

Grimoire of Guidance

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Chapter 4

Monster Mechanics

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

Monster Statistics

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

Monster Roles

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

Brute

A typical brute rushes into melee and smashes its enemies with highly damaging attacks. Brutes have a relatively high [injury point](#), but they can still absorb a remarkable amount of punishment. Most brutes charge directly at the enemy and fight in melee, though some prefer to use a few ranged attacks before entering the fray.

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

Durability: +6.

Injury Point: Three-quarters of total hit points.

Leader

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

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

Durability: +4.

Injury Point: Half of total hit points.

Skirmisher

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

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

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

Durability: +2.

Injury Point: Half of total hit points.

Sniper

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

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

Durability: +2.

Injury Point: Three-quarters of total hit points.

Warrior

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

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

Durability: +4.

Injury Point: One quarter of total hit points.

Level Scaling

Each monster has a level that indicates its approximate strength. Monsters have some specific level scaling rules that differ from the rules for player characters. This scaling is summarized in [Table 4.1: Monster Advancement](#), page 34. In general, their automatic level scaling is designed to keep them on par with the power that player characters gain at higher levels, but without all of the complexity of high-level PCs. High level monsters should have slightly higher base values for their attributes, though this is not quantified, since monster attributes can be highly varied. They have the following specific changes.

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

- Monsters calculate their **injury point** based on their role rather than their level and Constitution. Their role defines their injury point as some multiplier of the monster's total hit points.
- Monsters only add half their attributes to their defenses instead of their full attribute.
- Monsters gain a +1 bonus to all defenses at 5th, 11th, and 17th level.
- Monsters gain a +1 accuracy bonus at 7th level and 19th level.

Table 4.1: Monster Advancement

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

1. This bonus applies to the monster's **magical** ✨ power, mundane power, trained skills, and defenses.

Elite Monsters

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

- Elite monsters gain a +2 bonus to their **power** and all **defenses**.
- Elite monsters have three times the **hit points** of standard monsters.
- Elite monsters can have a maximum starting attribute of 6 (see *Monster Attributes*, page 35).
- Elite monsters can take an additional **elite action** each round (see *Elite Actions*, page 35).
- Elite monsters automatically remove **conditions** (see *Monster Conditions*, page 34).

Monster Vital Wounds

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

Monster Conditions

Monsters normally can't use the *recover* ability, since they cannot use abilities which would increase their **fatigue level**. Standard monsters can only remove **conditions** by taking a **short rest**. However, elite monsters can remove conditions automatically.

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

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

Monster Resources

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

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

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

Monster Ability Access

Although monsters do not gain archetypes, their special abilities should still be balanced appropriately for their maximum accessible

rank. Like a player character, a monster's maximum accessible rank is based on its level, as shown in Table 4.1: Monster Advancement, page 34.

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

Monster Attributes

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

Monster Natural Weapons

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

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

Monster Dual Strikes

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

Monster Combat Mechanics

Monster Actions

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

Elite Actions

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

In general, elite monsters should be designed to attack multiple different PCs in every round. If the full damage output of an elite monster is brought to bear on a single PC, it will likely kill that PC quickly, taking a player out of the fight too early. Alternately, if that PC is able to avoid or resist the damage, it will trivialize

the fight and remove the sense of danger. Instead, damage should be spread throughout the party to ensure that multiple people feel threatened and have to adjust their actions based on their personal danger tolerance.

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

Encounter Balancing

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

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

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

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

Monster Knowledge

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

Quick Monster Creation

This table describes the statistics for a non-elite monster with 0 in all attributes. It can be a useful reference to when creating custom monsters at a particular role and level. The format is extremely terse to save space: “HP/IP; Armor/Fort/Ref/Ment”.

Table 4.2: Quick Monster Creation

Level	Brute	Skirmisher	Warrior	Sniper	Leader
1st	10/7; 4/5/4/3/4	10/5; 4/4/3/4/5	10/2; 5/3/4/3/3	10/5; 3/3/3/4/4	10/5; 4/4/4/4/4
2nd	11/8; 5/6/5/4/5	11/5; 5/5/4/5/6	11/2; 6/4/5/4/4	11/5; 4/4/4/5/5	11/5; 5/5/5/5/5
3rd	12/9; 5/6/5/4/5	12/6; 5/5/4/5/6	12/3; 6/4/5/4/4	12/6; 4/4/4/5/5	12/6; 5/5/5/5/5
4th	14/10; 6/7/6/5/6	14/7; 6/6/5/6/7	14/3; 7/5/6/5/5	14/7; 5/5/5/6/6	14/7; 6/6/6/6/6
5th	16/12; 7/8/7/6/7	16/8; 7/7/6/7/8	16/4; 8/6/7/6/6	16/8; 6/6/6/7/7	16/8; 7/7/7/7/7
6th	18/13; 8/9/8/7/8	18/9; 8/8/7/8/9	18/4; 9/7/8/7/7	18/9; 7/7/7/8/8	18/9; 8/8/8/8/8
7th	22/16; 8/9/8/7/8	22/11; 8/8/7/8/9	22/5; 9/7/8/7/7	22/11; 7/7/7/8/8	22/11; 8/8/8/8/8
8th	25/18; 9/10/9/8/9	25/12; 9/9/8/9/10	25/6; 10/8/9/8/8	25/12; 8/8/8/9/9	25/12; 9/9/9/9/9
9th	28/21; 9/10/9/8/9	28/14; 9/9/8/9/10	28/7; 10/8/9/8/8	28/14; 8/8/8/9/9	28/14; 9/9/9/9/9
10th	34/25; 10/11/10/9/10	34/17; 10/10/9/10/11	34/8; 11/9/10/9/9	34/17; 9/9/9/10/10	34/17; 10/10/10/10/10
11th	38/28; 11/12/11/10/11	38/19; 11/11/10/11/12	38/9; 12/10/11/10/10	38/19; 10/10/10/11/11	38/19; 11/11/11/11/11
12th	42/31; 12/13/12/11/12	42/21; 12/12/11/12/13	42/10; 13/11/12/11/11	42/21; 11/11/11/12/12	42/21; 12/12/12/12/12
13th	58/43; 12/13/12/11/12	58/29; 12/12/11/12/13	58/14; 13/11/12/11/11	58/29; 11/11/11/12/12	58/29; 12/12/12/12/12
14th	64/48; 13/14/13/12/13	64/32; 13/13/12/13/14	64/16; 14/12/13/12/12	64/32; 12/12/12/13/13	64/32; 13/13/13/13/13
15th	70/52; 13/14/13/12/13	70/35; 13/13/12/13/14	70/17; 14/12/13/12/12	70/35; 12/12/12/13/13	70/35; 13/13/13/13/13
16th	90/67; 14/15/14/13/14	90/45; 14/14/13/14/15	90/22; 15/13/14/13/13	90/45; 13/13/13/14/14	90/45; 14/14/14/14/14
17th	98/73; 15/16/15/14/15	98/49; 15/15/14/15/16	98/24; 16/14/15/14/14	98/49; 14/14/14/15/15	98/49; 15/15/15/15/15
18th	106/79; 16/17/16/15/16	106/53; 16/16/15/16/17	106/26; 17/15/16/15/15	106/53; 15/15/15/16/16	106/53; 16/16/16/16/16
19th	130/97; 16/17/16/15/16	130/65; 16/16/15/16/17	130/32; 17/15/16/15/15	130/65; 15/15/15/16/16	130/65; 16/16/16/16/16
20th	140/105; 17/18/17/16/17	140/70; 17/17/16/17/18	140/35; 18/16/17/16/16	140/70; 16/16/16/17/17	140/70; 17/17/17/17/17
21st	150/112; 17/18/17/16/17	150/75; 17/17/16/17/18	150/37; 18/16/17/16/16	150/75; 16/16/16/17/17	150/75; 17/17/17/17/17

Chapter 5

Monster Descriptions

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

Aboleth

Level 12 Leader – **Elite**
Huge aberration



Knowledge (dungeoneering) 6: Legends speak of revolting water-dwelling creatures called aboleths that lurk in the deepest caves. They are said to have power over people's minds.

Knowledge (dungeoneering) 11: An aboleth is a Huge fishlike creature found primarily in subterranean lakes and rivers. It has four tentacles and two vertically stacked eyes in the center of its ridged forehead. It uses its powerful mental abilities to overwhelm the minds of its foes.

Knowledge (dungeoneering) 16: Four pulsating dark blue orifices line the bottom of an aboleth's body and secrete gray slime that smells like rancid grease. This slime coats its tentacles, and creatures struck by the tentacles can have their skin transformed into a similar slime. Aboleths are amphibious, and they are able to drag themselves along with their tentacles on land, though they are much faster in the water.

Knowledge (dungeoneering) 21: Aboleths can completely dominate the minds of lesser creatures. They sometimes use their

minions as agents to spy in cities or otherwise further their sinister goals.

HP 198 **IP** 99

Defenses Armor 19 Brn 17 Fort 18 Ref 13 Ment 18

Movement Land 30 ft. Swim 50 ft. Swim +13

Senses Darkvision (240 ft.), telepathy (480 ft.), Awareness +13

Social Social Insight +13

Other skills Endurance +15

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

Power 14 ✨ 12

Alignment Usually lawful evil

Aboleth Abilities

Condition Removal: The aboleth can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The aboleth can use an additional **Elite** ability each round.

Aboleth Slime ✨

Poison

Usage time: Triggered.

Aboleth slime is an injury-based liquid **poison**. The poison's accuracy is +11. Its stage 1 effect makes the target **slowed** (*-10 speed, -2 Armor and Ref*) while the poison lasts. Its stage 3 effect also inflicts a **vital wound** with a unique vital wound effect. Instead of making a **vital roll** for the **vital wound**, the target's skin is transformed into a clear, slimy membrane. An afflicted creature must be moistened with cool, fresh water at least once every ten minutes or it will increase its **fatigue level** by two. This effect lasts until the vital wound is removed. Whenever a creature hits the aboleth with a melee strike using a non-Long weapon, it risks being covered in slime.

Dominate ✨

Attune

Compulsion

Usage time: Elite action.

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

Mind Crush ✨

Compulsion

Usage time: Elite action.

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

Hit: 7d6 damage.

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

Psionic Blast ✨

Compulsion

Usage time: Elite action.

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

Hit: 1d6+14 damage.

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

Miss: Half damage.

Slime-Covered Body ✨

Usage time: Triggered.

Whenever a creature hits the aboleth with a melee strike using a non-Long weapon, it risks being covered in slime. The aboleth makes an +9 **reactive attack** vs. Reflex against the creature that struck it.

Hit: 1d6+1d8 damage.

Injury: The target is poisoned by aboleth slime.

Slimy Tentacle

Long, Sweeping (1)

Usage time: Standard action.

The aboleth makes a +9 melee strike with a tentacle.

Hit: 1d8+10 damage.

Injury: The target is poisoned by aboleth slime.

Miss: Half damage.

Air Elementals



Knowledge (planes) 7: Air elementals are formed from the pure essence of the Plane of Air. They can fly through the air with agile ease, but they tend to be physically frail.

Knowledge (planes) 12: Air elementals have no insulation in their wispy bodies, making them vulnerable to electrical attacks.

Breeze Level 4 Skirmisher
Small planeformed

HP 14 **IP** 7

Defenses Armor 8 Brn 7 Fort 5 Ref 10 Ment 6

Impervious Air

Vulnerable Earth

Movement Fly 30 ft.

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

Power 2 ✨ 4

Alignment Usually true neutral

Breeze Abilities

- Floating** ✨: The breeze does not fall while in midair.
- Planeformed**: The breeze has a body made of concentrated planar essence, and is not alive.
- Soulless**: The breeze has no soul. If it dies, it cannot be resurrected.
- Wind Screen** ✨: The breeze gains a +2 bonus to its defenses against ranged strikes.

Windsplash ✨

Usage time: Standard action.

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

Hit: 1d6+1 damage.

Knockdown – Punch

Light

Usage time: Standard action.

The breeze makes a +6 **dual strike** vs. Armor with its punches.

Hit: 1d4+2 damage.

Injury: The target falls **prone** (half speed, -2 Armor and Ref). This is a **Size-Based** effect.

Punch

Light

Usage time: Standard action.

The breeze makes a +6 **dual strike** vs. Armor with its punches.

Hit: 1d4+2 damage.

Gale Level 8 Skirmisher
Medium planeformed

HP 25 **IP** 12

Defenses Armor 12 Brn 11 Fort 8 Ref 13 Ment 9

Impervious Air

Vulnerable Earth

Movement Fly 40 ft.

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

Power 4 ✨ 8

Alignment Usually true neutral

Gale Abilities

- Floating** ✨: The gale does not fall while in midair.
- Planeformed**: The gale has a body made of concentrated planar essence, and is not alive.
- Soulless**: The gale has no soul. If it dies, it cannot be resurrected.
- Wind Screen** ✨: The gale gains a +2 bonus to its defenses against ranged strikes.

Windsplash ✨

Usage time: Standard action.

The gale makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+2 damage.

Windsnipe ✨
Usage time: Standard action.

The gale makes a +6 attack vs. Armor against one creature within Distant (120 ft.) range.
Hit: 1d6+1d8 damage.

Knockdown – Punch
Light
Usage time: Standard action.

The gale makes a +8 dual strike vs. Armor with its punches.
Hit: 1d4+4 damage. If the target takes damage, it falls prone (half speed, -2 Armor and Ref). This is a Size-Based effect.

Punch
Light
Usage time: Standard action.

The gale makes a +10 dual strike vs. Armor with its punches.
Hit: 1d4+4 damage.

Tempest

Level 12 Skirmisher
Large planeformed

HP 42 **IP** 21
Defenses Armor 15 Brn 14 Fort 11 Ref 15 Ment 12
Impervious Air
Vulnerable Earth
Movement Fly 60 ft.

Attributes Str 4, Dex 7, Con 0, Int -2, Per 4, Wil 0
Power 6 ✨ 10
Alignment Usually true neutral

Tempest Abilities

- Floating** ✨: The tempest does not fall while in midair.
- Planeformed**: The tempest has a body made of concentrated planar essence, and is not alive.
- Soulless**: The tempest has no soul. If it dies, it cannot be resurrected.
- Wind Screen** ✨: The tempest gains a +2 bonus to its defenses against ranged strikes.

Windslash ✨
Usage time: Standard action.

The tempest makes a +11 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 1d6+3 damage.

Windsnipe ✨
Usage time: Standard action.

The tempest makes a +10 attack vs. Armor against one creature within Distant (120 ft.) range.
Hit: 1d6+1d8 damage.

Knockdown – Punch
Light
Usage time: Standard action.

The tempest makes a +12 dual strike vs. Armor with its punches.
Hit: 1d4+5 damage. If the target takes damage, it falls prone (half speed, -2 Armor and Ref). This is a Size-Based effect.

Punch
Light
Usage time: Standard action.

The tempest makes a +14 dual strike vs. Armor with its punches.
Hit: 1d4+5 damage.

Tornado

Level 16 Skirmisher
Large planeformed

HP 98 **IP** 49
Defenses Armor 18 Brn 16 Fort 13 Ref 18 Ment 14
Impervious Air
Vulnerable Earth
Movement Fly 60 ft.

Attributes Str 4, Dex 8, Con 1, Int -2, Per 4, Wil 0
Power 8 ✨ 12
Alignment Usually true neutral

Tornado Abilities

- Floating** ✨: The tornado does not fall while in midair.
- Planeformed**: The tornado has a body made of concentrated planar essence, and is not alive.
- Soulless**: The tornado has no soul. If it dies, it cannot be resurrected.
- Wind Screen** ✨: The tornado gains a +2 bonus to its defenses against ranged strikes.

Windslash ✨
Usage time: Standard action.

The tornado makes a +15 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 1d6+4 damage.

Windsnipe ✨

Usage time: Standard action.

The tornado makes a +14 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Windsnipe ✨

Usage time: Standard action.

The elder makes a +18 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Knockdown – Punch

Light

Usage time: Standard action.

The tornado makes a +16 **dual strike** vs. Armor with its punches.

Hit: 1d4+6 damage. If the target takes damage, it falls **prone** (half speed, -2 Armor and Ref). This is a **Size-Based** effect.

Knockdown – Punch

Light, Sweeping (1)

Usage time: Standard action.

The elder makes a +20 **dual strike** vs. Armor with its punches.

