology mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Innate Poison**: You can store up to 10 poison doses with your *innate poison* ability.

21st – **Greater Innate Venom**: When you transfer a poison dose with your *innate venom* ability, the target immediately suffers the penalties for the initial poison stage.

Sphere Focus: Umbramancy [Casting, Magical]

Prerequisite: Access to the *Umbramancy mystic sphere*.

1st – **Spell**: You learn a spell from the *Umbramancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Reflexive Concealment**: You gain a +2 bonus to the Sleight of Hand and Stealth skills.

3rd – **Greater Suppress Light**: You can cast the *suppress light cantrip* from the *Umbramancy mystic sphere* as a **minor action**.

6th – **Darkvision**: You gain **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page ??). If you already have darkvision, you increase its range by 60 feet.

9th – **Personal Umbramancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Umbramancy mystic sphere*.

12th – **Greater Reflexive Concealment**: The bonuses from your *reflexive concealment* ability increase to +4.

12th – **Supreme Suppress Light**: You can both cast and **sustain** the *suppress light* cantrip as a **free action**.

15th – **Spell**: You learn a spell from the *Umbramancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Darksight**: The range of your **darkvision** increases by 240 feet. In addition, your darkvision is not disabled in **bright illumination**, though it is still disabled in **brilliant illumination**.

21st – **Supreme Reflexive Concealment**: The bonuses from your *reflexive concealment* ability increase to +6.

21st – **Supreme Suppress Light**: When you cast your *suppress light* cantrip, you can choose to completely block all light in the area instead of dimming it to be **shadowy illumination**. If you do, the maximum area is reduced to a Medium (30 ft.) radius, and you **briefly** cannot cast it in this way again.

Sphere Focus: Verdamancy [Casting, Magical]

Prerequisite: Access to the *Verdamancy mystic sphere*.

1st – **Spell**: You learn a spell from the *Verdamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

3rd – **Verdant Allies**: Your speed is not reduced when moving in heavy **undergrowth**. In addition, you can ignore **cover** and **concealment** from plants whenever doing so would be beneficial to you, as the plants move out of the way to help you. This prevents you from a miss chance on your attacks, and also prevents creatures from using cover or concealment from plants to hide from you.

6th – **Residual Undergrowth**: Whenever you cast a spell from the *verdamancy* sphere, you may create **light undergrowth** in the area of the spell that persists **briefly**. The undergrowth appears on the ground within the area for area spells, or on the ground in all spaces occupied by each target of the spell for targeted spells.

9th – **Personal Verdamancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Verdamancy mystic sphere*.

12th – **Greater Verdant Armor**: You learn the *verdant armor* spell from the *Verdamancy mystic sphere*. In addition, the armor you create with that spell can be made of any non-metal special material other than dragonhide as long as the total rank of the armor does not exceed your highest rank.

15th – **Spell**: You learn a spell from the *Verdamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Supreme Residual Undergrowth**: You can choose to create either **heavy undergrowth** or **light undergrowth** with your *residual undergrowth* ability. In addition, any **heavy undergrowth** you create with that ability does not impede the movement of your **allies**.

21st – **Greater Verdant Allies**: You treat all living creatures as if they were plants for the purpose of abilities from this feat and abilities from the *Verdamancy mystic sphere*.

Sphere Focus: Vivimancy [Casting, Magical]

Prerequisite: Access to the *Vivimancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Vivimancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – **Personal Vitality:** You gain a +1 bonus to Fortitude defense and are immune to being **dazed** (*-2 defenses*).

6th – **Hidden Life:** You can treat nonliving creatures other than undead as if they were living creatures for the purpose of your spells from the *Vivimancy mystic sphere*.

9th – **Personal Vivimancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Vivimancy mystic sphere*.

12th – **Greater Personal Vitality:** The bonus to Fortitude defense from your *personal vitality* ability increases to +2. In addition, you are immune to being **stunned** (*-4 defenses*).

15th – **Spell:** You learn a spell from the *Vivimancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Life Suppression:** You are no longer considered a living creature for the purpose of attacks against you. This means that attacks which only affect living creatures have no effect against you.

21st – **Supreme Personal Vitality:** The bonus to Fortitude defense from your *personal vitality* ability increases to +3. In addition, you are immune to any effects which would cause you to die or gain **vital wounds** while you still have **hit points** remaining.

Stealth Specialization [Skill]

Prerequisite: Stealth as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Stealth skill.

3rd – **Movement Tolerance:** Your penalties for moving while hiding are reduced by 3.

6th – **Ambush the Unwary:** You gain a +2 bonus to **power** against **unaware** (*-6 Armor and Ref*) and **partially unaware** (*-2 Armor and Ref*) creatures.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Movement Tolerance:** The penalty reduction from your *movement tolerance* ability increases to 6. This allows you to move at half speed without penalty.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Ambush the Unwary:** The bonus from your *ambush the unwary* ability increases to +6.

21st – **Supreme Movement Tolerance:** The penalty reduction from your *movement tolerance* ability increases to 10. This allows you to move at full speed without penalty.

Survival Specialization [Skill]

Prerequisite: Survival as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Survival skill.

3rd – **Terrain Tolerance:** You ignore **difficult terrain** and harmful natural terrain of any kind. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help.

6th – **Rapid Tracker:** While following trails with the *track* ability, you can move at your normal speed while following tracks without taking the normal -5 penalty.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Planar Tolerance** (Magical): You are immune to damage and **conditions** imposed by being on other planes. In addition, you gain a +5 bonus to checks and defenses related to planar effects, such as checks required to manipulate subjective gravity.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Find the Path** (Magical): You can use the *find the path* ability as a standard action.

Find the Path Attune (self)

When you use this ability, you must unambiguously specify a location on the same plane as you. You know exactly what direction you must travel to reach your chosen destination by the most direct physical route. You are not always led in the exact direction of the destination – if there is an impassable obstacle between the target and the destination, this ability will direct you around the obstacle, rather than through it.

The guidance provided by this ability adjusts to match whatever your current physical capabilities are, including flight and other unusual movement modes. It does not consider teleportation spells or any other activated abilities you may have which could allow you to bypass physical obstacles. It does not see into the future, and changing circumstances may cause the most direct path to change over time. It also does not consider hostile creatures, traps, and other passable dangers which may endanger or slow progress.

21st – **Greater Planar Tolerance:** The bonus from your *planar tolerance* ability increases to +20. In addition, your **allies** who can see or hear you gain a +10 bonus to checks and defenses related to planar effects.

Swiftrunner [General]

Prerequisite: Dexterity 1.

1st – **Rapid Movement:** You gain a +5 foot bonus to your speed with all of your **movement modes**.

3rd – **Sprinter:** When you use the *sprint* ability, you can move up to triple your movement speed. In addition, you gain a +1 bonus to your **fatigue tolerance**.

6th – **Wall Runner:** You gain a +5 bonus to checks with the

wallrun ability (see Wallrun, page ??). This bonus increases to +10 while you are affected by the *sprint* ability.

9th – **Water Runner**: During your movement with the *sprint* ability, you can move on water and similar liquids as if they were solid ground.

12th – **Greater Rapid Movement**: The speed bonus from your *rapid movement* ability increases to +10 feet.

15th – **Greater Sprinter**: When you use the *sprint* ability, you can move up to four times your movement speed. In addition, the bonus to your **fatigue tolerance** from your *sprinter* ability increases to +2.

18th – **Cloud Runner**: During your movement with the *sprint* ability, you can move on dense fog and similar gaseous substances as if they were solid ground.

21st – **Supreme Rapid Movement**: The speed bonus from your *rapid movement* ability increases to +15 feet.

Swim Specialization [Skill]

Prerequisite: Swim as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Swim skill.

3rd – **Swim Speed**: You gain a **swim speed** equal to the **base speed** for your size. If you already have a swim speed, you gain a +10 foot bonus to your swim speed. A successful Swim check to move allows you to move a distance equal to your swim speed.

6th – **Swimming Blitz**: You can use the *sprint* ability without increasing your **fatigue level** if you swim for the entire duration of the movement. After you use this ability, you **briefly** cannot use it again.

6th – **Underwater Tolerance**: You can hold your breath for twice as long as normal (see Hold Breath, page ??).

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Earth Swimmer**: You can swim through loose earth and dirt as if it were water. Your swim speed in earth is only 5 feet, regardless of any bonuses or penalties that would normally apply to your swim speed. In addition, you take a -4 penalty to **accuracy** and your Armor and Reflex defenses while swimming in this way. The earth and dirt around you blocks line of sight and line of effect, so you usually cannot use ranged attacks of any kind.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Rapid Swimmer**: You gain a +10 foot bonus to your swim speed.

21st – **Greater Earth Swimmer**: Your swim speed in earth increases to 15 feet. In addition, you reduce your penalties for swimming in earth by 2.

Telepath [General, Magical]

Prerequisite: Intelligence 1, Willpower 1.

1st – **Telepathy**: You gain **telepathy** with a 60 foot range (see

Telepathy, page ??).

3rd – **Mental Assault**: You can use the *mental assault* ability as a standard action.

Mental Assault Emotion

Make an attack vs. Mental against one creature within half the maximum range of your **telepathy**.

Hit: As a **condition**, the target is **dazed** (-2 *defenses*) while it has any **damage resistance** remaining, and **stunned** (-4 *defenses*) while it does not.

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

You gain a +2 bonus to **accuracy** with the attack at 6th level and every 3 levels thereafter.

6th – **Read Mind** (Magical): You can use the *read mind* ability as a standard action.

Read Mind Emotion, Sustain (standard), Subtle

Make an attack vs. Mental against a creature within half the maximum range of your **telepathy**. Whether you hit or miss, you cannot attack the target with this ability again until it takes a **short rest**.

Hit: You know the target's current thoughts and emotions. In addition to the obvious effects, this grants you a +5 bonus to Deception, Persuasion, Intimidate, and Social Insight attacks and checks against the target. This does not allow you to search their mind for arbitrary thoughts or information, but creatures often think about questions they are asked, and their thoughts may reveal much more than their words.

You gain a +2 bonus to **accuracy** with the attack at 9th level and every 3 levels thereafter.

9th – **Greater Telepathy**: The range of your **telepathy** ability increases to 120 feet. In addition, you automatically know the location of any creature with an Intelligence of 0 or higher within half the maximum range of your telepathy. Unlike abilities like **blindsight**, the Stealth skill does not prevent you from learning the location of creatures in this way.

12th – **Fragmented Mind**: You gain a +2 bonus to Mental defense. In addition, you can maintain mental channels with up to 5 creatures at once with your telepathy. You can send separate thoughts to each creature.

15th – **Greater Read Mind**: On a **critical hit** with your *read mind* ability, you can delve through the target's mind to answer a specific question. You can pose a question to it mentally and search its mind to know the exact answer to that question. This takes five rounds of continuous concentration, and you can only get answers to one such question each time you use this ability. The process of searching a creature's mind in this way is no

easier to notice than normal for a **Subtle** ability.

18th – **Supreme Telepathy**: The range of your **telepathy** ability increases to 240 feet. In addition, you can see perfectly any creature with an Intelligence of 0 or higher within half the maximum range of your telepathy. Unlike abilities like **blindsight**, the Stealth skill does not prevent you from seeing creatures in this way.

21st – **Mental Domination**: Whenever a creature **stunned** (*-4 defenses*) by your *mental assault* ability reaches 0 hit points, you can **attune** to this ability. When you do, that creature becomes **dominated** (*must obey commands*) by you as long as you maintain that attunement. As normal, you can only maintain one instance of this attunement at a time.

Toughness [General]

Prerequisite: Constitution 1.

1st – **Fortified Body**: You gain a +2 bonus to Fortitude defense. In addition, you can sleep while you have **encumbrance** without penalty (see Encumbrance, page ??).

3rd – **Durability**: You gain a +4 bonus to your maximum **hit points**.

6th – **Sleepless**: You need half the normal amount of rest and sleep each day to function normally. For example, a human would only need four hours of sleep per night. This does not reduce the time required for you to take a **long rest**.

6th – **Unwavering**: You are immune to being **dazed** (*-2 defenses*).

9th – **Greater Fortified Body**: The defense bonus from your *fortified body* ability increases to +3.

12th – **Greater Durability**: The bonus from your *durability* ability increases to be equal to your level.

15th – **Greater Sleepless**: The amount of rest and sleep you need each day is reduced to a quarter of the normal value. For example, a human would only need two hours of sleep per night.

15th – **Greater Unwavering**: You are immune to being **stunned** (*-4 defenses*).

18th – **Greater Fortified Body**: The defense bonus from your *fortified body* ability increases to +4.

21st – **Supreme Durability**: The bonus from your *durability* ability increases to twice your level.

Twinhand Spellcaster [Casting, Magical]

Prerequisite: Dexterity 1.

1st – **Twinhand Precision**: You can always choose to use **somatic components** to cast your spells (see Casting Components, page ??). As long as you have two **free hands**, you gain a +1 **accuracy** bonus with spells that you cast using **somatic components**.

3rd – **Freehand Implement**: You can gain the benefits of one magical implement, such as a staff or wand, without having to hold it in your hands. You must still have it on your person, such as in a pocket or strapped to your back, and you must still be attuned to it to gain its benefits. This ability only affects one

implement at a time. In addition, if your legacy item is an apparel item, you may choose both apparel and implement magic item effects for it.

6th – **Double Spell**: You can use the *double spell* ability as a **standard action**.

Double Spell

You can only use this ability if you have two **free hands**.

Choose two spells that you know which do not have the **Sustain** or **Attune** tags. You cast both spells simultaneously, one with each hand. This gives the spells **somatic components**, regardless of any other effects which would normally prevent you from requiring somatic components. Both spells must affect completely different targets, with no overlap between their targets or areas (if any).

After you use this ability, you are unable to take any actions during the following round.

9th – **Greater Twinhand Precision**: The bonus from your *twinhand precision* ability increases to +2.

12th – **Greater Double Spell**: Using your *double spell* ability does not prevent you from acting during the **movement phase** of the following round.

15th – **Greater Freehand Implement**: You can use your *freehand implement* ability to affect an additional implement. In addition, you gain an additional **attunement point**. You can only use this attunement point to **attune** to magic implements.

18th – **Supreme Twinhand Precision**: The bonus from your *twinhand precision* ability increases to +3.

21st – **Supreme Double Spell**: Using your *double spell* ability does not prevent you from taking **minor actions** during the following round.

Two-Weapon Fighting [Combat]

Prerequisite: Dexterity 2.

1st – **Offhand Freedom**: You can use the *offhand strike* ability as a **free action** instead of as a **minor action**. However, you cannot use the *offhand strike* ability more than once per round. In addition, you can use the *offhand strike* ability during any phase that you take a **standard action**, regardless of whether that standard action causes you to make a **strike**.

3rd – **Offhand Force**: You gain a +1d damage bonus with the *offhand strike* ability.

6th – **Dual Precision**: You gain a +1 bonus to **accuracy** with **strikes** while you wield two weapons.

9th – **Greater Offhand Force**: The bonus from your *offhand force* ability increases to +2d.

12th – **Greater Offhand Freedom**: When you use your *offhand strike* ability, you treat all other weapons you attack with during that phase as being light for the purpose of determining your accuracy penalties. In addition, you may add half your **power** to damage with the **strike** from your *offhand strike* ability if it is the only **strike** you make during that phase.

15th – **Supreme Offhand Force**: The bonus from your *off-*

hand force ability increases to +3d.

18th – **Greater Dual Precision:** The bonus from your *dual precision* ability increases to +2.

21st – **Offhand Flurry:** You can use the *offhand strike* ability twice per round.

Weapon Focus [Combat]

1st – **Focused Weapon:** Choose one type of weapon, such as a broadsword. This is your focused weapon, and many abilities from this feat give you benefits with your focused weapon.

1st – **Perfect Strike:** You can use the *perfect strike* ability as a standard action.

Perfect Strike

Make a **strike** using your focused weapon. You gain your choice of either a +1 accuracy bonus or a +2 damage bonus with the strike.

Level 6: The accuracy bonus increases to +2, and the damage bonus increases to +4.

Level 12: The accuracy bonus increases to +3, and the damage bonus increases to +8.

Level 18: The accuracy bonus increases to +4, and the damage bonus increases to +16.

3rd – **Firm Grip:** Your focused weapon is considered to be well-secured whenever you want it to be, making it difficult or impossible for you to be disarmed.

6th – **Focused Power:** You gain a +2 bonus to **power** with attacks using your focused weapon.

9th – **Focused Precision:** You gain a +1 bonus to **accuracy** with attacks using your focused weapon.

12th – **Greater Focused Power:** The bonus from your *focused power* ability increases to +4.

15th – **Greater Focused Precision:** The bonus from your *focused precision* ability increases to +2.

18th – **Supreme Focused Power:** The bonus from your *focused power* ability increases to +8.

21st – **Supreme Focused Precision:** The bonus from your *focused precision* ability increases to +3.

Whirlwind Warrior [Combat]

Prerequisite: Dexterity 1.

1st – **Cyclone:** You can use the *cyclone* ability as a standard action.

Cyclone

Sustain (standard)

When you use this ability, make a melee **strike** with a slashing weapon. Your **power** with the strike is halved. The strike targets any number of creatures adjacent to you. Whenever you sustain this ability, you can move up to half your speed and make a melee **strike** with a slashing weapon. The strike targets any number of creatures adjacent to you at any point during your movement.

Level 6: You gain a +2 damage bonus with the strike.

Level 12: The damage bonus increases to +4.

Level 18: The damage bonus increases to +8.

3rd – **Unfettered Movement:** During each phase, you may move through one creature's space during movement. You treat its space as **difficult terrain**. After moving through that creature's space, other creatures block you as normal for the remainder of your movement. Certain unusual creatures that occupy their entire space, such as gelatinous cubes, may be immune to this ability. If you end your movement in a creature's space with this ability, you and that creature are **squeezing** (–2 *accuracy, Armor, and Ref*) if you are no more than one size category larger or smaller than it.

6th – **Windrush:** You gain a +5 foot bonus to your speed with all of your **movement modes**.

9th – **Eye of the Storm:** You reduce your penalties for **squeezing** (–2 *accuracy, Armor, and Ref*) with other creatures by 1, and your movement speed is not reduced while squeezing with other creatures. This does not reduce your penalties for squeezing in tight spaces.

12th – **Greater Unfettered Movement:** Using your *unfettered movement* ability does not cause you to treat spaces occupied by creatures as difficult terrain.

15th – **Greater Windrush:** The bonus from your *windrush* ability increases to +10 feet.

18th – **Greater Eye of the Storm:** You take no penalties for squeezing with other creatures.

21st – **Supreme Unfettered Movement:** You may move through any number of creatures with your *unfettered movement* ability.

Other Feat Rules

Retraining Feats

At every level, you can choose to retrain an old feat in exchange for a new feat.

Chapter 2

Optional Rules

Attributes

Other Methods of Attribute Generation

Point buy offers the fairest and most customizable system for determining attribute scores, ensuring that players can be almost any character they want to be. However, some groups may wish to determine attribute scores differently. Other options are provided below.

Simple Random Point Buy

With this method, you have only a small degree of control over your attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your attribute scores start at 0, and you get 10 points to distribute among your attribute scores. However, you do not have full control over how to distribute those points.

For each attribute, starting with the attributes you care about most, roll 1d8. You spend that many points on that attribute, ignoring any extra points that can't be spent. For example, if you roll a 4, you spend 3 points on the attribute, causing you to start with a 2. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next attribute.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase the starting value of any individual attribute by more than 1 during this stage. If any of your attributes start as a 0, you may choose to lower them to gain the normal benefits from having low attributes (see Attribute Penalties, page ??).

To further limit your character creation options, you may choose to randomize the order in which you roll your attributes instead of rolling them in an order of your choice.

Smoothed Random Point Buy

This method functions like the Simple Random Point Buy method, except that the resulting attribute values have a smoother distribution, and you can randomly end up with attribute penalties.

For each attribute, starting with the attributes you care about most, roll 4d6. Then, remove any one of the rolls after seeing the

results. Sum the results of the remaining three dice and spend the appropriate number of attribute points as indicated in Table 2.1: Smoothed Random Point Buy Results. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase the starting value of any individual attribute by more than 1 during this stage.

To further limit your character creation options, you may choose to randomize the order in which you roll your attributes instead of rolling them in an order of your choice.

Table 2.1: Smoothed Random Point Buy Results

Roll	Base Attribute	Point Cost
3-4	-2	0 ¹
5-6	-1	0 ²
7-8	0	0
9-10	1	1
11-12	2	2
13-15	3	4
16-18	4	6

1 You gain one **insight point**.

2 You gain an additional **trained skill**.

Classic Hardcore

This method is completely random and can generate very over-powered or underpowered characters. It represents the unfairness of the world, where some people are just better or worse than others. For each attribute, roll 2d6, take the average (rounded down), and subtract 2. If you roll a 1 on both dice, treat the average as a 0. The result is your base value for that attribute.

Epic Fate

After 21st level, characters no longer gain levels normally. However, they can still increase their personal power as they make progress towards their ultimate fate.

When you reach 21st level, you may choose an epic fate that

you qualify for, or you may delay choosing until you meet the prerequisites for your desired fate. You do not start with any ranks in your chosen epic fate. Each epic fate specifies ways that you can make progress towards that epic fate. Whenever you make dramatic progress towards your epic fate, your rank in that epic fate may increase, at the discretion of the Game Master.

None of the epic fate abilities have a tag to indicate that they are **magical** abilities. Many of them are not fundamentally **mundane** in nature, but they are beyond normal magic, and effects like an *antimagic field* cannot interact with or suppress them.

Artificial Immortality

You have sought out strange magical power in search of a way to artificially prolong your life. As your power grows, you become increasingly able to resist death and return from it. Eventually, you will transcend death entirely.

Prerequisites: You must perform a series of rituals to prepare yourself for immortality, at least one of which must be rank 7 or higher. There are many kinds of immortality that you can pursue with this epic fate, and the exact nature of the rituals will change depending on the type of immortality you pursue. For example, you can have a phylactery regenerate a new body for you like a lich, you can create clones of yourself that you inhabit if your first body dies, or you can modify your body to regenerate after death from mortal wounds. This immortality may change your base species, such as if you become a lich or move your body into a flesh golem. If it does, you retain all benefits and modifiers from your original species other than size and gain the effects of the new species in addition.

Progression: You must discover powerful new magic rituals that support your particular form of immortality. This generally requires exploring sites of ancient magic, gaining favor with powerful creatures who have relevant knowledge or abilities, and independent experimentation based on your findings.

Artificial Immortality Ranks

Rank 1 – Life After Death: If you die from any cause other than old age, you resurrect according to nature of your chosen immortality. Your specific form of immortality determines where you return, such as at the site of your death, at the current location of your corpse, or in an entirely separate location. The timing of your resurrection may also differ based on your immortality, but you cannot complete your resurrection sooner than one day after the time of your death. After you resurrect in this way, this ability does not function for one week, allowing you to be killed normally.

Rank 2 – Death Familiarity: You become so familiar with the trauma of injury and death that your body adapts to it. You gain a +2 bonus to vital rolls. In addition, you cannot gain more than two vital wounds from a single damage roll, regardless of the amount of damage you take.

Rank 3 – Artificial Life: Whenever you resurrect with your *life after death* ability, your new body gains a +1 bonus to

Strength, Dexterity, and Constitution. This bonus does not stack if you resurrect multiple times. In addition, that resurrection functions even if the cause of your death was old age, and you can control the physical age of your new body.

Rank 4 – Deathcaller: You are deeply familiar with death, and know how to most effectively inflict it on others. Whenever you inflict a **vital wound** on a living creature, you may kill that creature outright.

Rank 5 – True Immortality: You become fully immortal. There is no time limit after the resurrection from your *life after death* ability where you become vulnerable to a true death. In addition, the resurrection can complete as quickly as the end of the next round after your death. If a physical component limits your immortality, such as a phylactery, it can no longer be damaged or destroyed without the direct intervention of a rank 5 Slayer.

Deity

People have begun to worship you, putting you on the path to become a deity. As your followers grow, you become capable of ever greater miraculous acts, and you can grant your followers some of your power. Eventually, you ascend into the pantheon of gods.

Prerequisites: You must have at least a hundred sentient worshippers to choose this epic fate. In addition, you must not have any cleric archetypes.

Progression: To progress towards this epic fate, you must gain a significant number of additional worshippers. In general, you must at least double your worshippers to progress towards each new rank of this fate, though this can vary widely. Having worshippers among many different places is more valuable than converting an isolated group to worship you, though both are helpful.

Deity Ranks

Rank 1 – Domain Influence: Choose a cleric domain. You gain all abilities from that domain except for its mastery ability. In addition, your worshippers become eligible to gain cleric archetypes, though they cannot exceed a maximum rank in those archetypes of twice your rank in this epic fate (to a maximum of 8). This does not grant additional archetypes to worshippers who have already chosen their three archetypes, and is usually only relevant to NPC worshippers.

Rank 2 – Prayers: You hear all prayers directed to you. Once per week, you can teleport yourself and up to ten **allies** any distance within the same plane as a **standard action**. Your destination must either be a worshipper actively praying to you or a holy place dedicated to you. In addition, choose a second cleric domain. You gain all abilities from that domain except for its mastery ability.

Rank 3 – Domain Mastery: Choose a third cleric domain. You gain all abilities from that domain. In addition, you gain the mastery ability from the domains you chose with your *domain influence* and *prayers* abilities.

Rank 4 – Demigod: You become a demigod. You no longer age normally, and you cannot die from old age. You become a **planeforged** native to an Aligned Plane matching your alignment (see Planes, page ??). While you are on that plane, you can teleport to any plane with your *prayers* ability from this epic fate. In addition, you can use that teleportation ability once per hour instead of once per week.

Rank 5 – Deification: You become a deity. You are transported to an Aligned Plane matching your alignment, and you gain divine dominion over an amount of territory in that plane. While you are in your territory, you can freely reshape your territory with a thought to match your desires, and you are immune to all damage and **conditions**.

Regardless of which plane you are on, you can teleport to anywhere within your home plane as a **standard action**. In addition, there is no limit on the number of times you can teleport with your *prayers* ability from this epic fate.

Hero of Legend

You are widely known as a hero, rescuing those in need. As your deeds of heroism spread, you gain abilities to help you protect others. Although you will eventually die, your legend will live on, inspiring others to save people as you did.

Prerequisites: You must be publicly known to be involved with saving at least one major country or similarly large group of people from some sort of disaster to choose this epic fate. In addition, you must have a Willpower of at least 1.

Progression: To progress towards this epic fate, you must publicly contribute to saving large numbers of people from death or other major disasters in a way that builds your reputation.

Hero of Legend Ranks

Rank 1 – Heroic Intervention: At the start of each phase, you may choose an **ally** adjacent to you. Whenever that creature would be the target of an attack that phase, you are targeted by that attack instead. If the attack would have targeted both you and that ally, the attack only targets you once, not twice.

Rank 2 – Unstoppable Hero: You gain a +4 bonus to all defenses, and you gain a +50 bonus to your maximum **hit points**. In addition, you gain a +20 foot bonus to your speed with all of your **movement modes**.

Rank 3 – Sheltering Aura: Your *heroic intervention* ability from this epic fate affects any number of **allies** within a Medium (30 ft.) radius **emanation** from you. Whenever an affected ally is attacked, you teleport into an empty space next to that creature, or into its space if no empty space is available. If multiple allies are attacked simultaneously, you can choose where you end up at the end of the series of teleportations.

Rank 4 – Inspiring Hero: The area of your *heroic intervention* ability increases to a Gargantuan (240 ft.) radius **emanation**. In addition, each creature with a mind affected by that ability is so inspired by your example that it gains a +1 bonus to its Willpower permanently. This bonus does not stack.

Rank 5 – Answer the Call: You gain an intuitive sense for

when people need your aid. Whenever someone on the same plane as you is in danger, you are aware of the existence of that danger. You can sense the general category of danger (fire, combat, drowning, etc.) and a very approximate direction and distance. This generally allows you to sense if a large number of people are in danger from the same thing. As a **standard action**, you can teleport any distance within that plane to reach a person in danger.

Slayer

You are widely known as a killer of legendary skill. As your body count increases, you gain abilities to help you track down and kill increasingly powerful foes. Eventually, your powers threaten the gods themselves, allowing you a unique ability to transcend death.

Prerequisites: You must be publicly known to be involved with slaying at least one creature with a challenge rating of 4 and a level of at least 21.

Progression: To progress towards this epic fate, you must publicly contribute to slaying increasingly dangerous and fearsome foes in a way that builds your reputation.

Slayer Ranks

Rank 1 – Lethality: You gain a +4 bonus to **power**. In addition, whenever you would inflict any number of **vital wounds** on a creature, you may inflict twice that many vital wounds.

Rank 2 – Precision Killer: You gain a +4 bonus to **accuracy**. In addition, you can inflict **critical hits** on creatures that would otherwise be immune to critical hits from you due to their size or body structure.

Rank 3 – Mark of the Slayer: As a **standard action**, you can choose to mark any creature you can unambiguously identify. This includes any creature you can see, as well as any creature you know the name of and can differentiate from other similar creatures. You can only mark one creature at a time, and applying a new mark replaces any previous mark. You cannot use this ability to replace a mark that is less than a week old if the recipient of the previous mark still lives.

This mark is visible on the creature's body with a design that is recognizably yours. It appears on top of any clothing or other attempt to conceal it, even if the creature is invisible. Anyone can recognize the significance of the mark with a **difficulty value** 15 Knowledge (arcana or local) check, and creatures that understand the significance of the mark may refuse to give your target aid of any kind to avoid risking your wrath.

You know the exact distance and direction to any creature you have marked with this ability that is on the same plane as you. As a **standard action**, you can create a **scrying sensor** adjacent to them that you can see and hear through. The sensor lasts as long as you **sustain** it as a **free action**. It moves to stay adjacent to the target, regardless of its speed.

Rank 4 – Slayer's Journey: As a **standard action**, you can **teleport** yourself and up to ten **allies** any distance within the same plane to the location of a creature affected by your **mark**

of the *slayer* ability from this epic fate. You cannot precisely choose the destination of this ability, and it does not leave you immediately adjacent to the marked creature. Generally, it leaves you just outside any sort of fortress or defenses the marked creature has constructed. After you use this ability, you cannot use it to travel to the same creature for a day. This does not limit your ability to travel to a different creature if you mark a different creature.