Hit: 1d4+7 damage. If the target takes damage, it falls **prone** (half speed, -2 Armor and Ref). This is a **Size-Based** effect.

Miss: Half damage.

Punch

Light

Usage time: Standard action.

The tornado makes a +14 **dual strike** vs. Armor with its punches.

Hit: 2d4+12 damage.

Punch

Light, Sweeping (1)

Usage time: Standard action.

The elder makes a +16 **dual strike** vs. Armor with its punches.

Hit: 3d4+21 damage.

Miss: Half damage.

Elder

Level 20 Skirmisher
Huge planeformed

HP 150 **IP** 75**Defenses** Armor 21 Brn 19 Fort 16 Ref 20 Ment 17**Impervious** Air**Vulnerable** Earth**Movement** Fly 70 ft.**Attributes** Str 4, Dex 9, Con 1, Int -2, Per 4, Wil 0**Power** 10 ✨ 14**Alignment** Usually true neutral**Elder Abilities**

Floating ✨: The elder does not fall while in midair.

Planeformed: The elder has a body made of concentrated planar essence, and is not alive.

Soulless: The elder has no soul. If it dies, it cannot be resurrected.

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

Windslash ✨

Usage time: Standard action.

The elder makes a +19 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+5 damage.

AllipLevel 3 Skirmisher – **Elite**
Medium undead

Knowledge (religion) 6: 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) 11: An allip is the spectral remains of someone driven to suicide by madness. It craves only revenge and unrelentingly pursues those that it believes tormented it in life. This belief may or may not have any basis in reality.

HP 36 IP 18**Defenses** Armor 8 Brn 7 Fort 6 Ref 9 Ment 10**Immune** Mundane attacks, **Brawling**, **Poison**, disease, poison**Vulnerable** Silver weapons**Movement** Fly 30 ft. Stealth +7**Senses** Darkvision (60 ft.), lifesense (120 ft.), Awareness +2**Attributes** Str 0, Dex 3, Con 0, Int -2, Per -2, Wil 6**Power** 9 ✨ 3**Alignment** Always neutral evil**Inflict Wound** ✨

Usage time: Standard action.

The allip makes a +0 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: 1d6+4 damage.**Injury:** The target is takes that damage again during its next action**Allip Abilities**

Condition Removal: The allip can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The allip can use an additional **Elite** ability each round.

Incorporeal: The allip is **incorporeal** (see Incorporeal, page 130). It does not have a physical body, can enter or pass through solid objects.

Undead: The allip is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Angels

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

Knowledge (planes) 13: All angels have a striking and highly memorable appearance that evokes strong emotions in most viewers. Most angels evoke an overpowering sense of awe and beauty, but individual angels may have highly varied appearances.

Knowledge (planes) 18: In battle, angels are feared for their fundamental perfection. They tend not to have any weaknesses for attackers to use against them. Their only true foes are demons, who use overwhelming hordes rather than any clever tactics.

Seraph

Level 16 Skirmisher – **Elite**
Huge plane-forged



Knowledge (planes) 13: Seraphim are six-winged angels of immense power. They burn with holy fire, which they use to immolate evildoers. A seraph resembles a massive serpent that leaves a trail of fire as it flies.

Knowledge (planes) 18: Despite their serpentine appearance, seraphim have beautiful singing voices. They sing almost constantly both in and out of combat.

HP 366 **IP** 183

Defenses Armor 21 Brn 20 Fort 19 Ref 20 Ment 22

Immune Frightened, panicked

Movement Fly 70 ft. Land 50 ft.

Senses Low-light vision, Awareness +15

Other skills Endurance +15

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

Power 18 ✨ 15

Alignment Always neutral good

Seraph Abilities

Condition Removal: The seraph can remove conditions at the end of each round (see *Monster Conditions*, page 34).

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

Elite Actions: The seraph can use an additional *Elite* ability each round.

Plane-forged: The seraph has a body made of concentrated planar essence, and is not alive.

Soulless: The seraph has no soul. If it dies, it cannot be resurrected.

Combustion ✨

Fire

Usage time: Standard action.

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

Hit: 10d8 damage.

Divine Judgment ✨

Usage time: Standard action.

The seraph makes a +11 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 10d8 damage.

Tenderize – Ram

Heavy, Resonating

Usage time: Standard action.

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

Hit: 1d6+12 damage. In addition, if this attack also beats a target's Fortitude defense, it is *vulnerable* (–4 defenses) to damaging attacks as a *condition*.

Miss: Half damage.

Word of Faith ✨

Usage time: Standard action.

The seraph makes a +15 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+9 damage.**Divine Translocation** ✨

Usage time: Elite action.

The seraph teleports horizontally into an unoccupied location within Distant (120 ft.) range. If the destination is invalid, this ability fails with no effect.

Justicar

Level 14 Warrior – **Elite**
Large plane-forged



Knowledge (planes) 12: 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) 17: 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) 22: Once, a group of thugs and murderers broke through a magic seal guarding an ancient wizard's tower, intending to loot everything inside. They were shocked when a justicar suddenly appeared in front of them, and prepared to fight

for their lives. However, the justicar ignored them. Instead, it killed the ancient wizard of the tower and disappeared, leaving the spoils to the evildoers who broke the seal. This is the morality of a justicar. They consider only truly immense evils to be worthy of their attention, and ignore all lesser sins.

HP 282 **IP** 70**Defenses** Armor 20 Brn 18 Fort 19 Ref 17 Ment 19**Immune** Frightened, panicked**Movement** Fly 60 ft. Land 40 ft.**Senses** 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 6**Power** 15 ✨ 14**Alignment** Always lawful good**Justicar Abilities**

Condition Removal: The justicar can remove conditions at the end of each round (see Monster Conditions, page 34).

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

Elite Actions: The justicar can use an additional *Elite* ability each round.

Plane-forged: The justicar has a body made of concentrated planar essence, and is not alive.

Soulless: The justicar has no soul. If it dies, it cannot be resurrected.

Divine Judgment ✨

Usage time: Standard action.

The justicar makes a +11 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 8d6 damage.**Word of Faith** ✨

Usage time: Standard action.

The justicar makes a +14 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+7 damage.**Divine Translocation** ✨

Usage time: Elite action.

The justicar teleports horizontally into an unoccupied location within Distant (120 ft.) range. If the destination is invalid, this ability fails with no effect.

OphanLevel 12 Skirmisher – **Elite**
Large plane-forged

Knowledge (planes) 11: 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 210 **IP** 105**Defenses** Armor 17 Brn 17 Fort 17 Ref 17 Ment 18**Immune** Frightened, panicked**Movement** Fly 60 ft. Land 60 ft.**Senses** Low-light vision, Awareness +13**Other skills** Endurance +16**Attributes** Str 4, Dex 5, Con 7, Int 4, Per 4, Wil 6**Power** 14 ✨ 12**Alignment** Always neutral good**Ophan Abilities**

Condition Removal: The ophan can remove conditions at the end of each round (see Monster Conditions, page 34).

Divine Rituals ✨: The ophan can perform any ritual of rank 4 or lower from the *channel divinity* or *prayer* mystic spheres. It does not need to expend material components or increase its *fatigue level* to perform those rituals.

Elite Actions: The ophan can use an additional **Elite** ability each round.

Plane-forged: The ophan has a body made of concentrated planar essence, and is not alive.

Soulless: The ophan has no soul. If it dies, it cannot be resurrected.

Divine Judgment ✨

Usage time: Standard action.

The ophan makes a +9 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 7d6 damage.**Pyroclasm** ✨

Fire

Usage time: Standard action.

The ophan makes a +13 attack vs. Reflex against everything in a Medium (30 ft.) radius.

Hit: 1d6+7 damage.**Whirlwind – Ram**

Heavy, Resonating

Usage time: Standard action.

The ophan makes a +13 attack vs. Armor against enemies in a Tiny (5 ft.) radius.

Hit: 1d6+10 damage.**Word of Faith** ✨

Usage time: Standard action.

The ophan makes a +11 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+7 damage.**Divine Translocation** ✨

Usage time: Elite action.

The ophan teleports horizontally into an unoccupied location within Long (90 ft.) range. If the destination is invalid, this ability fails with no effect.

Animated Objects



Tiny Object

Level 1 Brute
Tiny animate

HP 6 IP 4
Defenses Armor 6 Brn 3 Fort 2 Ref 8 Ment 3
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 10 ft.
Senses Darkvision (60 ft.)

Attributes Str -4, Dex 4, Con -4, Int -8, Per 0, Wil 0
Power 0 ✨ -4
Alignment Always true neutral

Tiny Object Abilities

Construct: The tiny object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The tiny object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Ram

Resonating

Usage time: Standard action.

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

Hit: 1d6+-3 damage.

Small Object

Level 1 Brute
Small animate

HP 10 IP 7
Defenses Armor 5 Brn 6 Fort 4 Ref 6 Ment 3
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)

Attributes Str 2, Dex 3, Con 0, Int -8, Per 0, Wil 0
Power 0 ✨ 2
Alignment Always true neutral

Small Object Abilities

Construct: The small object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The small object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Ram

Resonating

Usage time: Standard action.

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

Hit: 1d6+1 damage.

Medium Object

Level 2 Brute
Medium animate

HP 13 IP 9
Defenses Armor 6 Brn 8 Fort 6 Ref 6 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex 2, Con 2, Int -8, Per 0, Wil 0
Power 1 ✨ 5
Alignment Always true neutral

Medium Object Abilities

Construct: The medium object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The medium object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Knockdown – Ram**Resonating**

Usage time: Standard action.

The medium object makes a +1 strike vs. Armor with its ram.

Hit: 1d6+3 damage.**Injury:** The target falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.**Large Object**Level 4 Brute
Large animate**HP 20 IP 15****Defenses** Armor 6 Brn 9 Fort 7 Ref 5 Ment 5**Immune** **Emotion**, disease, poison**Vulnerable** **Compulsion****Movement** Land 40 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 5, Dex 1, Con 3, Int -8, Per 0, Wil 0**Power** 2 ✨ 7**Alignment** Always true neutral**Large Object Abilities****Construct:** The large object is both an object and a non-living creature. For details, see Constructs, page 129.**Simple-Minded:** The large object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (*-4 defenses*) to **Compulsion** attacks.**Knockdown – Ram****Resonating**

Usage time: Standard action.

The large object makes a +3 strike vs. Armor with its ram.

Hit: 1d6+5 damage.**Injury:** The target falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.**Huge Object**Level 7 Brute
Huge animate**HP 34 IP 25****Defenses** Armor 8 Brn 12 Fort 10 Ref 6 Ment 7**Immune** **Emotion**, disease, poison**Vulnerable** **Compulsion****Movement** Land 50 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex 0, Con 4, Int -8, Per 0, Wil 0**Power** 3 ✨ 9**Alignment** Always true neutral**Huge Object Abilities****Construct:** The huge object is both an object and a non-living creature. For details, see Constructs, page 129.**Simple-Minded:** The huge object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (*-4 defenses*) to **Compulsion** attacks.**Knockdown – Ram****Resonating, Sweeping** (1)

Usage time: Standard action.

The huge object makes a +4 strike vs. Armor with its ram.

Hit: 1d6+7 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.**Miss:** Half damage.**Gargantuan Object**Level 9 Brute
Gargantuan animate**HP 43 IP 32****Defenses** Armor 9 Brn 13 Fort 11 Ref 6 Ment 8**Immune** **Emotion**, disease, poison**Vulnerable** **Compulsion****Movement** Land 60 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 7, Dex -1, Con 5, Int -8, Per 0, Wil 0**Power** 4 ✨ 11**Alignment** Always true neutral**Gargantuan Object Abilities****Construct:** The gargantuan object is both an object and a non-living creature. For details, see Constructs, page 129.**Simple-Minded:** The gargantuan object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (*-4 defenses*) to **Compulsion** attacks.

Knockdown – Ram

Resonating, Sweeping (2)

Usage time: Standard action.

The gargantuan object makes a +5 strike vs. Armor with its ram.

Hit: 1d6+8 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.

Colossal Object

Level 11 Brute
Colossal animate

HP 62 **IP** 46

Defenses Armor 10 Brn 16 Fort 14 Ref 6 Ment 10

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 80 ft.

Senses Darkvision (60 ft.)

Attributes Str 8, Dex -2, Con 6, Int -8, Per 0, Wil 0

Power 5 ✨ 13

Alignment Always true neutral

Colossal Object Abilities

Construct: The colossal object is both an object and a non-living creature. For details, see Constructs, page 129.

Simple-Minded: The colossal object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Knockdown – Ram

Resonating, Sweeping (3)

Usage time: Standard action.

The colossal object makes a +7 strike vs. Armor with its ram.

Hit: 1d6+10 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.

Ankheg

Level 4 Skirmisher
Large magical beast



Knowledge (nature) 7: An ankheg is a Large burrowing ant-like creature with large mandibles and a taste for fresh meat. It has six legs, and most ankhegs are brown. In battle, they try to emerge briefly out of tunnels to ambush unwary foes and drag them underground.

Knowledge (nature) 12: A typical adult ankheg is about 10 feet long and weighs about 800 pounds. Ankhegs burrow quickly thanks to the powerful acid they naturally produce. They are able spit that acid at foes up to 20 feet away. When burrowing, they usually do not leave usable tunnels behind them. They can choose to do so, though this halves their burrowing speed.

Knowledge (nature) 17: When hunting, ankhegs usually dig a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel usually 5 feet tall and wide, and up to 150 feet long. If they have been in an area for some time, they generally store the remains from previous kills at the end of the tunnel. When they move on, they leave any valuable objects behind with their old tunnels.

HP 18 **IP** 9

Defenses Armor 7 Brn 8 Fort 6 Ref 7 Ment 6

Movement Burrow 30 ft. Land 50 ft. Climb +9

Senses Darkvision (60 ft.), tremorsense (60 ft.), Awareness +7

Attributes Str 4, Dex 3, Con 2, Int -8, Per 2, Wil 0

Power 2 ✨ 6

Alignment Always true neutral

Ankheg Abilities

Grappling Bite**Acid, Clinch**

Usage time: Standard action.

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

Hit: 1d8+5 damage. If this attack beats the target's Brawn defense, and the target is smaller than the ankheg, they are **grappled** by each other.**Spew Acid** ✨**Acid**

Usage time: Standard action.

The ankheg makes a +3 attack vs. Reflex against everything in a Large (*60 ft. long*), 5 ft. wide line from it.**Hit:** 1d6+1 damage.**Miss:** Half damage.**Baboon**

Level 1 Skirmisher

Medium animal

Knowledge (nature) 5: A baboon is an aggressive primate adapted to life on the ground. A typical baboon is the size of a big dog.**Knowledge (nature) 10:** Baboons prefer open spaces but climb trees to find safe places to rest overnight. They can be aggressive, though they avoid attacking creatures that seem too dangerous.**HP 11 IP 5****Defenses** Armor 5 Brn 5 Fort 3 Ref 6 Ment 4**Movement** Climb 30 ft. Land 30 ft.**Senses** Awareness +5**Attributes** Str 2, Dex 3, Con 1, Int -8, Per 2, Wil -1**Power** -1 ✨ 2**Alignment** Always true neutral**Baboon Abilities****Claw****Light**

Usage time: Standard action.

The baboon makes a +3 **dual strike** vs. Armor with its claws.**Hit:** 1d4+1 damage.

Badger

Level 1 Warrior
Medium animal

Knowledge (nature) 5: A badger is a furry animal with a squat, powerful body. Badgers can be tenacious in combat.

Knowledge (nature) 10: Badgers have strong forelimbs that are armed with long claws for digging. A typical adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

HP 13 **IP** 3

Defenses Armor 6 Brn 2 Fort 5 Ref 4 Ment 3

Movement Land 40 ft.

Senses Scent

Other skills Endurance +6

Attributes Str -2, Dex 2, Con 3, Int -8, Per 1, Wil -1

Power -1 ✨ -2

Alignment Always true neutral

Badger Abilities

Claw

Light

Usage time: Standard action.

The badger makes a +3 **dual strike** vs. Armor with its claws.

Hit: 1d4+-1 damage.

Bandits

Army Deserter

Level 1 Warrior
Medium humanoid



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

HP 12 **IP** 3

Defenses Armor 5 Brn 4 Fort 5 Ref 3 Ment 3

Movement Land 30 ft.