Rank 5 – Godslayer: Your attacks ignore most forms of general immunity. This does not help you ignore specific immunities, such as fire elemental's immunity to fire damage. However, you can destroy artifacts and even inflict damage and conditions on deities in their divine dominion. As a result, even deities fear to interfere with you directly. If you ever die, you can generally threaten or fight your way past any planar guardians to leave your afterlife whenever you want. After you do this once, you become a **planeformed** native to your afterlife plane, since your new body is formed from the raw material of that plane (see Planes, page ??).

Uncommon Species

Animal Hybrid

Animal hybrids are humanoid creatures that are a combination of humans and animals. The abilities of an animal hybrid depend on the type of animal it is based on.

Size: Medium.

Attributes: No change.

Special Abilities: As the original animal.

Automatic Languages: Common and any one **common language** (see Table ??; Common Languages, page ??).

Sample Animal Hybrids

Hybrid Shark:

Special Abilities:

- **Bloodscent:** A hybrid shark has the scent ability (see Scent, page ??). In addition, it gains a +10 bonus to Awareness checks to detect blood.
- **Bite:** A hybrid shark's mouth is elongated, which it can use as a bite attack (see Natural Weapons, page ??). A hybrid shark's bite deals 1d6 damage.
- **Swim Speed:** A hybrid shark has a swim speed equal to the base speed for its size.

Hybrid Wolf:

Special Abilities:

- **Scent:** A hybrid wolf has the scent ability (see Scent, page ??).
- **Bite:** A hybrid wolf's mouth is elongated, which it can use as a bite attack (see Natural Weapons, page ??). A hybrid wolf's bite deals 1d6 damage.
- **Low-light Vision:** A hybrid wolf has **low-light vision**, allowing it to see clearly in **shadowy illumination** (see Low-

light Vision, page ??).

Awakened Animal

Awakened animals are animals that have been granted sentience by the *awaken* ritual. The abilities of an awakened animal depend on the type of animal it is.

Size: Small or Medium, as original animal.

Attributes: The attributes of an awakened animal depend on its size.

Medium: No change.

Small: -2 Strength, +1 Dexterity.

Special Abilities: As the original animal.

Automatic Languages: Common.

Sample Awakened Animals

Cat:

Size: Small. This gives a cat a 20 foot **base speed** and a +5 bonus to the Stealth skill, among other effects (see Size Categories, page ??).

Attributes: -2 Strength, +1 Dexterity

Special Abilities:

- **Claws:** A cat's paws end in claws, which it can use to attack (see Natural Weapons, page ??). A cat's claws do 1d4 damage.
- **Low-light Vision:** A cat has **low-light vision**, allowing it to see clearly in **shadowy illumination** (see Low-light Vision, page ??).
- **Scent:** A cat has the scent ability (see Scent, page ??).

Changeling

Size: Medium.

Attributes: No change.

Special Abilities:

- **Alter Shape:** A changeling can alter its physical form in minor ways. As a standard action, a changeling can make a Disguise check with a +10 bonus to alter its body. This ability does not alter the changeling's equipment, which may give away its identity unless disguised normally. This is a **magical** ability.

Bonus Languages: Any.

Automatic Languages: Common, any two **common languages**.

Dragon

Ancient dragons are magical creatures of immense power and wisdom, and are far more powerful than any ordinary character of the same level. However, young dragons can be played as characters, though their unique abilities do pose unique challenges.

Size: Small. This gives a dragon a 20 foot **base speed** and a +5 bonus to the Stealth skill, among other effects (see Size Categories, page ??).

Attributes: -2 Strength, +1 Dexterity.

Special Abilities:

- **Dragon Archetype:** You only gain two class archetypes instead of three. Instead, you treat the Dragon archetype as one of your archetypes, and you gain ranks in it just like you gain ranks in class archetypes.

Automatic Languages: Common, Draconic, any one **common language**.

Dragon Archetype

Rank 0 – Draconic Senses

You have **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page ??). In addition, you gain **low-light vision**, allowing you to see clearly in **shadowy illumination** (see Low-light Vision, page ??).

Rank 0 – Draconic Weapons

You have a bite natural weapon and two claw natural weapons. For details, see Natural Weapons, page ??.

Rank 0 – Draconic Wings

You gain scaly wings that sprout from your back. These wings grant you a glide speed equal to the **base speed** for your size (see Gliding, page ??). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

Rank 0 – Dragon Type

Choose a type of dragon from among the dragons on Table 1.2: Dragon Types. You are that type of dragon. You are immune to the damage type dealt by that dragon's breath weapon.

Rank 0 – Limited Equipment

A dragon's claws are not able to effectively wield shields or manufactured weapons. They can wear armor, but it is treated as barding instead of normal armor, increasing its cost. In general, dragon-fitted barding is rare or nonexistent even in large cities, so a dragon's armor must usually be created specifically for them.

Rank 1 – Draconic Breath

You can use the *breath weapon* ability as a **standard action**.

Breath Weapon

Make an attack vs. Reflex against everything in the area defined by your dragon type (see Table 1.2: Dragon Types). After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes damage equal to 1d8 plus half your **power**. The damage type is defined by your dragon type.

Rank 2: The damage increases to 1d10. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Large (60 ft.), 5 ft. wide line. A cone breath weapon becomes a Medium (30 ft.) cone.

Rank 3: The damage increases to 2d6.

Rank 4: The damage increases to 2d8. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Huge (120 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (60 ft.) cone.

Rank 5: The damage increases to 2d10.

Rank 6: The damage increases to 4d6. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Gargantuan (240 ft.), 15 ft. wide line. A cone breath weapon becomes a Huge (120 ft.) cone.

Rank 7: The damage increases to 4d8.

Rank 2 – Draconic Flight (Magical)

Your wings grow larger, granting you a limited ability to fly. You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 15 feet (see Flying, page ??). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Rank 3 – Draconic Bulk

Your size category increases to Medium. This increases the **base speed** for your size. You reduce your Dexterity by 1 and increase your Strength by 2. In addition, you gain a +2 bonus to your **power** with all abilities.

Rank 4 – Draconic Body

You gain a +1 bonus to Armor defense. In addition, you gain a +1d damage bonus with all **natural weapons**.

Rank 5 – Greater Draconic Flight

The maximum height from your *draconic flight* ability increases to 60 feet. In addition, you gain a +10 foot bonus to your fly speed with that ability.

Rank 6 – Greater Draconic Bulk

Your size category increases to Large. The speed bonus from your *draconic bulk* ability increases to +20 feet, the attribute modifiers to Dexterity and Strength increase to -2 and +3 respectively, and the power bonus increases to +6. You gain a slam natural weapon, except that it also has the Sweeping (1) **weapon tag** (see Natural Weapons, page ??). In addition, you gain a +30 foot bonus to your fly speed with your *draconic flight* ability, but your maneuverability drops to poor maneuverability (see Flying Maneuverability, page ??).

Rank 7 – Greater Draconic Body

The defense bonus from your *draconic body* ability increases to +2. In addition, the damage bonus increases to +2d.

Basic Class Abilities

If you choose dragon as your base class, you gain the following abilities.

Power

Your automatic bonus to power based on your rank in this archetype is the same as a fighter (see Class-Based Power Bonuses, page ??).

Defenses

You gain the following bonuses to your **defenses**: +7 Fortitude, +3 Reflex, +5 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page ??).
- A **fatigue tolerance** equal to 3 + your Constitution + half your Willpower. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page ??).
- A number of **insight points** equal to 1 + your Intelligence. You can spend insight points to gain additional abilities (see Insight Points, page ??).
- Five **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page ??).

Weapon Proficiencies

You are not proficient with any weapon groups, even simple weapons. You are still proficient with your natural weapons.

Armor Proficiencies

You are proficient with light and medium armor. Armor shaped appropriately for dragons can be hard to find, and may need to be crafted individually for the dragon.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Knowledge (arcana), Medicine.
- *Perception*: Awareness, Creature Handling, Social Insight, Survival.
- *Other*: Deception, Intimidate, Persuasion.

Drakkenfel

A drakkenfel is created when a dragon's scales are removed while the dragon still lives. The scales retain much of the dragon's power, and without them, the dragon is cursed to continue its life as a diminished, mortal creature. Drakkenfel are extremely rare, as there are few who are powerful enough to subdue a dragon to extract its scales – and fewer still who would dare to do so, knowing that they would earn the eternal enmity of dragonkind.

Physically, a drakkenfel resembles a wyrmling dragon, except that it is completely scaleless. Its skin is leathery and rough, and some drakkenfel bear scars from the ritual that removed their scales. Most drakkenfel retain tatters of their wings, but they are always nonfunctional.

Size: Small. This gives a drakkenfel a 20 foot **base speed** and a +5 bonus to the Stealth skill, among other effects (see Size Categories, page ??).

Attributes: –2 Strength, either +1 Dexterity or +1 Constitution.

Special Abilities:

- *Bite*: A drakkenfel's mouth can be used to bite (see Natural Weapons, page ??). A drakkenfel's bite attack deals 1d6 damage.
- *Draconic Essence*: Each drakkenfel was once a type of dragon. When creating a drakkenfel, choose which type of dragon it used to be. This is inherent to the drakkenfel, and cannot be changed. A list of dragons and their associated energy type is given on Table 1.2: Dragon Types, page 12.
- *Damage Tolerance*: A drakkenfel is **impervious** to damage of the type associated with its *draconic essence*.
- *Low-light Vision*: Drakkenfel have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page ??).
- *Sleeping Dragon*: If a drakkenfel recovers its stolen scales, it immediately becomes a dragon again. Its statistics become identical to its statistics before losing its scales, including level.

Automatic Languages: Common, Draconic, any one **common language**.

Drow

Drow are an offshoot group of elves that live deep underground. The deep caves are a far harsher environment than the surface world. Resources are scarce, and dangerous monsters are far more common. In order to survive, drow were forced to adopt a variety of practices condemned by surface civilizations. The most notorious are their frequent use of poison, their refusal to take prisoners, their willingness to eat any non-drow creatures they kill, even sentient creatures. In addition, drow society tends to reward selfishness and ambition more explicitly than surface civilizations, and the vast majority of drow are evil.

When drow find opportunities to reach the surface world, they seek to conquer territory for themselves, usually with great violence. They have always been defeated and banished back to

their caves, but surface civilizations still remember the danger that drow pose. Even more so than tieflings or orcs, who are already viewed with suspicion, drow are anathema in almost any civilized society. Drow who escape the deep caves are more likely to find a peaceful existence on other planes that do not fear an underground invasion.

Size: Medium.

Attributes: -1 Constitution, +1 Dexterity

Special Abilities:

- *Darkvision:* Drow have **darkvision** with a 120 foot range, allowing them to see in complete darkness (see Darkvision, page ??).
- *Deep Darkness* [Magical]: A drow can use the *deep darkness* ability as a **standard action**.

Deep Darkness

Sustain (minor)

Target: One **zone** within Medium (60 ft.) range

You can choose this ability's radius, up to a maximum of a Medium (30 ft.) radius. Light within or passing through the area is dimmed to be no brighter than **shadowy illumination**. Any object or effect which blocks light also blocks this spell's effect.

- *Drow Prejudice:* Almost all surface-dwellers have negative associations with drow. Drow have an Opposition relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page ??). People in some locations, such as deep underground, do not have this attitude.
- *Keen Senses:* Drow gain a +2 bonus to the Awareness skill (see Awareness, page ??).
- *Poison Tolerance:* Drow are **impervious** to poison.
- *Sensitive Eyes:* Drow take a -2 penalty to **accuracy** while they are in **bright illumination**. This penalty is doubled while they are in **brilliant illumination**.
- *Trance:* Drow do not sleep, and are immune to **magical** effects that would cause them to sleep. Instead of sleeping, drow can trance for 4 hours. An elf in trance may make Perception-based checks at a -5 penalty. Drow must still avoid strenuous activity for 8 hours to heal and gain other benefits of taking a **long rest**.

Automatic Languages: Common, Elven, Undercommon

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, -1 Dexterity.

Speed: 25 feet.

Special Abilities:

- *Ingrain:* A dryaidi use the *ingrain* ability as a standard action.

Ingrain

The dryaidi's land speed becomes 5 feet, regardless of any modifiers that normally apply. It gains a +4 bonus to Fortitude defense and a +1 bonus to Armor defense. When moving, it may ignore **difficult terrain** of any kind. If the dryaidi takes a **long rest** while this ability is active, it acquires nutrients sufficient to replace a day's worth of food and water.

This ability lasts until the dryaidi ends it as a standard action.

- *Photosynthesis:* While in sunlight, a dryaidi gains a +5 foot bonus to its land speed.
- *Plant Nature:* A dryaidi is considered both a creature and a plant.
- *Unhurried and Unfaltering:* Dryaidi have a -10 penalty to their **land speed**. However, wearing medium or heavy **body armor** does not reduce a dryaidi's movement speed (see Armor Usage Classes, page ??).

Automatic Languages: Common, Sylvan.

Eladrin

Size: Medium.

Attributes: -1 Constitution, either +1 Dexterity or +1 Willpower

Special Abilities:

- *Fae Step:* As a standard action, you can use the *fae step* ability.

Fae Step

You **teleport** into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If the destination is invalid, this ability fails with no effect.

This ability improves based on your rank in your highest-rank archetype.

Rank 3: The range increases to Medium (60 ft.) range.

Rank 5: The range increases to Long (120 ft.) range.

Rank 7: The range increases to Distant (240 ft.) range.

- *Fae Season:* Eladrin respond strongly to their emotions, and change their abilities based on the season they currently represent. An eladrin must choose one of the following seasons when it finishes a **short rest**. The chosen season lasts until it changes to a different season.

Spring: +1 bonus to Mental defense, -1 penalty to Fortitude defense. Eladrin expressing the spring season are filled with the joy of a new year. However, they are also visibly thinner and more frail, as if recovering from a long winter.

Summer: +1 bonus to Fortitude defense, -1 penalty to Reflex defense. Eladrin expressing the summer season are visibly hearty and a little more plump. However, they also move with all the alacrity of a long summer day.

Autumn: +1 bonus to all checks, -1 penalty to

accuracy. Eladrin expressing the autumn season embody the spirit of the harvest. They are filled with goodwill towards all creatures, and prefer finding peaceful solutions to problems. Their bodies tend to be firm and toned, reflecting the hard work required to prepare for the winter.

Winter: +1 bonus to **vital rolls**, -1 penalty to Mental defense. Eladrin expressing the winter season are prepared for the worst. They tend to be dour and pessimistic, but they press on despite the certainty of doom.

- **Low-light Vision:** Eladrin have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page ??).
- **Trance:** Eladrin do not sleep, and are immune to **magical** effects that would cause them to sleep. Instead of sleeping, eladrin can trance for 4 hours. An eladrin in trance may make Perception-based checks at a -5 penalty. Eladrin must still avoid strenuous activity for 8 hours to heal and gain other benefits of taking a **long rest**.

Species Feat Options:

Automatic Languages: Common, Sylvan, and any one **common language** (see Table ??: Common Languages, page ??).

Kit

Kit are humanoid creatures that have noticeable foxlike characteristics. They are descended from natural fox spirits. All kit have at least one tail, and some have multiple tails. Their tails are distinctly fluffy and fox-like, and most kit put effort into concealing their tails to avoid revealing their true nature.

Size: Medium.

Attributes: No change.

Special Abilities:

- **Foxlike Agility:** Kit gain a +2 bonus to the Balance and Stealth skills.
- **Illusory Guise:** As a standard action, a kit can magically disguise its physical appearance in minor ways. This functions like the *disguise creature* ability with a +4 bonus, except that a kit cannot change the appearance of its equipment, creature type, or number of limbs, including any tails it may have (see *Disguise Creature*, page ??). This is a **magical** ability. It lasts until the kit **dismisses** it as a free action or uses this ability again.
- **Instinctive Trickster:** Kit gain a +2 bonus to the Deception and Social Insight skills.
- **Low-light Vision:** Kit have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page ??).

Automatic Languages: Common, any one **common language**.

Naiadi

Naiadi are humanoid creatures descended from naiads. Most naiadi are unusually physically appealing, but show no other

outward signs of their heritage.

Size: Medium.

Attributes: No change.

Special Abilities:

- **Create Water:** A naiadi can cast the *create water* cantrip. When they do so, they do not require verbal or somatic **casting components**, and their spellcasting rank is considered to be equal to their rank in their highest rank archetype. If they would already know that cantrip through the Aquamancy sphere, the volume of water created with the cantrip doubles.
- **Enchanting Appearance:** A naiadi gains a +2 bonus to the Creature Handling, Perform, and Persuasion skills.
- **Low-light Vision:** Naiadi have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page ??).
- **Naiadi Archetype:** You may choose three class archetypes, as normal. However, you may choose the Naiadi archetype in place of one of your class archetypes. If you do, you gain ranks in it just like you gain ranks in class archetypes. You cannot choose naiadi as your base class.
- **Water Affinity:** A naiadi has a **swim speed** equal to the **base speed** for their size. In addition, they can breathe clean water like a human breathes air.

Automatic Languages: Common, Sylvan, any one **common language**.

Naiadi Archetype

Rank 0 – Greater Enchanting Appearance

The bonuses from your *enchanting appearance* species ability increase to +4.

Rank 1 – Water Bond (Magical)

You can form a bond with a fresh stream, lake, or other Gargantuan or larger body of fresh water (not salt water). Forming a bond or severing a bond takes one week of meditation and ritual, periodically interrupted by rest. Forming a bond also requires asking permission from the water. Any individual body of water can only be bonded to one naiad or naiadi in this way.

As long as your bonded water remains clean, pure, and large enough to be a valid subject of bonding, you gain a +1 bonus to Mental defense, a +1 bonus to your **power**, and a bonus equal to twice your rank in this archetype to your **hit points**. If your bonded water becomes contaminated or shrinks below the minimum size, these bonuses are inverted into penalties until you sever the bond. You can passively observe the general health and status of water you are bonded to, including knowing when significant pollutants enter the water and when the water grows or shrinks significantly.

Rank 2 – Fluidseeker

You gain a +1 bonus to **accuracy** against creatures significantly composed of water or watery fluids. This is true of almost all living creatures.

Rank 2 – Freshwater Fountain

The volume of water you can create with the *create water* cantrip increases by five times.

Rank 3 – Aqueous Form

You can cast the *aqueous form* spell. When you do, you do not require verbal or somatic **casting components**, and you use your rank in this archetype as your spellcasting rank. In addition, it does not reduce your **damage resistance**.

Rank 4 – Greater Water Bond

The bonuses from your *water bond* ability increase to +2 Mental defense, +2 power, and three times your rank in this archetype to your hit points.

Rank 5 – Greater Fluidseeker

The accuracy bonus from your *fluidseeker* ability increases to +2.

Rank 5 – Greater Freshwater Fountain

The multiplier from your *freshwater fountain* ability increases to twenty times the normal volume of water.

N

ai][6]Greater Aqueous Form When you cast the *aqueous form* spell, it does not have the **Attune** (self) tag. Instead, it lasts until you **dismiss** it as a **free action**.

Rank 7 – Supreme Water Bond

The bonuses from your *water bond* ability increase to +3 Mental defense, +4 power, and three times your rank in this archetype to your hit points.

Orc

Orcs are green-skinned humanoid creatures known for their strength and brutality.

Size: Medium.

Attributes: +1 starting Strength, -1 starting Intelligence.

Special Abilities:

- *Darkvision:* Orcs have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page ??).
- *Intimidating:* Orcs gain a +3 bonus to the Intimidate skill (see Intimidate, page ??).
- *Mighty:* You gain a +1 bonus to your Strength for the purpose of determining your **weight limits** (see Weight Limits, page ??).
- *Orcish Prejudice:* Most people have negative associations with orcs thanks to their violent and dangerous behavior. Orcs have an Acquaintance (negative) relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page ??). People in some locations, such as orcish tribes, do not have this attitude.

- *Powerful:* You gain a bonus equal to a quarter of your level (minimum 1) to your **power**.

Automatic Languages: Common, Orc.

Oozeborn

Oozeborn are sentient ooze creatures that have gained true sentience through a strange quirk of their birth. They are very rare to see in civilized lands, as most oozeborn lack the opportunity to discover more than the dark caves in which they were spawned. Since they often grow up without mentorship from any civilized creature, oozeborn tend to have odd mannerisms and a poor ability to mask their emotions, even after spending years in civilization. Old oozeborn may eventually adapt to societal norms and act perfectly natural, or they may abandon civilized company entirely.

The body of an oozeborn is amorphous, and they lack any identifiable internal organs. Their natural color depends on the nature of the ooze that spawned them, so green and gray are the most common colors. Adventuring oozeborn typically assume a bipedal shape for both practical and social convenience, but their natural shape is a loosely spherical blob. Unconscious oozeborn revert to their default state automatically, though some learn to maintain a semblance of cohesion while asleep.

Creature Type: Unlike most other playable species, oozeborn are considered animates instead of humanoids.

Size: Medium.

Attributes: -1 Intelligence, +1 Constitution.

Special Abilities:

- *Oozeborn Archetype:* You only gain two class archetypes instead of three. Instead, you treat the Oozeborn archetype as one of your archetypes, and you gain ranks in it just like you gain ranks in class archetypes.

Automatic Languages: Common.

Oozeborn Archetype**Rank 0 – Acid Tolerance**

You are **impervious** to acid damage.

Rank 0 – Amorphous Form

Your natural form is a loosely spherical blob. You have a -5 foot penalty to your **land speed**, but you gain a +5 bonus to the Flexibility skill (see Flexibility, page ??). You can use the *mold body* ability as a standard action to adopt a particular shape.

Mold Body**Sustain** (free)

You make a Disguise check to alter your appearance (see Disguise Creature, page ??). This physically changes your body to match the results of your disguise. You gain a +4 bonus on the check, and you ignore penalties for changing your gender, species, subtype, age, and number of limbs (up to 4). However, this effect is unable to alter your equipment in any way.

You can sustain this ability for any length of time without mental strain, ignoring the normal 5 minute limit.

Rank 0 – Compressible Body

You can compress your head and shoulders down to a minimum of a one inch radius, allowing you to squeeze through very small areas. Your clothing or armor is not compressed, so they may limit your ability to move through extremely narrow spaces.

Rank 0 – Darkvision

You have **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page ??).

Rank 1 – Acidic Body

You gain a slam **natural weapon**, which deals 1d10 damage and requires a free hand to use, except that it also has the Long **weapon tag** (see Natural Weapons, page ??). In addition, all damage you deal with natural weapons is acid damage in addition to its other types. This does not affect damage you deal with manufactured weapons.

Rank 1 – Poison Dissolution

You are **impervious** to poisons.

Rank 2 – Darkborn Senses

You gain **blindsense** with a 60 foot range, allowing you to sense your surroundings without light (see Blindsense, page ??). If you already have the blindsense ability, you increase its range by 60 feet. In addition, you gain **blindsight** with a 15 foot range, allowing you to see without light (see Blindsight, page ??). If you already have the blindsight ability, you increase its range by 15 feet.

Rank 2 – Ingest Object

You can use the *ingest object* ability as a standard action. This functions like the *absorb object* spell, except that you do not gain the ability to absorb objects that are larger than Medium size. Anything you absorb in this way takes a single point of **subdual** acid damage at the end of each round while it remains absorbed. This damage is insufficient to hurt most objects made from wood, stone, or metal, but it can destroy more fragile objects like paper or complex traps.

Rank 3 – Greater Amorphous Form

You gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Rank 3 – Greater Compressible Body

You reduce your penalties for **squeezing** (-2 *accuracy*, *Armor*, and *Ref*) by 1.

Rank 4 – Greater Acidic Body

You gain a +1d damage bonus with natural weapons.

Rank 4 – Acidic Apotheosis

You are **immune** to acid damage and poisons.

Rank 5 – Greater Darkborn Senses

The range of your **blindsense** increases by 60 feet. In addition, the range of your **blindsight** increases by 15 feet.

Rank 5 – Greater Ingest Object

The maximum number of objects you can absorb with your *ingest object* ability increases to 2. In addition, you may absorb **allies** with that ability in addition to unattended objects.

Rank 6 – Supreme Amorphous Form

The bonus from your *greater amorphous form* ability increases to +8. In addition, your *mold body* ability loses the **Sustain** (free) tag. Instead, it lasts until you choose to **dismiss** it as a **free action**. This allows you to maintain your shape while unconscious.

Rank 6 – Supreme Compressible Body

You reduce your penalties for squeezing by 2, which means you take no penalties for squeezing unless you use the *tight squeeze* ability (see Flexibility, page ??).

Rank 7 – Supreme Acidic Body

The bonus from your *greater acidic body* ability increases to +2d.

Rank 7 – Third Arm

When you use your *mold body* ability, you can create three arms instead of two. You can use all three hands as free hands. For example, this can allow you to use a heavy weapon and a shield simultaneously.

Basic Class Abilities

If you choose oozeborn as your base class, you gain the following abilities.

Power

Your automatic bonus to power based on your rank in this archetype is the same as a fighter (see Class-Based Power Bonuses, page ??).

Defenses

You gain the following bonuses to your **defenses**: +7 Fortitude, +3 Reflex, +5 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page ??).
- A **fatigue tolerance** equal to 4 + your Constitution + half your Willpower. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page ??).
- A number of **insight points** equal to 1 + your Intelligence. You can spend insight points to gain additional abilities (see Insight Points, page ??).
- Four **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page ??).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light armor. However, you cannot wear armor unless you sustain your *mold body* ability, so you cannot wear armor while sleeping.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Sleight of Hand, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Knowledge (dungeoneering).
- *Perception*: Awareness, Survival.
- *Other*: Intimidate.

Tieflings

Tieflings are humanoid creatures descended from fiends. They inherit a tendency towards evil from their ancestors, and are therefore viewed with great suspicion by most civilized societies. Good-aligned tieflings exist, but they may have difficulty using their natural talents for subterfuge and deceit for noble ends, and they often struggle with hidden vices.

Size: Medium.

Attributes: No change.

Special Abilities:

- *Darkvision*: Tieflings have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page ??).
- *Demonic Prejudice*: Most people have negative associations with tieflings thanks to the malign influence that demons have on the world. Tieflings have an Opposition relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page ??). People in some locations, such as the Abyss, do not have this attitude.
- *Hellfire Tolerance*: Tieflings are **impervious** to fire damage.

- *Infernal Presence*: Tieflings gain a +2 bonus to the Deception and Intimidate skills.
- *Tiefling Archetype*: You may choose three class archetypes, as normal. However, you may choose the Tiefling archetype in place of one of your class archetypes. If you do, you gain ranks in it just like you gain ranks in class archetypes. You cannot choose tiefling as your base class.

Automatic Languages: Abyssal, Common, any one **common language**.

Tiefling Archetype

Rank 0 – Infernal Resilience

You gain a bonus equal to twice your rank in this archetype to your **damage resistance** (minimum 1).

Rank 1 – Abyssal Hop

You can use the *abyssal hop* ability as a standard action.

Abyssal Hop Magical	Instant
You teleport horizontally into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If the destination is invalid, this spell fails with no effect. In addition, make an attack vs. Reflex against each enemy adjacent to your location after you arrive.	
Hit : Each target takes 1d4 + half power fire damage.	
Rank 2: The damage increases to 1d6.	
Rank 3: The damage increases to 1d10.	
Rank 4: The damage increases to 2d6.	
Rank 5: The damage increases to 2d10.	
Rank 6: The damage increases to 4d6.	
Rank 7: The damage increases to 4d10.	

Rank 2 – Infernal Ancestry

You deepen your connection to a particular aspect of your demonic ancestry. Choose one of the following infernal ancestries: hellfire conduit, tempting allure, or unholy might. You gain a benefit based on your chosen ancestry.

- *Hellfire Conduit*: You can use the *infernal rebuke* ability as a standard action.

Infernal Rebuke

Instant

Magical

Make an attack vs. Fortitude against one creature within Short (30 ft.) range. You gain a +2 bonus to **accuracy** with this attack if the target attacked you during the previous round.

Hit: The target takes 1d10 + **power** fire damage.

Rank 3: The damage increases to 2d6.

Rank 4: The damage increases to 2d10.

Rank 5: The damage increases to 4d6.

Rank 6: The damage increases to 4d10.

Rank 7: The damage increases to 5d10.

- Tempting Allure: You gain a +2 bonus to the Deception, Disguise, and Persuasion skills. In addition, you can use the *charming temptation* ability as a standard action.

Charming Temptation

Sustain (minor)

Emotion, Magical, Subtle

Make an attack vs. Mental against one creature within Medium (60 ft.) range. You take a -5 penalty to **accuracy** with this attack against creatures who are engaged in combat during the current phase.

Hit: The target is **charmed** (*friendly with charmer*) by you. Any act by you or by creatures that appear to be your 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.

Critical hit: Actions which threaten the charmed person without harming them do not break the effect.

The attack's **accuracy** increases by +1 for each rank beyond 2.

- Unholy Might: You gain two claw natural weapons and one bite natural weapon (see Natural Weapons, page ??). In addition, you gain a +1d bonus to your damage with all weapons.

Rank 3 – Abysswalker

You can use your *abyssal hop* ability to teleport as a move action instead of as a standard action. When you do, you do not deal fire damage at your destination, and you **briefly** cannot use that ability as a move action again.

Rank 4 – Greater Infernal Ancestry

The benefits of your *infernal ancestry* ability improve.

- Hellfire Conduit: You gain a +3 bonus to your **power**. In addition, the area affected by your *abyssal hop* ability increases to a Small (15 ft.) radius from your destination.
- Tempting Allure: The skill bonuses from your *infernal*

ancestry ability increase to +3. In addition, you can use the *dominating temptation* ability as a standard action.

Dominating Temptation

Duration

Magical

Make an attack vs. Mental against one creature within Short (30 ft.) range.

Hit: The target is **stunned** (-4 defenses) as a **condition**.

Critical hit: The target is **confused** (-4 defenses, *acts randomly*) instead of stunned. In addition, if the target is humanoid and was already confused from a previous casting of this spell, you may **attune** to this ability. If you do, it becomes **dominated** (*must obey commands*) by you for the duration of that attunement.

The attack's **accuracy** increases by +1 for each rank beyond 4.

- Unholy Might: You can use the *unholy strength* ability as a **minor action**.

Unholy Surge**Attune** (self)**Magical**

Usage time: One **minor action**.

You gain a +1 bonus to your Strength.

Rank 5 – Greater Hellfire Tolerance

You become **immune** to fire damage.

Rank 5 – Greater Infernal Resilience

The bonus from your *infernal resilience* ability increases to three times your rank in this archetype.

Rank 6 – Supreme Infernal Ancestry

The benefits of your *infernal ancestry* ability reach their peak.

- Hellfire Conduit: The power bonus from your *greater infernal ancestry* ability increases to +6. In addition, the area affected by your *abyssal hop* ability increases to a Medium (30 ft.) radius from your destination.
- Tempting Allure: The skill bonuses from your *infernal ancestry* ability increase to +4. In addition, your *tempting domination* ability can dominate non-humanoid creatures.
- Unholy Might: The damage bonus from your *infernal ancestry* ability increases to +2d. In addition, your *unholy surge* ability loses the **Attune** (self) tag. Instead, it lasts until you **dismiss** it as a **free action**.

Rank 7 – Greater Abyssal Hop

When you use your *abyssal hop* ability, you no longer require **line of sight** or **line of effect** to your destination. In addition, when you use it to teleport as a standard action, the range increases to Distant (240 ft.) range.

Classes

Bard

A bard is a rogue with the ability to perform magical feats through music. It is unclear whether bards actually draw power from music in the same way that druids draw power from nature, or whether they simply channel their innate magical talent through music. The bard class functions like the rogue class, with the following exceptions:

- A bard cannot choose the *assassin* archetype. However, the *arcane magic* sorcerer archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- A bard casts spells without **somatic components**.
- A bard can only cast spells while sustaining a performance with the Perform skill. This performance can be either a mundane performance or a *bardic performance* ability.

Blighter

Blighter practice a strange inversion of druidic traditions. While druids venerate nature in all its forms, blighters dedicate their lives to the destruction of nature for its own sake. They rip power directly from the death of natural beings, using it to fuel their own warped version of nature magic. The blighter class functions like the druid class, with the following exceptions:

- Whenever a blighter rests, they automatically destroy nature and kill anything living around them. Plants wither and die, insects fall dead in the air, and so on. A ten minute rest destroys life in a radius equal to five feet times the blighter's highest rank in the blighter class (minimum 5 feet total). In general, Diminutive or larger creatures and Medium or larger plants suffer no ill effects, though creatures may feel subtle pains. An eight hour rest destroys life in ten times that radius, and kills life one size category larger. Resting beyond that point does not increase the radius or severity of the effect. This destruction spreads out gradually throughout the resting period, and even a partially completed rest destroys some natural life.
- A blighter cannot choose the *wildspeaker* archetype. However, the *domain influence* cleric archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass. A blighter can only choose the Death, Destruction, and Evil domains.
- A blighter cannot gain access to the *verdancy* mystic sphere by any means.

Faebonder

A faebonder is a warlock who made their pact with a fae creature instead of a demon. The faebonder class functions like the warlock class, with the following exceptions:

- The magic source for the faebonder class is nature magic instead of pact magic. This changes the **mystic spheres**

a faebonder has access to and all other effects based on their source of magic. However, they still require both **verbal components** and **somatic components** to cast spells from the faebonder class (see Casting Components, page ??).

- A faebonder cannot choose the *blessings of the abyss* archetype. However, the *elementalist* druid archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- Faebonders add Knowledge (nature) to their class skill list and remove Knowledge (planes).

Favored Soul

A favored soul is a warlock who made their pact with a deity instead of a demon. This is an unusual arrangement, as deities would normally influence their clerics to achieve their aims. However, in special circumstances, a deity may want to empower a non-worshipper to influence mortal affairs. The favored soul class functions like the warlock class, with the following exceptions:

- The magic source for the favored soul class is divine magic instead of pact magic. This changes the **mystic spheres** a favored soul has access to and all other effects based on their source of magic. However, they still require both **verbal components** and **somatic components** to cast spells from the favored soul class (see Casting Components, page ??).
- A favored soul cannot choose the *blessings of the abyss* archetype. However, the *domain influence* cleric archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- Favored souls add Knowledge (religion) to their class skill list and remove Knowledge (planes).

Shaman

A shaman, like a cleric, is a divine worshipper. However, while clerics worship powerful, well-established deities, shamans worship more primitive deities of lesser power. As a result, their divine powers are more limited and take different forms. Shamans are common among less civilized humanoid societies like bugbears. The shaman class functions like the cleric class, with the following exceptions:

- The magic source for the shaman class is nature magic instead of divine magic. This changes the **mystic spheres** a shaman has access to and all other effects based on their source of magic.
- A shaman cannot choose the *divine spell mastery* archetype. However, the *elementalist* druid archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- A shaman cannot gain access to more than two *mystic spheres* from the magic source granted by the shaman class by any means.

- Shamans add Knowledge (nature) to their class skill list and remove Knowledge (planes).

Alternate Play Styles

Expanded Insight Points

Normally, **insight points** can only be used to learn new special abilities from your class, or from a small number of feats. This alternate rule you to spend insight points to gain a wide variety of other proficiencies and benefits. This makes character creation more complicated, but it also allows you to personalize your character much more precisely.

If you play with this alternate rule, increase the number of insight points that each class grants as part of its base class abilities by 1. In addition, you can spend insight points in any of the following ways.

- You can spend an **insight point** to gain an additional **trained skill**.
- You can spend an **insight point** to gain proficiency in an additional **usage class** of armor (light, medium, or heavy). You must be proficient with light armor to become proficient with medium armor, and you must be proficient with medium armor to become proficient with heavy armor.
- You can spend an **insight point** to gain proficiency in an additional **weapon group**.
- You can spend two **insight points** to gain proficiency with **exotic weapons** from a single **weapon group** you are already proficient with.
- You can spend an **insight point** to learn two **common languages** or one **rare language** (see Communication and Languages, page ??).

Tap Out

With this optional rule, whenever you gain a vital wound, you can “tap out” to guarantee that you survive while taking your character out of the fight. If you tap out, you treat the result of the vital roll for that vital wound as a 10, regardless of any bonuses or penalties you would normally have to the vital roll. However, you fall unconscious immediately, and you cannot regain consciousness by any means until you take a **short rest**.

This optional rule significantly reduces the likelihood of character death, and makes fights less likely to impose long-term consequences on characters. However, it also makes vital wounds more likely to entirely knock characters out of a fight, which can increase the risk that the entire party is defeated.

Being Surrounded

With this optional rule, you can make positioning more important in combat. This generally has the downside of making movement more complicated, however, as combatants try to surround others and avoid being surrounded themselves.

When you are being attacked by multiple foes at once, you

are less able to defend yourself. If every space adjacent to you either contains an **enemy** or is adjacent to an **enemy**, you are surrounded. A creature that is surrounded takes a –2 penalty to its Armor and Reflex defenses. When determining whether you are surrounded, ignore any enemies that are sharing space with you, and ignore any enemies that are at least two size categories smaller than you.

Any effect that makes a creature immune to being **partially unaware** (–2 *Armor and Ref*), such as the *foresight* spell, also makes that creature immune to being surrounded.

Obscure Magic Items

The base rules of Rise make it fairly easy to identify magic items. This keeps the pace of the game up when players find magic items frequently. However, you may choose to treat magic items as being more rare and mysterious. If you do, make the following changes:

- The *identify item* ability from the Craft and Knowledge skills provides no information about how to use a magic item’s properties or what they might be. It can still be used to identify whether or not an item is magical.
- The Knowledge (items) Knowledge skill is removed entirely.
- Magic items are more rare, and therefore more valuable. Calculate the prices for all magic items as if they were one rank higher than they actually are. Rank 7 magic items cannot be bought for any price – they are simply too rare.
- All spells with the **Attune** (self) and **Attune** (target) tags require two attunement points to attune to instead of only one. If magic items are hard to find and use, spellcasters gain a powerful benefit, since their personal attunement spells are still reliably available. This change ensures that spellcasters still gain a benefit from their personal access to magic, but they are not drastically more powerful than characters who depend on finding useful magic items.

You may also want to add complex or unintuitive activation conditions to magic items. For example, *boots of speed* may only function while hopping on one foot, or while you are not wearing socks. This can encourage players to experiment more with magic items to figure out how to use them.

Restricted Archetype Order

Normally, when a character in Rise levels up, they can freely choose which of their class archetypes they want to rank up (as long as they don’t exceed their maximum rank). However, this means that most levels require making a choice that may be confusing for newer players. The process of leveling up can be simplified if each player chooses an order for their archetypes.

With this variant, each character has a primary archetype, a secondary archetype, and a tertiary archetype. This choice is made at character creation. Whenever they increase their maximum rank, they increase their rank in their primary archetype. In their next level up, they increase their rank in their secondary archetype, and then finally their tertiary archetype.

Chapter 3

Campaign Settings

Praxis

The world of Praxis is a limited one, fraught with danger in the wilderness beyond a small region of safety and civilization.

History

The Apocalypse

A thousand years ago, the world was destroyed in a great magical apocalypse. Civilization survived in only one place: Praxis, a city sheltered by a massive and mysterious shield-dome. The details of this event, and the nature of the world before the apocalypse, are lost to time. Most of the life in the world was also wiped out in the apocalypse. Of the species that survived, most were kept safe in Praxis and released into the wild after it ended. A rare few specimens of other species apparently also survived, but no living creature was alive before the apocalypse - even of species with lifespans that can stretch that far back, such as dragons.

The Long Reconstruction

In the aftermath of the world's destruction, the inhabitants of Praxis decided to ban magic after the devastation it had caused. For about nine hundred years, this worked fairly well, and Praxis very slowly expanded and rebuilt its civilization. Most of the interior of the dome was devoted to farmland during that time. Praxis developed its own government and guilds, and the four major power sources in Praxis developed at this time: the city government, the Boundary Wardens, the Nullwardens, and the Landowners' Association. The Boundary Wardens and Nullwardens made efforts to expand the influence of Praxis beyond the dome and into the untamed wilds beyond. However, their progress was slow and dangerous thanks to the monsters that had taken over the wilds beyond Praxis.

Periodically, Praxis encountered civil unrest or the threat of hidden magic users violating the city's prohibition. The greatest punishment the city imposed on its worst members was exile. Many of those exiled from the city died in the inhospitable world beyond, but there are some groups outside Praxis that can trace their origins back hundreds of years before the Great Harrowing to groups of people exiled from Praxis. Most of these long-lived groups are druidic circles.

The Great Harrowing

Nine hundred and twenty years after the apocalypse, Praxis was attacked by a pair of massive red dragons. They flew in through the open gates, destroyed the city's few static weapons that could pose them any threat, and began torching the city and all of its farmland. The city tried to defend itself, but without magical defenses they had little ability to stop the dragons. Although Nullwardens had found success slaying dragons before in more controlled circumstances, their near invulnerability to magic could only stop the dragons from killing them - not from destroying the rest of the city around them.

In Praxis's darkest hour, it was finally saved by people who had been concealing their magical powers from Praxis's ban: the Eldritch Knights and the Divine Chorus. The Eldritch Knights were an order of mage-knights whose founders had been exiled from Praxis centuries ago. When they discovered that Praxis was under attack, they had come to help defend it. They were joined by the clerics of the major churches in Praxis, who had been concealing their divine power. They did not immediately claim a specific name for their alliance, but in the years since the Great Harrowing they have become known as the Divine Chorus.

The Eldritch Knights and the Divine Chorus with the remaining defenders of the city to seal the gates of Praxis to trap the dragons inside. Then, in a fearsome magical battle, they defeated the dragons and saved the charred remains of the city.

The Era of Rebirth

In the aftermath of the Great Harrowing, much of the old power structure of the city was destabilized, and many of its previous power holders were dead. When the city started to function normally again, the first major act was to revoke the ban on magic in gratitude for the role that magic users had played in saving the city. The power offered by magic dramatically accelerated the rate of Praxis's reconstruction and expansion. For the first time in centuries, Praxis was able to make significant progress against the monsters at its gates.

Eighty years have passed since the Great Harrowing, and in that time, Praxis has pushed most of its farmland outside of the city. The inside of the city is being developed and magically renovated, and living quarters are becoming far less crowded for most of the city's inhabitants. The power of the Nullwardens

has waned with the acceptance of magic, though they still argue strenuously against its dangers and use each magic-wielding criminal as evidence that magic should be more aggressively controlled - or banned once more. The Boundary Wardens are stretched thin patrolling the ever expanding territory, and they are eager to recruit anyone with the skills to help them keep the peace in the wilderness and ensure that the road networks are safe.

The City of Praxis

The city of Praxis occupies a nearly perfect circle with a ten mile radius, all of which is protected by an immense dome. The city sits atop a massive plateau with a thin rim around the outside. Roads zigzag up the side of the plateau to reach each of Praxis's three gates.

The Shield-Dome

The shield-dome over Praxis is made of a mysterious metal alloy that is harder than any known substance. Though it is apparently mundane in nature, no known weapon or spell has ever been able to harm it. The gates to the city are massive doors that can swing open and closed, and were apparently part of the dome at the time of its construction. For many centuries, the entire dome has been magically invisible, allowing sunlight to enter the city. The gates have only closed once in that time - during the Great Harrowing, to trap the dragons inside the city.

Most people think that the dome is a magical forcefield, like an immense *wall of force*, instead of physical metal that is rendered invisible. Of the few who do know the dome's true nature, even fewer know what sustains the invisibility effect. The power to sustain the dome's invisibility comes from an ancient magical device deep in the Praxis Labyrinth.

The Praxis Labyrinth

The plateau that supports Praxis also contains an immense labyrinth. An ancient magic makes the labyrinth impossible to navigate by confusing both the minds of intruders and the physical space they walk through, creating twisted and impossible passages that layer over themselves. Many people have tried to explore it, but the labyrinth has never been navigated within recorded history. Only the most learned historical scholars know of reports centuries ago that an unknown woman walked out of the labyrinth without having entered it. She was never seen again.

Modern Geography

Praxis is the only major city. It sits at the intersection of the four major biomes: the Northern Forest, the Southern Forest, the Expanse, and the Storm Peaks. There are a number of farmsteads expanding from Praxis towards the Northern Forest and Southern Forest, and several towns of importance outside Praxis.

Major Organizations

Boundary Wardens

The Boundary Wardens are responsible for patrolling the wilderness around Praxis, maintaining the safety of the road networks, and generally keeping the boundary between civilization and nature intact. They have legal jurisdiction over all areas outside of the Praxis shield-dome.

City Guards

The city guards are responsible for maintaining peace and order within Praxis. They have legal jurisdiction over all areas within the Praxis shield-dome.

Landowners' Association

The Landowners' Association is a loose collection of rich merchants and real estate owners within Praxis. They have no formal responsibility or jurisdiction, but they wield great wealth to accomplish their objectives, which mostly revolve around acquiring greater wealth.

Nullwardens

The Nullwardens are a group of strictly mundane warriors who fight against the dangers of magic. All Nullwardens above the entry ranks are Null, making them virtually immune to magic. Centuries ago, the Nullwardens were indisputably the most important power brokers in Praxis, surpassing even the legal government. They were a mix of elite mercenaries and witch hunters, searching for magical dangers both within Praxis and beyond its walls. After their failure to protect Praxis during the Great Harrowing, their power has waned, though they are still deeply influential. Since magic is now legal, they spend less time hunting for mages in Praxis and more time advocating for political change.

Unlike the Boundary Wardens or the city guard, the Nullwardens do not primarily define their influence in terms of territory. The Nullwardens send surgical strike teams anywhere in the world to stop magical threats. To the extent necessary, they generally obey the authority of whoever claims legal jurisdiction over the territory they have to operate in, and any extra-legal operations they undertake are well hidden.

Dreadbore Isles

The world of Dreadbore Isles is composed of a ring of islands that surround an immense whirlpool named the Dreadbore.

Geography

The islands surrounding the Dreadbore vary significantly in their size and culture, and the influence of the Dreadbore tends to make it impractical for any given island to have significant contact with any islands beyond its close neighbors.

Beyond the ring of islands lies the Great Ocean. Its depths are beyond reckoning, and no significant land mass has ever been discovered outside of the ring of islands. The deep waters of

the Great Ocean also contain very limited sea life, especially compared to the rich variety around the islands.

Island Descriptions

Dragonsguard

The island of Dragonsguard is ruled by dragons. Most ships that approach the island are destroyed on sight by dragons, regardless of their intentions. There are two known exceptions that the dragons allow to pass: ships carrying an immense wealth of treasure to offer as tribute to the dragons, and ships crewed entirely by dwarves. The tribute ships are allowed to leave Dragonsguard unscathed, save for the loss of their tribute. Dwarf-crewed ships have been observed to reach the island unscathed, but the ships never return, and their crews are never seen again.

The few people who have been to Dragonsguard and returned on tribute ships tell fantastical stories of a draconic paradise, filled with works of magical genius and incredible wealth. However, they have never seen dwarves on the island, and no one knows what happens to the dwarf-crewed ships.

Darren's Land

The island of Darren's Land is flat and dry, and long ago it was an uninhabited desert. Thanks to the mighty and continual efforts of the druidic Circle of Unity, a collective representing the variety of druid circles present on the island, the barren land provides enough food to sustain the island's population. This gives the Circle of Unity far more influence on the politics of civilization than druids normally possess, which has posed challenges for both the civilization on the island and the integrity of the druids who wield that power.

Long ago, a mighty warrior named Darren came to the island and cleansed it entirely of monsters. He sought to establish a utopia free from any danger, where common people could explore any part of the island freely. Although he succeeded at rendering the island safe, he failed to render it inhabitable, and was forced to flee the island to avoid starvation. Decades later, he returned with a group of druids and colonists to establish a sustainable civilization there, and it has persisted ever since.

Elysland

The island of Elysland is overgrown with an ancient forest. It is divided into five forest-dwelling nations. The different nations have deep divisions in their attitudes towards society, and some share ancient grudges against each other. However, all are unified in their reverence for the towering trees that shade and protect them, and they will put aside their differences when necessary to push back against outsiders who would defile the forests.

Reinward

Reinward is one of the largest islands, and is the most thoroughly developed and civilized.

The Savage Lands

The Savage Lands are bordered by mountains on all sides but the easternmost side, which extends deep into the Dreadbore. Only

the largest and most well-crewed ships are capable of navigating that port, and no ship built on the Savage Lands has ever escaped to safety. It is not a barren island, but it is an unwelcoming one. There are three main power groups on the island: the orc tribes, the undead, and the Old Fae.

The Soulforge

The Soulforge is a plane of infinite smooth, grey ground stretching to every horizon. The only location of any distinction or relevance on the plane is the Soulspire. It is a metal tower, five hundred feet across at the base and one mile high. The outside of the tower is adorned with beautiful and intricate sigils in an unknown language. Around the base of the tower, a small encampment of doomed souls repeatedly struggle to ascend the Soulspire, die in the process, and take corporeal form once again.

The Trapped Souls

The Soulspire seems to function similarly to an unusually limited afterlife. Every creature surrounding the Soulspire is a plane-forged made from the essence of the plane. As normal, when a plane-forged creature of strong will dies, they can maintain the cohesion of their soul and reconstitute a new body from the essence of their native plane. The essence of the Soulspire plane is highly malleable, allowing these new bodies to be formed in hours instead of the years or even centuries it can take on more established planes.

A long-standing legend based on murals at the base of the tower claims that anyone who reach to the top of the Soulspire can find their heart's desire, which is generally interpreted to mean leaving the plane. Many inhabitants of the Soulspire take advantage of their effective immortality to lay reckless siege to the Soulspire, returning after each demise as long as their willpower holds.

There is a semblance of culture at the tower's base. It shifts slowly, as over long centuries the old inhabitants give up on maintaining their individuality and become part of the plane itself. Traditionally, this is done by attempting one final tower ascent and not returning from the inevitable death that follows, though some have wandered off into the grey void outside the tower and never returned. Whenever an old soul gives up its sense of self, a new arrival appears within a day. There are three classes of people in Soulforge: the ascendants, who actively try to climb the tower; the fledglings, who have never tried; and the sages, who once sought to climb the tower and have now given up.

The Impossible Ascent

Each floor of the Soulspire is a separate demiplane, most of which are far larger than the tower's radius would suggest. There is always a portal on each floor to ascend to the next level, and there are often windows in incogruous locations that look out onto the original plane. The view from each window has an elevation about twenty feet higher than the previous window,

and looks out onto the Soulforge. The windows can be seen from outside the Soulspire, and ascendants looking out can be observed, through their surroundings are never visible - only the ascendants themselves. This allows the fledglings and sages at the base to track the progress of ascendants. It gives the ascendants confidence that the Soulspire is finite, and that actually reaching the top is an achievable goal - though not an easy one. Based on the exterior windows, the Soulspire has two hundred and fifty-one floors. No ascendant has ever passed the fiftieth floor.

Aside from the constant presence of the portal and the windows, each floor of the Soulspire can be dramatically different. In addition to having highly varied terrain, each floor can have different gravity or otherwise break different fundamental laws. In general, the floors seem to expand in size and complexity as their apparent height in the tower increases.

Almost all floors are populated with planeforged imitations of creatures native to other planes. These creatures are almost universally hostile. In the unusual event that the creatures communicate with ascendants, they have never displayed any knowledge of the Soulspire's nature or of any world beyond their current floor.

The Soulspire is entered through a large, golden gate at its base. It is activated by placing a hand against it for thirty continuous seconds. Once it activates, it remains open for thirty seconds before closing. Portals within the Soulspire behave in the same way, though their color and size may vary significantly. During the time that the portals are open, any ascendants who enter it always arrive at the same floor as each other. On rare occasions, ascendants may arrive at different locations in the next floor, but they usually arrive in the same location as each other.

Chapter 4

Monsters

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

Monster Statistics

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

Level Scaling

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

- Monsters use the same hit points and damage resistance rules as player characters (see Hit Points and Damage Resistance, page ??)
- Monsters gain a +1 bonus to all defenses at 3rd level, 12th level, and 21st level
- Monsters gain a +1d damage bonus with strikes at 4th level and every 3 levels thereafter
- Monsters gain a +1 bonus to power with all abilities that gradually increases at 4th level and every 3 levels thereafter, as described in Table 4.1: Monster Advancement, page 57
- Monsters gain a +1 bonus to their roll to automatically remove conditions at 6th level and 15th level
- Monsters gain a +1 accuracy bonus at 19th level

Monster level scaling is summarized in Table 4.1: Monster Advancement, page 57. The values in that table are accurate for CR 1 monsters, since they are individually the most similar to player characters and have the fewest multipliers and modifiers. The statistics for monsters with a different CR can be

extrapolated from those base values.

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

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

Challenge Rating

Each monster has a **challenge rating** that indicates its approximate strength within its level, ranging from 1/2 to 6. A monster's challenge rating is a guideline to how many of that monster should typically be present in an encounter (see Encounter Balancing, page 58). This has several effects on the monster's statistics, as described in Table 4.2: Challenge Rating Effects.

Monster Vital Wounds

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

Monster Resources

Unless otherwise noted in their description, monsters have no **resources**, and their **fatigue tolerance** is treated as 0. They are unable to use abilities that would cause them to increase their **fatigue level**, such as the *desperate exertion* ability.

Recovering Conditions

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

Table 4.1: Monster Advancement

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

1. The statistics in this table are accurate for CR 1 monsters.
2. Assuming the monster has no free hands (see Monster Natural Weapon Bonuses, page 57).

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

Rank-Based Ability Access

Although monsters do not gain archetypes, their special abilities should still be balanced appropriately for their maximum accessible rank. Like a player character, a monster's maximum accessible rank is based on its level, as shown in Table 4.1: Monster Advancement, page 57. CR 1/2 monsters take a -1 penalty to their maximum rank, and generally do not have particularly powerful or complex special abilities. CR 6 monsters gain a +1 bonus to their maximum rank, allowing them to use powerful abilities before player characters can.

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

when they make special strikes from other sources, such as the *charge* ability, just like high level player characters.

Monstrous Strike

The monster makes a **strike**.

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

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Attributes

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

Monster Natural Weapon Bonuses

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

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

Monster Natural Armor

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

Monster Combat Mechanics

Monster Actions

All monsters are able to take **free actions**, **move actions**, and **standard actions** in the same way as player characters. CR 2 or higher monsters can take **minor actions**, though most monsters do not have any relevant minor actions to take. All CR 4 monsters can take an additional standard action each round, and CR 6 monsters can take two additional standard actions each round. However, they cannot use the same ability or weapon twice in the same round, unless they have two different versions of the

Table 4.2: Challenge Rating Effects

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

1. This modifier applies to the special power bonus that monsters get based on their level, not to any other sources of power such as Strength or Willpower.
2. See Rank-Based Ability Access, page 57.

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

In general, all monsters of CR 4 or 6 should be designed to attack multiple different PCs in every round. If the full damage output of a high-CR monster is brought to bear on a single PC, it will likely kill that PC quickly, taking a player out of the fight too early. Alternately, if that PC is able to avoid or resist the damage, it will trivialize the fight and remove the sense of danger. Instead, damage should be spread throughout the party to ensure that multiple people feel threatened and have to adjust their actions based on their personal danger tolerance.

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

Encounter Balancing

In general, a group of PCs of a given level will have an appropriate challenge from fighting monsters of the same level with a combined challenge rating equal to the number of PCs. Fighting monsters of a lower level, or monsters whose combined challenge rating is less than the number of PCs, will yield an easier encounter. Fighting monsters of a higher level, or fighting monsters whose combined challenge rating is greater than the number of PCs, will yield a more difficult encounter.

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

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

Monster Knowledge

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

Monster Descriptions

Aboleth

Level 12 [CR 6]

Huge aberration

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

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

Knowledge (dungeoneering) 22: Four pulsating dark blue orifices line the bottom of an aboleth's body and secrete gray slime that smells like rancid grease. This slime coats its tentacles, and creatures struck by the tentacles can have their skin transformed into a similar slime. Aboleths are amphibious, and they are able to drag themselves along with their tentacles on land, though they are much faster in the water. A typical aboleth weighs about 6,500 pounds.

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

HP 336 DR 400
Defenses Armor 16 Fort 20 Ref 13 Ment 22
Movement Land 50 ft. Swim +13
Senses Darkvision (240 ft.), telepathy (900 ft.), Awareness +13
Social Social Insight +13
Other skills Endurance +14
Attributes Str 4, Dex -2, Con 5, Int 4, Per 4, Wil 7
Alignment Usually lawful evil

Aboleth Abilities

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

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

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

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

Sliming Tentacle	Duration
The aboleth makes a +9 strike vs. Armor.	
Hit: The target takes 4d8+18 bludgeoning damage. Each creature that loses hit points from this attack is poisoned . As long as it is poisoned, it is stunned (-4 defenses). At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it gains a vital wound . Instead of making a vital roll for the vital wound , the target's skin is transformed into a clear, slimy membrane. Every 5 minutes, an afflicted creature must be moistened with cool, fresh water or it will gain two fatigue points . This effect lasts until the vital wound is removed.	

Dominate	Attune Self
Compulsion, Magical	

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

Air Elementals

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

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

Breeze	Level 4 [CR 1]
	Small planeformed

HP 13 DR 8
Defenses Armor 10 Fort 8 Ref 12 Ment 8
Vulnerable Electricity damage
Movement Land 30 ft.

Attributes Str 2, Dex 4, Con 0, Int -3, Per 2, Wil 0
Alignment Usually true neutral

Breeze Abilities

Fireball	Instant
Magical	
The breeze makes a +3 attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range.	
Hit: Each target takes 1d8 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is pushed 30 feet in the direction the line points away from the breeze. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.	

Slam	Instant
The breeze makes a +3 strike vs. Armor.	
Hit: The target takes 2d8+3 bludgeoning damage.	

Windblast	Instant
Magical	
The breeze makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.	
Hit: The target takes 1d10+3 bludgeoning damage.	

Gale	Level 8 [CR 2]
	Medium planeformed

HP 60 DR 36**Defenses** Armor 12 Fort 10 Ref 15 Ment 10**Vulnerable** Electricity damage**Movement** Land 45 ft.**Attributes** Str 4, Dex 5, Con 0, Int -2, Per 3, Wil 0**Alignment** Usually true neutral**HP 96 DR 60****Defenses** Armor 15 Fort 13 Ref 18 Ment 13**Vulnerable** Electricity damage**Movement** Land 60 ft.**Attributes** Str 4, Dex 5, Con 0, Int -2, Per 4, Wil 0**Alignment** Usually true neutral**Gale Abilities****Greater Fireball** Instant
MagicalThe gale makes a +6 attack vs. Fortitude against everything in a Small (*15 ft.*) radius within Medium (*60 ft.*) range.**Hit:** Each target takes 1d10 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 30 feet in the direction the line points away from the gale. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.**Piercing Windblast** Instant
MagicalThe gale makes a +6 attack vs. Reflex against one creature within Medium (*60 ft.*) range.**Hit:** The target takes 2d6+8 piercing damage.**Slam** InstantThe gale makes a +6 **strike** vs. Armor.**Hit:** The target takes 4d6+8 bludgeoning damage.**Windblast** Instant
MagicalThe gale makes a +6 attack vs. Armor against one creature within Medium (*60 ft.*) range.**Hit:** The target takes 2d6+8 bludgeoning damage.**Windsnipe** Instant
MagicalThe gale makes a +6 attack vs. Armor against one creature within Distant (*240 ft.*) range.**Hit:** The target takes 2d6+8 bludgeoning damage.**Tempest Abilities****Greater Fireball** Instant
MagicalThe tempest makes a +9 attack vs. Fortitude against everything in a Small (*15 ft.*) radius within Medium (*60 ft.*) range.**Hit:** Each target takes 2d6 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 30 feet in the direction the line points away from the tempest. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.**Piercing Windblast** Instant
MagicalThe tempest makes a +9 attack vs. Reflex against one creature within Medium (*60 ft.*) range.**Hit:** The target takes 2d8+12 piercing damage.**Slam** InstantThe tempest makes a +9 **strike** vs. Armor.**Hit:** The target takes 4d8+12 bludgeoning damage.**Windblast** Instant
MagicalThe tempest makes a +9 attack vs. Armor against one creature within Medium (*60 ft.*) range.**Hit:** The target takes 2d8+12 bludgeoning damage.**Windsnipe** Instant
MagicalThe tempest makes a +9 attack vs. Armor against one creature within Distant (*240 ft.*) range.**Hit:** The target takes 2d8+12 bludgeoning damage.**Tempest****Level 12 [CR 2]**
Large planeformed**Tornado****Level 16 [CR 4]**
Large planeformed

HP 256 **DR** 224
Defenses Armor 20 Fort 18 Ref 22 Ment 17
Vulnerable Electricity damage
Movement Land 60 ft.