Other skills Endurance +5

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

Power 0 ✨ 2

Alignment Usually neutral evil

Army Deserter Abilities

Heavy crossbow

Projectile (90/270)

Usage time: Standard action.

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

Hit: 1d10+1 damage.

Spear**Thrown** (30/60)

Usage time: Standard action.

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

Hit: 1d6+1 damage.**Arc** ✨**Electricity**

Usage time: Standard action.

The renegade bolter makes a +4 attack vs. Fortitude against something within Short (30 ft.) range. This attack **chains** once.**Hit:** 1d6+3 damage.**Veteran Archer**Level 3 Sniper
Medium humanoid**HP** 12 **IP** 6**Defenses** Armor 5 Brn 5 Fort 4 Ref 6 Ment 5**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 2, Dex 3, Con 0, Int 0, Per 4, Wil 0**Power** 1 ✨ 3**Alignment** Usually chaotic evil**Lightning Bolt** ✨**Electricity**

Usage time: Standard action.

The renegade bolter makes a +3 attack vs. Reflex against everything in a Large (60 ft. long), 5 ft. wide line from it.

Hit: 1d6+3 damage.**Veteran Archer Abilities****Armorpiercing Longbow****Projectile** (90/270)

Usage time: Standard action.

The veteran archer makes a +1 **strike** vs. Reflex with its longbow.**Hit:** 1d6+1 damage.**Stunning Discharge** ✨**Electricity**

Usage time: Standard action.

The renegade bolter makes a +3 attack vs. Mental against all creatures in a Medium (30 ft.) radius from it.

Hit: If the target is **injured**, it is **stunned** (-2 defenses) as a **condition**.**Critical hit:** The condition must be removed an additional time before the effect ends.**Longbow****Projectile** (90/270)

Usage time: Standard action.

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

Hit: 1d6+1 damage.**Renegade Bolter**Level 4 Sniper
Medium humanoid**HP** 14 **IP** 7**Defenses** Armor 6 Brn 5 Fort 5 Ref 7 Ment 8**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 0, Dex 3, Con 0, Int 0, Per 3, Wil 5**Power** 7 ✨ 2**Alignment** Usually neutral evil**Renegade Bolter Abilities**

Bears

Black Bear

Level 1 Brute – **Elite**
Medium animal

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

HP 45 **IP** 33

Defenses Armor 6 Brn 9 Fort 8 Ref 6 Ment 4

Movement Land 40 ft. Climb +7 Swim +7

Senses Scent, Awareness +4

Other skills Endurance +8

Attributes Str 4, Dex 0, Con 5, Int -8, Per 1, Wil -2

Power 0 ✨ 6

Alignment Always true neutral

Black Bear Abilities

Condition Removal: The black bear can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The black bear can use an additional **Elite** ability each round.

Bite

Clinch

Usage time: Elite action.

The black bear makes a +1 strike vs. Armor with its bite.

Hit: 1d8+5 damage.

Claw

Light

Usage time: Standard action.

The black bear makes a +2 **dual strike** vs. Armor with its claws.

Hit: 1d4+3 damage.

Brown Bear

Level 3 Brute – **Elite**
Large animal

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

Knowledge (nature) 6: Brown bears tend to be bad-tempered and territorial.

HP 54 **IP** 40

Defenses Armor 7 Brn 10 Fort 10 Ref 6 Ment 6

Movement Land 50 ft. Climb +9 Swim +9

Senses Scent, Awareness +5

Other skills Endurance +10

Attributes Str 5, Dex 0, Con 6, Int -8, Per 1, Wil 0

Power 3 ✨ 8

Alignment Always true neutral

Brown Bear Abilities

Condition Removal: The brown bear can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The brown bear can use an additional **Elite** ability each round.

Bite

Clinch

Usage time: Elite action.

The brown bear makes a +2 strike vs. Armor with its bite.

Hit: 1d8+6 damage.

Claw

Light

Usage time: Standard action.

The brown bear makes a +4 **dual strike** vs. Armor with its claws.

Hit: 1d4+4 damage.

Bugbears

Knowledge (local) 6: Bugbears are Medium humanoid creatures with burly, hairy bodies and ugly goblin faces. They are brutish and chaotic, and enjoy bullying their goblin kin.

Knowledge (local) 11: Although bugbears have only ordinary physical strength, they are remarkably durable. Their name comes from their hirsute nature and inexhaustible endurance, both of which are reminiscent of bears. It also references their seemingly supernatural ability to infuriate their enemies.

Knowledge (local) 16: Bugbears are typically found in small packs that rarely have more than a dozen members. However, sometimes they will congregate around a powerful leader for a time. These groupings are not hierarchical or well organized, and are typically based around some discovery of wealth that a chief can ration out to their followers.

Bugbear Raider

Level 3 Warrior
Medium monstrous humanoid

HP 17 **IP** 4
Defenses Armor 6 Brn 5 Fort 7 Ref 4 Ment 5
Movement Land 30 ft.
Senses Scent

Attributes Str 2, Dex 0, Con 5, Int -2, Per 0, Wil 2
Power 3 ✨ 3
Alignment Chaotic evil

Bugbear Raider Abilities

Bugbear Shaman

Level 3 Brute
Medium monstrous humanoid

HP 17 **IP** 12
Defenses Armor 5 Brn 6 Fort 7 Ref 5 Ment 6
Movement Land 30 ft.
Senses Scent

Attributes Str 0, Dex 0, Con 5, Int -2, Per 2, Wil 4
Power 5 ✨ 1
Alignment Neutral evil

Bugbear Shaman Abilities

Flail
Maneuverable
Usage time: Standard action.

The bugbear shaman makes a +2 strike vs. Armor with its flail.
Hit: 1d6 damage.

Mind Blank ✨

Compulsion

Usage time: Standard action.

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

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

Mind Blast ✨

Usage time: Standard action.

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

Hit: The target takes 1d6+2 **subdual damage**.

Camel

Level 1 Brute
Large animal

Knowledge (nature) 5: Camels are known for their ability to travel long distances without food or water.

HP 13 **IP** 9
Defenses Armor 4 Brn 6 Fort 5 Ref 3 Ment 3
Movement Land 50 ft.
Other skills Endurance +6

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

Camel Abilities

Bite
Clinch
Usage time: Standard action.

The camel makes a +1 strike vs. Armor with its bite.
Hit: 1d6+1 damage.

Camel

Level 2 Brute
Medium animal

HP 14 **IP** 10
Defenses Armor 5 Brn 7 Fort 6 Ref 5 Ment 4
Movement Land 40 ft.
Other skills Endurance +7

Attributes Str 2, Dex 0, Con 3, Int -8, Per 1, Wil 0
Power 1 ✨ 3
Alignment

Camel Abilities

Bite
Clinch
Usage time: Standard action.

The camel makes a +1 strike vs. Armor with its bite.
Hit: 1d6+1 damage.

CatLevel 1 Skirmisher
Small animal**HP** 7 **IP** 3**Defenses** Armor 6 Brn 1 Fort 2 Ref 8 Ment 3**Movement** Land 30 ft. Balance +5 Flexibility +0 Stealth +0**Senses** Scent, Awareness +5**Attributes** Str -7, Dex 4, Con -3, Int -7, Per 2, Wil -2**Power** -2 ✨ -7**Alignment** Always true neutral

Cat Abilities

Claw

Light

Usage time: Standard action.

The cat makes a +3 **dual strike** vs. Armor with its claws.**Hit:** 1d4+-3 damage.**Choker**Level 4 Brute
Medium monstrous humanoid

Knowledge (local) 7: A choker is a vicious predator that delights in strangling its foes. Chokers are bipedal, but their arms are inhumanly long and sinuous, terminating in hands with spiny pads to help them hold on tightly to walls and foes. They live to hear the desperate gasping for breath and crunching of bones that their powerful arms can inflict on their prey.

HP 12 **IP** 9**Defenses** Armor 8 Brn 9 Fort 6 Ref 8 Ment 5**Movement** Land 30 ft. Climb +10 Stealth +10**Senses** Awareness +5**Attributes** Str 5, Dex 5, Con -1, Int -5, Per 0, Wil -1**Power** 1 ✨ 7**Alignment** Usually chaotic evil

Choker Abilities

Choke

Light

Usage time: Standard action.

The choker makes a +4 **dual strike** vs. Armor with its hands.

Hit: 1d4+3 damage. If this attack beats the target's Brawn defense, and the target is smaller than the choker, they are **grappled** by each other.

Cultists

Death Cultist

Level 1 Sniper
Medium humanoid

HP 12 **IP** 6

Defenses Armor 3 Brn 3 Fort 4 Ref 4 Ment 6

Movement Land 30 ft.

Other skills Endurance +5

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

Power 4 ✨ 0

Alignment Usually lawful evil

Death Cultist Abilities

Drain Life ✨

Usage time: Standard action.

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

Hit: 1d6+2 damage.

Sickle

Light, Sweeping (1)

Usage time: Standard action.

The death cultist makes a +1 strike vs. Armor with its sickle.

Hit: 1d4 damage.

Club

Usage time: Standard action.

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

Hit: 1d8+1 damage.

Pyroclasm ✨

Fire

Usage time: Standard action.

The pyromaniac makes a +3 attack vs. Reflex against everything in a Medium (30 ft.) radius from it. In addition, it suffers a glancing blow from this attack.

Hit: 1d6+3 damage.

Pyrohemia ✨

Fire

Usage time: Standard action.

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

Hit: 1d6+3 damage.

Injury: The target takes 1d6+3 damage again during the pyromaniac's next action.

Pyromaniac

Level 4 Sniper
Medium humanoid

HP 14 **IP** 7

Defenses Armor 6 Brn 5 Fort 5 Ref 7 Ment 8

Movement Land 30 ft.

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

Power 7 ✨ 2

Alignment Usually chaotic evil

Pyromaniac Abilities

Burning Grasp ✨

Fire

Usage time: Standard action.

The pyromaniac must have a free hand to cast this spell. The pyromaniac makes a +3 attack vs. Reflex against something it touches.

Hit: 1d6+3 damage immediately, and again during the pyromaniac's next action.

Darkmantle

Level 2 Skirmisher
Small magical beast



Knowledge (nature) 6: A darkmantle has a small body and a large number of strong tentacles. It hides itself on walls and ceilings and drops on its foes to strangle them to death.

Knowledge (nature) 11: Darkmantles hang from ceilings using a muscular "foot" at the top of their bodies. They can look like a stalactite by holding their tentacles stiffly under themselves, or like a lump of rock by spreading their tentacles so the membrane between them covers their bodies. Their shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background.

Knowledge (nature) 16: 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 9 **IP** 4

Defenses Armor 6 Brn 7 Fort 3 Ref 8 Ment 5

Movement Climb 10 ft. Land 10 ft. Climb +8 Stealth +7

Senses Darkvision (120 ft.), Awareness +7

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

Power 1 ✨ 5

Alignment Always true neutral

Grappling Tentacle

Long

Usage time: Standard action.

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

Hit: 1d8+3 damage. If this attack beats the target's Brawn defense, and the target is smaller than the darkmantle, they are **grappled** by each other.

Darkmantle Abilities

DarkwraithLevel 4 Skirmisher – **Elite**
Medium animate

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

Knowledge (nature) 12: 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 42 IP 21**Defenses** Armor 11 Brn 8 Fort 7 Ref 12 Ment 10**Immune** Emotion, disease, poison, Cold, prone**Vulnerable** Compulsion**Movement** Fly 30 ft. (30 ft. up) Stealth +11**Senses** Darkvision (120 ft.), Awareness +9**Attributes** Str 0, Dex 6, Con 0, Int 1, Per 4, Wil 4**Power** 8 ✨ 4**Alignment** Always neutral evil**Darkwraith Abilities**

Condition Removal: The darkwraith can remove conditions at the end of each round (see Monster Conditions, page 34).

Construct: The darkwraith is both an object and a non-living creature. For details, see Constructs, page 129.

Elite Actions: The darkwraith can use an additional Elite abil-

ity each round.

Simple-Minded: The darkwraith can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (–4 defenses) to Compulsion attacks.

Dark Grasp ✨

Cold

Usage time: Standard action.

The darkwraith makes a +4 attack vs. Reflex against one creature it touches. It gains a +2 accuracy bonus if the target is shadowed.

Hit: 1d6+8 damage.

Injury: The target treats all shadowed areas as difficult terrain as a condition.

Umbral Aura ✨

Cold, Visual

Usage time: Elite action.

The darkwraith makes a +4 attack vs. Fortitude against all shadowed creatures within a Large (60 ft.) radius of it.

Hit: 1d6+4 damage.

Demonspawn

Knowledge (planes) 7: Demonspawn are infernal beings that live in the Abyss. They are the weakest and least intelligent type of demon, but they are still dangerous to mortals.

Knowledge (planes) 12: Demonspawn were formed in the torturous flames of the Abyss. They all share an immunity to fire.

Rageborn Demon Level 5 Brute – Elite
Large planeformed



Knowledge (planes) 7: Rageborn demons are anger personified. They lash out constantly and violently at everything around them. If they are left alone, they simply destroy their environment.

Knowledge (planes) 12: Since rageborn demons normally feel only anger, they have little experience with other emotions. This makes them easy to mislead with magical effects that manipulate their emotions.

HP 60 **IP** 45

Defenses Armor 10 Brn 14 Fort 10 Ref 9 Ment 10

Immune Fire

Vulnerable Emotion

Movement Land 40 ft.

Other skills Endurance +7

Attributes Str 8, Dex 3, Con 2, Int -4, Per 2, Wil 4

Power 8 ✨ 12

Alignment Always chaotic evil

Rageborn Demon Abilities

Condition Removal: The rageborn demon can remove conditions at the end of each round (see Monster Conditions, page

34).

Elite Actions: The rageborn demon can use an additional **Elite** ability each round.

Planeformed: The rageborn demon has a body made of concentrated planar essence, and is not alive.

Soulless: The rageborn demon has no soul. If it dies, it cannot be resurrected.

Enrage ✨

Usage time: Standard action.

The rageborn demon makes a +8 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.

Painborn Demon Level 7 Warrior – Elite
Medium planeformed



Knowledge (planes) 8: Painborn demons are pain personified. They are covered in spikes that pierce their own skin, shifting and causing them pain whenever they move. These unfortunate creatures suffer continuously, and they try to share that suffering with anything around them.

Knowledge (planes) 13: Painborn demons have a hidden desire that most of them do not even consciously realize: the desire to give up control. Fighting through their constant pain is mentally taxing. Magical effects that compel their actions, freeing them from the burden of choice, are their greatest weakness.

HP 138 **IP** 34
Defenses Armor 12 Brn 11 Fort 14 Ref 10 Ment 9
Immune Fire
Vulnerable Compulsion
Movement Land 30 ft.
Other skills Endurance +14

Attributes Str 4, Dex 2, Con 8, Int -4, Per 1, Wil 1
Power 6 ✨ 9
Alignment Always neutral evil

Painborn Demon Abilities

Condition Removal: The painborn demon can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The painborn demon can use an additional **Elite** ability each round.

Planeformed: The painborn demon has a body made of concentrated planar essence, and is not alive.

Soulless: The painborn demon has no soul. If it dies, it cannot be resurrected.

Grappling Claw

Light

Usage time: Standard action.

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

Hit: 1d4+4 damage. If this attack beats the target's Brawn defense, and the target is smaller than the painborn demon, they are **grappled** by each other.

Spiked Body

Usage time: Triggered.

Whenever a creature attacks the painborn demon with a melee strike using a non-Long weapon, it risks being impaled by spikes. The painborn demon makes an +5 **reactive attack** vs. Armor against the creature that attacked it.

Hit: 1d6+4 damage.

Soulfire Demon

Level 13 Sniper – **Elite**
 Large planeformed



HP 228 **IP** 114
Defenses Armor 15 Brn 15 Fort 15 Ref 15 Ment 18
Immune Fire
Vulnerable Cold iron weapons
Movement Land 40 ft.

Attributes Str 3, Dex 2, Con 3, Int 2, Per 6, Wil 6
Power 14 ✨ 11
Alignment Always chaotic evil

Soulfire Demon Abilities

Condition Removal: The soulfire demon can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The soulfire demon can use an additional **Elite** ability each round.

Planeformed: The soulfire demon has a body made of concentrated planar essence, and is not alive.