Attributes Str 4, Dex 6, Con 2, Int 1, Per 5, Wil 1
Alignment Usually true neutral

HP 400 **DR** 352
Defenses Armor 22 Fort 20 Ref 24 Ment 20
Vulnerable Electricity damage
Movement Land 75 ft.

Attributes Str 6, Dex 6, Con 2, Int 2, Per 6, Wil 2
Alignment Usually true neutral

Tornado Abilities

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

Greater Fireball Instant
Magical

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

Hit: Each target takes 2d10 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 60 feet in the direction the line points away from the tornado. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

Greater Piercing Windblast Instant
Magical

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

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

Greater Windblast Instant
Magical

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

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

Greater Windsnipe Instant
Magical

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

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

Slam Instant

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

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

Elder

Level 20 [CR 4]
 Huge planeformed

Elder Abilities

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

Greater Piercing Windblast Instant
Magical

The elder makes a +15 attack vs. Reflex against one creature within Long (120 ft.) range.

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

Greater Windblast Instant
Magical

The elder makes a +15 attack vs. Armor against one creature within Medium (60 ft.) range.

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

Greater Windsnipe Instant
Magical

The elder makes a +15 attack vs. Armor against one creature within Extreme (480 ft.) range.

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

Slam Instant

The elder makes a +17 **strike** vs. Armor.

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

Supreme Fireball Instant
Magical

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

Hit: Each target takes 4d8 bludgeoning damage. Each creature damaged by this attack is In addition, each target damaged by the attack is **pushed** 60 feet in the direction the line points away from the elder. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

Allip

Level 3 [CR 4]

Medium undead

Knowledge (religion) 8: Allips are incorporeal ghost-like

creatures. They cannot speak intelligibly, but they are known for their propensity for babbling incoherently as they attack.

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

HP 48 DR 24

Defenses Armor 9 Fort 8 Ref 11 Ment 10

Immune Physical damage

Movement Fly 30 ft. (perfect) Stealth +7

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

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

Alignment Always neutral evil

Allip Abilities

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

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

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

Draining Grasp

Instant

Magical

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

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

Angels

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

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

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

Seraph

Level 16 [CR 6]

Huge planeformed

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

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

HP 480 DR 576

Defenses Armor 22 Fort 21 Ref 23 Ment 23

Immune Shaken, frightened, panicked

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

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

Other skills Endurance +15

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

Alignment Always neutral good

Seraph Abilities

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

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

Bite

Instant

Grappling

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

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

Greater Glimpse of Divinity

Duration

Visual, Magical

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

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

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

Ram

Instant

Forceful

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

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

Supreme Combustion

Instant

Magical

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

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

Supreme Divine Judgment

Instant

Magical

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

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

Supreme Word of Faith

Instant

Magical

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

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

Tenderizing Ram

Duration

Forceful

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

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

Divine Translocation

Instant

Magical

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

Justicar**Level 14 [CR 6]**

Large planeformed

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

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

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

HP 432 DR 512**Defenses** Armor 20 Fort 21 Ref 21 Ment 20**Immune** Shaken, frightened, panicked**Movement** Fly 60 ft. (perfect) Land 40 ft.**Senses** Darkvision (120 ft.), low-light vision, Awareness +16**Social** Intimidate +10, Social Insight +16**Other skills** Deduction +14, Endurance +15**Attributes** Str 5, Dex 5, Con 5, Int 4, Per 6, Wil 4**Alignment** Always lawful good**Justicar Abilities**

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

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

Glimpse of Divinity

Duration

Visual, Magical

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

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

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

Greater Divine Judgment

Instant

Magical

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

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

Greatsword

Instant

Sweeping (2)

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

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

Strip the Flesh – Greatsword

Duration

Sweeping (2)

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

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

Supreme Word of Faith Instant Magical

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

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

Divine Translocation Instant Magical

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

Greater Divine Judgment Instant Magical

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

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

Greater Word of Faith Instant Magical

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

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

Slam Instant

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

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

Supreme Inferno Instant Magical

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

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

Whirlwind Slam Instant

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

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

Divine Translocation Instant Magical

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

Ophan

Level 12 [CR 6]
Large planeformed

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

HP 432 DR 512

Defenses Armor 20 Fort 22 Ref 20 Ment 21

Immune Shaken, frightened, panicked

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

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

Other skills Endurance +16

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

Alignment Always neutral good

Ophan Abilities

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

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

Glimpse of Divinity Duration Visual, Magical

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

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

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

Animated Objects

Tiny Object Level 1 [CR 0.5]
Tiny animate

HP 6 DR 0

Defenses Armor 3 Fort 0 Ref 7 Ment -1

Movement Land 15 ft.

Senses Darkvision (60 ft.)

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

Alignment Always true neutral

Tiny Object Abilities

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

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

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

Small Object Abilities

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

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

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

Medium Object Abilities

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

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

HP 48	DR 24
Defenses Armor 8 Fort 10 Ref 7 Ment 3	
Movement Land 40 ft.	
Senses Darkvision (60 ft.)	
<hr/>	
Attributes Str 2, Dex -1, Con 2, Int 0, Per 0, Wil -5	
Alignment Always true neutral	

Large Object Abilities

Slam	Instant
The large object makes a +3 strike vs. Armor.	
Hit: The target takes 2d8+6 bludgeoning damage.	

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

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

Huge Object Abilities

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

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

HP 108 DR 64	
Defenses Armor 11 Fort 14 Ref 8 Ment 5	
Movement Land 60 ft.	
Senses Darkvision (60 ft.)	
Attributes Str 4, Dex -2, Con 4, Int 0, Per 0, Wil -5	
Alignment Always true neutral	

Gargantuan Object Abilities

Slam	Instant
The gargantuan object makes a +5 strike vs. Armor.	
Hit: The target takes 4d6+8 bludgeoning damage.	

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

HP 150 DR 88
Defenses Armor 11 Fort 16 Ref 8 Ment 6
Movement Land 80 ft.
Senses Darkvision (60 ft.)
Attributes Str 5, Dex -3, Con 5, Int 0, Per 0, Wil -5
Alignment Always true neutral

Colossal Object Abilities

Slam	Instant
The colossal object makes a +6 strike vs. Armor.	
Hit: The target takes 4d8+12 bludgeoning damage.	

Ankheg

Level 4 [CR 4]

Large magical beast

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

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

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

HP 56 DR 40
Defenses Armor 11 Fort 10 Ref 13 Ment 7
Movement Burrow 20 ft. Land 40 ft. Climb +10
Senses Darkvision (60 ft.), tremorsense (60 ft.), Awareness +7
Attributes Str 5, Dex 4, Con 1, Int -8, Per 2, Wil -2
Alignment Always true neutral

Ankheg Abilities

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

Bite Grappling	Instant
The ankheg makes a +4 strike vs. Armor.	
Hit: The target takes 2d8+6 acid and physical damage.	

Spit Acid	Instant
The ankheg makes a +4 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the ankheg uses this ability, it briefly cannot use it again.	
Hit: Each target takes 2d6+3 acid damage.	

Baboon

Level 1 [CR 1]

Medium animal

Knowledge (nature) 6: A baboon is an aggressive primate

adapted to life on the ground. A typical baboon is the size of a big dog.

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

HP 11 DR 4
Defenses Armor 6 Fort 6 Ref 7 Ment 4
Movement Climb 30 ft. Land 30 ft. Climb +5
Attributes Str 2, Dex 2, Con 1, Int -8, Per 1, Wil -1
Alignment Always true neutral

Baboon Abilities

Bite Grappling	Instant
The baboon makes a +0 strike vs. Armor.	
Hit: The target takes 1d10+2 physical damage.	

Badger

Level 1 [CR 1]

Small animal

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

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

HP 12 DR 6
Defenses Armor 7 Fort 7 Ref 7 Ment 4
Movement Land 20 ft.
Senses Scent
Other skills Endurance +5
Attributes Str -2, Dex 2, Con 2, Int -8, Per 1, Wil -1
Alignment Always true neutral

Badger Abilities

Claws	Instant
The badger makes a +2 strike vs. Armor.	
Hit: The target takes 1d4+2 slashing damage.	

Bears

Black Bear

Level 3 [CR 2]

Medium animal

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

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

Black Bear Abilities

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

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

Brown Bear **Level 5 [CR 2]**Large animal

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

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

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

Brown Bear Abilities

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

Claws	Instant
The brown bear makes a +5 strike vs. Armor.	
Hit: The target takes 2d6+6 slashing damage.	

Black Dragons

Knowledge (arcana) 8: Black dragons are associated with death and decay. As black dragons age, the fleshy hide around their horns and face deteriorates, causing their heads to increasingly

resemble a skull. Young black dragons usually inhabit marshes and swamps, though older dragons tend to migrate to caves that are better equipped to support large dragon hoards.

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

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

Wyrmling Black Dragon **Level 3 [CR 2]**Small dragon

HP 54 DR 28
Defenses Armor 11 Fort 11 Ref 12 Ment 7
Immune Acid damage
Movement Land 20 ft. Fly 40 ft. (poor)
Attributes Str 3, Dex 5, Con 4, Int 1, Per 0, Wil 0
Alignment Usually chaotic evil

Wyrmling Black Dragon Abilities

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

Bite	Instant
Grappling	
The wyrmling black dragon makes a +2 strike vs. Armor.	
Hit: The target takes 1d10+4 physical damage.	

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

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

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

HP 128 **DR** 120
Defenses Armor 13 Fort 15 Ref 12 Ment 12
Immune Acid damage
Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 7, Dex 2, Con 5, Int 3, Per 2, Wil 2
Alignment Usually chaotic evil

HP 300 **DR** 352
Defenses Armor 15 Fort 18 Ref 14 Ment 16
Immune Acid damage
Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 7, Dex 1, Con 5, Int 4, Per 3, Wil 3
Alignment Usually chaotic evil

Juvenile Black Dragon Abilities

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

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

Bite Instant
Grappling

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

Breath Weapon Instant

The juvenile black dragon makes a +5 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile black dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d8+4 acid damage.

Claws Instant

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

Frightful Presence Duration
Emotion

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

Adult Black Dragon

Level 11 [CR 6]
 Huge dragon

Adult Black Dragon Abilities

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

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

Bite Instant
Grappling

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

Breath Weapon Instant

The adult black dragon makes a +7 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult black dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+9 acid damage.

Claws Instant

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

Frightful Presence Duration
Emotion

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

Slam Instant

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

Ancient Black Dragon

Level 15 [CR 6]
 Gargantuan dragon

HP 528 **DR** 640
Defenses Armor 19 Fort 22 Ref 16 Ment 20
Immune Acid damage
Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 8, Dex 0, Con 6, Int 5, Per 4, Wil 4
Alignment Usually chaotic evil

HP 960 **DR** 1152
Defenses Armor 20 Fort 25 Ref 17 Ment 23
Immune Acid damage
Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 9, Dex -1, Con 7, Int 6, Per 5, Wil 5
Alignment Usually chaotic evil

Ancient Black Dragon Abilities

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

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

Bite Instant
Grappling

The ancient black dragon makes a +11 **strike** vs. Armor.
Hit: The target takes 5d10+24 physical damage.

Breath Weapon Instant

The ancient black dragon makes a +10 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient black dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d10+12 acid damage.

Claws Instant

The ancient black dragon makes a +13 **strike** vs. Armor.
Hit: The target takes 4d10+24 slashing damage.

Frightful Presence Duration
Emotion

The ancient black dragon makes a +10 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the ancient black dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the ancient black dragon as a **condition**.

Slam Instant

The ancient black dragon makes a +11 **strike** vs. Armor.
Hit: The target takes 6d10+24 bludgeoning damage.

Wyrms Black Dragon

Level 19 [CR 6]
 Colossal dragon

Wyrms Black Dragon Abilities

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

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

Bite Instant
Grappling

The wyrms black dragon makes a +15 **strike** vs. Armor.
Hit: The target takes 7d10+48 physical damage.

Breath Weapon Instant

The wyrms black dragon makes a +13 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrms black dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 6d10+24 acid damage.

Claws Instant

The wyrms black dragon makes a +17 **strike** vs. Armor.
Hit: The target takes 6d10+48 slashing damage.

Frightful Presence Duration
Emotion

The wyrms black dragon makes a +13 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the wyrms black dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the wyrms black dragon as a **condition**.

Slam Instant

The wyrms black dragon makes a +15 **strike** vs. Armor.
Hit: The target takes 8d10+48 bludgeoning damage.

Blue Dragons

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

and around deserts.

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

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

Wyrmling Blue Dragon

Level 4 [CR 2]

Small dragon

HP 75 **DR** 48

Defenses Armor 13 Fort 14 Ref 12 Ment 8

Immune Electricity damage

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

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

Alignment Usually lawful evil

Wyrmling Blue Dragon Abilities

Bite Instant
Grappling

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

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

Breath Weapon Instant

The wyrmling blue dragon makes a +3 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+3 electricity damage.

Claws Instant

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

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

Juvenile Blue Dragon

Level 8 [CR 4]

Large dragon

HP 176 **DR** 160

Defenses Armor 14 Fort 18 Ref 12 Ment 13

Immune Electricity damage

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

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

Alignment Usually lawful evil

Juvenile Blue Dragon Abilities

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

Bite Instant
Grappling

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

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

Breath Weapon Instant

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

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

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

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

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

Adult Blue Dragon

Level 12 [CR 6]

Huge dragon

HP 432 **DR** 512

Defenses Armor 18 Fort 22 Ref 15 Ment 18

Immune Electricity damage

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

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

Alignment Usually lawful evil

Adult Blue Dragon Abilities

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

Bite
Grappling

Instant

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

Breath Weapon

Instant

The adult blue dragon makes a +9 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult blue dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+9 electricity damage.

Claws

Instant

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

Frightful Presence
Emotion

Duration

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

Slam

Instant

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

Ancient Blue Dragon

Level 16 [CR 6]
Gargantuan dragon

HP 768 **DR** 896
Defenses Armor 20 Fort 25 Ref 16 Ment 21
Immune Electricity damage
Movement Land 60 ft. Fly 120 ft. (poor)
Attributes Str 7, Dex –1, Con 8, Int 5, Per 5, Wil 4
Alignment Usually lawful evil

Ancient Blue Dragon Abilities

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

Bite
Grappling

Instant

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

Breath Weapon

Instant

The ancient blue dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient blue dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d10+18 electricity damage.

Claws

Instant

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

Frightful Presence
Emotion

Duration

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

Slam

Instant

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

Wyrms Blue Dragon

Level 20 [CR 6]
Colossal dragon

HP 1008 **DR** 1200
Defenses Armor 22 Fort 28 Ref 17 Ment 24
Immune Electricity damage
Movement Land 80 ft. Fly 160 ft. (poor)
Attributes Str 8, Dex –2, Con 9, Int 6, Per 6, Wil 5
Alignment Usually lawful evil

Wyrms Blue Dragon Abilities

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

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Bite Grappling Instant

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

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

Breath Weapon Instant

The wyrmling blue dragon makes a +15 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrmling blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 6d10+24 electricity damage.

Claws Instant

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

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

Frightful Presence Emotion Duration

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

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

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

Slam Instant

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

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

Wyrmling Brass Dragon
Level 2 [CR 2]

Small dragon

HP 48 DR 24
Defenses Armor 10 Fort 10 Ref 10 Ment 8

Immune Fire damage

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

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

Alignment Usually chaotic good

Wyrmling Brass Dragon Abilities
Bite Grappling Instant

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

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

Breath Weapon Instant

The wyrmling brass dragon makes a +3 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling brass dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d6+2 fire damage.

Claws Instant

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

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

Juvenile Brass Dragon
Level 6 [CR 4]

Large dragon

HP 112 DR 104
Defenses Armor 12 Fort 15 Ref 11 Ment 14

Immune Fire damage

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

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

Alignment Usually chaotic good

Juvenile Brass Dragon Abilities

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

Bite Grappling Instant

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

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

Brass Dragons

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

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

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

Breath Weapon	Instant
The juvenile brass dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile brass dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 2d6+3 fire damage.	

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

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

Adult Brass Dragon Level 10 [CR 6] Huge dragon

HP 264 DR 320
Defenses Armor 15 Fort 18 Ref 13 Ment 18
Immune Fire damage
Movement Land 50 ft. Fly 100 ft. (poor)
Attributes Str 6, Dex 0, Con 5, Int 4, Per 5, Wil 5
Alignment Usually chaotic good

Adult Brass Dragon Abilities

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

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

Breath Weapon	Instant
The adult brass dragon makes a +8 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult brass dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 4d6+9 fire damage.	

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

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

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

Ancient Brass Dragon Level 14 [CR 6] Gargantuan dragon

HP 480 DR 576
Defenses Armor 18 Fort 22 Ref 15 Ment 22
Immune Fire damage
Movement Land 60 ft. Fly 120 ft. (poor)
Attributes Str 7, Dex –1, Con 6, Int 5, Per 6, Wil 6
Alignment Usually chaotic good

Ancient Brass Dragon Abilities

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

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

Breath Weapon	Instant
The ancient brass dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient brass dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 4d8+12 fire damage.	

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

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

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

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

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

Wyrmling Brass Dragon**Level 18 [CR 6]**
Colossal dragon

HP 864 **DR** 1024
Defenses Armor 20 Fort 25 Ref 16 Ment 25
Immune Fire damage
Movement Land 80 ft. Fly 160 ft. (poor)
Attributes Str 8, Dex –2, Con 7, Int 6, Per 7, Wil 7
Alignment Usually chaotic good

Wyrmling Brass Dragon Abilities

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

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

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

Claws	Instant
The wyrmling brass dragon makes a +17 strike vs. Armor. Hit: The target takes 5d10+36 slashing damage.	

Bronze Dragons

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

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

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

Wyrmling Bronze Dragon **Level 4 [CR 2]**
Small dragon

HP 66 **DR** 40
Defenses Armor 12 Fort 13 Ref 12 Ment 10
Immune Electricity damage
Movement Land 20 ft. Fly 40 ft. (poor)
Attributes Str 2, Dex 4, Con 5, Int 1, Per 0, Wil 2
Alignment Usually lawful good

Wyrmling Bronze Dragon Abilities

Bite Instant

Grappling

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

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

Breath Weapon Instant

The wyrmling bronze dragon makes a +3 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling bronze dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+3 electricity damage.

Claws Instant

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

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

Juvenile Bronze Dragon Level 8 [CR 4] Large dragon

HP 160 **DR** 144

Defenses Armor 14 Fort 17 Ref 12 Ment 15

Immune Electricity damage

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

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

Alignment Usually lawful good

Juvenile Bronze Dragon Abilities

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

Bite Instant

Grappling

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

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

Breath Weapon Instant

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

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

Claws Instant

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

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

Frightful Presence Duration

Emotion

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

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

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

Adult Bronze Dragon Level 12 [CR 6] Huge dragon

HP 384 **DR** 448

Defenses Armor 18 Fort 21 Ref 15 Ment 20

Immune Electricity damage

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

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

Alignment Usually lawful good

Adult Bronze Dragon Abilities

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

Bite Instant

Grappling

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

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

Breath Weapon Instant

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

Hit: Each target takes 4d6+9 electricity damage.

Claws Instant

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

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

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

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

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

HP 672 DR 800
Defenses Armor 19 Fort 24 Ref 16 Ment 23
Immune Electricity damage
Movement Land 60 ft. Fly 120 ft. (poor)
Attributes Str 7, Dex –1, Con 7, Int 5, Per 4, Wil 6
Alignment Usually lawful good

Ancient Bronze Dragon Abilities

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

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

Breath Weapon	Instant
The ancient bronze dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient bronze dragon uses this ability, it briefly cannot use it again. Hit: Each target takes 4d10+18 electricity damage.	

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

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

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

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

HP 900 DR 1056
Defenses Armor 22 Fort 27 Ref 17 Ment 26
Immune Electricity damage
Movement Land 80 ft. Fly 160 ft. (poor)
Attributes Str 8, Dex –2, Con 8, Int 6, Per 5, Wil 7
Alignment Usually lawful good

Wyrms Bronze Dragon Abilities

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

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

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

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

Frightful Presence Duration Emotion

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

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

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

Slam Instant

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

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

Camel Level 1 [CR 2]

Medium animal

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

HP 39 **DR** 16

Defenses Armor 6 Fort 8 Ref 5 Ment 5

Movement Land 30 ft.

Other skills Endurance +6

Attributes Str 3, Dex 0, Con 3, Int –8, Per 1, Wil 0

Alignment Always true neutral

Camel Abilities

Bite Instant Grappling

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

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

Bite Instant Grappling

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

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

Cat Level 1 [CR 0.5]

Small animal

HP 9 **DR** 0

Defenses Armor 4 Fort 3 Ref 7 Ment 2

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

Senses Low-light vision, scent, Awareness +4

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

Alignment Always true neutral

Cat Abilities

Bite Instant Grappling

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

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

Choker Level 4 [CR 1]

Medium monstrous humanoid

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

HP 12 **DR** 6

Defenses Armor 9 Fort 7 Ref 12 Ment 7

Movement Land 30 ft.

Senses Awareness +5

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

Alignment Usually chaotic evil

Choker Abilities

Grasping Slam Instant

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

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

Slam Instant

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

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

Copper Dragons

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

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

Knowledge (arcana) 18: The lair of an adult copper dragon is usually set in a large and well-crafted cave in a hill. The surrounding area has a variety of illusory paths leading to other caves and distractions in the area. These illusions are intended

to test the observational skills of visitors and ensure that they are worth talking to, not to form a serious defense. A copper dragon's publicly known lair is almost never the location of their true hoard, though it typically has a false hoard to trick would-be looters. Creatures in the area find everything more humorous than they normally would, and may break into fits of laughter when surprised.

Wyrmling Copper Dragon**Level 3 [CR 2]**

Small dragon

HP 54 **DR** 28**Defenses** Armor 11 Fort 11 Ref 12 Ment 8**Immune** Acid damage**Movement** Land 20 ft. Fly 40 ft. (poor)**Attributes** Str 1, Dex 5, Con 4, Int 2, Per 2, Wil 1**Alignment** Usually chaotic good**Wyrmling Copper Dragon Abilities****Bite
Grappling**

Instant

The wyrmling copper dragon makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Breath Weapon**

Instant

The wyrmling copper dragon makes a +3 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling copper dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d4+2 acid damage.**Claws**

Instant

The wyrmling copper dragon makes a +5 **strike** vs. Armor.**Hit:** The target takes 1d6+4 slashing damage.**Juvenile Copper Dragon****Level 7 [CR 4]**

Large dragon

HP 128 **DR** 120**Defenses** Armor 13 Fort 15 Ref 12 Ment 13**Immune** Acid damage**Movement** Land 40 ft. Fly 80 ft. (poor)**Attributes** Str 5, Dex 2, Con 5, Int 4, Per 4, Wil 3**Alignment** Usually chaotic good**Juvenile Copper Dragon Abilities**

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

**Bite
Grappling**

Instant

The juvenile copper dragon makes a +6 **strike** vs. Armor.**Hit:** The target takes 2d10+8 physical damage.**Breath Weapon**

Instant

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

Hit: Each target takes 2d6+4 acid damage.**Claws**

Instant

The juvenile copper dragon makes a +8 **strike** vs. Armor.**Hit:** The target takes 2d8+8 slashing damage.**Frightful Presence
Emotion**

Duration

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

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile copper dragon as a **condition**.**Critical hit:** Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile copper dragon as a **condition**.**Adult Copper Dragon****Level 11 [CR 6]**

Huge dragon

HP 300 **DR** 352**Defenses** Armor 15 Fort 18 Ref 14 Ment 17**Immune** Acid damage**Movement** Land 50 ft. Fly 100 ft. (poor)**Attributes** Str 5, Dex 1, Con 5, Int 5, Per 5, Wil 4**Alignment** Usually chaotic good**Adult Copper Dragon Abilities**

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

**Bite
Grappling**

Instant

The adult copper dragon makes a +9 **strike** vs. Armor.**Hit:** The target takes 4d6+18 physical damage.

Breath Weapon	Instant
The adult copper dragon makes a +8 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult copper dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 2d10+9 acid damage.	

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

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

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

Breath Weapon	Instant
The ancient copper dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient copper dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 4d8+12 acid damage.	

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

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

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

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

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

HP 528 DR 640
Defenses Armor 19 Fort 22 Ref 16 Ment 21
Immune Acid damage
Movement Land 60 ft. Fly 120 ft. (poor)
Attributes Str 6, Dex 0, Con 6, Int 6, Per 6, Wil 5
Alignment Usually chaotic good

HP 960 DR 1152
Defenses Armor 20 Fort 25 Ref 17 Ment 24
Immune Acid damage
Movement Land 80 ft. Fly 160 ft. (poor)
Attributes Str 7, Dex –1, Con 7, Int 7, Per 7, Wil 6
Alignment Usually chaotic good

Ancient Copper Dragon Abilities

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

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

Wyrms Copper Dragon Abilities

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

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

Breath Weapon Instant

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

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

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

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

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

Slam Instant

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

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

Crocodile Level 3 [CR 4]
Medium animal

HP 64 **DR** 48

Defenses Armor 9 Fort 11 Ref 9 Ment 5

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

Senses Scent

Other skills Endurance +7

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

Alignment Always true neutral

Crocodile Abilities

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

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

Bite Instant
Grappling

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

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

Grasping Bite Instant
Grappling

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

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

Pouncing Bite Instant
Grappling

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

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

Cultists**Death Cultist** Level 1 [CR 1]
Medium humanoid

HP 11 **DR** 4

Defenses Armor 5 Fort 6 Ref 5 Ment 9

Movement Land 30 ft.

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

Alignment Usually lawful evil

Death Cultist Abilities**Drain Life** Instant
Magical

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

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

Sickle Instant
Tripping

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

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

Pyromaniac Level 4 [CR 1]
Medium humanoid

HP 13 **DR** 8

Defenses Armor 9 Fort 8 Ref 10 Ment 12

Movement Land 30 ft.

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

Alignment Usually lawful evil

Pyromaniac Abilities

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

Combustion Magical	Instant
The pyromaniac makes a +2 attack vs. Fortitude against one creature within Short (30 ft.) range. Hit: The target takes 2d10+3 fire damage.	

Firebolt Magical	Instant
The pyromaniac makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range. Hit: The target takes 2d8+3 fire damage.	

Darkmantle

Level 2 [CR 2]

Small magical beast

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

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

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

HP 27 DR 0
Defenses Armor 7 Fort 4 Ref 10 Ment 6
Movement Climb 10 ft. Land 10 ft. Climb +8 Stealth +8
Senses Darkvision (120 ft.), Awareness +7
Attributes Str 4, Dex 4, Con -2, Int -6, Per 3, Wil 0
Alignment Always true neutral

Darkmantle Abilities

Grasping Slam	Instant
The darkmantle makes a +3 strike vs. Armor. Hit: The target takes 2d8 bludgeoning damage. In addition, if this attack also beats a target's Fortitude defense, it is grappled by the darkmantle.	

Slam	Instant
The darkmantle makes a +3 strike vs. Armor. Hit: The target takes 2d8+4 bludgeoning damage.	

Darkwraith

Level 4 [CR 4]

Medium animate

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

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

HP 52 DR 32
Defenses Armor 10 Fort 9 Ref 12 Ment 11
Immune Prone
Impervious Cold damage
Movement Fly 30 ft. (perfect) Stealth +8
Senses Awareness +7
Attributes Str 0, Dex 3, Con 0, Int 1, Per 2, Wil 2
Alignment Always neutral evil

Darkwraith Abilities

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

Chilling Aura Magical	Instant
The darkwraith makes a +4 attack vs. Reflex against enemies in a Small (15 ft.) radius. Hit: Each target takes 2d6+3 cold damage.	

Greater Dark Grasp Magical	Instant
The darkwraith makes a +4 attack vs. Reflex against anything within reach . Hit: The target takes 2d6+6 cold damage.	

Demonspawn

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

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

Rageborn Demon**Level 5 [CR 4]**
Large planeformed

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

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

HP 80 DR 72**Defenses** Armor 12 Fort 12 Ref 13 Ment 13**Immune** Fire damage**Vulnerable** Emotion**Movement** Land 40 ft.**Other skills** Endurance +8**Attributes** Str 6, Dex 4, Con 3, Int -4, Per 2, Wil 4**Alignment** Always chaotic evil**Rageborn Demon Abilities**

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

Bite Instant**Grappling**

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

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

Claws Instant

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

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

Enrage Duration**Magical**

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

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

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

Power Flurry – Bite Instant**Grappling**

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

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

Power Flurry – Claws

Instant

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

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

Painborn Demon**Level 5 [CR 4]**
Medium planeformed

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

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

HP 112 DR 104**Defenses** Armor 13 Fort 15 Ref 11 Ment 10**Immune** Fire damage**Vulnerable** Compulsion**Movement** Land 30 ft.**Other skills** Endurance +11**Attributes** Str 3, Dex 2, Con 6, Int -4, Per 1, Wil 1**Alignment** Always neutral evil**Painborn Demon Abilities**

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

Impale Instant

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

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

Retributive Spikes Instant

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

Hit: Each target takes 2d6 piercing damage.

Spike Instant

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

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

Dire Rat**Level 1 [CR 1]**

Small animal

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

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

HP 10 DR 2**Defenses** Armor 6 Fort 5 Ref 8 Ment 3**Movement** Land 20 ft. Climb +3 Swim +3**Senses** Low-light vision, scent**Attributes** Str 0, Dex 3, Con 0, Int -9, Per 2, Wil -2**Alignment** Always true neutral**Dire Rat Abilities**

Bite Instant

Grappling

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

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

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

Large animal

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

HP 18 DR 14**Defenses** Armor 10 Fort 10 Ref 11 Ment 8**Movement** Land 40 ft.**Senses** Scent**Attributes** Str 3, Dex 3, Con 2, Int -7, Per 3, Wil 0**Alignment** Always true neutral**Dire Wolf Abilities**

Bite Instant

Grappling

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

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

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

Medium animal

HP 11 DR 4**Defenses** Armor 6 Fort 6 Ref 8 Ment 4**Movement** Land 30 ft.**Senses** Scent, Awareness +5**Attributes** Str 2, Dex 3, Con 1, Int -7, Per 2, Wil -1**Alignment** Always true neutral**Wild Dog Abilities**

Bite Instant

Grappling

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

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

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

Medium animal

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

HP 12 DR 6**Defenses** Armor 7 Fort 7 Ref 9 Ment 5**Movement** Land 30 ft.**Senses** Scent, Awareness +6**Other skills** Endurance +5**Attributes** Str 2, Dex 3, Con 1, Int -7, Per 2, Wil -1**Alignment** Always true neutral**Riding Dog Abilities**

Bite Instant

Grappling

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

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

Dragons

Knowledge (arcana) 5: Legends speak of reptilian flying creatures called dragons. Their love of gold and gems is as legendary as their awe-inspiring power. Dragons keep their wealth in massive hoards, and the search for these hoards has been the death of many a greedy adventurer.

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

Knowledge (arcana) 15: There are two types of dragons: metallic dragons and chromatic dragons. Metallic dragons have shiny, glistening scales, and all metallic dragons are named after

metals. Chromatic dragons have intensely colored scales, and all chromatic dragons are named after colors. Metallic dragons tend to be good-aligned, and chromatic dragons tend to be evil-aligned.

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

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

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

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

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

Fire Elementals

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

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

Ember

Level 4 [CR 1]
Small planeformed

HP 13 DR 8

Defenses Armor 10 Fort 8 Ref 12 Ment 10

Vulnerable Cold damage

Movement Land 30 ft.

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

Alignment Usually true neutral

Ember Abilities

Combustion Instant
Magical

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

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

Firebolt Instant
Magical

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

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

Slam Instant

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

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

Kindled

Level 8 [CR 2]
Medium planeformed

HP 60 DR 36

Defenses Armor 12 Fort 10 Ref 15 Ment 12

Vulnerable Cold damage

Movement Land 45 ft.

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

Alignment Usually true neutral

Kindled Abilities

Combustion Instant
Magical

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

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

Firebolt Instant
Magical

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

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

Greater Fireball Instant

Magical

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

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

Ignition Duration

Magical

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

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 1d10+4 fire damage.

Slam Instant

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

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

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

HP 96 DR 60

Defenses Armor 15 Fort 13 Ref 18 Ment 15

Vulnerable Cold damage

Movement Land 60 ft.

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

Alignment Usually true neutral

Bonfire Abilities

Greater Combustion Instant

Magical

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

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

Greater Fireball Instant

Magical

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

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

Greater Firebolt Instant

Magical

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

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

Ignition Duration

Magical

The bonfire makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 2d6+6 fire damage.

Slam Instant

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

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

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

HP 256 DR 224

Defenses Armor 20 Fort 18 Ref 22 Ment 20

Vulnerable Cold damage

Movement Land 60 ft.

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

Alignment Usually true neutral

Inferno Abilities

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

Greater Combustion Instant

Magical

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

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

Greater Fireball Instant

Magical

The inferno makes a +10 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

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

Greater Firebolt Instant

Magical

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

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

Greater Ignition Duration Magical

The inferno makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d6+12 fire damage. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

Slam Instant

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

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

Elder

Level 20 [CR 4]
Huge planeformed

HP 400 **DR** 352

Defenses Armor 22 Fort 20 Ref 24 Ment 22

Vulnerable Cold damage

Movement Land 75 ft.

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

Alignment Usually true neutral

Elder Abilities

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

Greater Ignition Duration Magical

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

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d8+16 fire damage. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

Slam Instant

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

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

Supreme Combustion Instant Magical

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

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

Supreme Fireball Instant Magical

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

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

Supreme Firebolt Instant Magical

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

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

Formians

Knowledge (planes) 7: Formians are ant-like inhabitants native to Ordus, the Aligned Plane of law. They share a hive mind that allows telepathic communication at great distances.

Knowledge (planes) 12: All formians can sense their surroundings instinctively by feeling tremors in the ground. Most formians are simple drones with no independent thought or agency; they act only as directed by their queen. As a result, they fight with no concern for their own lives, serving only the greater good of the group. They may still retreat to avoid expending unnecessary resources on a battle that is already lost.

Knowledge (planes) 17: Formians often attempt to set up colonies in unclaimed locations on other planes to expand their influence, though they never attack civilizations or sentient creatures to do so. Once they have established their colonies, they consider themselves to have a rightful claim to that land, and they can be highly territorial.

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

Worker

Level 2 [CR 0.5]
Medium planeformed

Knowledge (planes) 7: Workers are the basic building blocks of formian society. A typical worker is about 3 feet long and about 2–1/2 feet high at the front. Its hands are suitable only for manual labor.

Knowledge (planes) 12: Individual workers are mindless, but they are given instructions by the hive mind. Even the smallest formian colony typically has hundreds of workers, and larger colonies can have tens of thousands. Workers are generally given

orders by a formian queen in groups of at least five, and it is rare to see an individual worker on its own.

HP 12 DR 0
Defenses Armor 6 Fort 6 Ref 7 Ment 3
Immune **Compulsion**, **Emotion**, fire damage
Movement Land 30 ft.
Senses Tremorsense (60 ft.), tremorsight (15 ft.)
Other skills Craft +2

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

Worker Abilities

Hive Mind [Magical]: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian’s individual intelligence.

Mindless: The worker is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Bite
Grappling

Instant

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

Warrior

Level 5 [CR 1]
Medium planeforged

Knowledge (planes) 10: Warriors are the basic fighting unit of formian society. In combat, warriors use their high mobility to ruthlessly coordinate attacks on their most dangerous or most vulnerable foes.

Knowledge (planes) 15: Even the smallest formian colony typically has dozens of warriors, and larger colonies can have thousands.

HP 16 DR 12
Defenses Armor 9 Fort 9 Ref 11 Ment 8
Immune **Compulsion**, **Emotion**, fire damage
Movement Land 45 ft. Climb +8 Jump +8
Senses Tremorsense (60 ft.), tremorsight (15 ft.), Awareness +8
Other skills Endurance +6

Attributes Str 3, Dex 3, Con 1, Int -4, Per 3, Wil 0
Alignment Always lawful neutral

Warrior Abilities

Hive Mind [Magical]: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian’s individual intelligence.

Mindless: The warrior is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Stinger

Duration

The warrior makes a +4 **strike** vs. Armor.
Hit: The target takes 2d6+1 piercing damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **dazed** (-2 *defenses*). At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature’s Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it becomes **stunned** (-4 *defenses*) as long as it is poisoned.

Stinger

Instant

The warrior makes a +4 **strike** vs. Armor.
Hit: The target takes 2d6+3 piercing damage.

Frostweb Spider

Level 12 [CR 4]
Large animal

HP 160 DR 144
Defenses Armor 18 Fort 16 Ref 20 Ment 14
Movement Land 40 ft.
Senses Tremorsense (240 ft.), tremorsight (60 ft.)

Attributes Str 4, Dex 6, Con 2, Int 1, Per 3, Wil 0
Alignment Always true neutral

Frostweb Spider Abilities

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

Bite	Duration
Grappling	

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

Hit: The target takes 4d6+12 physical damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **slowed** (*half speed, -2 Ref*). At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it becomes **immobilized** (*-4 Ref, cannot use movement speeds*) as long as it is poisoned.

Bite	Instant
Grappling	

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

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

Frost Breath	Instant
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The frostweb spider makes a +8 attack vs. Fortitude against everything in a Huge (120 ft.) cone. After the frostweb spider uses this ability, it **briefly** cannot use it again.

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

Gelatinous Cube

Level 5 [CR 4]

Large animate

Knowledge (nature) 10: Gelatinous cubes are virtually transparent oozes that creep along underground tunnels, digesting anything organic they encounter. They are feared for their near invisibility while immobile, making them easy to stumble into accidentally.

Knowledge (nature) 15: When a gelatinous cube finds prey, it simply moves through the unfortunate creature, trapping it inside the ooze's body. Creatures engulfed in this way can find it difficult to escape while they are being slowly digested. Gelatinous cubes are unusually fast compared to other oozes, though they are still slow compared to most creatures.

HP 128 **DR** 120

Defenses Armor 7 Fort 16 Ref 0 Ment 0

Immune Critical hits, squeezing

Movement Land 20 ft. Flexibility +6 Stealth -4

Other skills Endurance +12

Attributes Str 4, Dex -9, Con 7, Int -9, Per 0, Wil -9

Alignment Always true neutral

Gelatinous Cube Abilities

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

Incorporeal: The gelatinous cube has an amorphous body

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

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

Transparent: The gelatinous cube is transparent, making it hard to see. While it remains immobile, it is always treated as having **concealment**, allowing it to hide (see Stealth, page ??). In addition, it gains a +10 bonus to Stealth checks made to simply hide in place. Once it starts moving or fighting, it loses this concealment, since its simple cubic shape makes it fairly easy to track. If the gelatinous cube has recently fed, it may have partially dissolved remains visibly suspended inside its body, which can make it much easier to notice.

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

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

Engulf	Instant
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The gelatinous cube moves up to its speed in a straight line. Then, it makes a +3 attack vs. Fortitude against each creature in the path of its movement.

Hit: Each target is **grappled** by the gelatinous cube.

Giant Bombardier Bee-

Level 7 [CR 2]

Large animal

Knowledge (nature) 12: A giant bombardier beetle is an insect resembling a massive beetle. They feed primarily on carrion and offal, gathering heaps of the stuff in which they build nests and lay eggs.

Knowledge (nature) 17: A typical adult giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

HP 84 **DR** 52

Defenses Armor 10 Fort 13 Ref 8 Ment 10

Movement Land 40 ft.

Other skills Endurance +10

Attributes Str 3, Dex -1, Con 4, Int -9, Per 0, Wil 1

Alignment Always true neutral

Giant Bombardier Beetle Abilities

Bite	Instant
Grappling	
The giant bombardier beetle makes a +4 strike vs. Armor.	
Hit: The target takes 2d8+8 physical damage.	

Giant Wasp

Level 4 [CR 2]

Large animal

Knowledge (nature) 9: A giant wasp is a Large insect resembling a normal wasp. Giant wasps attack when hungry or threatened, stinging their prey to death.

Knowledge (nature) 14: Giant wasps take dead or incapacitated opponents back to their lairs as food for their unhatched young.

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

Giant Wasp Abilities

Stinger	Duration
The giant wasp makes a +5 strike vs. Armor.	
Hit: The target takes 2d6+6 piercing damage. Each creature that loses hit points from this attack is poisoned . As long as it is poisoned, it is dazed (-2 <i>defenses</i>). At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page ??). If a creature reaches the third poison stage, it becomes paralyzed (<i>cannot move</i>) as long as it is poisoned.	

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

Giants

Knowledge (local) 12: Giants are massive humanoid creatures that tower over lesser creatures. All giants have immense strength and unimpressive agility - except when it comes to throwing and catching rocks, which they tend to excel at.

Knowledge (local) 17: A giant can throw objects no larger than two size categories smaller than itself with ease. Giants prefer to throw boulders, but in a pinch they can throw almost anything.

Knowledge (local) 22: A giant's **range limits** with an object other than a boulder are generally half its range limit with a boulder. The object may also deal less damage than a boulder

depending on its construction.

Hill Giant

Level 7 [CR 2]

Huge monstrous humanoid

Knowledge (local) 12: A hill giant is a Huge giant that is usually found in hilly areas. Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Skin color among hill giants ranges from light tan to deep ruddy brown. They wear layers of crudely prepared hides with the fur left on.

Knowledge (local) 17: Hill giants lack the intelligence or desire to retreat if their enemies survive to approach them, and prefer to draw their massive clubs and enter melee. If possible, they smash their foes off of cliffs. The hair of hill giants is brown or black, with eyes the same color. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adult hill giants are about 25 feet tall. They can live to be 70 years old.

HP 84 DR 52
Defenses Armor 10 Fort 13 Ref 7 Ment 7
Movement Land 50 ft.
Attributes Str 5, Dex -2, Con 4, Int -2, Per -2, Wil -2
Alignment Usually chaotic evil

Hill Giant Abilities

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

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

Stone Giant

Level 10 [CR 2]

Gargantuan monstrous humanoid

Knowledge (local) 15: A stone giant is a Gargantuan giant that is usually found in mountainous regions. Stone giants fight from a great distance whenever possible, using their ability to hurl stones up to 1,000 feet. They prefer thick leather garments, dyed in shades of brown and gray to match the stone around them.

Knowledge (local) 20: Adult stone giants stand about 50 feet tall. They can live to be 300 years old. Young stone giants can be capricious, hunting tiny creatures like goats and humanoids on a whim. Elder stone giants tend to be wiser and more cautious, and avoid unnecessary conflict.

HP 132 DR 80
Defenses Armor 12 Fort 16 Ref 10 Ment 9
Movement Land 60 ft.
Attributes Str 5, Dex -1, Con 5, Int 0, Per 0, Wil -2
Alignment Usually true neutral

Stone Giant Abilities

Boulder	Instant
Forceful, Thrown (120/480)	
The stone giant makes a +6 strike vs. Armor.	
Hit: The target takes 4d6+12 bludgeoning damage.	

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

Gibbering Mouther Level 5 [CR 4]

Huge aberration

Knowledge (dungeoneering) 10: A gibbering mouther is a horrible creature seemingly drawn from a lunatic's nightmares. They are named for their tendency for speak gibberish to baffle the minds of their prey.

Knowledge (dungeoneering) 15: Although gibbering mouters are not intelligent enough to be actively evil, they thirst after bodily fluids and seem to prefer the blood of intelligent creatures. They speak their gibberish in Common, but cannot understand it.

HP 112 DR 104
Defenses Armor 13 Fort 15 Ref 11 Ment 12
Immune Prone
Movement Land 50 ft. Swim +7
Senses Darkvision (240 ft.), telepathy (900 ft.)
Other skills Endurance +11
Attributes Str 2, Dex 2, Con 6, Int -6, Per 1, Wil 3
Alignment Usually lawful evil

Gibbering Mouther Abilities

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

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

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

Goblins

Goblin Peon	Level 1 [CR 0.5]
	Medium humanoid

HP 9 DR 0
Defenses Armor 4 Fort 3 Ref 7 Ment 2
Movement Land 30 ft.
Attributes Str 0, Dex 3, Con -1, Int -2, Per 1, Wil -2
Alignment Usually chaotic evil

Goblin Peon Abilities

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

Goblin Guard	Level 1 [CR 1]
	Medium humanoid

HP 10 DR 2
Defenses Armor 6 Fort 5 Ref 8 Ment 3
Movement Land 30 ft.
Attributes Str 1, Dex 3, Con 0, Int -2, Per 1, Wil -2
Alignment Usually chaotic evil

Goblin Guard Abilities

Spear	Instant
Thrown (30/60), Versatile Grip	
The goblin guard makes a +0 strike vs. Armor.	
Hit: The target takes 1d6+2 piercing damage.	

Goblin Warg Rider	Level 1 [CR 2]
	Medium humanoid

HP 33 DR 8**Defenses** Armor 6 Fort 6 Ref 8 Ment 3**Movement** Land 30 ft.**Attributes** Str 1, Dex 3, Con 1, Int -2, Per 1, Wil -2**Alignment** Usually chaotic evil**Goblin Warg Rider Abilities****Spear**

Instant

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

Medium humanoid

HP 33 DR 8**Defenses** Armor 6 Fort 6 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 0, Dex 2, Con 1, Int -2, Per 2, Wil 3**Alignment** Usually chaotic evil**Goblin Shaman Abilities****Divine Judgment**

Instant

Magical

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

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

Instant

Thrown (30/60), **Versatile Grip**The goblin shaman makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d6+4 piercing damage.**Gold Dragons**

Knowledge (arcana) 10: Gold dragons are the wisest and most ostentatious dragons, and arguably the most powerful of all. They are intensely serious in all of their pursuits, especially the vanquishing of evil. They make their lairs in any terrain, but they prefer deeply secluded and mysterious areas with preexisting magical power.

Knowledge (arcana) 15: Gold dragons hold themselves aloof from the world, and seldom bother to interact with other dragons, much less mortals. They have a high - but well-founded - opinion of their own wisdom and power, and seldom deign to interact with lesser creatures except as necessary to compel agreement with the dragon's complex plans. In rare circumstances, they may give advice or aid to especially worthy supplicants, but

great deeds of valor and altruism are necessary to impress a gold dragon. They can also be impressed by sheer gifts of wealth, since they freely consume gold and gems from their own hoards as necessary to sustain their battles against evil.

Knowledge (arcana) 20: The lair of an adult gold dragon is surrounded by an eerie, magical light that emanates from all earth-based materials and metals, especially gems and jewels. In addition, any natural magical effects in the area are amplified dramatically. Creatures in the area suffer from a deep awareness of all of their imperfections and flaws, and are inspired to improve themselves - though they are aware that no mortal efforts can approach the majesty and perfection of a gold dragon.

Wyrmling Gold Dragon**Level 5 [CR 2]**

Small dragon

HP 75 DR 48**Defenses** Armor 12 Fort 13 Ref 12 Ment 11**Immune** Fire damage**Movement** Land 20 ft. Fly 40 ft. (poor)**Attributes** Str 3, Dex 4, Con 5, Int 2, Per 2, Wil 3**Alignment** Usually lawful good**Wyrmling Gold Dragon Abilities****Bite**

Instant

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

Instant

The wyrmling gold dragon makes a +4 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling gold dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+3 fire damage.**Claws**

Instant

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

Large dragon

HP 176 DR 160**Defenses** Armor 14 Fort 17 Ref 12 Ment 16**Immune** Fire damage**Movement** Land 40 ft. Fly 80 ft. (poor)**Attributes** Str 7, Dex 1, Con 6, Int 4, Per 4, Wil 5**Alignment** Usually lawful good

Juvenile Gold Dragon Abilities

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

Bite Grappling Instant

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

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

Breath Weapon Instant

The juvenile gold dragon makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile gold dragon uses this ability, it **briefly** cannot use it again.

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

Claws Instant

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

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

Frightful Presence Emotion Duration

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

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

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

Adult Gold Dragon Level 13 [CR 6]
Huge dragon

HP 432 DR 512

Defenses Armor 18 Fort 21 Ref 15 Ment 21

Immune Fire damage

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

Attributes Str 7, Dex 0, Con 6, Int 5, Per 5, Wil 6

Alignment Usually lawful good

Adult Gold Dragon Abilities

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

Bite Grappling Instant

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

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

Breath Weapon Instant

The adult gold dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult gold dragon uses this ability, it **briefly** cannot use it again.

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

Claws Instant

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

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

Frightful Presence Emotion Duration

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

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

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

Slam Instant

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

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

Ancient Gold Dragon Level 17 [CR 6]
Gargantuan dragon

HP 768 DR 896

Defenses Armor 19 Fort 24 Ref 16 Ment 24

Immune Fire damage

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

Attributes Str 8, Dex –1, Con 7, Int 6, Per 6, Wil 7

Alignment Usually lawful good

Ancient Gold Dragon Abilities

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

Bite Grappling Instant

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

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

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

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

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

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

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

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

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

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

Wyrm Gold Dragon

Level 21 [CR 6]
Colossal dragon

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

Wyrm Gold Dragon Abilities

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

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

Green Dragons

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

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

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

Wyrmling Green Dragon

Level 4 [CR 2]
Small dragon

HP 60 DR 36**Defenses** Armor 12 Fort 12 Ref 12 Ment 9**Immune** Acid damage**Movement** Land 20 ft. Fly 40 ft. (poor)**Attributes** Str 1, Dex 4, Con 4, Int 3, Per 2, Wil 1**Alignment** Usually lawful evil**Wyrmling Green Dragon Abilities****Bite** Instant
GrapplingThe wyrmling green dragon makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Breath Weapon** InstantThe wyrmling green dragon makes a +4 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling green dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 1d6+3 acid damage.**Claws** InstantThe wyrmling green dragon makes a +6 **strike** vs. Armor.**Hit:** The target takes 1d8+6 slashing damage.**Juvenile Green Dragon** Level 8 [CR 4]
Large dragon**HP 144 DR 128****Defenses** Armor 13 Fort 16 Ref 12 Ment 14**Immune** Acid damage**Movement** Land 40 ft. Fly 80 ft. (poor)**Attributes** Str 5, Dex 1, Con 5, Int 5, Per 4, Wil 3**Alignment** Usually lawful evil**Juvenile Green Dragon Abilities****Multiple Actions:** The juvenile green dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite** Instant
GrapplingThe juvenile green dragon makes a +7 **strike** vs. Armor.**Hit:** The target takes 2d10+8 physical damage.**Breath Weapon** InstantThe juvenile green dragon makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile green dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 2d6+4 acid damage.**Claws** InstantThe juvenile green dragon makes a +9 **strike** vs. Armor.**Hit:** The target takes 2d8+8 slashing damage.**Frightful Presence** Duration
Emotion

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

Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the juvenile green dragon as a **condition**.**Critical hit:** Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the juvenile green dragon as a **condition**.**Adult Green Dragon** Level 12 [CR 6]
Huge dragon**HP 336 DR 400****Defenses** Armor 17 Fort 20 Ref 15 Ment 19**Immune** Acid damage**Movement** Land 50 ft. Fly 100 ft. (poor)**Attributes** Str 5, Dex 0, Con 5, Int 6, Per 5, Wil 4**Alignment** Usually lawful evil**Adult Green Dragon Abilities****Multiple Actions:** The adult green dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite** Instant
GrapplingThe adult green dragon makes a +10 **strike** vs. Armor.**Hit:** The target takes 4d6+18 physical damage.**Breath Weapon** InstantThe adult green dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult green dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 2d10+9 acid damage.

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

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

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

Slam Instant

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

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

Ancient Green Dragon Level 16 [CR 6]
Gargantuan dragon

HP 600 **DR** 704

Defenses Armor 19 Fort 23 Ref 16 Ment 22

Immune Acid damage

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

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

Alignment Usually lawful evil

Ancient Green Dragon Abilities

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

Bite Instant
Grappling

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

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

Breath Weapon Instant

The ancient green dragon makes a +12 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient green dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d10+18 acid damage.

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

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

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

Slam Instant

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

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

Wyrms Green Dragon Level 20 [CR 6]
Colossal dragon

HP 1056 **DR** 1280

Defenses Armor 21 Fort 26 Ref 17 Ment 25

Immune Acid damage

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

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

Alignment Usually lawful evil

Wyrms Green Dragon Abilities

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

Bite Instant
Grappling

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

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

Breath Weapon Instant

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

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

Claws Instant

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

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

Frightful Presence Duration Emotion

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

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

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

Slam Instant

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

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

Griffon Level 5 [CR 4]

Large magical beast

Knowledge (nature) 10: Griffons are powerful, majestic creatures with characteristics of both lions and eagles. A pair of broad, golden wings emerge from the creature's back that can span 25 feet or more. In battle, they pounce on their foes like a lion.

Knowledge (nature) 15: From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. Griffons cannot speak, but they understand Common.

HP 64 **DR** 48

Defenses Armor 11 Fort 10 Ref 13 Ment 11

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

Senses Low-light vision, Awareness +7

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

Alignment Usually true neutral

Griffon Abilities

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

Bite Instant Grappling

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

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

Claws Instant

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

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

Pouncing Claws Instant

The griffon moves up to its speed in a straight line. Then, it makes a +7 **strike** vs. Armor.

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

Horse Level 2 [CR 2]

Large animal

HP 42 **DR** 20

Defenses Armor 7 Fort 9 Ref 7 Ment 3

Movement Land 40 ft.

Other skills Endurance +7

Attributes Str 2, Dex 1, Con 3, Int –7, Per 0, Wil –3

Alignment Always true neutral

Horse Abilities

Bite Instant Grappling

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

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

Bite Instant Grappling

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

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

Humans

Town Guard Level 1 [CR 1]

Medium humanoid

HP 11 **DR** 4

Defenses Armor 5 Fort 6 Ref 5 Ment 6

Movement Land 25 ft.

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

Alignment Usually lawful neutral

Town Guard Abilities

Broadsword Instant Sweeping (1), Versatile Grip

The town guard makes a +0 **strike** vs. Armor.

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

Cleric of the Peace Level 1 [CR 2]

Medium humanoid

HP 30 DR 4**Defenses** Armor 5 Fort 5 Ref 5 Ment 8**Movement** Land 25 ft.**Attributes** Str 1, Dex 0, Con 0, Int 0, Per 0, Wil 3**Alignment** Usually lawful neutral**Cleric of the Peace Abilities****Divine Judgment**
Magical

Instant

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

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

Instant

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

Large magical beast

Knowledge (nature) 12: A hydra maggot is a Large maggot-like creature that wriggles across the ground in search of food. It is named for the cluster of tentacles that sprout from its heads, which it uses to grab foes so it can eat them.

Knowledge (nature) 17: Hydra maggots are carnivorous, but are not picky, and will feast on rotting carcasses just as happily as they feast on fresh meat. When hydra maggots attack, they can shape the tip of their tentacles into a point, allowing them to impale their foes. Their tentacles are quite adept at slipping past defenses and through cracks in armor.

HP 60 DR 36**Defenses** Armor 11 Fort 10 Ref 13 Ment 8**Movement** Land 40 ft. Climb +10**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 4, Con 1, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Hydra Maggot Abilities****Grasping Slam**

Instant

The hydra maggot makes a +6 **strike** vs. Armor.

Hit: The target takes 4d6 bludgeoning damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the hydra maggot.

Impaling Tentacles

Instant

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

Instant

The hydra maggot makes a +5 **strike** vs. Armor.**Hit:** The target takes 4d6+8 bludgeoning damage.**Ichor-Tainted**

Knowledge (nature) 12: The dreadful magical liquid known as ichor has no known origin. All is known is that it can corrupt creatures who contact it. Creatures who become tainted in this way recklessly attack anything they encounter, making them extremely dangerous.

Knowledge (nature) 17: Ichor-tainted creatures have had their internal organs restructured in unnatural ways, making them difficult to dispatch quickly. When the ichor spreads, as it often does during a fight, it inhibits healing as it tries to corrupt its new host.

Knowledge (nature) 22: Only animals can be fully transformed by ichor. Other creatures suffer temporary effects at worst. The biological structure of transformed animals bears some resemblance to aberrations. Some scholars theorize that this means the ichor originated from the Far Realm, while others think it is a mere imitation.

Ichor Black Bear**Level 7 [CR 2]**

Medium magical beast

HP 96 DR 60**Defenses** Armor 11 Fort 14 Ref 9 Ment 8**Immune** Critical hits**Vulnerable** Fire damage**Movement** Land 30 ft. Climb +10 Swim +10**Senses** Darkvision (60 ft.)**Other skills** Endurance +11**Attributes** Str 4, Dex 0, Con 5, Int -9, Per 0, Wil -1**Alignment** Always true neutral**Ichor Black Bear Abilities**

Spreading Ichor [Magical]: Whenever the ichor black bear causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite

Instant

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

Instant

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

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

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

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

Ichor Brown Bear Abilities

Spreading Ichor [**Magical**]: Whenever the ichor brown bear causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Instant
Grappling

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

Claws Instant

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

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

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

Attributes Str -1, Dex 3, Con -1, Int -9, Per 2, Wil -3
Alignment Always true neutral

Ichor Rat Abilities

Spreading Ichor [**Magical**]: Whenever the ichor rat causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Instant
Grappling

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

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

HP 224 **DR** 200
Defenses Armor 16 Fort 18 Ref 15 Ment 13
Immune Critical hits
Vulnerable Fire damage
Movement Land 60 ft.
Senses Darkvision (60 ft.), Awareness +13

Attributes Str 6, Dex 1, Con 4, Int -7, Per 4, Wil -1
Alignment Always true neutral

Ichor Roc Abilities

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

Spreading Ichor [**Magical**]: Whenever the ichor roc causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Instant
Grappling

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

Talon Instant

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

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

HP 20 **DR** 18
Defenses Armor 11 Fort 11 Ref 12 Ment 7
Immune Critical hits
Vulnerable Fire damage
Movement Land 30 ft.
Senses Darkvision (60 ft.), Awareness +8

Attributes Str 3, Dex 4, Con 3, Int -9, Per 3, Wil -1
Alignment Always true neutral

Ichor Wolf Abilities

Spreading Ichor [**Magical**]: Whenever the ichor wolf causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Grappling	Instant
The ichor wolf makes a +3 strike vs. Armor. Hit: The target takes 2d6+3 physical damage.	

Imps

Flamefist Imp **Level 13 [CR 0.5]**
Small planeformed

HP 44 **DR** 0
Defenses Armor 14 Fort 14 Ref 15 Ment 10
Movement Land 20 ft.
Attributes Str 2, Dex 3, Con 2, Int 1, Per 0, Wil -2
Alignment Always chaotic evil

Flamefist Imp Abilities

Slam	Instant
The flamefist imp makes a +6 strike vs. Armor. Hit: The target takes 4d8+4 bludgeoning and fire damage.	

Lizardfolk

Knowledge (local) 8: Lizardfolk are Medium bipedal creatures covered in reptilian scales. They are slightly taller and bulkier than humans, typically standing 6 to 7 feet tall and weighing up to 250 pounds. Their tail resembles that of a crocodile, and is typically 3 to 4 feet long. Their scales are typically green, gray, or brown. In battle, they typically fight as unorganized individuals.

Knowledge (local) 13: Lizardfolk use their tail for balance on land and to accelerate their swimming while in water. They prefer frontal assaults and massed rushes in battle, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If lizardfolk are outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Lizardfolk Grunt **Level 3 [CR 1]**
Medium humanoid

HP 18 **DR** 14
Defenses Armor 9 Fort 11 Ref 7 Ment 8
Movement Land 30 ft. Swim 30 ft.
Attributes Str 3, Dex 0, Con 4, Int 0, Per 0, Wil 1
Alignment Usually true neutral

Lizardfolk Grunt Abilities

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

Spear Thrown (30/60), Versatile Grip	Instant
The lizardfolk grunt makes a +1 strike vs. Armor. Hit: The target takes 1d8+2 piercing damage.	

Lizardfolk Elite **Level 4 [CR 2]**
Medium humanoid

HP 66 **DR** 40
Defenses Armor 10 Fort 13 Ref 8 Ment 10
Movement Land 30 ft. Swim 30 ft.
Attributes Str 4, Dex 0, Con 5, Int 0, Per 2, Wil 2
Alignment Usually true neutral

Lizardfolk Elite Abilities

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

Spear Thrown (30/60), Versatile Grip	Instant
The lizardfolk elite makes a +4 strike vs. Armor. Hit: The target takes 2d6+6 piercing damage.	

Magma Elementals

Knowledge (planes) 11: Magma elementals are a fusion of the Plane of Earth and the Plane of Fire. They combine the durability of earth elementals with some of the agility of fire elementals. Their outer shell appears rocky, but inside that shell they hold molten rock at incredible temperatures.