Combustion ✨

Fire

Usage time: Standard action.

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

Hit: 8d8 damage.

Ignition ✨**Fire**

Usage time: Standard action.

The soulfire demon makes a +15 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+7 damage. immediately and during each subsequent **action phase**. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed*, -2 *Armor and Ref*) as part of this action gives a +5 bonus to this check.

Pyroclasm ✨**Fire**

Usage time: Standard action.

The soulfire demon makes a +15 attack vs. Reflex against everything in a Medium (30 ft.) radius.

Hit: 1d6+7 damage.

Pyrohemia ✨**Fire**

Usage time: Standard action.

The soulfire demon makes a +14 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: 1d6+7 damage.

Injury: The target is takes that damage again during its next action

Dire Animals**Dire Rat**Level 1 Skirmisher
Small animal

Knowledge (nature) 5: A dire rat is a Small omnivorous scavenger that resembles an unusually large rat. Dire rats are not generally aggressive, but will attack to defend their nests and territories.

Knowledge (nature) 10: Dire rats can grow to be up to 3 feet long and weigh over 20 pounds.

HP 10 **IP** 5**Defenses** Armor 6 Brn 4 Fort 3 Ref 8 Ment 3**Movement** Land 30 ft. Climb +4 Stealth +7**Senses** Scent, Awareness +6**Attributes** Str 1, Dex 4, Con 0, Int -9, Per 3, Wil -2**Power** -2 ✨ 1**Alignment** Always true neutral**Dire Rat Abilities****Bite****Clinch**

Usage time: Standard action.

The dire rat makes a +2 strike vs. Armor with its bite.

Hit: 1d8 damage.

Dire WolfLevel 6 Skirmisher
Large animal

Knowledge (nature) 8: 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 20 IP 10**Defenses** Armor 10 Brn 10 Fort 7 Ref 10 Ment 8**Movement** Land 50 ft.**Senses** Scent, Awareness +9**Attributes** Str 4, Dex 4, Con 1, Int -7, Per 3, Wil 0**Power** 3 ✨ 7**Alignment** Always true neutral**Dire Wolf Abilities****Bite****Clinch**

Usage time: Standard action.

The dire wolf makes a +4 strike vs. Armor with its bite.

Hit: 1d8+5 damage.**Dog**Level 1 Skirmisher
Medium animal

These statistics can be used for any large dog or similar creature, such as an ordinary wolf.

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

HP 10 IP 5**Defenses** Armor 4 Brn 4 Fort 3 Ref 5 Ment 4**Movement** Land 40 ft.**Senses** Scent, Awareness +5**Attributes** Str 0, Dex 1, Con 0, Int -7, Per 2, Wil -1**Power** -1 ✨ 0**Alignment** Always true neutral**Dog Abilities****Bite****Clinch**

Usage time: Standard action.

The dog makes a +1 strike vs. Armor with its bite.

Hit: 1d8 damage.

Fire Elementals



Knowledge (planes) 7: Fire elementals are formed from the pure essence of the Plane of Fire. They tend to be fast and agile, and they burn their opponents to ash in combat.

Knowledge (planes) 12: Fire elementals burn fast and bright, with little insulation from their surroundings. This makes them vulnerable to cold attacks, which can chill their very core.

Ember Level 4 Skirmisher
Small planeformed

HP 14 IP 7
Defenses Armor 8 Brn 7 Fort 5 Ref 10 Ment 7
Immune Fire
Impervious Cold
Vulnerable Water
Movement Land 30 ft.

Attributes Str 2, Dex 4, Con 0, Int -3, Per 0, Wil 2
Power 4 ✨ 4
Alignment Usually true neutral

Ember Abilities

Planeformed: The ember has a body made of concentrated planar essence, and is not alive.

Soulless: The ember has no soul. If it dies, it cannot be resurrected.

Combustion ✨
Fire
Usage time: Standard action.

The ember makes a +2 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 1d6+4 damage.

Firebolt ✨
Fire
Usage time: Standard action.

The ember makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 1d6+4 damage.

Kindled Level 8 Skirmisher
Medium planeformed

HP 25 IP 12
Defenses Armor 11 Brn 11 Fort 8 Ref 12 Ment 10
Immune Fire
Impervious Cold
Vulnerable Water
Movement Land 40 ft.

Attributes Str 4, Dex 5, Con 0, Int -2, Per 0, Wil 2
Power 6 ✨ 8
Alignment Usually true neutral

Kindled Abilities

Planeformed: The kindled has a body made of concentrated planar essence, and is not alive.

Soulless: The kindled has no soul. If it dies, it cannot be resurrected.

Combustion ✨
Fire
Usage time: Standard action.

The kindled makes a +5 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 1d8+6 damage.

Fireball ✨
Fire
Usage time: Standard action.

The kindled makes a +4 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.
Hit: 1d6+6 damage.

Firebolt ✨

Fire

Usage time: Standard action.

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

Hit: 1d8+6 damage.

Ignition ✨

Fire

Usage time: Standard action.

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

Hit: the target catches on fire as a **condition**. The Target takes 1d6+3 damage, immediately and during each subsequent **action phase**. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Bonfire

Level 12 Skirmisher
Large planeformed

HP 42 **IP** 21**Defenses** Armor 15 Brn 14 Fort 11 Ref 15 Ment 13**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 60 ft.**Attributes** Str 5, Dex 6, Con 0, Int -2, Per 0, Wil 3**Power** 9 ✨ 11**Alignment** Usually true neutral**Bonfire Abilities**

Planeformed: The bonfire has a body made of concentrated planar essence, and is not alive.

Soulless: The bonfire has no soul. If it dies, it cannot be resurrected.

Combustion ✨

Fire

Usage time: Standard action.

The bonfire makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 4d6 damage.

Fireball ✨

Fire

Usage time: Standard action.

The bonfire makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+9 damage.

Firebolt ✨

Fire

Usage time: Standard action.

The bonfire makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 4d6 damage.

Ignition ✨

Fire

Usage time: Standard action.

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

Hit: the target catches on fire as a **condition**. The Target takes 1d6+4 damage, immediately and during each subsequent **action phase**. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Inferno

Level 16 Skirmisher
Large planeformed

HP 106 **IP** 53**Defenses** Armor 17 Brn 17 Fort 14 Ref 17 Ment 15**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 60 ft.**Attributes** Str 6, Dex 6, Con 2, Int 1, Per 2, Wil 3**Power** 11 ✨ 14**Alignment** Usually true neutral**Inferno Abilities**

Planeformed: The inferno has a body made of concentrated planar essence, and is not alive.

Soulless: The inferno has no soul. If it dies, it cannot be resurrected.

Combustion ✨

Fire

Usage time: Standard action.

The inferno makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 6d8 damage.

Fireball ✨

Fire

Usage time: Standard action.

The inferno makes a +12 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+11 damage.

Firebolt ✨

Fire

Usage time: Standard action.

The inferno makes a +10 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 6d8 damage.

Ignition ✨

Fire

Usage time: Standard action.

The inferno makes a +15 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+5 damage. immediately and during each subsequent **action phase**. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed*, *-2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

nar essence, and is not alive.

Soulless: The elder has no soul. If it dies, it cannot be resurrected.

Combustion ✨

Fire

Usage time: Standard action.

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

Hit: 8d10 damage.

Fireball ✨

Fire

Usage time: Standard action.

The elder makes a +16 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+14 damage.

Firebolt ✨

Fire

Usage time: Standard action.

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

Hit: 8d10 damage.

Ignition ✨

Fire

Usage time: Standard action.

The elder makes a +19 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+7 damage. immediately and during each subsequent **action phase**. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed*, *-2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Elder

Level 20 Skirmisher
Huge planeformed

HP 160 **IP** 80

Defenses Armor 20 Brn 20 Fort 17 Ref 19 Ment 19

Immune Fire

Impervious Cold

Vulnerable Water

Movement Land 70 ft.

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

Power 14 ✨ 17

Alignment Usually true neutral

Elder Abilities

Planeformed: The elder has a body made of concentrated pla-

Formians



Knowledge (planes) 5: Formians are ant-like inhabitants native to Ordus, the Aligned Plane of law. They share a hive mind that allows telepathic communication at great distances.

Knowledge (planes) 10: All formians can sense their surroundings instinctively by feeling tremors in the ground. Most formians are simple drones with no independent thought or agency; they act only as directed by their queen. As a result, they fight with no concern for their own lives, serving only the greater good of the group. They may still retreat to avoid expending unnecessary resources on a battle that is already lost.

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

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

Worker

Level 1 Skirmisher
Medium planeformed

Knowledge (planes) 5: Workers are the basic building blocks of formian society. A typical worker is about 3 feet long and about 2-1/2 feet high at the front. Its hands are suitable only for manual labor.

Knowledge (planes) 10: Individual workers are simple-minded, but they are given instructions by the hive mind. Even the smallest formian colony typically has hundreds of workers, and larger

colonies can have tens of thousands. Workers are generally given orders by a formian queen in groups of at least five, and it is rare to see an individual worker on its own.

HP 9 **IP** 4
Defenses Armor 5 Brn 4 Fort 3 Ref 6 Ment 3
Immune Emotion
Impervious Earth
Vulnerable Compulsion
Movement Land 40 ft.
Senses Tremorsense (60 ft.), tremorsight (15 ft.)
Other skills Craft +1

Attributes Str 1, Dex 3, Con -1, Int -2, Per 0, Wil -2
Power -2 ✨ 1
Alignment Always lawful neutral

Worker Abilities

Hive Mind ✨: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian’s individual intelligence.

Planeformed: The worker has a body made of concentrated planar essence, and is not alive.

Simple-Minded: The worker can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Bite
Clinch
Usage time: Standard action.

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

Drone

Level 5 Warrior
Medium planeformed

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

Knowledge (planes) 12: Even the smallest formian colony typically has dozens of warriors, and larger colonies can have thousands.

HP 22 IP 5**Defenses** Armor 10 Brn 7 Fort 8 Ref 8 Ment 6**Immune** Emotion**Impervious** Earth**Vulnerable** Compulsion**Movement** Land 50 ft. Climb +8**Senses** Tremorsense (60 ft.), tremorsight (15 ft.), Awareness +8**Other skills** Endurance +8**Attributes** Str 3, Dex 4, Con 3, Int -4, Per 3, Wil 0**Power** 2 ✨ 5**Alignment** Always lawful neutral**Drone Abilities**

Hive Mind ✨: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian's individual intelligence.

Planeforged: The drone has a body made of concentrated planar essence, and is not alive.

Simple-Minded: The drone can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (*-4 defenses*) to **Compulsion** attacks.

Drone Venom

Usage time: Triggered.

Drone venom is an injury-based liquid **poison**. The poison's accuracy is +4. Its stage 1 effect inflicts 2d8 poison damage per poison stage.

Poisonous Stinger

Usage time: Standard action.

The drone makes a +5 attack vs. Armor with its stinger.

Hit: 1d6+3 damage.**Injury**: The target becomes poisoned by drone venom.**Frostweb Spider**Level 12 Skirmisher – **Elite**
Large magical beast**HP 150 IP 75****Defenses** Armor 19 Brn 17 Fort 15 Ref 19 Ment 16**Movement** Land 50 ft. Balance +22 Climb +13**Senses** Tremorsense (90 ft.), Awareness +12**Attributes** Str 4, Dex 8, Con 2, Int 0, Per 3, Wil 2**Power** 10 ✨ 12**Alignment****Frostweb Spider Abilities**

Condition Removal: The frostweb spider can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The frostweb spider can use an additional **Elite** ability each round.

Frost Breath ✨**Cold**

Usage time: Standard action.

The frostweb spider makes a +8 attack vs. Fortitude against everything within in a Large (60 ft.) cone from it. After it uses this ability, it **briefly** cannot use it again.

Hit: 1d8+10 damage.**Miss**: Half damage.**Frostweb Spider Venom** ✨**Cold, Poison**

Usage time: Triggered.

Frostweb spider venom is an injury-based liquid **poison**. The poison's accuracy is +9. Its stage 1 effect makes the target **vulnerable** (*-4 defenses*) to **Cold** attacks while the poison lasts. Its stage 3 effect also inflicts a **vital wound** with a unique vital wound effect. Instead of making a **vital roll** for the **vital wound**, the target's blood freezes. It is **paralyzed** (*cannot move*) while the temperature is below freezing, and **slowed** (*-10 speed, -2 Armor and Ref*) while the temperature is below 100 degrees Fahrenheit. Whenever it takes damage from a **Fire** ability, it can ignore this effect for one minute. This effect lasts until the vital wound is removed.

Icweb ✨**Cold**

Usage time: Elite action.

The frostweb spider makes a +8 attack vs. Reflex against something within Medium (60 ft.) range.

Hit: 1d6+5 damage. If the attack result beats the target's Fortitude defense, it becomes **slowed** (*-10 speed, -2 Armor and Ref*) as a **condition**.

Venomous Bite

Clinch

Usage time: Standard action.

The frostweb spider makes a +8 strike vs. Armor with its bite.

Hit: 1d8+10 damage*2.

Injury: The target becomes poisoned by frostweb spider venom.

Gelatinous Cube

Level 5 Brute – **Elite**
Large animate



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

Knowledge (nature) 12: When a gelatinous cube finds prey, it simply moves through the unfortunate creature, trapping it inside the ooze’s body. Creatures engulfed in this way can find it difficult to escape while they are being slowly digested. Gelatinous cubes are unusually fast compared to other oozes, though they are still slow compared to most creatures.

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

HP 96 **IP** 72

Defenses Armor 7 Brn 13 Fort 13 Ref 6

Immune Critical hits, squeezing, Visual, Compulsion, Emotion, grappled

Movement Climb 30 ft. Land 30 ft. Climb +11 Flexibility +11 Stealth +1

Senses Tremorsense (120 ft.), tremorsight (60 ft.)

Other skills Endurance +13

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

Power 10 ✨ 10

Alignment Always true neutral

Gelatinous Cube Abilities

Amorphous: The gelatinous cube has an amorphous body without normal internal organs. It is immune to critical hits and

suffers no penalties for [squeezing](#) (–2 *Armor and Ref*). In addition, it gains a +10 bonus to the Flexibility skill.

Condition Removal: The gelatinous cube can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The gelatinous cube can use an additional [Elite](#) ability each round.

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

Mindless: The gelatinous cube is [mindless](#).

Sightless: The gelatinous cube cannot see normally. If it has no relevant special vision abilities, it is [blinded](#) (50% miss chance, –2 *Armor and Ref*).

Suspension: Anything that is [grappled](#) by the gelatinous cube while sharing space with it is suspended within its body. Whenever it moves, all suspended creatures and objects automatically move with it.

Dissolve
[Acid](#)
Usage time: Elite action.

The gelatinous cube makes a +2 attack vs. Fortitude against everything in its space.
Hit: 1d6+10 damage.
Miss: Half damage.

Engulf
[Brawling](#)
Usage time: Standard action.

The gelatinous cube moves up to its speed in a straight line. Whenever it shares space with anything Medium or smaller during this movement, it makes a +4 [brawling attack](#) vs. Fortitude against that creature or object.
Hit: The target is [grappled](#) by the gelatinous cube. The gelatinous cube automatically controls the grapple.

Ghouls



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

Knowledge (religion) 11: Ghouls can lay simple ambushes, but lack the capacity for complex traps or schemes. They are commonly found in the service of vampires, who can create new ghouls by draining the blood of their victims completely. As natural servants, ghouls are surprisingly weak-willed despite their combat acumen.

Drudge Ghoul

Level 3 Brute
Medium undead

Knowledge (religion) 6: Drudge ghouls are the weakest form of ghoul. They are typically made from incomplete corpses or partially botched rituals that failed to create a true ghoul.

HP 12 **IP** 9
Defenses *Armor* 7 *Brn* 8 *Fort* 5 *Ref* 7 *Ment* 3
Immune [Poison](#), disease, poison
Vulnerable [Compulsion](#), [Emotion](#)
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex 4, Con 0, Int –4, Per 1, Wil –2
Power –1 ✨ 5
Alignment Always neutral evil

Drudge Ghoul Abilities

Undead: The drudge ghoul is [undead](#) instead of living, and it

takes damage from most healing effects (see Undead, page 131)).

Flesh-Rending Bite

Clinch

Usage time: Standard action.