Knowledge (planes) 16: Magma elementals lack the usual weaknesses of both fire elementals and earth elementals. Their massive internal heat, shielded from outside attack, actually makes them less vulnerable to cold. However, piercing attacks can penetrate their outer shell, causing the magma inside to spew out until it cools.

Volcanite **Level 6 [CR 2]**
Medium planeformed

HP 84 **DR** 52
Defenses Armor 13 Fort 14 Ref 13 Ment 9
Impervious Cold damage
Vulnerable Piercing damage
Movement Land 30 ft.
Attributes Str 4, Dex 4, Con 5, Int -4, Per 0, Wil 0
Alignment Usually true neutral

Volcanite Abilities

Combustion Instant
Magical

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

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

Magma Throw Instant

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

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

Slam Instant

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

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

Volcano

Level 12 [CR 4]
Large planeformed

HP 256 DR 224

Defenses Armor 19 Fort 20 Ref 19 Ment 14

Impervious Cold damage

Vulnerable Piercing damage

Movement Land 40 ft.

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

Alignment Usually true neutral

Volcano Abilities

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

Greater Combustion Instant
Magical

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

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

Magma Throw Instant

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

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

Slam Instant

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

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

Volcanic Titan

Level 18 [CR 4]
Huge planeformed

HP 512 DR 448

Defenses Armor 22 Fort 23 Ref 22 Ment 17

Impervious Cold damage

Vulnerable Piercing damage

Movement Land 50 ft.

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

Alignment Usually true neutral

Volcanic Titan Abilities

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

Greater Combustion Instant
Magical

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

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

Magma Throw Instant

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

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

Slam Instant

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

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

Minotaur

Level 6 [CR 4]

Large monstrous humanoid

Knowledge (local) 11: A minotaur is a Large bull-headed creature. Minotaurs are known for their poor sense of direction. They can be cunning in battle, but have a tendency to become trapped in dungeons of even moderate complexity.

HP 88 DR 80

Defenses Armor 10 Fort 13 Ref 9 Ment 11

Movement Land 40 ft.

Senses Awareness +8

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

Alignment Always true neutral

Minotaur Abilities

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

the same round.

Gore Impact Instant

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

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

Nightcrawler Level 7 [CR 2]

Large magical beast

Knowledge (nature) 12: A nightcrawler is a Large worm imbued with umbramantic power. Its body is colored only in shades of gray. In battle, they wriggle towards their foes and try to eat them.

Knowledge (nature) 17: A typical nightcrawler is about 9 feet long and weighs about 700 pounds. They move slowly, but are surprisingly agile in combat. They can easily contort their body to avoid attacks or wrap around the defenses of foes. Nightcrawlers have several magical abilities that draw on their umbramantic power to inflict cold damage on nearby foes.

Knowledge (nature) 22: Nightcrawlers hate and fear light. They can be driven away by light, but if they have no escape, they ferociously attack any sources of light.

HP 60 DR 36
Defenses Armor 11 Fort 10 Ref 13 Ment 12
Movement Climb 20 ft. Land 20 ft. Climb +9
Senses Darkvision (60 ft.), blindsense (120 ft.)
Attributes Str 3, Dex 4, Con 1, Int -8, Per 0, Wil 3
Alignment Always true neutral

Nightcrawler Abilities

Crawling Darkness Instant

Magical

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

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

Dark Embrace Instant

Magical

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

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

Slam Instant

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

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

Ogres

Knowledge (local) 8: Ogres are Large, hideous humanoid creatures with a taste for human flesh. If that is unavailable, they also enjoy the flesh of other humanoid creatures. They lack the intelligence for complex plans, but they like lying in wait to ambush helpless travelers.

Knowledge (local) 13: Ogre skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Knowledge (local) 18: Ogres are intelligent enough to throw their javelins first to soften up their foes before closing into melee, but ogre gangs and bands fight as unorganized individuals. They use greatclubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger Level 3 [CR 1]

Large monstrous humanoid

Knowledge (local) 8: Ogre gangers are relatively weak or young ogres that tend to gather together in gangs for mutual protection.

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

Ogre Ganger Abilities

Greatclub Instant

Forceful

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

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

Javelin Instant

Thrown (60/120)

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

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

Ogre Menace Level 4 [CR 2]

Large monstrous humanoid

Knowledge (local) 9: Ogre menaces are mature adult ogres that often terrorize small towns. They tend to work in pairs or with minions like goblins that they bully into submission.

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

Ogre Menace Abilities

Greatclub Instant
Forceful

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

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

Javelin Instant
Thrown (60/120)

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

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

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

Large monstrous humanoid

Knowledge (local) 10: Ogre mages are unusual ogres that have innate arcane magical talent. They are generally identifiable as the only ogres who do not go into battle wearing armor. They are more intelligent than other ogres, and more likely to use combat strategies like hiding behind their minions.

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

Firebolt Instant
Magical

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

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

Greatclub Instant
Forceful

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

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

Ignition Duration
Magical

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

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 1d8+3 fire damage.

Inferno Instant
Magical

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

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

Javelin Instant
Thrown (60/120)

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

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

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

Large monstrous humanoid

Knowledge (local) 11: Ogre skullclaimers are the leaders of large roaming bands of ogres. Ogre bands are often accompanied by goblins or other similar creatures that help the ogres in exchange for a share of the valuable items they find, since the ogres care more about the creatures they kill.

Knowledge (local) 16: Ogre skullclaimers are named after their right to eat the most prized part of any humanoid the band kills: the head.

HP 88 **DR** 80**Defenses** Armor 10 Fort 13 Ref 9 Ment 11**Movement** Land 40 ft.**Social** Intimidate +6**Attributes** Str 6, Dex -1, Con 3, Int -1, Per 2, Wil 1**Alignment** Usually chaotic evil**Ogre Skullclaimer Abilities**

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

Greatclub Instant
Forceful

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

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

Javelin Instant
Thrown (60/120)

The ogre skullclaimer makes a +6 **strike** vs. Armor.

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

Orcs

Knowledge (local) 7: Orcs are green-skinned humanoids that are generally larger, stronger, and less intelligent than humans. Most other humanoid races consider them ugly, though orcs would say the same about most other humanoid races. They

tend to be selfish, but they adhere strictly to the particular orcish interpretation of honorable combat.

Knowledge (local) 12: Honorable orc combat avoids sneak attacks or deception, allows enemies to surrender, and respects the distinction between civilians and combatants. However, honorable orc combat does not require a great deal of warning before battle is joined, and they have no concept of "dirty fighting" - orcs fight brutally and with no reservations in combat.

Orcs have highly militaristic and regimented society that is divided into different clans, each of which is ruled by a powerful chieftain.

Knowledge (local) 17: Orc hierarchy and status is almost always determined by power, and chieftains can be deposed at specific intervals in a personal trial by combat. You know the general patterns that determine when these personal trials by combat are permissible for local orc clans.

Orc Butcher

Level 2 [CR 2]
Medium humanoid

HP 39 DR 16

Defenses Armor 7 Fort 8 Ref 6 Ment 6

Movement Land 30 ft.

Senses Darkvision (60 ft.)

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

Alignment Usually lawful evil

Orc Butcher Abilities

Crushing Sledgehammer
Forceful

Instant

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

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

Sledgehammer
Forceful

Instant

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

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

Orc Grunt

Level 2 [CR 1]
Medium humanoid

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

HP 13 DR 8

Defenses Armor 7 Fort 8 Ref 6 Ment 6

Movement Land 30 ft.

Senses Darkvision (60 ft.)

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

Alignment Usually lawful evil

Orc Grunt Abilities

Greataxe

Sweeping (1)

Instant

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

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

Orc Peon

Level 1 [CR 0.5]
Medium humanoid

Knowledge (local) 6: Orc peons are the weakest warrior that orc clans field in battle. They have the lowest status of any adult in orc society.

HP 11 DR 0

Defenses Armor 4 Fort 5 Ref 4 Ment 4

Movement Land 30 ft.

Senses Darkvision (60 ft.)

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

Alignment Usually lawful evil

Orc Peon Abilities

Greataxe

Sweeping (1)

Instant

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

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

Orc Veteran

Level 5 [CR 2]
Medium humanoid

Knowledge (local) 10: Orc veterans are battle-hardened elite warriors who are deadly at any range. They often serve as bodyguards to orc chieftains or as devastating shock troops in battle.

HP 60 DR 36

Defenses Armor 9 Fort 11 Ref 8 Ment 9

Movement Land 30 ft.

Senses Darkvision (60 ft.)

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

Alignment Usually lawful evil

Orc Veteran Abilities

Greataxe

Sweeping (1)

Instant

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

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

Longbow

Projectile (120/480)

Instant

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

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

Mighty Greataxe Instant
Sweeping (1)

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

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

Mighty Longbow Instant
Projectile (120/480)

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

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

Mighty Greataxe Instant
Sweeping (1)

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

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

Mighty Longbow Instant
Projectile (120/480)

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

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

Orc Clan Chief **Level 6 [CR 4]**
 Medium humanoid

Knowledge (local) 11: Orc clan chiefs are the among the most powerful orc warriors. Even the lowest clan chiefs commands hundreds of powerful orc warriors, plus at least as many noncombatants.

HP 100 **DR** 96
Defenses Armor 12 Fort 14 Ref 11 Ment 12
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 6, Dex 1, Con 4, Int -2, Per 2, Wil 2
Alignment Usually lawful evil

Orc Clan Chief Abilities

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

Greataxe Instant
Sweeping (1)

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

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

Hamstring – Greataxe Duration
Sweeping (1)

The orc clan chief makes a +6 **strike** vs. Armor.

Hit: The target takes 4d6+3 slashing damage. Each creature that loses **hit points** from this attack is **slowed** (*half speed, -2 Ref*) as a **condition**.

Longbow Instant
Projectile (120/480)

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

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

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

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

HP 39 **DR** 16
Defenses Armor 7 Fort 8 Ref 6 Ment 6
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex 0, Con 2, Int -2, Per 1, Wil 0
Alignment Usually lawful evil

Orc Shaman Abilities
Battleaxe Instant
Sweeping (1), **Versatile Grip**

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

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

Divine Judgment Instant
Magical

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

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

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

HP 14 **DR** 10
Defenses Armor 7 Fort 9 Ref 6 Ment 3
Movement Land 30 ft.
Other skills Endurance +7
Attributes Str 1, Dex 0, Con 3, Int -7, Per 0, Wil -3
Alignment Always true neutral

Pony Abilities

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

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

Raven**Level 1 [CR 0.5]**

Small animal

HP 6 DR 0 Defenses Armor 3 Fort 0 Ref 7 Ment 3 Movement Fly 20 ft. Other skills Endurance -1
Attributes Str -8, Dex 3, Con -4, Int -6, Per 2, Wil -1 Alignment Always true neutral

Raven Abilities

Talon	Instant
The raven makes a +3 strike vs. Armor. Hit: The target takes 1+1 piercing damage.	

Red Dragons

Knowledge (arcana) 10: Red dragons are extremely confident in their own abilities. They are easily enraged, and they lay claim to vast swaths of territory, regardless of its inhabitants or defenses. They typically make their home in the lower slopes of great mountains, but their expansive view of their domain means they are commonly found in other environments as well. Their aggression and boldness makes them the most feared type of dragon in most locations.

Knowledge (arcana) 15: Red dragons are less intelligent and more impulsive than most dragons, though older red dragons are still far above average human intelligence. Older red dragons know that their fire breath is hot enough to destroy valuable treasure, so they tend to avoid using it in fights that they expect to be both easy and profitable.

Knowledge (arcana) 20: The lair of an adult red dragon is surrounded by stifling heat regardless of the area's natural climate, and the air is tinged with sulfurous fumes. This heat makes the area an attractive location for creatures from the Plane of Fire, and they often find their way there. If possible, red dragons prefer to claim a lair within an active volcano, but they must be able to defend such a valuable location against other red dragons. Creatures in the area are short-tempered and easily provoked,

even if they are unaffected by the heat.

Wyrmling Red Dragon**Level 5 [CR 2]**

Small dragon

HP 75 DR 48 Defenses Armor 12 Fort 13 Ref 12 Ment 10 Immune Fire damage Movement Land 20 ft. Fly 40 ft. (poor)
Attributes Str 3, Dex 4, Con 5, Int 0, Per 0, Wil 2 Alignment Usually chaotic evil

Wyrmling Red Dragon Abilities

Bite Grappling	Instant
The wyrmling red dragon makes a +3 strike vs. Armor. Hit: The target takes 2d6+6 physical damage.	

Breath Weapon	Instant
The wyrmling red dragon makes a +3 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling red dragon uses this ability, it briefly cannot use it again. Hit: Each target takes 1d8+3 fire damage.	

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

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

Large dragon

HP 176 DR 160 Defenses Armor 14 Fort 17 Ref 12 Ment 15 Immune Fire damage Movement Land 40 ft. Fly 80 ft. (poor)
Attributes Str 7, Dex 1, Con 6, Int 2, Per 2, Wil 4 Alignment Usually chaotic evil

Juvenile Red Dragon Abilities

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

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

Breath Weapon Instant

The juvenile red dragon makes a +6 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile red dragon uses this ability, it **briefly** cannot use it again.

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

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

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

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

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

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

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

Slam Instant

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

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

Ancient Red Dragon

Level 17 [CR 6]
Gargantuan dragon

Adult Red Dragon

Level 13 [CR 6]
Huge dragon

HP 432 **DR** 512

Defenses Armor 18 Fort 21 Ref 15 Ment 20

Immune Fire damage

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

Attributes Str 7, Dex 0, Con 6, Int 3, Per 3, Wil 5

Alignment Usually chaotic evil

HP 768 **DR** 896

Defenses Armor 19 Fort 24 Ref 16 Ment 23

Immune Fire damage

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

Attributes Str 8, Dex –1, Con 7, Int 4, Per 4, Wil 6

Alignment Usually chaotic evil

Ancient Red Dragon Abilities

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

Bite Instant
Grappling

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

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

Bite Instant
Grappling

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

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

Breath Weapon Instant

The adult red dragon makes a +8 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult red dragon uses this ability, it **briefly** cannot use it again.

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

Breath Weapon Instant

The ancient red dragon makes a +11 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient red dragon uses this ability, it **briefly** cannot use it again.

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

Claws Instant

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

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

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

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

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

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

Wyrm Red Dragon Level 21 [CR 4] Colossal dragon

HP 1008 DR 1200
Defenses Armor 23 Fort 28 Ref 18 Ment 27
Immune Fire damage
Movement Land 80 ft. Fly 160 ft. (poor)
Attributes Str 9, Dex –2, Con 8, Int 5, Per 5, Wil 7
Alignment Usually chaotic evil

Wyrm Red Dragon Abilities

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

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

Breath Weapon	Instant
The wyrm red dragon makes a +14 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm red dragon uses this ability, it briefly cannot use it again. Hit: Each target takes 6d10+24 fire damage.	

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

Roc Level 9 [CR 4] Gargantuan animal

Knowledge (nature) 14: A roc is an incredibly strong bird with the ability to carry off horses. It is typically 30 feet long from the beak to the base of the tail, with a wingspan as wide as 80 feet. Its plumage is either dark brown or golden from head to tail.

Knowledge (nature) 19: A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

HP 144 DR 128
Defenses Armor 13 Fort 15 Ref 12 Ment 10
Movement Land 60 ft.
Senses Awareness +11
Attributes Str 6, Dex 1, Con 4, Int –7, Per 4, Wil –1
Alignment Always true neutral

Roc Abilities

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

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

Talon	Instant
The roc makes a +9 strike vs. Armor. Hit: The target takes 2d8+8 piercing damage.	

Silver Dragons

Knowledge (arcana) 9: Silver dragons are the most scholarly dragons. They study the history of magic and the mortal races from their lairs atop frozen mountain peaks. They sometimes leave their lairs to do research on topics of interest to them, either with their own observations or by gathering tomes of knowledge.

Knowledge (arcana) 14: On rare occasions, silver dragons will come to some grand conclusion based on their research. When they do, they take their knowledge and travel the civilized world to avert some foreseen disaster or to spread their knowledge with mortals who need it. They require no payment for these services, but they do take the opportunity to seek out new developments in the world and gather research to fuel their next obsession.

Knowledge (arcana) 19: The lair of an adult silver dragon is typically covered in a blinding snowstorm that drives any interlopers safely to the edges of the storm. The surrounding terrain is sculpted into a frozen labyrinth of ice and stone that makes it difficult for creatures to find the center, while also preventing the winds from driving unwary creatures off of cliffs. Creatures in the area feel a deeper sense of curiosity, and are easily distracted by new phenomena or information they encounter.

Wyrmling Silver Dragon

Level 4 [CR 2]
Small dragon

HP 66 DR 40

Defenses Armor 12 Fort 13 Ref 12 Ment 9

Immune Cold damage

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

Attributes Str 2, Dex 4, Con 5, Int 3, Per 1, Wil 1

Alignment Usually lawful good

Wyrmling Silver Dragon Abilities

Bite Instant
Grappling

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

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

Breath Weapon Instant

The wyrmling silver dragon makes a +3 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling silver dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+3 cold damage.

Claws Instant

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

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

Juvenile Silver Dragon

Level 8 [CR 4]
Large dragon

HP 160 DR 144

Defenses Armor 14 Fort 17 Ref 12 Ment 14

Immune Cold damage

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

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

Alignment Usually lawful good

Juvenile Silver Dragon Abilities

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

Bite Instant
Grappling

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

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

Breath Weapon Instant

The juvenile silver dragon makes a +6 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile silver dragon uses this ability, it **briefly** cannot use it again.

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

Claws Instant

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

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

Frightful Presence Duration
Emotion

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

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

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

Adult Silver Dragon

Level 12 [CR 6]
Huge dragon

HP 384 **DR** 448
Defenses Armor 18 Fort 21 Ref 15 Ment 19
Immune Cold damage
Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 6, Per 4, Wil 4
Alignment Usually lawful good

HP 672 **DR** 800
Defenses Armor 19 Fort 24 Ref 16 Ment 22
Immune Cold damage
Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 7, Dex -1, Con 7, Int 7, Per 5, Wil 5
Alignment Usually lawful good

Adult Silver Dragon Abilities

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

Bite Instant
Grappling

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

Breath Weapon Instant

The adult silver dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult silver dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+9 cold damage.

Claws Instant

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

Frightful Presence Duration
Emotion

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

Slam Instant

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

Ancient Silver Dragon

Level 16 [CR 6]
 Gargantuan dragon

Ancient Silver Dragon Abilities

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

Bite Instant
Grappling

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

Breath Weapon Instant

The ancient silver dragon makes a +11 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient silver dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d10+18 cold damage.

Claws Instant

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

Frightful Presence Duration
Emotion

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

Slam Instant

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

Wyrms Silver Dragon

Level 20 [CR 6]
 Colossal dragon

HP 900 DR 1056
Defenses Armor 22 Fort 27 Ref 17 Ment 25
Immune Cold damage
Movement Land 80 ft. Fly 160 ft. (poor)
Attributes Str 8, Dex -2, Con 8, Int 8, Per 6, Wil 6
Alignment Usually lawful good

Wyrmsilver Dragon Abilities

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

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

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

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

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

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

Skeletons

Knowledge (religion) 6: Skeletons are the reanimated corpses of once-living creatures. They are the most basic form of animated undead, since they can be created from corpses that have been reduced to mere bones. Creating a skeleton is generally regarded as a fundamentally evil act.

Knowledge (religion) 11: Skeletons retain all of the **mundane** abilities of the reanimated creature, but lose all **magical** abilities. They retain the ability to wield the same weapons and armor as the original creature, but they are completely mindless. In addition, skeletons are always more agile and less strong than the original creature. All skeletons are vulnerable to bludgeoning damage thanks to their exposed and easily crumpled bones.

Knowledge (religion) 16: Creating a skeleton from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the skeleton its agency. This is unpleasant for the dead creature in its afterlife, though not dangerous.

Skeletons are never created by ambient necromantic magic. They have no internal intelligence or agency of any kind, and precisely obey the instructions of their controllers. If their instructions are poorly worded or incomplete, skeletons may fail to fight even if attacked.

Skeletal Town Guard

Level 1 [CR 1]
Medium undead

HP 9 DR 0
Defenses Armor 4 Fort 4 Ref 6 Ment 5
Immune Compulsion , Emotion
Vulnerable Bludgeoning damage
Movement Land 25 ft.
Senses Darkvision (60 ft.)
Attributes Str 3, Dex 1, Con -1, Int -7, Per 0, Wil 0
Alignment Always neutral evil

Skeletal Town Guard Abilities

Mindless: The skeletal town guard is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

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

Broadsword	Instant
Sweeping (1), Versatile Grip	
The skeletal town guard makes a +0 strike vs. Armor.	
Hit: The target takes 1d8+2 slashing damage.	

Skeletal Cleric of the Peace

Level 1 [CR 2]
Medium undead

HP 24 DR 0**Defenses** Armor 4 Fort 3 Ref 6 Ment 5**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 25 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 2, Dex 1, Con -2, Int -7, Per 0, Wil 0**Alignment** Always neutral evil**Skeletal Cleric of the Peace Abilities**

Mindless: The skeletal cleric of the peace is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal cleric of the peace is not a **living** creature, and it is affected in a special way by spells from the *vivimancy* **mystic sphere** (see Vivimancy, page ??).

Warhammer

Instant

Forceful, Versatile GripThe skeletal cleric of the peace makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d8+4 bludgeoning damage.**Skeletal Orc Butcher****Level 2 [CR 2]**

Medium undead

HP 33 DR 8**Defenses** Armor 6 Fort 6 Ref 7 Ment 6**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 5, Dex 1, Con 0, Int -7, Per 0, Wil 0**Alignment** Always neutral evil**Skeletal Orc Butcher Abilities**

Mindless: The skeletal orc butcher is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

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

Crushing Sledgehammer

Instant

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

Instant

ForcefulThe skeletal orc butcher makes a +2 **strike** vs. Armor.**Hit:** The target takes 2d6+4 bludgeoning damage.**Skeletal Orc Grunt****Level 2 [CR 1]**

Medium undead

HP 11 DR 4**Defenses** Armor 6 Fort 6 Ref 7 Ment 6**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con 0, Int -7, Per 0, Wil 0**Alignment** Always neutral evil**Skeletal Orc Grunt Abilities**

Mindless: The skeletal orc grunt is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

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

Greataxe

Instant

Sweeping (1)The skeletal orc grunt makes a +1 **strike** vs. Armor.**Hit:** The target takes 2d8+2 slashing damage.**Skeletal Orc Peon****Level 1 [CR 0.5]**

Medium undead

HP 9 DR 0**Defenses** Armor 3 Fort 3 Ref 5 Ment 4**Immune** **Compulsion, Emotion****Vulnerable** Bludgeoning damage**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 3, Dex 1, Con -1, Int -7, Per 0, Wil 0**Alignment** Always neutral evil**Skeletal Orc Peon Abilities**

Mindless: The skeletal orc peon is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

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

Greataxe Sweeping (1) Instant

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

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

Skeletal Orc Veteran

Level 5 [CR 2]
Medium undead

HP 48 DR 24

Defenses Armor 8 Fort 9 Ref 9 Ment 8

Immune **Compulsion, Emotion**

Vulnerable Bludgeoning damage

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, Dex 1, Con 1, Int -7, Per 0, Wil 0

Alignment Always neutral evil

Skeletal Orc Veteran Abilities

Mindless: The skeletal orc veteran is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

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

Greataxe Sweeping (1) Instant

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

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

Longbow Projectile (120/480) Instant

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

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

Mighty Greataxe Sweeping (1) Instant

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

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

Mighty Longbow Projectile (120/480) Instant

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

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

Skeletal Orc Clan Chief

Level 6 [CR 4]
Medium undead

HP 80 DR 72

Defenses Armor 12 Fort 12 Ref 12 Ment 10

Immune **Compulsion, Emotion**

Vulnerable Bludgeoning damage

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 6, Dex 2, Con 2, Int -7, Per 0, Wil 0

Alignment Always neutral evil

Skeletal Orc Clan Chief Abilities

Mindless: The skeletal orc clan chief is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

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

Undead: The skeletal orc clan chief is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Greataxe Sweeping (1) Instant

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

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

Hamstring – Greataxe Sweeping (1) Duration

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

Hit: The target takes 4d6+3 slashing damage. Each creature that loses **hit points** from this attack is **slowed** (*half speed, -2 Ref*) as a **condition**.

Longbow Projectile (120/480) Instant

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

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

Mighty Greataxe Instant

Sweeping (1)

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

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

Mighty Longbow Instant

Projectile (120/480)

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

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

Skeletal Orc Shaman

Level 2 [CR 2]
Medium undead

HP 33 **DR** 8

Defenses Armor 6 Fort 6 Ref 7 Ment 6

Immune **Compulsion, Emotion**

Vulnerable Bludgeoning damage

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, Dex 1, Con 0, Int -7, Per 0, Wil 0

Alignment Always neutral evil

Skeletal Orc Shaman Abilities

Mindless: The skeletal orc shaman is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

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

Battleaxe Instant

Sweeping (1), **Versatile Grip**

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

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

Soulfire Demon

Level 13 [CR 6]
Large planeformed

HP 300 **DR** 352

Defenses Armor 17 Fort 18 Ref 17 Ment 19

Vulnerable Cold iron weapons

Movement Land 40 ft.

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

Alignment Always chaotic evil

Soulfire Demon Abilities

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

Greater Combustion Instant

Magical

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

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

Greater Ignition Duration

Magical

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

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d6+12 fire damage. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (half speed, -2 accuracy, Armor, and Ref) as part of this action gives a +5 bonus to this check.

Heavy Flail Instant

Tripping

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

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

Primal Pyrophobia Duration

Emotion, Magical

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

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

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

Supreme Inferno Instant

Magical

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

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

Supreme Pyrohemia

Duration

Magical

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

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

Stock Aberration 1 (Cr 2)

Level 1 [CR 2]

Medium aberration

HP 36 DR 12**Defenses** Armor 6 Fort 7 Ref 5 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 1 (Cr 2) Abilities****Bite**

Instant

Grappling

The stock aberration 1 (cr 2) makes a +2 **strike** vs. Armor.

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

Stock Aberration 1 (Cr 4)

Level 1 [CR 4]

Medium aberration

HP 48 DR 24**Defenses** Armor 7 Fort 8 Ref 6 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 1 (Cr 4) Abilities**

Multiple Actions: The stock aberration 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

Grappling

The stock aberration 1 (cr 4) makes a +2 **strike** vs. Armor.

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

Stock Aberration 2 (Cr 2)

Level 2 [CR 2]

Medium aberration

HP 39 DR 16**Defenses** Armor 7 Fort 8 Ref 6 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 2 (Cr 2) Abilities****Bite**

Instant

Grappling

The stock aberration 2 (cr 2) makes a +3 **strike** vs. Armor.

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

Stock Aberration 2 (Cr 4)

Level 2 [CR 4]

Medium aberration

HP 52 DR 32**Defenses** Armor 8 Fort 9 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 2 (Cr 4) Abilities**

Multiple Actions: The stock aberration 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

Grappling

The stock aberration 2 (cr 4) makes a +3 **strike** vs. Armor.

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

Stock Aberration 3 (Cr 2)

Level 3 [CR 2]

Medium aberration

HP 42 DR 20**Defenses** Armor 8 Fort 9 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 3 (Cr 2) Abilities****Bite**

Instant

Grappling

The stock aberration 3 (cr 2) makes a +3 **strike** vs. Armor.

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

Stock Aberration 3 (Cr**Level 3 [CR 4]**

Medium aberration

HP 56 DR 40**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 3 (Cr 4) Abilities**

Multiple Actions: The stock aberration 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock aberration 3 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Aberration 4 (Cr****Level 4 [CR 2]**

Medium aberration

HP 48 DR 24**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 4 (Cr 2) Abilities**

Bite Instant
Grappling

The stock aberration 4 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Aberration 4 (Cr****Level 4 [CR 4]**

Medium aberration

HP 64 DR 48**Defenses** Armor 10 Fort 11 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 4 (Cr 4) Abilities**

Multiple Actions: The stock aberration 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock aberration 4 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Aberration 5 (Cr****Level 5 [CR 2]**

Medium aberration

HP 54 DR 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 5 (Cr 2) Abilities**

Bite Instant
Grappling

The stock aberration 5 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Aberration 5 (Cr****Level 5 [CR 4]**

Medium aberration

HP 72 DR 56**Defenses** Armor 10 Fort 11 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 5 (Cr 4) Abilities**

Multiple Actions: The stock aberration 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock aberration 5 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.

Stock Animal 1 (Cr 2)**Level 1 [CR 2]**

Medium animal

HP 36 **DR** 12**Defenses** Armor 7 Fort 7 Ref 7 Ment 4**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 1 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock animal 1 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 1 (Cr 4)****Level 1 [CR 4]**

Medium animal

HP 48 **DR** 24**Defenses** Armor 8 Fort 8 Ref 8 Ment 5**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 1 (Cr 4) Abilities****Multiple Actions:** The stock animal 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite**
Grappling

Instant

The stock animal 1 (cr 4) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 2 (Cr 2)****Level 2 [CR 2]**

Medium animal

HP 39 **DR** 16**Defenses** Armor 8 Fort 8 Ref 8 Ment 5**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 2 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock animal 2 (cr 2) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 2 (Cr 4)****Level 2 [CR 4]**

Medium animal

HP 52 **DR** 32**Defenses** Armor 9 Fort 9 Ref 9 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 2 (Cr 4) Abilities****Multiple Actions:** The stock animal 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite**
Grappling

Instant

The stock animal 2 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 3 (Cr 2)****Level 3 [CR 2]**

Medium animal

HP 42 **DR** 20**Defenses** Armor 9 Fort 9 Ref 9 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 3 (Cr 2) Abilities****Bite**
Grappling

Instant

The stock animal 3 (cr 2) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animal 3 (Cr 4)****Level 3 [CR 4]**

Medium animal

HP 56 **DR** 40**Defenses** Armor 10 Fort 10 Ref 10 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral

Stock Animal 3 (Cr 4) Abilities

Multiple Actions: The stock animal 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animal 3 (cr 4) makes a +3 **strike** vs. Armor.

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

Stock Animal 4 (Cr 2)**Level 4 [CR 2]**

Medium animal

HP 48 DR 24

Defenses Armor 10 Fort 10 Ref 10 Ment 7

Movement Land 30 ft.

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

Alignment Always true neutral

Stock Animal 4 (Cr 2) Abilities

Bite Instant
Grappling

The stock animal 4 (cr 2) makes a +4 **strike** vs. Armor.