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

Hit: 1d8+3 damage.

Injury: If the attack result beats the target's Fortitude defense, the target becomes **vulnerable** (*-4 defenses*) to all damage as a condition.

True Ghoul

Level 6 Brute
Medium undead

Knowledge (religion) 8: True ghouls are the most common form of ghoul.

HP 20 IP 15

Defenses Armor 10 Brn 11 Fort 8 Ref 10 Ment 7

Immune Poison, disease, poison

Vulnerable Compulsion, Emotion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

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

Power 3 ✨ 8

Alignment Always neutral evil

True Ghoul Abilities

Undead: The true ghoul is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Flesh-Rending Bite

Clinch

Usage time: Standard action.

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

Hit: 1d8+6 damage.

Injury: If the attack result beats the target's Fortitude defense, the target becomes **vulnerable** (*-4 defenses*) to all damage as a condition.

Giant Wasp

Level 1 Skirmisher
Large animal

Knowledge (nature) 5: 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) 10: Giant wasps take dead or incapacitated opponents back to their lairs as food for their unhatched young.

HP 10 IP 5

Defenses Armor 6 Brn 5 Fort 3 Ref 6 Ment 3

Movement Fly 60 ft. (120 ft. up) Balance +13 Flexibility +8 Stealth +8

Senses Scent, Awareness +6

Attributes Str 2, Dex 5, Con 0, Int -8, Per 3, Wil -2

Power -2 ✨ 2

Alignment Always true neutral

Giant Wasp Abilities

Giant Wasp Venom

Poison

Usage time: Triggered.

Giant wasp venom is an injury-based liquid **poison**. The poison's accuracy is +3. Its stage 1 effect makes the target **slowed** (*-10 speed, -2 Armor and Ref*) while the poison lasts. Its stage 3 effect also deals 2d10 damage.

Venomous Stinger

Usage time: Standard action.

The giant wasp makes a +3 strike vs. Armor with its stinger.

Hit: 1d6+1 damage.

Injury: The target is poisoned by giant wasp venom.

Giants

Knowledge (local) 10: 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) 15: 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) 20: A giant's **range limits** with an object other than a boulder are generally half its range limit with a boulder. The object may also deal less damage than a boulder depending on its construction.

Hill Giant

Level 10 Brute
Huge monstrous humanoid



Knowledge (local) 10: A hill giant is a Huge giant that is usually found in hilly areas. Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Skin color among hill giants ranges from light tan to deep ruddy brown. They wear layers of crudely prepared hides with the fur left on.

Knowledge (local) 15: Hill giants lack the intelligence or desire to retreat if their enemies survive to approach them, and prefer to draw their massive clubs and enter melee. If possible, they smash their foes off of cliffs. The hair of hill giants is brown or black, with eyes the same color. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adult hill giants are about 25 feet tall. They can live to be 70 years old.

HP 50 **IP** 37

Defenses Armor 9 Brn 15 Fort 12 Ref 7 Ment 9

Movement Land 50 ft.

Attributes Str 8, Dex -2, Con 4, Int -2, Per 2, Wil -1

Power 4 ⭐ 13

Alignment Usually chaotic evil

Hill Giant Abilities

Forceful Boulder

Impact, Sweeping (1), Thrown (120/360)

Usage time: Standard action.

The hill giant makes a +8 strike vs. Armor with its boulder.

Hit: 1d8+6 damage. If the target takes damage, it is **knocked back** 15 feet. This is a **Size-Based** effect.

Miss: Half damage.

Forceful Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The hill giant makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage. If the target takes damage, it is **knocked back** 15 feet. This is a **Size-Based** effect.

Miss: Half damage.

Power Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

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

Hit: 1d10+10 damage.

Miss: Half damage.

Stone Giant

Level 11 Warrior – **Elite**
Gargantuan monstrous humanoid



Knowledge (local) 10: A stone giant is a Gargantuan giant that is usually found in mountainous regions. Stone giants fight from a great distance whenever possible, using their ability to hurl stones vast distances and bend the earth to their will. They prefer thick leather garments, dyed in shades of brown and gray to match the stone around them.

Knowledge (local) 15: Adult stone giants stand about 50 feet tall. They can live to be 300 years old. Young stone giants can be capricious, hunting tiny creatures like goats and humanoids on a whim. Elder stone giants tend to be wiser and more cautious, and avoid unnecessary conflict.

HP 198 **IP** 49

Defenses Armor 14 Brn 16 Fort 17 Ref 9 Ment 15

Movement Land 60 ft.

Attributes Str 7, Dex -2, Con 7, Int 0, Per 2, Wil 4

Power 11 ✨ 14

Alignment Usually true neutral

Stone Giant Abilities

Condition Removal: The stone giant can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The stone giant can use an additional **Elite** ability each round.

Earthbind ✨
Usage time: Elite action.

The stone giant makes a +8 attack vs. Brawn against one creature within Medium (60 ft.) range that is no more than 60 feet above a stable surface that could support its weight. It gains a +2 accuracy bonus if it is grounded on stone.

Hit: As a condition, the target is pulled towards the ground with great force, approximately doubling the gravity it experiences. It is unable to use any fly speed or glide speed, and its jump distance is halved. All falling damage that it takes is doubled. Standing up while prone (half speed, -2 Armor and Ref) costs its full speed rather than only half its speed.

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

Forceful Boulder
Impact, Sweeping (2), Thrown (120/360)
Usage time: Standard action.

The stone giant makes a +8 strike vs. Armor with its boulder.

Hit: 1d8+7 damage. If the target takes damage, it is knocked back 15 feet. This is a Size-Based effect.

Miss: Half damage.

Forceful Greatclub
Impact, Sweeping (2)
Usage time: Standard action.

The stone giant makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+11 damage. If the target takes damage, it is knocked back 15 feet. This is a Size-Based effect.

Miss: Half damage.

Power Greatclub
Impact, Sweeping (2)
Usage time: Standard action.

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

Hit: 1d10+11 damage.

Miss: Half damage.

Quagmire ✨

Sustain Minor

Usage time: Elite action.

The stone giant chooses a Small (15 ft.) radius **zone** within Medium (60 ft.) range. All earth and stone in the area is softened into a thick sludge, creating a quagmire that is difficult to move through. The area becomes **difficult terrain**. This does not affect objects under structural stress, such as walls and support columns. Affected objects retain their own fundamental structural integrity and do not blend with other objects. When the spell ends, affected objects regain their original shape, suffering no damage from their time spent softened.

Tremor ✨

Usage time: Elite action.

The earth shakes in a Medium (30 ft.) radius **zone** around the stone giant. When it uses this ability, and during its next action, it makes a +8 attack vs. Reflex against everything in the area that is **grounded**.
Hit: 1d6+5 bludgeoning damage.
Miss: Half damage.

Gibbering Mouter

Level 5 Brute – **Elite**
Huge aberration



Knowledge (dungeoneering) 7: A gibbering mouter is a horrible creature seemingly drawn from a lunatic’s nightmares. Its body is an amorphous mass of flesh punctuated with mouths of various improbable shapes and sizes. Gibbering mouters are named for their tendency for speak gibberish to baffle the minds of their prey.

Knowledge (dungeoneering) 12: Gibbering mouters hunger for the flesh of living creatures, which they eat and incorporate into their own bodies. They speak their gibberish in no specific language, and cannot understand any languages, though they tend to mimic fragments of sounds they hear to form their gibberish.

HP 84 **IP** 63

Defenses Armor 10 Brn 12 Fort 12 Ref 8 Ment 8

Immune Prone

Movement Land 50 ft. Swim +9

Senses Darkvision (240 ft.), telepathy (480 ft.)

Other skills Endurance +11

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

Power 4 ✨ 8

Alignment Usually lawful evil

Gibbering Mouter Abilities

Condition Removal: The gibbering mouter can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The gibbering mouter can use an additional **Elite** ability each round.

Gibber ✨**Compulsion**

Usage time: Elite action.

The gibbering moulder makes a +3 attack vs. Mental against all creatures within a Large (60 ft.) radius.

Hit: 1d6+2 damage.

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

Swarm of Mouths**Clinch, Sweeping** (1)

Usage time: Standard action.

The gibbering moulder makes a +3 strike with its bite. The strike targets all adjacent **enemies**.

Hit: 1d8+6 damage.

Miss: Half damage.

Goblins**Goblin Warrior**

Level 1 Skirmisher
Medium humanoid

HP 10 **IP** 5

Defenses Armor 7 Brn 4 Fort 3 Ref 7 Ment 3

Movement Land 30 ft.

Senses Awareness +5

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

Power -2 ✨ -1

Alignment Usually chaotic evil

Goblin Warrior Abilities**Rushed Spear**

Thrown (30/60)

Usage time: Standard action.

The goblin warrior makes a +0 strike vs. Armor with its spear. It can also move up to half its speed either before or after making the strike.

Hit: 1d6 damage.

Spear

Thrown (30/60)

Usage time: Standard action.

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

Hit: 1d6 damage.

Goblin Wolf RiderLevel 3 Skirmisher
Medium humanoid**HP** 12 **IP** 6**Defenses** Armor 8 Brn 5 Fort 4 Ref 8 Ment 4**Movement** Land 30 ft. Ride +7**Attributes** Str -1, Dex 4, Con 0, Int -2, Per 2, Wil -2**Power** -1 ✨ 0**Alignment** Usually chaotic evil**Divine Judgment** ✨

Usage time: Standard action.

The goblin shaman makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: 1d6+1 damage.**Goblin Wolf Rider Abilities****Lance****Long**

Usage time: Standard action.

The goblin wolf rider makes a +4 strike vs. Armor with its lance.

Hit: 1d10 damage.**Spear****Thrown** (30/60)

Usage time: Standard action.

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

Hit: 1d6 damage.**Goblin Shaman**Level 1 Skirmisher
Medium humanoid**HP** 10 **IP** 5**Defenses** Armor 5 Brn 4 Fort 3 Ref 6 Ment 5**Movement** Land 30 ft.**Senses** Awareness +5**Attributes** Str -1, Dex 3, Con 0, Int -2, Per 2, Wil 3**Power** 3 ✨ -1**Alignment** Usually chaotic evil**Goblin Shaman Abilities****Consecrated Spear** ✨**Thrown** (30/60)

Usage time: Standard action.

The goblin shaman makes a +1 strike vs. Armor with its spear. In addition, it **briefly** gains a +2 bonus to its Mental defense.**Hit:** 1d6+1 damage.

Griffon

Level 5 Skirmisher – **Elite**
Large magical beast



Knowledge (nature) 7: Griffons are powerful, majestic creatures with characteristics of both lions and eagles. A pair of broad, golden wings emerge from the creature's back that can span 25 feet or more. In battle, they pounce on their foes like a lion.

Knowledge (nature) 12: 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 60 **IP** 30

Defenses Armor 11 Brn 11 Fort 9 Ref 11 Ment 10

Movement 35 ft. (+10) Fly 60 ft. (60 ft. up) Land 50 ft.

Senses Low-light vision, Awareness +7

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

Power 6 ✨ 9

Alignment Usually true neutral

Griffon Abilities

Condition Removal: The griffon can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The griffon can use an additional **Elite** ability each round.

Bite

Clinch

Usage time: Elite action.

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

Hit: 1d8+7 damage.

Bloodletting Claws

Light

Usage time: Standard action.

The griffon makes two +5 strikes vs. Armor with its claws.

Hit: 1d4+4 damage. If the target takes damage from both claws, it bleeds. A bleeding creature takes 1d6+4 damage during the griffon's next action.

Eagle Eye

Usage time: Elite action.

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

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

Pounce

Light

Usage time: Standard action.

The griffon can move up to its speed in a single straight line. Then, it makes a +5 **dual strike** vs. Armor with its claws.

Hit: 1d4+4 damage.

Horses

Light Horse

Level 2 Skirmisher
Large animal

Knowledge (nature) 6: Light horses are typically used to carry riders, not to work or fight.

HP 13 **IP** 6

Defenses Armor 6 Brn 6 Fort 5 Ref 6 Ment 5

Movement Land 50 ft.

Attributes Str 2, Dex 2, Con 2, Int -8, Per 0, Wil -1

Power 0 ✨ 3

Alignment Always true neutral

Light Horse Abilities

Bite

Clinch

Usage time: Standard action.

The light horse makes a +1 strike vs. Armor with its bite.

Hit: 1d6+1 damage.

Draft Horse

Level 2 Brute
Large animal

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

HP 13 **IP** 9

Defenses Armor 5 Brn 8 Fort 6 Ref 4 Ment 4

Movement Land 40 ft.

Other skills Endurance +6

Attributes Str 4, Dex 1, Con 2, Int -8, Per 0, Wil -1

Power 0 ✨ 5

Alignment Always true neutral

Draft Horse Abilities

Bite

Clinch

Usage time: Standard action.

The draft horse makes a +1 strike vs. Armor with its bite.

Hit: 1d6+2 damage.

Warhorse

Level 3 Skirmisher
Large animal

Knowledge (nature) 6: Warhorses are trained to carry riders into battle. They are superior to other types of horses, but more expensive.

HP 15 **IP** 7

Defenses Armor 6 Brn 7 Fort 5 Ref 6 Ment 5

Movement Land 50 ft.

Attributes Str 4, Dex 2, Con 3, Int -8, Per 0, Wil 0

Power 1 ✨ 5

Alignment Always true neutral

Warhorse Abilities

Bite

Clinch

Usage time: Standard action.

The warhorse makes a +1 strike vs. Armor with its bite.

Hit: 1d6+2 damage.

Hydra Maggot

Level 7 Brute – **Elite**
Large magical beast



Knowledge (nature) 8: A hydra maggot is a Large maggot-like creature that wriggles across the ground in search of food. It is named for the cluster of tentacles that sprout from its heads, which it uses to grab foes so it can eat them.

Knowledge (nature) 13: Hydra maggots are carnivorous, but are not picky, and will feast on rotting carcasses just as happily as they feast on fresh meat. When hydra maggots attack, they can shape the tip of their tentacles into a point, allowing them to impale their foes. Their tentacles are quite adept at slipping past defenses and through cracks in armor.

HP 75 **IP** 56

Defenses Armor 13 Brn 14 Fort 10 Ref 12 Ment 9

Immune Prone

Movement Land 40 ft. Climb +12

Senses Darkvision (60 ft.)

Attributes Str 6, Dex 6, Con 1, Int -8, Per 2, Wil -1

Power 4 ✨ 11

Alignment Always true neutral

Hydra Maggot Abilities

Condition Removal: The hydra maggot can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The hydra maggot can use an additional **Elite** ability each round.

Grappling Bite

Clinch

Usage time: Standard action.

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

Hit: 1d8+8 damage. If this attack beats the target's Brawn defense, and the target is smaller than the hydra maggot, they are **grappled** by each other.

Impaling Tentacles

Long, Sweeping (7)

Usage time: Elite action.

The hydra maggot makes a +5 strike vs. Reflex with its tentacle.

Hit: 1d8+8 damage.

Maggot Breath ✨

Usage time: Standard action.

The hydra maggot makes a +5 attack vs. Fortitude against all creatures in a Medium (30 ft.) cone from it. After it uses this ability, it **briefly** cannot use it again.

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

Ichor-Tainted



Knowledge (nature) 7: 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) 12: 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) 17: Only animals can be fully transformed by ichor. Other creatures suffer temporary effects at worst. The biological structure of transformed animals bears some resemblance to aberrations. Some scholars theorize that this means the ichor originated from the Eternal Void, while others think it is a mere imitation.

Ichor Black Bear

Level 5 Brute – Elite
Medium magical beast

HP 84 IP 63

Defenses Armor 9 Brn 12 Fort 12 Ref 9 Ment 8

Immune Critical hits

Vulnerable Fire

Movement Land 40 ft. Climb +10 Swim +10

Senses Darkvision (60 ft.)

Other skills Endurance +11

Attributes Str 5, Dex 1, Con 6, Int -8, Per 2, Wil -1

Power 3 9

Alignment Always true neutral

Ichor Black Bear Abilities

- Condition Removal:** The ichor black bear can remove conditions at the end of each round (see Monster Conditions, page 34).
- Elite Actions:** The ichor black bear can use an additional Elite ability each round.
- Spreading Ichor** ✨: Whenever the ichor black bear causes a living creature to lose hit points, that creature becomes unable to regain hit points as a condition.

Ichor Bite

Clinch

Usage time: Elite action.

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

Hit: 1d8+7 damage. If the target is injured, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points.

Ichor Claw

Light

Usage time: Standard action.

The ichor black bear makes a +6 dual strike vs. Armor with its claws.

Hit: 1d4+4 damage. If the target is injured, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points.

Ichor Brown Bear

Level 7 Brute – Elite
Large magical beast

HP 129 IP 96

Defenses Armor 10 Brn 14 Fort 13 Ref 9 Ment 9

Immune Critical hits

Vulnerable Fire

Movement Land 50 ft. Climb +12 Swim +12

Senses Darkvision (60 ft.)

Other skills Endurance +13

Attributes Str 6, Dex 1, Con 7, Int -8, Per 2, Wil 1

Power 6 11

Alignment Always true neutral

Ichor Brown Bear Abilities

- Condition Removal:** The ichor brown bear can remove conditions at the end of each round (see Monster Conditions, page 34).
- Elite Actions:** The ichor brown bear can use an additional Elite ability each round.
- Spreading Ichor** ✨: Whenever the ichor brown bear causes a living creature to lose hit points, that creature becomes unable to regain hit points as a condition.

Ichor Bite**Clinch**

Usage time: Elite action.

The ichor brown bear makes a +7 strike vs. Armor with its bite.

Hit: 1d8+8 damage. If the target is **injured**, it becomes infested with ichor as a **condition**. While infested with ichor, it cannot regain **hit points**.**Ichor Claw****Light**

Usage time: Standard action.

The ichor brown bear makes a +9 **dual strike** vs. Armor with its claws.**Hit:** 1d4+5 damage. If the target is **injured**, it becomes infested with ichor as a **condition**. While infested with ichor, it cannot regain **hit points**.**Ichor Wolf**Level 3 Skirmisher
Medium magical beast**HP 13 IP 6****Defenses** Armor 6 Brn 5 Fort 4 Ref 7 Ment 5**Immune** Critical hits**Vulnerable** Fire**Movement** Land 40 ft.**Senses** Darkvision (60 ft.), Awareness +7**Attributes** Str 1, Dex 2, Con 1, Int -7, Per 3, Wil 0**Power** 1 ✨ 2**Alignment** Always true neutral**Ichor Wolf Abilities****Spreading Ichor** ✨: Whenever the ichor wolf causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.**Ichor Bite****Clinch**

Usage time: Standard action.

The ichor wolf makes a +3 strike vs. Armor with its bite.

Hit: 1d8+1 damage. If the target is **injured**, it becomes infested with ichor as a **condition**. While infested with ichor, it cannot regain **hit points**.**Imps****Flamefist Imp**Level 5 Skirmisher
Small plane-forged**HP 20 IP 10****Defenses** Armor 9 Brn 8 Fort 7 Ref 11 Ment 6**Vulnerable** Water**Movement** Land 20 ft.**Attributes** Str 3, Dex 5, Con 2, Int 1, Per 0, Wil -2**Power** 0 ✨ 5**Alignment** Always chaotic evil**Flamefist Imp Abilities****Plane-forged:** The flamefist imp has a body made of concentrated planar essence, and is not alive.**Soulless:** The flamefist imp has no soul. If it dies, it cannot be resurrected.**Flaming Flurry****Fire, Light**

Usage time: Standard action.

The flamefist imp makes two +4 strikes vs. armor with its fists.

Hit: 1d4+2.

Kobolds

Knowledge (local) 5: Kobolds are Medium bipedal creatures that are covered in scales. They are short, typically standing three feet tall. Although kobolds are individually cowardly, they are crafty and work effectively in groups.

Knowledge (local) 10: Most kobolds fight using ranged weapons. They try to lure their foes into prepared traps when possible. Kobolds revere dragons, and claim to be descended from them.

Knowledge (local) 15: The dream of every kobold tribe is to find a worthy dragon to serve. Kobolds have latent draconic powers that can be awakened through sworn service to dragons. Some dragons enjoy having such eager servants, while others resent being pestered by kobolds and reject all entreaties.

Kobold Nipper

Level 1 Skirmisher
Medium monstrous humanoid

HP 12 **IP** 6
Defenses Armor 6 Brn 4 Fort 4 Ref 7 Ment 3
Movement Land 30 ft.
Attributes Str -1, Dex 4, Con 2, Int 1, Per 3, Wil -2
Power -2 ✨ -1
Alignment Usually lawful evil

Kobold Nipper Abilities

Sling
Compact, Projectile (60/120)
Usage time: Standard action.

The kobold nipper makes a +2 strike vs. Armor with its sling.
Hit: 1d4 damage.

Spear
Thrown (30/60)
Usage time: Standard action.

The kobold nipper makes a +2 strike vs. Armor with its spear.
Hit: 1d6 damage.

Kobold Sniper

Level 2 Sniper
Medium monstrous humanoid

HP 12 **IP** 6
Defenses Armor 5 Brn 4 Fort 4 Ref 6 Ment 4
Movement Land 30 ft.
Attributes Str -1, Dex 3, Con 1, Int 1, Per 4, Wil -2
Power -1 ✨ 0
Alignment Usually lawful evil

Kobold Sniper Abilities

Heavy crossbow

Projectile (90/270)

Usage time: Standard action.

The kobold sniper makes a +3 strike vs. Armor with its heavy crossbow.

Hit: 1d10 damage.

Kobold Yipper

Level 3 Skirmisher
Medium monstrous humanoid

HP 14 **IP** 7
Defenses Armor 6 Brn 4 Fort 5 Ref 7 Ment 6
Movement Land 30 ft.
Attributes Str -2, Dex 3, Con 2, Int 1, Per 2, Wil 3
Power 4 ✨ -1
Alignment Usually lawful evil

Kobold Yipper Abilities

Burning Hands ✨
Usage time: Standard action.

The kobold yipper makes a +2 attack vs. Reflex against everything in a Small (15 ft.) cone from it.

Hit: 1d6+2 damage.
Miss: Half damage.

Ignition ✨
Usage time: Standard action.

The kobold yipper makes a +2 attack vs. Fortitude and Reflex against one creature within Medium (60 ft.) range.

Hit: The target catches on fire as a **condition**. It takes 1d6+2 damage immediately and during each of your subsequent actions. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

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

Spear
Thrown (30/60)
Usage time: Standard action.

The kobold yipper makes a +2 strike vs. Armor with its spear.
Hit: 1d6 damage.

Dragonsworn Nipper

Level 5 Skirmisher
Medium monstrous humanoid

These statistics represent a kobold who has sworn service to a red or gold dragon. Kobolds who swear service to different types of dragons may have different abilities.

HP 22 IP 11

Defenses Armor 9 Brn 7 Fort 7 Ref 10 Ment 7

Impervious Fire

Movement Land 30 ft.

Attributes Str 0, Dex 5, Con 3, Int 2, Per 4, Wil -1

Power 1 ✨ 2

Alignment Usually lawful evil

Dragonsworn Nipper Abilities

Dragonflame Sling

Fire, Compact, Projectile (60/120)

Usage time: Standard action.

The dragonsworn nipper makes a +4 strike vs. Armor with its sling.

Hit: 1d4+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn nipper's next action.

Dragonflame Spear

Fire, Thrown (30/60)

Usage time: Standard action.

The dragonsworn nipper makes a +4 strike vs. Armor with its spear.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn nipper's next action.

Dragonsworn Sniper

Level 6 Sniper
Medium monstrous humanoid

HP 22 IP 11

Defenses Armor 9 Brn 7 Fort 8 Ref 10 Ment 8

Impervious Fire

Movement Land 30 ft.

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

Power 2 ✨ 3

Alignment Usually lawful evil

Dragonsworn Sniper Abilities

Dragonflame Bow

Fire, Projectile (90/270)

Usage time: Standard action.

The dragonsworn sniper makes a +5 strike vs. Armor with its longbow.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 3 damage during the dragonsworn sniper's next action.

Dragonsworn Yipper

Level 7 Skirmisher
Medium monstrous humanoid

HP 31 IP 15

Defenses Armor 10 Brn 8 Fort 8 Ref 11 Ment 10

Impervious Fire

Movement Land 30 ft.

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

Power 7 ✨ 2

Alignment Usually lawful evil

Dragonsworn Yipper Abilities

Dragonflame Spear

Fire, Thrown (30/60)

Usage time: Standard action.

The dragonsworn yipper makes a +6 strike vs. Armor with its spear.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn yipper's next action.

Flame Breath ✨

Usage time: Standard action.

The dragonsworn yipper makes a +6 attack vs. Reflex against everything in a Large (60 ft.) cone from it. After it uses this ability, it briefly cannot use it again.

Hit: 1d6+7 damage.

Miss: Half damage.

Ignition ✨

Usage time: Standard action.

The dragonsworn yipper makes a +8 attack vs. Fortitude and Reflex against one creature within Medium (60 ft.) range.

Hit: The target catches on fire as a **condition**. It takes 1d6+3 damage immediately and during each of your subsequent actions. The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

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

Lizardfolk



Knowledge (local) 6: Lizardfolk are Medium bipedal creatures covered in reptilian scales. They are slightly taller and bulkier than humans, typically standing 6 to 7 feet tall and weighing up to 250 pounds. Their tail resembles that of a crocodile, and is typically 3 to 4 feet long. Their scales are typically green, gray, or brown. In battle, they typically fight as unorganized individuals.

Knowledge (local) 11: Lizardfolk use their tail for balance on land and to accelerate their swimming while in water. They prefer direct charges and massed rushes in battle, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If lizardfolk are outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Lizardfolk Grunt

Level 3 Warrior
Medium humanoid

HP 16	IP 4
Defenses Armor 9	Brn 5 Fort 7 Ref 5 Ment 4
Vulnerable Cold	
Movement Land 30 ft.	Swim 30 ft. Swim +6
Attributes Str 2, Dex 2, Con 4, Int -1, Per 1, Wil 0	
Power 1 ✨	3
Alignment	Usually true neutral

Lizardfolk Grunt Abilities

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

Frenzied Bite**Clinch**

Usage time: Standard action.

The lizardfolk grunt makes a +2 strike vs. Armor with its bite. For each previous consecutive round in which it used this ability, it gains a +2 accuracy bonus with the strike, up to a maximum of +4.

Hit: 1d6+1 damage.

Spear**Thrown** (30/60)

Usage time: Standard action.

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

Hit: 1d6+1 damage.

Spear**Thrown** (30/60)

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its spear.

Hit: 1d6+2 damage.

Lizardfolk Champion

Level 5 Warrior
Medium humanoid

HP 26 **IP** 6

Defenses Armor 11 Brn 7 Fort 9 Ref 7 Ment 6

Vulnerable Cold

Movement Land 30 ft. Swim 30 ft. Swim +8

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

Power 3 ✨ 5

Alignment Usually true neutral

Lizardfolk Champion Abilities

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

Frenzied Bite**Clinch**

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its bite. For each previous consecutive round in which it used this ability, it gains a +2 accuracy bonus with the strike, up to a maximum of +4.

Hit: 1d6+2 damage.

Redeeming Spear**Thrown** (30/60)

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its spear. It gains a +2 accuracy bonus with this strike against each creature that it missed with a strike last round.

Hit: 1d6+2 damage.

Magma Elementals



Knowledge (planes) 8: Magma elementals are a fusion of the Plane of Earth and the Plane of Fire. They combine the durability of earth elementals with some of the agility of fire elementals. Their outer shell appears rocky, but inside that shell they hold molten rock at incredible temperatures.

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

Volcanite

Level 6 Brute
Medium planeformed

HP 32 IP 24
Defenses Armor 10 Brn 11 Fort 11 Ref 10 Ment 7
Immune Fire
Impervious Earth, Cold
Vulnerable Acid, Water
Movement Land 30 ft.

Attributes Str 4, Dex 4, Con 7, Int -4, Per 0, Wil 0
Power 3 ✨ 7
Alignment Usually true neutral

Volcanite Abilities

- Planeformed:** The volcanite has a body made of concentrated planar essence, and is not alive.
- Soulless:** The volcanite has no soul. If it dies, it cannot be resurrected.

Combustion ✨
Fire
Usage time: Standard action.

The volcanite makes a +3 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 1d6+3 damage.

Extra Damage Ram
Heavy, Resonating, Earth
Usage time: Standard action.

The volcanite makes a +3 strike vs. Armor.
Hit: 1d6+6 damage.

Magma Throw
Fire, Earth
Usage time: Standard action.

The volcanite makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: 1d6+7 damage.

Volcano

Level 12 Brute
Large planeformed

HP 74 IP 55
Defenses Armor 14 Brn 15 Fort 16 Ref 13 Ment 11
Immune Fire
Impervious Earth, Cold
Vulnerable Acid, Water
Movement Land 40 ft.

Attributes Str 5, Dex 5, Con 8, Int -3, Per 0, Wil 0
Power 6 ✨ 11
Alignment Usually true neutral

Volcano Abilities

- Planeformed:** The volcano has a body made of concentrated planar essence, and is not alive.
- Soulless:** The volcano has no soul. If it dies, it cannot be resurrected.

Combustion ✨
Fire
Usage time: Standard action.

The volcano makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: 3d6 damage.

Extra Damage Ram

Heavy, Resonating, Earth

Usage time: Standard action.

The volcano makes a +7 **strike** vs. Armor.**Hit:** 3d4+1d6+8 damage.**Magma Throw**

Fire, Earth

Usage time: Standard action.

The volcano makes a +7 attack vs. Armor against one creature within Medium (*60 ft.*) range.**Hit:** 5d6 damage.**Magma Throw**

Fire, Earth

Usage time: Standard action.

The volcanic titan makes a +10 attack vs. Armor against one creature within Medium (*60 ft.*) range.**Hit:** 8d8 damage.**Volcanic Titan**Level 18 Brute
Huge planeformed**HP** 178 **IP** 133**Defenses** Armor 18 Brn 19 Fort 20 Ref 16 Ment 15**Immune** Fire**Impervious** Earth, Cold**Vulnerable** Acid, Water**Movement** Land 50 ft.**Attributes** Str 5, Dex 5, Con 9, Int -3, Per 0, Wil 0**Power** 9 ✨ 14**Alignment** Usually true neutral**Volcanic Titan Abilities****Planeformed:** The volcanic titan has a body made of concentrated planar essence, and is not alive.**Soulless:** The volcanic titan has no soul. If it dies, it cannot be resurrected.**Combustion** ✨

Fire

Usage time: Standard action.

The volcanic titan makes a +10 attack vs. Fortitude against one creature within Medium (*60 ft.*) range.**Hit:** 5d8 damage.**Extra Damage Ram**

Heavy, Resonating, Earth

Usage time: Standard action.

The volcanic titan makes a +10 **strike** vs. Armor.**Hit:** 1d6+4d8+11 damage.**Miss:** Half damage.

Minotaur

Level 6 Brute – **Elite**
Large monstrous humanoid



Knowledge (local) 8: 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 78 **IP** 58

Defenses Armor 10 Brn 14 Fort 12 Ref 9 Ment 9

Movement Land 40 ft.

Senses Darkvision (60 ft.), Awareness +8

Attributes Str 7, Dex 0, Con 4, Int -2, Per 2, Wil 1

Power 6 ✨ 12

Alignment Always true neutral

Shove

Usage time: Elite action.

The minotaur makes a +7 attack to shove foes. For details, see Shove, page 88.

Sweeping Slash

Sweeping (2)

Usage time: Standard action.

The minotaur makes a +6 melee strike with a greataxe.

Hit: 1d8+10 damage.

Minotaur Abilities

Condition Removal: The minotaur can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The minotaur can use an additional **Elite** ability each round.