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

Stock Animal 4 (Cr 4)**Level 4 [CR 4]**

Medium animal

HP 64 DR 48

Defenses Armor 11 Fort 11 Ref 11 Ment 8

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1

Alignment Always true neutral

Stock Animal 4 (Cr 4) Abilities

Multiple Actions: The stock animal 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animal 4 (cr 4) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 5 (Cr 2)**Level 5 [CR 2]**

Medium animal

HP 54 DR 28

Defenses Armor 10 Fort 10 Ref 10 Ment 7

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1

Alignment Always true neutral

Stock Animal 5 (Cr 2) Abilities

Bite Instant
Grappling

The stock animal 5 (cr 2) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 5 (Cr 4)**Level 5 [CR 4]**

Medium animal

HP 72 DR 56

Defenses Armor 11 Fort 11 Ref 11 Ment 8

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1

Alignment Always true neutral

Stock Animal 5 (Cr 4) Abilities

Multiple Actions: The stock animal 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock animal 5 (cr 4) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animate 1 (Cr 2)**Level 1 [CR 2]**

Medium animate

HP 39 DR 16

Defenses Armor 6 Fort 8 Ref 5 Ment 5

Movement Land 30 ft.

Attributes Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0

Alignment Always true neutral

Stock Animate 1 (Cr 2) Abilities

Bite Instant
Grappling

The stock animate 1 (cr 2) makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animate 1 (Cr 4)**Level 1 [CR 4]**

Medium animate

HP 52 **DR** 32**Defenses** Armor 7 Fort 9 Ref 6 Ment 6**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 1 (Cr 4) Abilities**

Multiple Actions: The stock animate 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

**Bite
Grappling**

Instant

The stock animate 1 (cr 4) makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 2 (Cr 2)****Level 2 [CR 2]**

Medium animate

HP 42 **DR** 20**Defenses** Armor 7 Fort 9 Ref 6 Ment 6**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 2 (Cr 2) Abilities****Bite
Grappling**

Instant

The stock animate 2 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 2 (Cr 4)****Level 2 [CR 4]**

Medium animate

HP 56 **DR** 40**Defenses** Armor 8 Fort 10 Ref 7 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 2 (Cr 4) Abilities**

Multiple Actions: The stock animate 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

**Bite
Grappling**

Instant

The stock animate 2 (cr 4) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 3 (Cr 2)****Level 3 [CR 2]**

Medium animate

HP 48 **DR** 24**Defenses** Armor 8 Fort 10 Ref 7 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 3 (Cr 2) Abilities****Bite
Grappling**

Instant

The stock animate 3 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 3 (Cr 4)****Level 3 [CR 4]**

Medium animate

HP 64 **DR** 48**Defenses** Armor 9 Fort 11 Ref 8 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 3 (Cr 4) Abilities**

Multiple Actions: The stock animate 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

**Bite
Grappling**

Instant

The stock animate 3 (cr 4) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Animate 4 (Cr 2)****Level 4 [CR 2]**

Medium animate

HP 54 **DR** 28**Defenses** Armor 9 Fort 11 Ref 8 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral

Stock Animate 4 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock animate 4 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Animate 4 (Cr 4)**Level 4 [CR 4]**

Medium animate

HP 72 DR 56
Defenses Armor 10 Fort 12 Ref 9 Ment 9
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0
Alignment Always true neutral

Stock Animate 4 (Cr 4) Abilities

Multiple Actions: The stock animate 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock animate 4 (cr 4) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Animate 5 (Cr 2)**Level 5 [CR 2]**

Medium animate

HP 60 DR 36
Defenses Armor 9 Fort 11 Ref 8 Ment 8
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0
Alignment Always true neutral

Stock Animate 5 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock animate 5 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Animate 5 (Cr 4)**Level 5 [CR 4]**

Medium animate

HP 80 **DR** 72**Defenses** Armor 10 Fort 12 Ref 9 Ment 9**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 5 (Cr 4) Abilities**

Multiple Actions: The stock animate 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock animate 5 (cr 4) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Dragon 1 (Cr 2)**Level 1 [CR 2]**

Medium dragon

HP 36 **DR** 12**Defenses** Armor 6 Fort 7 Ref 5 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 1 (Cr 2) Abilities**

Bite	Instant
Grappling	
The stock dragon 1 (cr 2) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 1 (Cr 4)**Level 1 [CR 4]**

Medium dragon

HP 48 **DR** 24**Defenses** Armor 7 Fort 8 Ref 6 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 1 (Cr 4) Abilities**

Multiple Actions: The stock dragon 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock dragon 1 (cr 4) makes a +2 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 2 (Cr 2) Level 2 [CR 2]

Medium dragon

HP 39 DR 16
Defenses Armor 7 Fort 8 Ref 6 Ment 8
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 2 (Cr 2) Abilities

Bite Grappling	Instant
The stock dragon 2 (cr 2) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 2 (Cr 4) Level 2 [CR 4]

Medium dragon

HP 52 DR 32
Defenses Armor 8 Fort 9 Ref 7 Ment 9
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 2 (Cr 4) Abilities

Multiple Actions: The stock dragon 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock dragon 2 (cr 4) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 3 (Cr 2) Level 3 [CR 2]

Medium dragon

HP 42 DR 20
Defenses Armor 8 Fort 9 Ref 7 Ment 9
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 3 (Cr 2) Abilities

Bite Grappling	Instant
The stock dragon 3 (cr 2) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 3 (Cr 4) Level 3 [CR 4]

Medium dragon

HP 56 DR 40
Defenses Armor 9 Fort 10 Ref 8 Ment 10
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 3 (Cr 4) Abilities

Multiple Actions: The stock dragon 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock dragon 3 (cr 4) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Dragon 4 (Cr 2) Level 4 [CR 2]

Medium dragon

HP 48 DR 24
Defenses Armor 9 Fort 10 Ref 8 Ment 10
Movement Land 30 ft.
Attributes Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Dragon 4 (Cr 2) Abilities

Bite Grappling	Instant
The stock dragon 4 (cr 2) makes a +4 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Stock Dragon 4 (Cr 4) Level 4 [CR 4]

Medium dragon

HP 64 **DR** 48**Defenses** Armor 10 Fort 11 Ref 9 Ment 11**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 4 (Cr 4) Abilities**

Multiple Actions: The stock dragon 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock dragon 4 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Dragon 5 (Cr 2)****Level 5 [CR 2]**

Medium dragon

HP 54 **DR** 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 10**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 5 (Cr 2) Abilities**

Bite Instant
Grappling

The stock dragon 5 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Dragon 5 (Cr 4)****Level 5 [CR 4]**

Medium dragon

HP 72 **DR** 56**Defenses** Armor 10 Fort 11 Ref 9 Ment 11**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 5 (Cr 4) Abilities**

Multiple Actions: The stock dragon 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock dragon 5 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Humanoid 1 (Cr 2)****Level 1 [CR 2]**

Medium humanoid

HP 33 **DR** 8**Defenses** Armor 5 Fort 6 Ref 6 Ment 7**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 1 (Cr 2) Abilities**

Bite Instant
Grappling

The stock humanoid 1 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d6+4 physical damage.**Stock Humanoid 1 (Cr 4)****Level 1 [CR 4]**

Medium humanoid

HP 44 **DR** 16**Defenses** Armor 6 Fort 7 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 1 (Cr 4) Abilities**

Multiple Actions: The stock humanoid 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock humanoid 1 (cr 4) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d6+4 physical damage.**Stock Humanoid 2 (Cr 2)****Level 2 [CR 2]**

Medium humanoid

HP 36 **DR** 12
Defenses Armor 6 Fort 7 Ref 7 Ment 8
Movement Land 30 ft.

Attributes Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Humanoid 2 (Cr 2) Abilities

Bite Instant
Grappling

The stock humanoid 2 (cr 2) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 2 (Cr 4) Level 2 [CR 4]

Medium humanoid

HP 48 **DR** 24
Defenses Armor 7 Fort 8 Ref 8 Ment 9
Movement Land 30 ft.

Attributes Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Humanoid 2 (Cr 4) Abilities

Multiple Actions: The stock humanoid 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock humanoid 2 (cr 4) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 3 (Cr 2) Level 3 [CR 2]

Medium humanoid

HP 39 **DR** 16
Defenses Armor 7 Fort 8 Ref 8 Ment 9
Movement Land 30 ft.

Attributes Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Humanoid 3 (Cr 2) Abilities

Bite Instant
Grappling

The stock humanoid 3 (cr 2) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 3 (Cr 4) Level 3 [CR 4]

Medium humanoid

HP 52 **DR** 32
Defenses Armor 8 Fort 9 Ref 9 Ment 10
Movement Land 30 ft.

Attributes Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Humanoid 3 (Cr 4) Abilities

Multiple Actions: The stock humanoid 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock humanoid 3 (cr 4) makes a +3 **strike** vs. Armor.
Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 4 (Cr 2) Level 4 [CR 2]

Medium humanoid

HP 42 **DR** 20
Defenses Armor 8 Fort 9 Ref 9 Ment 10
Movement Land 30 ft.

Attributes Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Humanoid 4 (Cr 2) Abilities

Bite Instant
Grappling

The stock humanoid 4 (cr 2) makes a +4 **strike** vs. Armor.
Hit: The target takes 1d8+6 physical damage.

Stock Humanoid 4 (Cr 4) Level 4 [CR 4]

Medium humanoid

HP 56 **DR** 40
Defenses Armor 9 Fort 10 Ref 10 Ment 11
Movement Land 30 ft.

Attributes Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Humanoid 4 (Cr 4) Abilities

Multiple Actions: The stock humanoid 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock humanoid 4 (cr 4) makes a +4 strike vs. Armor. Hit: The target takes 1d8+6 physical damage.	

Stock Humanoid 5 (Cr 5) Level 5 [CR 2]

Medium humanoid

HP 48 DR 24 Defenses Armor 8 Fort 9 Ref 9 Ment 10 Movement Land 30 ft. Attributes Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2 Alignment Always true neutral
--

Stock Humanoid 5 (Cr 2) Abilities

Bite Grappling	Instant
The stock humanoid 5 (cr 2) makes a +4 strike vs. Armor. Hit: The target takes 1d8+6 physical damage.	

Stock Humanoid 5 (Cr 4) Level 5 [CR 4]

Medium humanoid

HP 64 DR 48 Defenses Armor 9 Fort 10 Ref 10 Ment 11 Movement Land 30 ft. Attributes Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2 Alignment Always true neutral
--

Stock Humanoid 5 (Cr 4) Abilities

Multiple Actions: The stock humanoid 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock humanoid 5 (cr 4) makes a +4 strike vs. Armor. Hit: The target takes 1d8+6 physical damage.	

Stock Magical Beast 1 (Cr 2) Level 1 [CR 2]

Medium magical beast

HP 36 DR 12 Defenses Armor 7 Fort 7 Ref 7 Ment 5 Movement Land 30 ft. Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0 Alignment Always true neutral
--

Stock Magical Beast 1 (Cr 2) Abilities

Bite Grappling	Instant
The stock magical beast 1 (cr 2) makes a +2 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 1 (Cr 4) Level 1 [CR 4]

Medium magical beast

HP 48 DR 24 Defenses Armor 8 Fort 8 Ref 8 Ment 6 Movement Land 30 ft. Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0 Alignment Always true neutral
--

Stock Magical Beast 1 (Cr 4) Abilities

Multiple Actions: The stock magical beast 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock magical beast 1 (cr 4) makes a +2 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 2 (Cr 2) Level 2 [CR 2]

Medium magical beast

HP 39 DR 16 Defenses Armor 8 Fort 8 Ref 8 Ment 6 Movement Land 30 ft. Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0 Alignment Always true neutral
--

Stock Magical Beast 2 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock magical beast 2 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 2 (Cr 4) Level 2 [CR 4]

Medium magical beast

HP 52 DR 32
Defenses Armor 9 Fort 9 Ref 9 Ment 7
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 2 (Cr 4) Abilities

Multiple Actions: The stock magical beast 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock magical beast 2 (cr 4) makes a +3 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 3 (Cr 2) Level 3 [CR 2]

Medium magical beast

HP 42 DR 20
Defenses Armor 9 Fort 9 Ref 9 Ment 7
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 3 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock magical beast 3 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 3 (Cr 4) Level 3 [CR 4]

Medium magical beast

HP 56 DR 40
Defenses Armor 10 Fort 10 Ref 10 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 3 (Cr 4) Abilities

Multiple Actions: The stock magical beast 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock magical beast 3 (cr 4) makes a +3 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Magical Beast 4 (Cr 2) Level 4 [CR 2]

Medium magical beast

HP 48 DR 24
Defenses Armor 10 Fort 10 Ref 10 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 4 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock magical beast 4 (cr 2) makes a +4 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Magical Beast 4 (Cr 4) Level 4 [CR 4]

Medium magical beast

HP 64 DR 48
Defenses Armor 11 Fort 11 Ref 11 Ment 9
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 4 (Cr 4) Abilities

Multiple Actions: The stock magical beast 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling Instant

The stock magical beast 4 (cr 4) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Magical Beast 5 Level 5 [CR 2]

Medium magical beast

HP 54 DR 28

Defenses Armor 10 Fort 10 Ref 10 Ment 8

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0

Alignment Always true neutral

Stock Magical Beast 5 (Cr 2) Abilities

Bite Grappling Instant

The stock magical beast 5 (cr 2) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Magical Beast 5 Level 5 [CR 4]

Medium magical beast

HP 72 DR 56

Defenses Armor 11 Fort 11 Ref 11 Ment 9

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0

Alignment Always true neutral

Stock Magical Beast 5 (Cr 4) Abilities

Multiple Actions: The stock magical beast 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling Instant

The stock magical beast 5 (cr 4) makes a +4 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Monstrous Humanoid 1 (Cr 2) Level 1 [CR 2]

Medium monstrous humanoid

HP 36 DR 12

Defenses Armor 7 Fort 7 Ref 7 Ment 6

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1

Alignment Always true neutral

Stock Monstrous Humanoid 1 (Cr 2) Abilities

Bite Grappling Instant

The stock monstrous humanoid 1 (cr 2) makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Monstrous Humanoid 1 (Cr 4) Level 1 [CR 4]

Medium monstrous humanoid

HP 48 DR 24

Defenses Armor 8 Fort 8 Ref 8 Ment 7

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1

Alignment Always true neutral

Stock Monstrous Humanoid 1 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling Instant

The stock monstrous humanoid 1 (cr 4) makes a +1 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Monstrous Humanoid 2 (Cr 2) Level 2 [CR 2]

Medium monstrous humanoid

HP 39 DR 16

Defenses Armor 8 Fort 8 Ref 8 Ment 7

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1

Alignment Always true neutral

Stock Monstrous Humanoid 2 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock monstrous humanoid 2 (cr 2) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 2 (Cr 2) Level 2 [CR 4]

Medium monstrous humanoid

HP 52	DR 32
Defenses Armor 9	Fort 9 Ref 9 Ment 8
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 2 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock monstrous humanoid 2 (cr 4) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 3 (Cr 2) Level 3 [CR 2]

Medium monstrous humanoid

HP 42	DR 20
Defenses Armor 9	Fort 9 Ref 9 Ment 8
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 3 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock monstrous humanoid 3 (cr 2) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 3 (Cr 4) Level 3 [CR 4]

Medium monstrous humanoid

HP 56	DR 40
Defenses Armor 10	Fort 10 Ref 10 Ment 9
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 3 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
Grappling	
The stock monstrous humanoid 3 (cr 4) makes a +2 strike vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 4 (Cr 2) Level 4 [CR 2]

Medium monstrous humanoid

HP 48	DR 24
Defenses Armor 10	Fort 10 Ref 10 Ment 9
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 4 (Cr 2) Abilities

Bite	Instant
Grappling	
The stock monstrous humanoid 4 (cr 2) makes a +3 strike vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Monstrous Humanoid 4 (Cr 4) Level 4 [CR 4]

Medium monstrous humanoid

HP 64	DR 48
Defenses Armor 11	Fort 11 Ref 11 Ment 10
Movement Land 30 ft.	
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1	
Alignment Always true neutral	

Stock Monstrous Humanoid 4 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock monstrous humanoid 4 (cr 4) makes a +3 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Stock Monstrous Humanoid 5 (Cr 2) Level 5 [CR 2]

Medium monstrous humanoid

HP 54 DR 28
Defenses Armor 10 Fort 10 Ref 10 Ment 9
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 5 (Cr 2) Abilities

Bite Grappling	Instant
The stock monstrous humanoid 5 (cr 2) makes a +3 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Stock Monstrous Humanoid 5 (Cr 4) Level 5 [CR 4]

Medium monstrous humanoid

HP 72 DR 56
Defenses Armor 11 Fort 11 Ref 11 Ment 10
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 5 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock monstrous humanoid 5 (cr 4) makes a +3 strike vs. Armor. Hit: The target takes 1d10+6 physical damage.	

Stock Planeformed 1 (Cr 2) Level 1 [CR 2]

Medium planeformed

HP 36 DR 12
Defenses Armor 7 Fort 7 Ref 7 Ment 7
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeformed 1 (Cr 2) Abilities

Bite Grappling	Instant
The stock planeformed 1 (cr 2) makes a +2 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Planeformed 1 (Cr 4) Level 1 [CR 4]

Medium planeformed

HP 48 DR 24
Defenses Armor 8 Fort 8 Ref 8 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeformed 1 (Cr 4) Abilities

Multiple Actions: The stock planeformed 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
The stock planeformed 1 (cr 4) makes a +2 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Planeformed 2 (Cr 2) Level 2 [CR 2]

Medium planeformed

HP 39 DR 16
Defenses Armor 8 Fort 8 Ref 8 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeformed 2 (Cr 2) Abilities

Bite Grappling	Instant
The stock planeformed 2 (cr 2) makes a +3 strike vs. Armor. Hit: The target takes 1d8+4 physical damage.	

Stock Planeforged 2 (Cr 4)**Level 2 [CR 4]**

Medium planeforged

HP 52 DR 32**Defenses** Armor 9 Fort 9 Ref 9 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 2 (Cr 4) Abilities**

Multiple Actions: The stock planeforged 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock planeforged 2 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Planeforged 3 (Cr 2)****Level 3 [CR 2]**

Medium planeforged

HP 42 DR 20**Defenses** Armor 9 Fort 9 Ref 9 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 3 (Cr 2) Abilities**

Bite Instant
Grappling

The stock planeforged 3 (cr 2) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Planeforged 3 (Cr 4)****Level 3 [CR 4]**

Medium planeforged

HP 56 DR 40**Defenses** Armor 10 Fort 10 Ref 10 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 3 (Cr 4) Abilities**

Multiple Actions: The stock planeforged 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock planeforged 3 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Planeforged 4 (Cr 2)****Level 4 [CR 2]**

Medium planeforged

HP 48 DR 24**Defenses** Armor 10 Fort 10 Ref 10 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 4 (Cr 2) Abilities**

Bite Instant
Grappling

The stock planeforged 4 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Planeforged 4 (Cr 4)****Level 4 [CR 4]**

Medium planeforged

HP 64 DR 48**Defenses** Armor 11 Fort 11 Ref 11 Ment 11**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 4 (Cr 4) Abilities**

Multiple Actions: The stock planeforged 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock planeforged 4 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.

Stock Planeforged 5 (Cr 2)**Level 5 [CR 2]**

Medium planeforged

HP 54 DR 28**Defenses** Armor 10 Fort 10 Ref 10 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 5 (Cr 2) Abilities****Bite Grappling** InstantThe stock planeforged 5 (cr 2) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Planeforged 5 (Cr 4)****Level 5 [CR 4]**

Medium planeforged

HP 72 DR 56**Defenses** Armor 11 Fort 11 Ref 11 Ment 11**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Planeforged 5 (Cr 4) Abilities****Multiple Actions:** The stock planeforged 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite Grappling** InstantThe stock planeforged 5 (cr 4) makes a +4 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stock Undead 1 (Cr 2)****Level 1 [CR 2]**

Medium undead

HP 39 DR 16**Defenses** Armor 6 Fort 8 Ref 6 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral**Stock Undead 1 (Cr 2) Abilities****Bite Grappling** InstantThe stock undead 1 (cr 2) makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Undead 1 (Cr 4)****Level 1 [CR 4]**

Medium undead

HP 52 DR 32**Defenses** Armor 7 Fort 9 Ref 7 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral**Stock Undead 1 (Cr 4) Abilities****Multiple Actions:** The stock undead 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Bite Grappling** InstantThe stock undead 1 (cr 4) makes a +1 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Undead 2 (Cr 2)****Level 2 [CR 2]**

Medium undead

HP 42 DR 20**Defenses** Armor 7 Fort 9 Ref 7 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral**Stock Undead 2 (Cr 2) Abilities****Bite Grappling** InstantThe stock undead 2 (cr 2) makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d8+4 physical damage.**Stock Undead 2 (Cr 4)****Level 2 [CR 4]**

Medium undead

HP 56 DR 40**Defenses** Armor 8 Fort 10 Ref 8 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral

Stock Undead 2 (Cr 4) Abilities

Multiple Actions: The stock undead 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock undead 2 (cr 4) makes a +2 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Undead 3 (Cr 2)**Level 3 [CR 2]**

Medium undead

HP 48 DR 24

Defenses Armor 8 Fort 10 Ref 8 Ment 10

Movement Land 30 ft.

Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3

Alignment Always true neutral

Stock Undead 3 (Cr 2) Abilities

Bite Instant
Grappling

The stock undead 3 (cr 2) makes a +2 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Undead 3 (Cr 4)**Level 3 [CR 4]**

Medium undead

HP 64 DR 48

Defenses Armor 9 Fort 11 Ref 9 Ment 11

Movement Land 30 ft.

Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3

Alignment Always true neutral

Stock Undead 3 (Cr 4) Abilities

Multiple Actions: The stock undead 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock undead 3 (cr 4) makes a +2 **strike** vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Undead 4 (Cr 2)**Level 4 [CR 2]**

Medium undead

HP 54 DR 28

Defenses Armor 9 Fort 11 Ref 9 Ment 11

Movement Land 30 ft.

Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3

Alignment Always true neutral

Stock Undead 4 (Cr 2) Abilities

Bite Instant
Grappling

The stock undead 4 (cr 2) makes a +3 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Undead 4 (Cr 4)**Level 4 [CR 4]**

Medium undead

HP 72 DR 56

Defenses Armor 10 Fort 12 Ref 10 Ment 12

Movement Land 30 ft.

Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3

Alignment Always true neutral

Stock Undead 4 (Cr 4) Abilities

Multiple Actions: The stock undead 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The stock undead 4 (cr 4) makes a +3 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Undead 5 (Cr 2)**Level 5 [CR 2]**

Medium undead

HP 60 DR 36

Defenses Armor 9 Fort 11 Ref 9 Ment 11

Movement Land 30 ft.

Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3

Alignment Always true neutral

Stock Undead 5 (Cr 2) Abilities

Bite Instant
Grappling

The stock undead 5 (cr 2) makes a +3 **strike** vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Undead 5 (Cr 4)**Level 5 [CR 4]**

Medium undead

HP 80 **DR** 72**Defenses** Armor 10 Fort 12 Ref 10 Ment 12**Movement** Land 30 ft.**Attributes** Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3**Alignment** Always true neutral**Stock Undead 5 (Cr 4) Abilities**

Multiple Actions: The stock undead 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite
Grappling

Instant

The stock undead 5 (cr 4) makes a +3 **strike** vs. Armor.**Hit:** The target takes 1d10+6 physical damage.**Stygian Leech****Level 7 [CR 1]**

Medium magical beast

Knowledge (nature) 12: A stygian leech is a Medium worm-like creature that feeds on life energy. It uses its ability to crawl on walls and ceilings to drop on unsuspecting foes.

Knowledge (nature) 17: Stygian leeches instinctively avoid feeding on other stygian leeches, but will otherwise attempt to drain the life from any living creatures, regardless of danger. They can instinctively sense the location of any living creatures nearby. Their life-draining attacks can allow them to heal themselves.

Knowledge (nature) 22: Stygian leeches ignore non-living creatures entirely unless severely provoked. Some non-living creatures, such as intelligent undead, take advantage of this by gathering stygian leeches to guard their homes.

HP 18 **DR** 14**Defenses** Armor 10 Fort 9 Ref 12 Ment 12**Movement** Climb 30 ft. Land 30 ft. Climb +8**Senses** Darkvision (120 ft.), lifesense (120 ft.)**Attributes** Str 2, Dex 3, Con 0, Int -6, Per 2, Wil 3**Alignment** Always true neutral**Stygian Leech Abilities****Bite**
Grappling

Instant

The stygian leech makes a +4 **strike** vs. Armor.**Hit:** The target takes 2d8+4 energy and physical damage.**Leech Life**
Grappling

Instant

The stygian leech makes a +4 **strike** vs. Armor.

Hit: The target takes 2d8+4 energy and physical damage. If any creature loses **hit points** from this attack, the stygian leech regains 2d6+4 hit points.

Treants**Birch Treant****Level 5 [CR 2]**

Large animate

Knowledge (nature) 10: Birch treants tend to be shy, and they to avoid conflict if at all possible.

HP 54 **DR** 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 6**Vulnerable** Fire damage**Movement** Land 20 ft.**Senses** Awareness +7**Attributes** Str 2, Dex 0, Con 2, Int 0, Per 2, Wil -2**Alignment** Usually true neutral**Birch Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

Instant

The birch treant makes a +4 **strike** vs. Armor.**Hit:** The target takes 2d8+6 bludgeoning damage.**Chestnut Treant****Level 6 [CR 2]**

Large animate

Knowledge (nature) 11: Chestnut treants tend to mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

HP 60 **DR** 36**Defenses** Armor 10 Fort 11 Ref 9 Ment 10**Vulnerable** Fire damage**Movement** Land 20 ft.**Senses** Awareness +10**Attributes** Str 2, Dex 0, Con 2, Int 0, Per 4, Wil 1**Alignment** Usually true neutral

Chestnut Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam	Instant
The chestnut treant makes a +6 strike vs. Armor. Hit: The target takes 2d8+6 bludgeoning damage.	

Willow Treant

Level 7 [CR 2]
Large animate

Knowledge (nature) 12: Willow treants are the most agile treants, and they can twist and bend their bodies with surprising finesse. Their attitudes tend to be similarly flexible, and they tend to be easily persuadable.

HP 66 DR 40
Defenses Armor 11 Fort 11 Ref 12 Ment 7
Vulnerable Fire damage
Movement Land 20 ft.
Senses Awareness +8
Attributes Str 2, Dex 3, Con 2, Int 1, Per 2, Wil -2
Alignment Usually true neutral

Willow Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam	Instant
The willow treant makes a +5 strike vs. Armor. Hit: The target takes 2d10+8 bludgeoning damage.	

Darkroot Treant

Level 8 [CR 2]
Large animate

Knowledge (nature) 13: Darkroot treants, unlike most other treants, primarily inhabit swamps and other grimy places. Their bark is mottled with fungus, and they tend to have a more sinister demeanor than most treants.

HP 66 **DR** 40

Defenses Armor 10 Fort 11 Ref 10 Ment 11

Movement Land 20 ft.

Senses Awareness +9

Attributes Str 3, Dex 0, Con 1, Int 1, Per 2, Wil 1

Alignment Usually neutral evil

Darkroot Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam	Instant
The darkroot treant makes a +6 strike vs. Armor. Hit: The target takes 2d10+8 bludgeoning damage.	

Pine Treant

Level 9 [CR 2]
Huge animate

Knowledge (nature) 14: Pine treants tend to be the most steadfast treants. They are strong-willed, but while oak treants are stubborn, pine treants are resolutely benevolent, sheltering all who need aid.

HP 108 DR 64
Defenses Armor 11 Fort 14 Ref 8 Ment 13
Vulnerable Fire damage
Movement Land 25 ft.
Senses Awareness +9
Attributes Str 3, Dex -2, Con 4, Int 0, Per 2, Wil 3
Alignment Usually neutral good

Pine Treant Abilities

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam	Instant
The pine treant makes a +6 strike vs. Armor. Hit: The target takes 2d10+8 bludgeoning damage.	

Oak Treant**Level 10 [CR 2]**

Huge animate

Knowledge (nature) 15: Oak treants tend to be the most stubborn treants, and they brook no guff from wayward adventurers.

HP 120 **DR** 72**Defenses** Armor 12 Fort 15 Ref 9 Ment 14**Vulnerable** Fire damage**Movement** Land 25 ft.**Senses** Awareness +10**Attributes** Str 4, Dex -2, Con 4, Int 1, Per 2, Wil 3**Alignment** Usually neutral good**Oak Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

Instant

The oak treant makes a +7 **strike** vs. Armor.**Hit:** The target takes 4d8+12 bludgeoning damage.**Cyprus Treant****Level 11 [CR 2]**

Huge animate

Knowledge (nature) 16: Cyprus treants are the most durable of treants. They are virtually indestructible, and are fearsome when roused to anger.

HP 150 **DR** 88**Defenses** Armor 12 Fort 16 Ref 9 Ment 13**Movement** Land 25 ft.**Senses** Awareness +10**Attributes** Str 4, Dex -2, Con 5, Int 0, Per 2, Wil 2**Alignment** Usually true neutral**Cyprus Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant. The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

Instant

The cyprus treant makes a +7 **strike** vs. Armor.**Hit:** The target takes 4d8+12 bludgeoning damage.**Vampire Eel****Level 6 [CR 0.5]**

Medium animal

Knowledge (nature) 11: Vampire eels are slimy, snakelike carnivores. They swim through murky water, looking for edible creatures.

HP 20 **DR** 0**Defenses** Armor 10 Fort 10 Ref 10 Ment 7**Movement** Swim 30 ft. Swim +8**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 1, Wil -1**Alignment** Always true neutral**Vampire Eel Abilities****Bite**

Instant

GrapplingThe vampire eel makes a +3 **strike** vs. Armor.**Hit:** The target takes 2d6+1 physical damage.**Vampires**

Knowledge (arcana) 5:

Knowledge (arcana) 10:

Knowledge (arcana) 15:

Warg**Level 1 [CR 2]**

Medium animal

HP 36 **DR** 12**Defenses** Armor 7 Fort 7 Ref 8 Ment 4**Movement** Land 30 ft.**Senses** Scent**Attributes** Str 3, Dex 3, Con 2, Int -7, Per 2, Wil -1**Alignment** Always true neutral**Warg Abilities****Bite**

Instant

GrapplingThe warg makes a +2 **strike** vs. Armor.**Hit:** The target takes 1d10+4 physical damage.**White Dragons**

Knowledge (arcana) 7: White dragons are the most bestial dragons. They are isolationists, and prefer the simplicity of a solitary hunt over any interaction with civilization or conversation. They

pose little threat to towns, even within their territory, but are likely to prey on any small groups wandering the mountain peaks they call home.