Power Horns

Impact

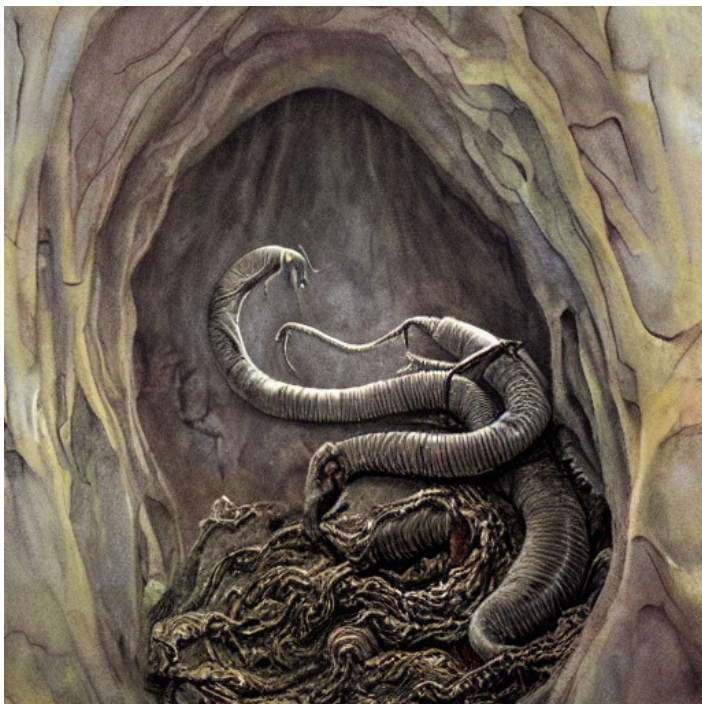
Usage time: Elite action.

The minotaur makes a +1 strike vs. Armor with its horns.

Hit: 1d6+10 damage.

Nightcrawler

Level 7 Brute
Large magical beast



Knowledge (nature) 8: 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) 13: A typical nightcrawler is about 9 feet long and weighs about 700 pounds. They cover distances slowly, but are surprisingly agile in combat. They can easily contort their body to avoid attacks. Nightcrawlers have several magical abilities that draw on their umbramantic power to damage nearby foes.

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

HP 28 **IP** 21

Defenses Armor 10 Brn 10 Fort 9 Ref 9 Ment 8

Immune Prone

Movement Climb 30 ft. Land 30 ft. Climb +9

Senses Darkvision (60 ft.), blindsense (120 ft.)

Attributes Str 3, Dex 4, Con 2, Int -8, Per 0, Wil 3

Power 6 ✨ 6

Alignment Always true neutral

Crawling Darkness ✨

Cold

Usage time: Standard action.

The nightcrawler makes an attack vs. Mental against all shadowed enemies in a Medium (30 ft.) radius from it.

Hit: 1d8+6 damage.

Miss: Half damage.

Umbral Bite ✨

Clinch, Cold

Usage time: Standard action.

The nightcrawler makes a +4 strike vs. Armor with its bite. If the target is shadowed, this attack deals double damage.

Hit: 1d8+5.

Nightcrawler Abilities

Ogres

Knowledge (local) 6: 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) 11: 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) 16: 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 disorganized individuals. They use massive clubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger

Level 3 Brute
Large monstrous humanoid

Knowledge (local) 6: Ogre gangers are relatively weak or young ogres that tend to gather together in gangs for mutual protection.

HP 15 **IP 11**
Defenses Armor 5 Brn 9 Fort 6 Ref 4 Ment 4
Movement Land 40 ft.
Attributes Str 6, Dex -1, Con 3, Int -4, Per 0, Wil -1
Power 0 ✨ 7
Alignment Usually chaotic evil

Ogre Ganger Abilities

Knockdown – Greatclub
Impact
Usage time: Standard action.
The ogre ganger makes a +1 strike vs. Armor with its greatclub.
Hit: 1d10+5 damage.
Injury: The target falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Sweeping Greatclub
Impact, Sweeping (1)
Usage time: Standard action.
The ogre ganger makes a +1 strike vs. Armor with its greatclub.
Hit: 1d10+5 damage.

Ogre Menace

Level 6 Brute
Large monstrous humanoid



Knowledge (local) 8: 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 26 **IP 19**
Defenses Armor 8 Brn 12 Fort 10 Ref 7 Ment 7
Movement Land 40 ft.
Social Intimidate +6
Attributes Str 6, Dex -1, Con 4, Int -2, Per 0, Wil -1
Power 2 ✨ 9
Alignment Usually chaotic evil

Ogre Menace Abilities

Knockdown – Greatclub
Impact
Usage time: Standard action.
The ogre menace makes a +4 strike vs. Armor with its greatclub.
Hit: 1d10+7 damage.
Injury: The target falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Sweeping Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

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

Hit: 1d10+7 damage.

Magic Missile ✨

Usage time: Standard action.

The ogre mage makes a +5 attack vs. Armor against something within Short (30 ft.) range. This attack ignores cover and all miss chances.

Hit: 1d6+4 damage.

Miss: Half damage.

Ogre Mage

Level 7 Sniper
Large monstrous humanoid



Knowledge (local) 8: 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 22 IP 11

Defenses Armor 7 Brn 9 Fort 7 Ref 7 Ment 10

Movement Land 40 ft.

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

Power 8 ✨ 7

Alignment Usually chaotic evil

Ogre Mage Abilities

Enhance Magic – Might ✨: The first spell that the ogre mage casts between short rests deals 1d8 extra damage.

Magic Missile Storm ✨

Usage time: Standard action.

The ogre mage makes a +5 attack vs. Armor against something within Short (30 ft.) range. This attack ignores cover and all miss chances.

Hit: 1d10 damage.

Miss: Half damage.

Reflect Magic ✨

Swift

Usage time: Standard action.

The ogre mage gains a +2 bonus to all defenses this round. In addition, whenever a creature within Medium (60 ft.) range of it misses or glances it with a magical ✨ attack this round, that creature treats itself as a target of that strike in addition to any other targets. The attacker cannot choose to reduce its accuracy or damage against itself.

Ogre Skullclaimer

Level 7 Brute – Elite
Large monstrous humanoid

Knowledge (local) 8: 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) 13: Ogre skullclaimers are named after their right to eat the most prized part of any humanoid the band kills: the head.

HP 102 IP 76

Defenses Armor 10 Brn 15 Fort 12 Ref 9 Ment 10

Movement Land 40 ft.

Social Intimidate +6

Attributes Str 8, Dex -1, Con 4, Int -1, Per 3, Wil 2

Power 7 ✨ 13

Alignment Usually chaotic evil

Ogre Skullclaimer Abilities

Condition Removal: The ogre skullclaimer can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The ogre skullclaimer can use an additional **Elite** ability each round.

Armormashing Greatclub

Impact

Usage time: Standard action.

The ogre skullclaimer makes a +6 strike vs. Fortitude with its greatclub.

Hit: 1d10+10 damage.

Demand Obeisance ✨

Compulsion

Usage time: Elite action.

The ogre skullclaimer makes a +8 attack vs. Mental against one creature within Medium (60 ft.) range.

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

Knockdown – Greatclub

Impact

Usage time: Standard action.

The ogre skullclaimer makes a +6 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage. If the target takes damage, it falls **prone** (half speed, -2 Armor and Ref). This is a **Size-Based** effect.

Sweeping Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The ogre skullclaimer makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage.

Terrifying Shout ✨

Emotion

Usage time: Elite action.

The ogre skullclaimer makes a +6 attack vs. Mental against one creature within Medium (60 ft.) range.

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

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

Orcs

Knowledge (local) 5: Orcs are green-skinned humanoids that are generally larger, stronger, and less intelligent than humans. Most other humanoid races consider them ugly, though orcs would say the same about most other humanoid races. They tend to be self-ish, but they adhere strictly to the particular orcish interpretation of honorable combat.

Knowledge (local) 10: Honorable orc combat avoids sneak attacks or deception, allows enemies to surrender, and respects the distinction between civilians and combatants. However, honorable orc combat does not require a great deal of warning before battle is joined, and they have no concept of "dirty fighting" - orcs fight brutally and with no reservations in combat.

Orcs have highly militaristic and regimented society that is divided into different clans, each of which is ruled by a powerful chieftain.

Knowledge (local) 15: Orc hierarchy and status is almost always determined by power, and chieftains can be deposed at specific intervals in a personal trial by combat. You know the general patterns that determine when these personal trials by combat are permissible for local orc clans.

Orc Peon

Level 1 Brute
Medium humanoid

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

HP 11 **IP** 8

Defenses Armor 4 Brn 7 Fort 4 Ref 4 Ment 3

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +4

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

Power 0 ✨ 4

Alignment Usually lawful evil

Orc Peon Abilities

Greataxe

Sweeping (1)

Usage time: Standard action.

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

Hit: 1d8+3 damage.

Orc Grunt

Level 2 Brute
Medium humanoid

Knowledge (local) 6: Orc grunts are the standard warrior that orc clans field in battle.

HP 13 IP 9**Defenses** Armor 5 Brn 8 Fort 6 Ref 5 Ment 4**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +6**Attributes** Str 5, Dex 0, Con 2, Int -2, Per 0, Wil 0**Power** 1 ✨ 6**Alignment** Usually lawful evil

Orc Grunt Abilities

Greataxe**Sweeping** (1)

Usage time: Standard action.

The orc grunt makes a +2 strike vs. Armor with its greataxe.

Hit: 1d8+5 damage.**Power Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc grunt makes a -2 strike vs. Armor with its greataxe.

Hit: 1d8+5 damage.**Orc Butcher**Level 3 Brute
Medium humanoid

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

HP 14 IP 10**Defenses** Armor 5 Brn 8 Fort 6 Ref 5 Ment 4**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +6**Attributes** Str 5, Dex 1, Con 2, Int 0, Per 0, Wil 0**Power** 1 ✨ 6**Alignment** Usually lawful evil

Orc Butcher Abilities

Bloodletting Butcher's Cleaver**Sweeping** (2)

Usage time: Standard action.

The orc butcher makes a +1 strike vs. Armor with its butcher's cleaver.

Hit: 1d8+5 damage.

Injury: The target takes damage from the strike again during the orc butcher's next action.

Butcher's Cleaver**Sweeping** (2)

Usage time: Standard action.

The orc butcher makes a +1 strike vs. Armor with its butcher's cleaver.

Hit: 1d8+5 damage.**Orc Veteran**Level 5 Brute
Medium humanoid

Knowledge (local) 7: Orc veterans are battle-hardened elite warriors who are deadly at any range. They often serve as bodyguards to orc chieftains or as devastating shock troops in battle.

HP 22 IP 16**Defenses** Armor 7 Brn 11 Fort 8 Ref 7 Ment 6**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +8**Attributes** Str 6, Dex 0, Con 3, Int -2, Per 1, Wil 1**Power** 3 ✨ 8**Alignment** Usually lawful evil

Orc Veteran Abilities

Greataxe**Sweeping** (1)

Usage time: Standard action.

The orc veteran makes a +5 strike vs. Armor with its greataxe.

Hit: 1d8+6 damage.**Heartpiercing Longbow****Projectile** (90/270)

Usage time: Standard action.

The orc veteran makes a +4 strike vs. Armor with its longbow. It gains a +3 accuracy bonus with the strike for the purpose of determining whether it gets a **critical hit**. However, it cannot get a **glancing blow** with this strike.

Hit: 1d6+4 damage.**Power Greataxe****Sweeping** (1)

Usage time: Standard action.

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

Hit: 1d8+6 damage.

Orc Clan ChiefLevel 6 Leader – **Elite**
Medium humanoid

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

HP 78 **IP** 39**Defenses** Armor 10 Brn 13 Fort 12 Ref 10 Ment 11**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +10**Attributes** Str 6, Dex 0, Con 4, Int 0, Per 2, Wil 3**Power** 8 ✨ 11**Alignment** Usually lawful evil**Orc Clan Chief Abilities**

Condition Removal: The orc clan chief can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The orc clan chief can use an additional **Elite** ability each round.

Battle Command ✨

Usage time: Elite action.

The orc clan chief chooses an ally within Medium (60 ft.) range. Whenever the target makes a strike this round, it gains a +3 **accuracy** bonus and **rerolls** once, keeping the higher result.

Distant Longbow**Projectile** (90/270)

Usage time: Standard action.

The orc clan chief makes a +5 strike vs. Armor with its longbow. It reduces its **longshot penalty** with the strike by 4.

Hit: 1d6+5 damage.**Guardbreaking Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc clan chief makes a +5 strike vs. Armor with its greataxe. In addition, it chooses one of its allies.

Hit: 1d8+8 damage. If the target takes damage, it **briefly** takes a –2 penalty to all defenses against that ally's attacks.

Hamstring – Greataxe**Sweeping** (1)

Usage time: Standard action.

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

Hit: 1d8+8 damage.

Injury: The target becomes **slowed** (–10 speed, –2 Armor and Ref) as a **condition**.

Power Greataxe**Sweeping** (1)

Usage time: Standard action.

The orc clan chief makes a +2 strike vs. Armor with its greataxe.

Hit: 1d8+8 damage.**Orc Shaman**Level 2 Leader
Medium humanoid

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

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

HP 12 **IP** 6**Defenses** Armor 5 Brn 7 Fort 5 Ref 5 Ment 7**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +5**Attributes** Str 4, Dex 1, Con 1, Int –1, Per 1, Wil 4**Power** 5 ✨ 5**Alignment** Usually lawful evil**Orc Shaman Abilities****Battleaxe**

Usage time: Standard action.

The orc shaman makes a +2 strike vs. Armor with its battleaxe.

Hit: 1d6+2 damage.

Divine Judgment ✨

Usage time: Standard action.

The orc shaman makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: 1d6+2 damage.

True Strike ✨

Usage time: Standard action.

The orc shaman chooses an ally within Medium (60 ft.) range. The first time the target makes a strike this round, it gains a +1 **accuracy** bonus and **rerolls** once, keeping the higher result.

Skeletons

Knowledge (religion) 5: 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) 10: 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 become simple-minded. In addition, skeletons are always more agile and less strong than the original creature.

Knowledge (religion) 15: Creating a skeleton from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the skeleton its agency. This is 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 Warrior
Medium undead

HP 9 IP 2**Defenses** Armor 6 Brn 4 Fort 4 Ref 4 Ment 3**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 2, Dex 2, Con -1, Int -7, Per 0, Wil 0**Power** 0 ✨ 2**Alignment** Always neutral evil**Skeletal Town Guard Abilities**

Simple-Minded: The skeletal town guard can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The skeletal town guard is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Skeletal Town HealerLevel 2 Warrior
Medium undead**HP 9 IP 2****Defenses** Armor 6 Brn 4 Fort 4 Ref 4 Ment 4**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 1, Dex 1, Con -2, Int -7, Per 0, Wil 0**Power** 1 ✨ 2**Alignment** Always neutral evil**Skeletal Town Healer Abilities**

Simple-Minded: The skeletal town healer can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The skeletal town healer is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Skeletal Orc PeonLevel 1 Warrior
Medium undead**HP 9 IP 2****Defenses** Armor 5 Brn 5 Fort 4 Ref 3 Ment 3**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con -1, Int -7, Per 0, Wil 0**Power** 0 ✨ 4**Alignment** Always neutral evil**Skeletal Orc Peon Abilities**

Simple-Minded: The skeletal orc peon can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The skeletal orc peon is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Skeletal Orc GruntLevel 2 Warrior
Medium undead**HP 11 IP 2****Defenses** Armor 6 Brn 6 Fort 5 Ref 4 Ment 4**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con 0, Int -7, Per 0, Wil 0**Power** 1 ✨ 5**Alignment** Always neutral evil**Skeletal Orc Grunt Abilities**

Simple-Minded: The skeletal orc grunt can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The skeletal orc grunt is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Skeletal Orc ButcherLevel 3 Warrior
Medium undead

HP 12 IP 3
Defenses Armor 7 Brn 6 Fort 5 Ref 5 Ment 4
Immune Emotion, Poison, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex 2, Con 0, Int -7, Per 0, Wil 0
Power 1 ✨ 5
Alignment Always neutral evil

Skeletal Orc Butcher Abilities

Simple-Minded: The skeletal orc butcher can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The skeletal orc butcher is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Skeletal Orc Veteran

Level 5 Warrior
Medium undead

HP 18 IP 4
Defenses Armor 8 Brn 8 Fort 7 Ref 6 Ment 6
Immune Emotion, Poison, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex 1, Con 1, Int -7, Per 0, Wil 0
Power 2 ✨ 6
Alignment Always neutral evil

Skeletal Orc Veteran Abilities

Simple-Minded: The skeletal orc veteran can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The skeletal orc veteran is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Skeletal Orc Clan Chief

Level 6 Warrior – Elite
Medium undead

HP 66 IP 16
Defenses Armor 11 Brn 12 Fort 11 Ref 9 Ment 9
Immune Emotion, Poison, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 6, Dex 1, Con 2, Int -7, Per 0, Wil 0
Power 5 ✨ 11
Alignment Always neutral evil

Skeletal Orc Clan Chief Abilities

Condition Removal: The skeletal orc clan chief can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The skeletal orc clan chief can use an additional *Elite* ability each round.