Knowledge (arcana) 12: White dragons lack the cultivated cruelty of black dragons, but they have an insatiable hunger that makes their attacks on trespassers no less relentless. They dream of having vast caves full of frozen corpses to feed on at their whim. However, few have the patience and bounty of prey to seal meat into statues instead of consuming it on the spot.

Knowledge (arcana) 17: The lair of an adult white dragon is surrounded by perilous cold. Even some creatures adapted to mountain peaks can be found frozen solid around the landscape. Creatures in the area think and talk more slowly and struggle to grasp complex concepts.

Wyrmling White Dragon

Level 2 [CR 2]

Small dragon

HP 54 **DR** 28

Defenses Armor 10 Fort 11 Ref 10 Ment 6

Immune Cold damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 5, Int -2, Per 0, Wil 0

Alignment Usually chaotic evil

Wyrmling White Dragon Abilities

Bite Instant
Grappling

The wyrmling white dragon makes a +2 **strike** vs. Armor.

Hit: The target takes 1d10+4 physical damage.

Breath Weapon Instant

The wyrmling white dragon makes a +2 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d6+2 cold damage.

Claws Instant

The wyrmling white dragon makes a +4 **strike** vs. Armor.

Hit: The target takes 1d8+4 slashing damage.

Juvenile White Dragon

Level 6 [CR 4]

Large dragon

HP 128 **DR** 120

Defenses Armor 13 Fort 16 Ref 11 Ment 12

Immune Cold damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 6, Int 0, Per 2, Wil 2

Alignment Usually chaotic evil

Juvenile White Dragon Abilities

Multiple Actions: The juvenile white dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
Grappling

The juvenile white dragon makes a +5 **strike** vs. Armor.

Hit: The target takes 2d10+6 physical damage.

Breath Weapon Instant

The juvenile white dragon makes a +5 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d6+3 cold damage.

Claws Instant

The juvenile white dragon makes a +7 **strike** vs. Armor.

Hit: The target takes 2d8+6 slashing damage.

Frightful Presence Duration
Emotion

The juvenile white dragon makes a +5 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the juvenile white dragon as a **condition**.

Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the juvenile white dragon as a **condition**.

Adult White Dragon

Level 10 [CR 6]

Huge dragon

HP 300 **DR** 352

Defenses Armor 16 Fort 19 Ref 13 Ment 16

Immune Cold damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 1, Per 3, Wil 3

Alignment Usually chaotic evil

Adult White Dragon Abilities

Multiple Actions: The adult white dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
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The adult white dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 4d8+18 physical damage.

Breath Weapon	Instant
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The adult white dragon makes a +7 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+9 cold damage.

Claws	Instant
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The adult white dragon makes a +10 **strike** vs. Armor.

Hit: The target takes 4d6+18 slashing damage.

Frightful Presence Emotion	Duration
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The adult white dragon makes a +7 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the adult white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the adult white dragon as a **condition**.

Slam	Instant
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The adult white dragon makes a +8 **strike** vs. Armor.

Hit: The target takes 4d10+18 bludgeoning damage.

Ancient White Dragon

Level 14 [CR 6]
Gargantuan dragon

HP 528 DR 640

Defenses Armor 18 Fort 23 Ref 15 Ment 20

Immune Cold damage

Movement Land 60 ft. Fly 120 ft. (poor)

Attributes Str 7, Dex –1, Con 7, Int 2, Per 4, Wil 4

Alignment Usually chaotic evil

Ancient White Dragon Abilities

Multiple Actions: The ancient white dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling	Instant
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The ancient white dragon makes a +11 **strike** vs. Armor.

Hit: The target takes 4d10+24 physical damage.

Breath Weapon	Instant
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The ancient white dragon makes a +10 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d8+12 cold damage.

Claws	Instant
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The ancient white dragon makes a +13 **strike** vs. Armor.

Hit: The target takes 4d8+24 slashing damage.

Frightful Presence Emotion	Duration
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The ancient white dragon makes a +10 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the ancient white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the ancient white dragon as a **condition**.

Slam	Instant
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The ancient white dragon makes a +11 **strike** vs. Armor.

Hit: The target takes 5d10+24 bludgeoning damage.

Wyrms White Dragon

Level 18 [CR 6]
Colossal dragon

HP 960 DR 1152

Defenses Armor 21 Fort 26 Ref 16 Ment 23

Immune Cold damage

Movement Land 80 ft. Fly 160 ft. (poor)

Attributes Str 8, Dex –2, Con 8, Int 3, Per 5, Wil 5

Alignment Usually chaotic evil

Wyrms White Dragon Abilities

Multiple Actions: The wyrms white dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling Instant

The wyrm white dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 6d10+36 physical damage.

Breath Weapon Instant

The wyrm white dragon makes a +12 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+18 cold damage.

Claws Instant

The wyrm white dragon makes a +16 **strike** vs. Armor.

Hit: The target takes 5d10+36 slashing damage.

Frightful Presence Emotion Duration

The wyrm white dragon makes a +12 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the wyrm white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the wyrm white dragon as a **condition**.

Slam Instant

The wyrm white dragon makes a +14 **strike** vs. Armor.

Hit: The target takes 7d10+36 bludgeoning damage.

Wolf Level 2 [CR 1]

Medium animal

HP 13 **DR** 8

Defenses Armor 8 Fort 8 Ref 9 Ment 5

Movement Land 30 ft.

Senses Scent

Attributes Str 2, Dex 3, Con 2, Int –7, Per 2, Wil –1

Alignment Always true neutral

Wolf Abilities

Bite Grappling Instant

The wolf makes a +2 **strike** vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Yrthak

Level 6 [CR 4]

Huge magical beast

Knowledge (nature) 11: Yrthaks are virtually blind. They can “see” in a short range around them with their blindsight ability, which relies on their incredible hearing. Beyond that range, they cannot see, though they can still identify the existence and location of creatures at great range by sound.

HP 80 **DR** 72

Defenses Armor 12 Fort 12 Ref 12 Ment 9

Movement Fly 75 ft. (poor) Land 50 ft.

Senses Blindsight (120 ft.), Awareness +12

Attributes Str 4, Dex 2, Con 2, Int –4, Per 6, Wil –1

Alignment Usually true neutral

Yrthak Abilities

Multiple Actions: The yrthak can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Grappling Instant

The yrthak makes a +7 **strike** vs. Armor.

Hit: The target takes 2d8+6 physical damage.

Pouncing Bite Grappling Instant

The yrthak moves up to its speed in a straight line. Then, it makes a +8 **strike** vs. Armor.

Hit: The target takes 2d8+3 physical damage.

Sonic Lance Instant

The yrthak makes a +7 attack vs. Fortitude against everything in a 10 ft. wide, Large (60 ft.) long line. After the yrthak uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d8+3 sonic damage.

Thundering Hide Instant

At the end of each phase, the yrthak makes a +7 attack vs. Fortitude against each **enemy** within a Tiny (5 ft.) radius **emanation** of it that dealt damage to it during that phase.

Hit: Each target takes 2d10 sonic damage.

Zombies

Knowledge (religion) 6: Zombies are the reanimated corpses of once-living creatures. They must be created from corpses that still retain most of their organs and internal structure. Creating a zombie is generally regarded as a fundamentally evil act.

Knowledge (religion) 11: Zombies retain all of the **mundane**

abilities of the reanimated creature, but lose all **magical** abilities. They lose the ability to wield any weapons, though they can sometimes be found wearing the same armor as the original creature. Instead of using weapons, zombies simply slam into their foes with brute force. In addition, zombies are always stronger and less agile than the original creature. All zombies are vulnerable to slashing damage thanks to their exposed and easily torn skin and muscles.

Knowledge (religion) 16: Creating a zombie from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the zombie its agency. This is unpleasant for the dead creature in its afterlife, though not dangerous.

Zombies are sometimes created by ambient necromantic magic. Even if they are created and controlled by necromancers, they still retain an animalistic hunger for flesh, especially brains. If their instructions are poorly worded or incomplete, zombies may attack any living creature they see.

Zombie Town Guard

Level 1 [CR 1]
Medium undead

HP 13 DR 8

Defenses Armor 5 Fort 8 Ref 3 Ment 2

Vulnerable Slashing damage

Movement Land 28 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 3, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Town Guard Abilities

Undead: The zombie town guard is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam

Instant

The zombie town guard makes a +0 **strike** vs. Armor.

Hit: The target takes 2d8+2 bludgeoning damage.

Zombie Cleric of the Peace

Level 1 [CR 2]
Medium undead

HP 36 DR 12

Defenses Armor 5 Fort 7 Ref 3 Ment 2

Vulnerable Slashing damage

Movement Land 28 ft.

Senses Darkvision (60 ft.)

Attributes Str 3, Dex -2, Con 2, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Cleric of the Peace Abilities

Undead: The zombie cleric of the peace is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam

Instant

The zombie cleric of the peace makes a +1 **strike** vs. Armor.

Hit: The target takes 2d6+4 bludgeoning damage.

Zombie Orc Butcher

Level 2 [CR 2]
Medium undead

HP 48 DR 24

Defenses Armor 7 Fort 10 Ref 4 Ment 3

Vulnerable Slashing damage

Movement Land 15 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, Dex -2, Con 4, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Orc Butcher Abilities

Undead: The zombie orc butcher is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Crushing Slam

Instant

The zombie orc butcher makes a +1 **strike** vs. Fortitude.

Hit: The target takes 2d8+4 bludgeoning damage.

Slam

Instant

The zombie orc butcher makes a +2 **strike** vs. Armor.

Hit: The target takes 2d8+4 bludgeoning damage.

Zombie Orc Grunt

Level 2 [CR 1]
Medium undead

HP 16 DR 12

Defenses Armor 7 Fort 10 Ref 4 Ment 3

Vulnerable Slashing damage

Movement Land 15 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 4, Int -7, Per 0, Wil -3

Alignment Always neutral evil

Zombie Orc Grunt Abilities

Undead: The zombie orc grunt is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam	Instant
The zombie orc grunt makes a +1 strike vs. Armor. Hit: The target takes 2d8+2 bludgeoning damage.	

Zombie Orc Peon Level 1 [CR 0.5] Medium undead

HP 13	DR 0
Defenses Armor 4	Fort 7 Ref 2 Ment 1
Vulnerable Slashing damage	
Movement Land 15 ft.	
Senses Darkvision (60 ft.)	
<hr/>	
Attributes Str 3, Dex -2, Con 3, Int -7, Per 0, Wil -3	
Alignment Always neutral evil	

Zombie Orc Peon Abilities

Undead: The zombie orc peon is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam	Instant
The zombie orc peon makes a +0 strike vs. Armor. Hit: The target takes 2d6+1 bludgeoning damage.	

Zombie Orc Veteran Level 5 [CR 2] Medium undead

HP 75	DR 48
Defenses Armor 9	Fort 13 Ref 6 Ment 5
Vulnerable Slashing damage	
Movement Land 15 ft.	
Senses Darkvision (60 ft.)	
<hr/>	
Attributes Str 5, Dex -2, Con 5, Int -7, Per 0, Wil -3	
Alignment Always neutral evil	

Zombie Orc Veteran Abilities

Undead: The zombie orc veteran is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Mighty Slam	Instant
The zombie orc veteran makes a +1 strike vs. Armor. Hit: The target takes 2d10+10 bludgeoning damage.	

Slam	Instant
The zombie orc veteran makes a +3 strike vs. Armor. Hit: The target takes 2d10+6 bludgeoning damage.	

Zombie Orc Clan Chief Level 6 [CR 4] Medium undead

HP 128	DR 120
Defenses Armor 12	Fort 16 Ref 9 Ment 7
Vulnerable Slashing damage	
Movement Land 15 ft.	
Senses Darkvision (60 ft.)	
<hr/>	
Attributes Str 6, Dex -1, Con 6, Int -7, Per 0, Wil -3	
Alignment Always neutral evil	

Zombie Orc Clan Chief Abilities

Multiple Actions: The zombie orc clan chief can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Undead: The zombie orc clan chief is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Hamstring – Greataxe Sweeping (1)	Duration
The zombie orc clan chief makes a +5 strike vs. Armor. Hit: The target takes 4d6+3 slashing damage. Each creature that loses hit points from this attack is slowed (<i>half speed, -2 Ref</i>) as a condition .	

Mighty Slam	Instant
The zombie orc clan chief makes a +2 strike vs. Armor. Hit: The target takes 4d6+14 bludgeoning damage.	

Slam	Instant
The zombie orc clan chief makes a +4 strike vs. Armor. Hit: The target takes 4d6+6 bludgeoning damage.	

Zombie Orc Shaman Level 2 [CR 2] Medium undead

HP 48 DR 24	
Defenses Armor 7 Fort 10 Ref 4 Ment 3	
Vulnerable Slashing damage	
Movement Land 15 ft.	
Senses Darkvision (60 ft.)	
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Attributes Str 5, Dex -2, Con 4, Int -7, Per 0, Wil -3	
Alignment Always neutral evil	

Zombie Orc Shaman Abilities

Undead: The zombie orc shaman is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Slam	Instant
The zombie orc shaman makes a +2 strike vs. Armor.	
Hit: The target takes 2d8+4 bludgeoning damage.	

Chapter 5

Modules

This chapter contains self-contained modules that you can use to run a few sessions of Rise. Each module can be used as an entirely standalone short campaign with new characters, or as a small part of a larger story featuring existing characters.

Chapter 6

The House of Liberation

This module is designed for level 1 characters, and it's a good module to start a campaign with. The characters start out trapped together in the middle of nowhere with no idea how they got there. This makes it easy to encourage teamwork and makes it easier to justify any weird combination of character concepts. Players often take a session or two to get used to new characters and figure out how to play them, and the characters are expected to be a bit disoriented in-universe, so it's an easy fit.

Unlike most modules, the players don't make any conscious choice to enter this module. If this module is being run as part of an existing campaign, the party should spend some time at an inn. It doesn't matter too much whether it's an inn in a city or just a hostel along the side of a road, but the cheaper and more disreputable, the better. If you're starting a campaign with this module, the party might just be thrown together randomly instead of already travelling together as a group. In that case, the party might have originally stayed at a wide variety of different inns. Regardless, they'll all end up in a single holding cell together when the adventure properly starts.

Each inn has a sketchy-looking human staying at it who is hanging out in the tavern area starting conversations with people to ask about their past. A DV 10 Social Insight check reveals that he is explicitly trying to learn whether people have magical abilities. While the party is asleep, he will knock them unconscious and kidnap them without their knowledge. It's possible to run this as a combat sequence where the expected outcome is defeat. However, that is often frustrating, especially as a first encounter with a module, so most groups will probably have more fun if that is skipped.

Part1: The Holding Cells

The module starts with the party inside of a cell in a dungeon with none of their belongings. Usually, they have no memory of how they got there. They can make their way out of the cell, retrieve their belongings, and explore the strange dungeon they find themselves in. This section ends when the party finally escapes the dungeon.

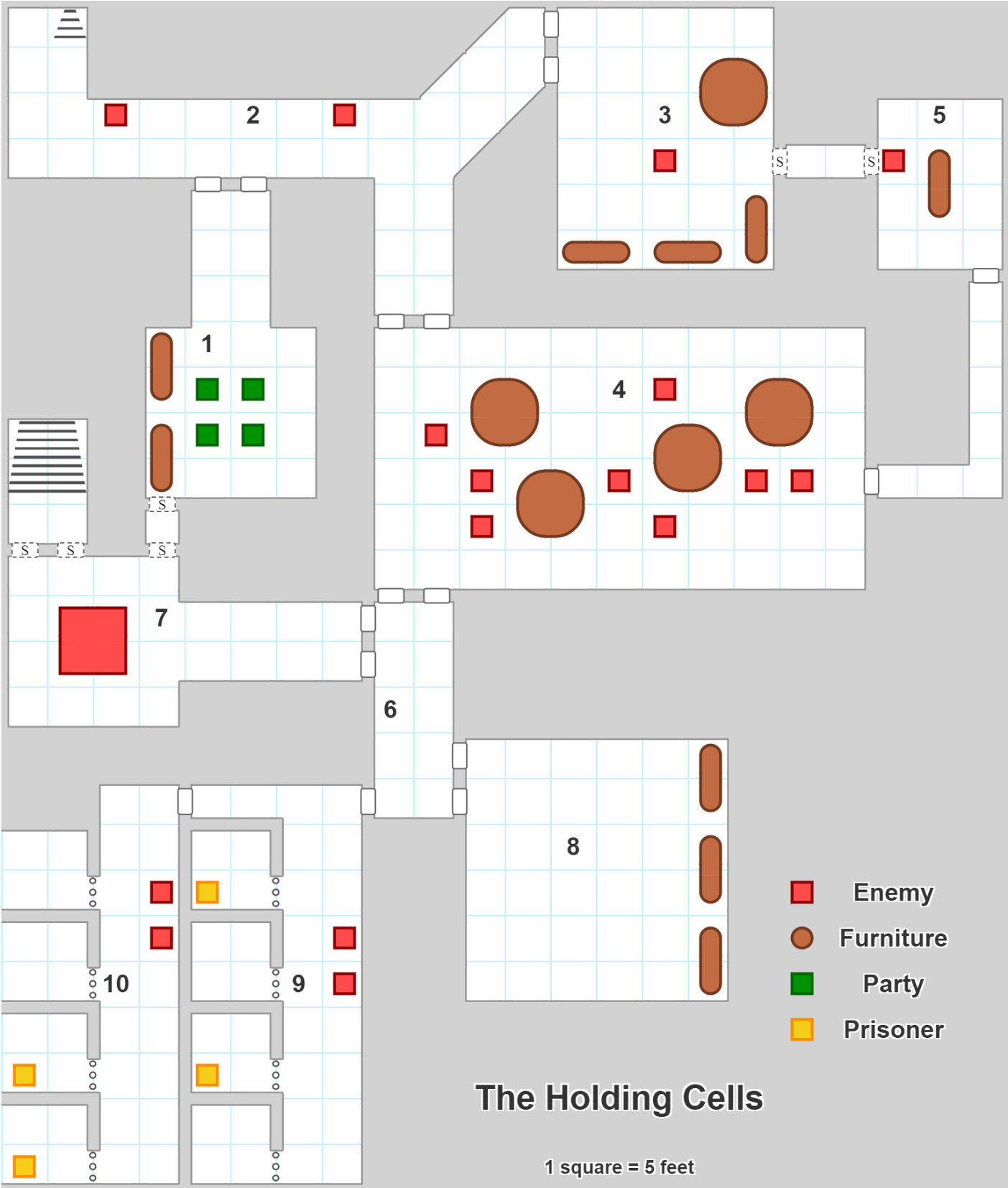
In general, if the party is defeated in battle in this area, they will be returned to their cell by any surviving guards. The guards have strict instructions to keep the prisoners alive, and will even attempt to save dying party members, though their +0 Medicine check may not let them save the party from especially dangerous vital wounds. They will attempt to fix any obvious explanation for the party's escape, but won't care enough to do a detailed sweep to address the general issues that make their cell escapable.

1. The Large Cell

The cell is surprisingly large, as if it was designed to hold a large group - or a monster. A pair of benches line one wall, and a drainage grate is on the other. The only exit seems to be through a large wooden double door to the north. Dim, flickering light filters into the room through a small barred window in each door. Somewhere around a corner to the right, you can hear sounds of humanoid voices loudly enjoying a raucous meal.

Under normal circumstances, the party simply wakes up in this room with no equipment or specific memory of how they got here. They still have the clothes they were wearing, but none of their bags or anything that looked obviously valuable or dangerous. The last thing they would remember is going to sleep at an inn. If someone looks out through the barred window, they can see Room 2.

The party can attempt to listen to the distant conversation with a DV 7 Awareness check. Most of what they would hear is meaningless mealtime banter from callous mercenaries. A DV 10 Social Insight check reveals that it all seems a bit exaggerated - the guards are nervous and trying not to show it. If the party listens for a few minutes, they would hear the following exchange.



Guard 1: Ey, what're we gonna do about all these people we've got? There's no more room!

Guard 2: Eh, Libby'll get back and fix that soon enough. We'll have a clean house before you know it.

Guard 3: Well, I wouldn't say *clean* exactly...

Guard 2: Ahaha!

No other specific conversations would be interesting before the meal ends in half an hour. At that point, the party could hear the following exchange.

Guard 1: Well, guess it's time to head up.

Guard 2: Yeah, I'll grab that weasel Melvin.

Guard 3: Pretty weird he stays down here, right?

Guard 2: What a creep. Don't trust anyone who likes a place like this too much, y'know?

Guard 3: Got that right.

Afterwards, the meal breaks up, and a group of six guards from Room 4 walks past the party's cell, plus Melvin from Room 5. Five of them are human warriors, and one is a human cleric. Melvin climbs up the ladder and touches his necklace to the trapdoor, then opens it. He climbs back down and four warriors climb upstairs before closing the trapdoor. Once the trapdoor is closed again, the other two guards are ready to head back, but Melvin interrupts them. The party may interrupt this conversation at any time if they think it is a good opportunity to try to take the key.

Melvin: Hey, you can't leave yet! We have to wait for the trapdoor to seal again!

Guard 2: Oh, Guftas, this again? Nobody cares.

Melvin: We had one of them get all the way upstairs once! You weren't there when I tried to explain it to Libera, but I hope you can imagine how angry she was.

Guard 2: Uh-huh.

Melvin: Very angry! And she was asking me, why didn't you make sure it was sealed Melvin, you know how important that is.

Guard 2: Sure, sure, whatever.

Melvin: I'm just saying it's important.

After that, they will stand in silence until one minute has passed since Melvin originally opened the trapdoor. At that point, they will all leave Room 2.

The door can be forced open with a DV 15 Strength check. If a character has at least 1 Strength, they can use one of the benches as an improvised battering ram to gain a +2 bonus to this check. A DV 10 Awareness check reveals that the door was recently patched to cover structural damage, and hitting the door in the same point should make it easier to break down. Taking advantage of the weak point grants a +4 bonus to this check.

Attempting to break open the door is loud, and may attract attention from the guards in Room 2. The guards have a -5

penalty to Awareness during their meal, or a +0 bonus after the meal. Hearing the attempts at that distance has a DV of 4. The party can accept a -2 penalty to the Strength check to increase the DV of this Awareness check by 2, but the Stealth skill doesn't help. Roll Awareness once for the guards during each round that the party spends attempting to break down the door. Success means that they hear something odd and will send two guards to investigate if the meal is still happening, or four guards after the meal.

Alternately, the door hinges can be disabled with a DV 13 Devices check. If the party doesn't have any thieves' tools since their gear was taken, they take a -5 penalty to this check, making it almost certainly impossible. A particularly well-prepared character may have a lockpick hidden in their boot or some other similar device, which would allow them to make the check without a penalty. However, they must make a DV 10 Sleight of Hand check to have successfully hid it from the people who searched the party.

The grate in the room can be opened with a DV 10 Strength check. The pipe below the grate is two and a half feet in diameter, so it can be travelled through. However, it only opens into an enclosed ten-foot square room that holds waste, making it useless as an escape path.

There is a secret door in the bottom left corner of the room that can be discovered with a DV 15 Awareness check. The party is likely to find it if they search the room carefully with the *search* ability. The passage leads to Room 7, which has a matching secret door. Before opening the door into Room 7, the party will be able to hear a deep, guttural snarling from a Large creature and occasional banging on walls, which may discourage them from venturing too far in that direction.

2. The North Passage

The area outside the cell is lit by flickering torches along the walls that fill the air with a thin, greasy smoke. A pair of skeleton guards mindlessly patrol the hallway. Each guard wields an old, battered scimitar and shield.

Skeletal Town Guard

Level 1 [CR 1]
Medium undead

HP 9 DR 0

Defenses Armor 4 Fort 4 Ref 6 Ment 5

Immune Compulsion, Emotion

Vulnerable Bludgeoning damage

Movement Land 25 ft.

Senses Darkvision (60 ft.)

Attributes Str 3, Dex 1, Con -1, Int -7, Per 0, Wil 0

Alignment Always neutral evil

Skeletal Town Guard Abilities

Mindless: The skeletal town guard is not **sentient**. It is immune to **Compulsion** and **Emotion** attacks. Its Intelligence attribute represents its capacity for complex action according to instinct, instructions, or some other source, rather than a true innate intelligence.

Undead: The skeletal town guard is not a **living** creature, and it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page ??).

Broadsword

Sweeping (1), Versatile Grip

Instant

The skeletal town guard makes a +0 **strike** vs. Armor.
Hit: The target takes 1d8+2 slashing damage.

The skeleton guards respond to any noise or disruption by banging insistently on the door of the large cell with their scimitars before returning to their simple patrol pattern. If the party steps outside of their cell, the skeletons will attack the closest creature. They have no tactical skill, and will continue attacking their current target until it appears to be unconscious before moving on to the next target. If the party moves back into the cell and closes the door to block line of sight, the skeletons lack the intelligence to remember that the party previously left, and will simply resume their patrol.

If the party fights the skeletons in the hall, the human guards in Room 4 may hear them. The guards have a -5 penalty to Awareness during their meal, or a +0 bonus after the meal. Hearing the combat at that distance has a DV of 2. If the party lures the skeletons into Room 1 for the fight, the DV for the guards to hear the combat increases to 4. The party can further increase the DV to 6 if they close the doors of their cell. Roll Awareness once for the guards during each round of combat. Success means that they hear something odd and will send two guards to investigate if the meal is still happening, or four guards after the meal.

In the unlikely event that the skeletons defeat the party, they leave their unconscious or dead bodies in the hall and return to patrolling. After the meal is over, a guard from Room 4 will discover that the prisoners partially escaped and put them back in their cell.

There is a ladder in the northwest corner of the room. It leads to a closed trapdoor. The closed trapdoor has a keyhole and is tightly sealed. A DV 20 Strength check or a DV 25 Devices check can open it, which is almost certainly impossible for the party. A DV 17 Knowledge (arcana) check reveals that it is magically sealed. Critical success (DV 18) reveals that it was sealed with the *mystic lock* ritual, making it effectively impossible to open without the magic key.

3. The Kitchen

This room is filled with the smell of cooking meat and old vegetables. Storage chests and cooking implements line the walls, illuminated by a warm fire. There's a massive orc in the room cooking with a furious intensity. Her back is turned to the door.

Orc Butcher

Level 2 [CR 2]
Medium humanoid

HP 39 DR 16

Defenses Armor 7 Fort 8 Ref 6 Ment 6

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 0, Con 2, Int -2, Per 2, Wil 0

Alignment Usually lawful evil

Orc Butcher Abilities

Crushing Sledgehammer

Forceful

Instant

The orc butcher makes a +2 **strike** vs. Fortitude.
Hit: The target takes 2d6+4 bludgeoning damage.

Sledgehammer

Forceful

Instant

The orc butcher makes a +3 **strike** vs. Armor.
Hit: The target takes 2d6+4 bludgeoning damage.

The orc butcher has a -2 Awareness modifier because she is distracted by cooking, making her easy to sneak up on. If she notices the party, she will immediately attack. During battle, she taunts the party by telling them that escaped prisoners make good meat. She prioritizes the weakest targets she can reach until they fall unconscious. If she drops below half her maximum hit points, she seems happy to have died in battle, and makes no attempt to call for backup. Instead, she asks the party to cook and eat her once she is dead. If she defeats the party, she wrestles with her desire to kill and eat them, but eventually goes to find the guards, grumbling about how the guards would figure out what happened if she did what she wanted.

Most of the storage chests in this room contain food, pots, pans, and various other cooking implements. One of the chests near the north of the room contains all of the party's equipment, as well as the following additional items:

- Three sets of body armor with signs of battle damage: breastplate, hide, and a chain shirt
- Five weapons: two smallswords, one longbow (with arrows), one warhammer, and a dagger
- One standard shield
- Three standard adventuring kits, with some of the rations eaten
- One sapphire necklace (worth 10 gp)

- One silver ring (worth 2 gp) with the Dwarven runes for “Ironbeard” engraved on the inside

There is a secret door hidden on the east wall that leads to Room 5. The party can notice it with a DV 18 Awareness check.

4. The Mess Hall

If the party reaches this room before the meal ends, use this description.

This large hall has four tables haphazardly placed around the room. A total of eight humans are all in the room loudly sharing a meal together. Most of them are armed with broadswords, but one has a warhammer and a holy symbol of Murdoc. All of them are wearing scale mail.

If the party reaches this room after the meal ends, use this description.

This large hall has four tables haphazardly placed around the room. A total of four humans are all in the room playing cards together. Three of them are armed with broadswords, but one has a warhammer and a holy symbol of Murdoc.

Cleric of the Peace

Level 1 [CR 2]
Medium humanoid

HP 30 DR 4

Defenses Armor 5 Fort 5 Ref 5 Ment 8

Movement Land 25 ft.

Attributes Str 1, Dex 0, Con 0, Int 0, Per 0, Wil 3

Alignment Usually lawful neutral

Cleric of the Peace Abilities

Divine Judgment
Magical

Instant

The cleric of the peace makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10+4 energy damage.

Warhammer

Forceful, Versatile Grip

Instant

The cleric of the peace makes a +1 **strike** vs. Armor.

Hit: The target takes 1d6+4 bludgeoning damage.

Town Guard

Level 1 [CR 1]
Medium humanoid

HP 11 DR 4

Defenses Armor 5 Fort 6 Ref 5 Ment 6

Movement Land 25 ft.

Attributes Str 2, Dex 0, Con 1, Int 0, Per 0, Wil 1

Alignment Usually lawful neutral

Town Guard Abilities

Broadsword

Instant

Sweeping (1), Versatile Grip

The town guard makes a +0 **strike** vs. Armor.

Hit: The target takes 1d8+2 slashing damage.

If the guards hear anything odd outside of their room during the meal, they will send two warriors to investigate. After the meal, they will all investigate any noises as a group. If the guards notice the party enter the room, they will immediately attack, though it will take them all a standard action to draw their weapons. Although they have orders to keep all prisoners alive, they will not fight using **subdual damage** unless they are confident that they are not in danger.

The cleric has a *belt of vital persistence*, two *potion of healing* items and 4 gp. Each warrior carries 2 gp.