Simple-Minded: The skeletal orc clan chief can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The skeletal orc clan chief is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Skeletal Orc Shaman

Level 2 Warrior
Medium undead

HP 10 IP 2
Defenses Armor 7 Brn 6 Fort 5 Ref 5 Ment 4
Immune Emotion, Poison, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex 2, Con -1, Int -7, Per 0, Wil 0
Power 1 ✨ 5
Alignment Always neutral evil

Skeletal Orc Shaman Abilities

Simple-Minded: The skeletal orc shaman can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The skeletal orc shaman is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Stygian Leech

Level 5 Brute
Medium magical beast



Knowledge (nature) 7: A stygian leech is a Medium worm-like creature that feeds on life energy. It uses its ability to crawl on walls and ceilings to drop on unsuspecting foes.

Knowledge (nature) 12: Stygian leeches instinctively avoid feeding on other stygian leeches, but will otherwise attempt to drain the life from any living creatures, regardless of danger. They can instinctively sense the location of any living creatures nearby. Their life-draining attacks can allow them to heal themselves.

Knowledge (nature) 17: Stygian leeches ignore non-living creatures entirely unless severely provoked. Some non-living creatures, such as intelligent undead, take advantage of this by gathering stygian leeches to guard their homes.

HP 24 **IP** 18

Defenses Armor 8 Brn 10 Fort 9 Ref 8 Ment 5

Movement Climb 30 ft. Land 30 ft. Climb +10 Stealth +7

Senses Darkvision (120 ft.), lifesense (120 ft.)

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

Power 0 ✨ 7

Alignment Always true neutral

Leech Life

Clinch

Usage time: Standard action.

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

Hit: 1d8+5 damage. At the end of the round, the stygian leech regains hit points equal to the hit points that the target lost from this attack if the target is living.

Stygian Leech Abilities

Townfolk

Town Guard

Level 1 Warrior
Medium humanoid

Knowledge (local) 5: Town guards are common throughout civilization. This represents the sort of ordinary guard that would be found even in rural towns, not an elite bodyguard.

HP 11 **IP** 2

Defenses Armor 5 Brn 3 Fort 4 Ref 3 Ment 3

Movement Land 30 ft.

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

Power 0 ✨ 1

Alignment Usually lawful neutral

Town Guard Abilities

Broadsword

Sweeping (1)

Usage time: Standard action.

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

Hit: 1d6 damage.

Town Healer

Level 2 Leader
Medium humanoid

Knowledge (local) 6: Town healers are typically clerics or druids with some healing ability. They may be prominent leaders of a temple, or they may prefer solitude, but it is rare to find a reasonably sized town that does not have a healer of some variety.

HP 11 **IP** 5

Defenses Armor 5 Brn 5 Fort 5 Ref 5 Ment 6

Movement Land 30 ft.

Other skills Medicine +4

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

Power 4 ✨ 1

Alignment Any

Town Healer Abilities

Inflict Wound ✨

Usage time: Standard action.

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

Hit: 1d6+2 damage.

Injury: The target takes an additional 1d6+2 damage.

Restoration ✨

Swift

Usage time: Standard action.

The town healer, or one living ally within Short (30 ft.) range of it, regains 1d6+4 hit points and increases its fatigue level by one.

Treants

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

Animate Tree ✨

Usage time: Standard action.

The treant animates a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant [dismisses](#) it or uses it again. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Birch Treant

Level 5 Warrior
Large animate

Knowledge (nature) 7: Birch treants tend to be shy, and they to avoid conflict if at all possible.

HP 26 IP 6

Defenses Armor 8 Brn 7 Fort 9 Ref 5 Ment 5

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +9

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

Power 0 ✨ 4

Alignment Usually true neutral

Birch Treant Abilities

Indwelt: The birch treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 130).

Rebounding Treeclub

[Impact](#)

Usage time: Standard action.

The birch treant makes a +4 strike vs. Armor with its treeclub. It gains a +2 accuracy bonus if it missed the target with a strike last round.

Hit: 1d10+3 damage.

Chestnut Treant

Level 6 Warrior
Large animate

Knowledge (nature) 8: Chestnut treants tend to mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

HP 30 IP 7

Defenses Armor 9 Brn 8 Fort 11 Ref 6 Ment 7

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +9

Attributes Str 2, Dex 0, Con 6, Int 0, Per 3, Wil 1

Power 4 ✨ 5

Alignment Usually true neutral

Chestnut Treant Abilities

Indwelt: The chestnut treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 130).

Anklestraining Treeclub

[Impact](#)

Usage time: Standard action.

The chestnut treant makes a +4 strike vs. Armor with its treeclub.

Hit: 1d10+3 damage. If the target takes damage and the attack result beats its Reflex defense, it becomes [slowed](#) (-10 speed, -2 Armor and Ref) as a [condition](#).

Tricky Treeclub

[Impact](#)

Usage time: Standard action.

The chestnut treant makes a +4 strike vs. Armor with its treeclub. If the attack result beats the target's Reflex defense, the strike deals 1d6 [extra damage](#).

Hit: 1d10+3 damage.

Willow Treant

Level 7 Warrior
Large animate

Knowledge (nature) 8: Willow treants are the most agile treants, and they can twist and bend their bodies with surprising finesse. Their attitudes tend to be similarly flexible, and they can be easily persuadable.

HP 37 IP 9

Defenses Armor 10 Brn 8 Fort 10 Ref 7 Ment 6

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +8

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

Power 1 ✨ 5

Alignment Usually true neutral

Willow Treant Abilities

Indwelt: The willow treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 130).

Lashing Treeclub**Impact**

Usage time: Standard action.

The willow treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+3 damage.

Injury: The willow treant makes an additional strike against the target with the same accuracy and damage.

Whirling Treeclub**Impact**

Usage time: Standard action.

The willow treant makes a +5 strike vs. Armor with its treeclub. The strike targets all adjacent enemies.

Hit: 1d10+3 damage.

Miss: Half damage.

Darkroot Treant

Level 8 Warrior
Large animate

Knowledge (nature) 9: Darkroot treants, unlike most other treants, primarily inhabit swamps and other grimy places. Their bark is mottled with fungus, and they tend to have a more sinister demeanor than most treants.

HP 40 **IP** 10**Defenses** Armor 10 Brn 10 Fort 11 Ref 7 Ment 9**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 5, Dex 0, Con 5, Int 1, Per 1, Wil 2**Power** 6 ✨ 9**Alignment** Usually neutral evil**Darkroot Treant Abilities**

Indwelt: The darkroot treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 130).

Festering Treeclub**Impact**

Usage time: Standard action.

The darkroot treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+7 damage.

Injury: The target takes damage from the strike again during the darkroot treant's next action.

Sickening Treeclub**Impact**

Usage time: Standard action.

The darkroot treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+7 damage. If the target takes damage and the attack result beats its Fortitude defense, it becomes [stunned](#) (–2 *defenses*) as a [condition](#).

Pine Treant

Level 9 Warrior
Huge animate

Knowledge (nature) 9: Pine treants tend to be the most steadfast treants. They are strong-willed, like oak trees. However, while oak treants are stubborn, pine treants are resolutely benevolent, sheltering all who need aid.

HP 52 **IP** 13**Defenses** Armor 11 Brn 10 Fort 13 Ref 5 Ment 10**Vulnerable** [Fire](#)**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 4, Dex –2, Con 8, Int 2, Per 1, Wil 4**Power** 8 ✨ 8**Alignment** Usually neutral good**Pine Treant Abilities**

Indwelt: The pine treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 130).

Felling Treeclub**Impact, Sweeping** (1)

Usage time: Standard action.

The pine treant makes a +8 strike vs. Armor with its treeclub.

Hit: 1d10+6 damage.

Injury: The target falls [prone](#) (*half speed*, –2 *Armor and Ref*). This is a [Size-Based](#) effect.

Miss: Half damage.

Resounding Treeclub**Impact, Sweeping** (1)

Usage time: Standard action.

The pine treant makes a +6 strike vs. Armor with its treeclub. If the attack result beats the target's Fortitude defense, the strike deals 2d6 [extra damage](#).

Hit: 1d10+6 damage.

Miss: Half damage.

Oak Treant

Level 10 Warrior
Huge animate

Knowledge (nature) 10: Oak treants tend to be the most stubborn treants. They brook no guff from wayward adventurers.

HP 62 **IP** 15

Defenses Armor 12 Brn 11 Fort 13 Ref 6 Ment 11

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +8

Attributes Str 5, Dex -2, Con 7, Int 0, Per 0, Wil 5

Power 10 ✨ 10

Alignment Usually true neutral

Oak Treant Abilities

Indwelt: The oak treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 130).

Boneshattering Treeclub

[Impact](#), [Sweeping](#) (1)

Usage time: Standard action.

The oak treant makes a +7 strike vs. Armor with its treeclub. If the attack result beats a creature's Fortitude defense, the strike deals maximum damage.

Hit: 1d10+8 damage.

Miss: Half damage.

Surefell Treeclub

[Impact](#), [Sweeping](#) (1)

Usage time: Standard action.

The oak treant makes a +7 strike vs. Armor with its treeclub.

Hit: 1d10+8 damage. If the target takes damage, it falls [prone](#) (*half speed, -2 Armor and Ref*).

Miss: Half damage.

Cyprus Treant

Level 11 Warrior
Huge animate

Knowledge (nature) 10: Cyprus treants are the most durable treants. They are virtually indestructible, and are fearsome when roused to anger.

HP 70 **IP** 17

Defenses Armor 13 Brn 13 Fort 15 Ref 7 Ment 11

Movement Land 30 ft.

Senses Awareness +9

Attributes Str 6, Dex -2, Con 8, Int 0, Per 1, Wil 2

Power 7 ✨ 11

Alignment Usually true neutral

Cyprus Treant Abilities

Indwelt: The cyprus treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 130).

Bracing Treeclub

[Impact](#), [Sweeping](#) (1)

Usage time: Standard action.

The cyprus treant makes a +7 strike vs. Armor with its treeclub. In addition, it is [impervious](#) (*+4 defenses*) to all damage this round. Because this is a [Swift](#) ability, it affects attacks against it during the current phase.

Hit: 1d10+8 damage.

Miss: Half damage.

Felling Treeclub

[Impact](#), [Sweeping](#) (1)

Usage time: Standard action.

The cyprus treant makes a +10 strike vs. Armor with its treeclub.

Hit: 1d10+8 damage.

Injury: The target falls [prone](#) (*half speed, -2 Armor and Ref*). This is a [Size-Based](#) effect.

Miss: Half damage.

Vampires

Knowledge (religion) 7: Vampires are humanoid-looking undead that feast on the blood of the living. They rule the night, but fear the sun, which can utterly destroy them. Vampires are unable to cross running water or enter true sunlight. Garlic and holy water are effective tools to defend against a vampire, but they are no guarantee.

Knowledge (religion) 12: Because vampires are so vulnerable during the day, they typically put great effort into acquiring manors or dungeons to live in. Their homes are attended by powerful servants who can protect them so they do not have to risk fighting during the day. Some vampires prefer undead servants, while others use living minions who may or may not know the vampire's true nature. Vampires are the most life-like of all undead, and they can easily pass as living if it suits their purposes.

Knowledge (religion) 17: The most ancient and powerful vampires can cross running water or enter true sunlight, but only briefly. In emergencies, with no blood available, vampires can enter a torpor that staves off their need for blood. However, they are extremely vulnerable in this state, so only a desperate vampire would consider it.

Fledgling Vampire

Level 5 Skirmisher – Elite
Medium undead

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

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

HP 54	IP 27
Defenses Armor 11 Brn 10 Fort 8 Ref 12 Ment 10	
Immune Poison, disease, poison	
Vulnerable Silver weapons	
Movement Land 30 ft.	
Senses Darkvision (120 ft.), Awareness +8	
Social Intimidate +5	
Attributes Str 3, Dex 4, Con 1, Int 3, Per 3, Wil 3	
Power 7 ✨ 7	
Alignment Usually lawful evil	

Fledgling Vampire Abilities

Condition Removal: The fledgling vampire can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The fledgling vampire can use an additional **Elite** ability each round.

Nightshifter ✨: As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal

humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and an average fly speed with a 60 ft. height limit. While in its mist form, it becomes **floating** and **intangible**, and gains a slow fly speed with a 30 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The fledgling vampire is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Unholy Creature of the Night ✨: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes **frightened** (*-2 Mental, -2 accuracy vs. source*) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes **stunned** (*-2 defenses*) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and **briefly** becomes **paralyzed** (*cannot move*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the **struggle** ability to move despite being paralyzed, but only towards the closest shore. This damage is repeated at the during each subsequent **action phase** that the vampire spends touching or flying over running water.

Silver: Vampires are **vulnerable** (*-4 defenses*) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes **stunned** (*-2 defenses*) as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire is **injured** by a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a **Light** improvised weapon that deals 1d4 damage.

Alluring Gaze ✨**Emotion**

Usage time: Standard action.

The fledgling vampire makes a +4 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the fledgling vampire as a **condition**. After this effect ends, the target becomes immune to this effect until it finishes a **short rest**.

Critical hit: The effect becomes permanent.

Blood Drain**Clinch**

Usage time: Standard action.

The fledgling vampire makes a +4 melee strike with its bite.

Hit: 1d8+5 damage. At the end of the round, the fledgling vampire regains hit points equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

True VampireLevel 10 Skirmisher – **Elite**
Medium undead

Knowledge (religion) 10: True vampires have fully awakened their vampiric potential. They have abandoned the world of the living and embraced their need for blood.

HP 114 **IP** 57**Defenses** Armor 15 Brn 15 Fort 12 Ref 16 Ment 15**Immune** Poison, disease, poison**Vulnerable** Silver weapons**Movement** Land 30 ft.**Senses** Darkvision (120 ft.), Awareness +12**Social** Intimidate +8, Persuasion +12, Social Insight +12**Attributes** Str 4, Dex 5, Con 1, Int 4, Per 4, Wil 4**Power** 11 ✨ 11**Alignment** Usually lawful evil**True Vampire Abilities**

Condition Removal: The true vampire can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The true vampire can use an additional **Elite** ability each round.

Nightshifter ✨: As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and an average fly speed with a 60 ft. height limit. While in its mist form, it becomes **floating** and **intangible**, and gains a slow fly speed with a 30 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used

for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The true vampire is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Unholy Creature of the Night ✨: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes **stunned** (-2 *defenses*) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and **briefly** becomes **paralyzed** (*cannot move*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the **struggle** ability to move despite being paralyzed, but only towards the closest shore. This damage is repeated at the during each subsequent **action phase** that the vampire spends touching or flying over running water.

Silver: Vampires are **vulnerable** (-4 *defenses*) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes **stunned** (-2 *defenses*) as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire is **injured** by a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a **Light** improvised weapon that deals 1d4 damage.

Alluring Gaze ✨**Emotion**

Usage time: Standard action.

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

Hit: The target is **charmed** (*friendly with charmer*) by the true vampire as a **condition**. After this effect ends, the target becomes immune to this effect until it finishes a **short rest**.

Critical hit: The effect becomes permanent.

Blood Drain**Clinch**

Usage time: Standard action.

The true vampire makes a +8 melee strike with its bite.

Hit: 1d8+8 damage. At the end of the round, the true vampire regains hit points equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

Vampire Lord

Level 15 Skirmisher – **Elite**
Medium undead

Knowledge (religion) 12: Vampire lords are one of the most powerful types of undead. They can command legions of followers and vast fortunes that they have developed over centuries.

HP 246 **IP** 123

Defenses Armor 20 Brn 19 Fort 17 Ref 21 Ment 19

Immune Poison, disease, poison

Vulnerable Silver weapons

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +15

Social Intimidate +10, Persuasion +15, Social Insight +15

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

Power 14 ✨ 13

Alignment Usually lawful evil

Vampire Lord Abilities

Condition Removal: The vampire lord can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The vampire lord can use an additional **Elite** ability each round.

Nightshifter ✨: As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and an average fly speed with a 60 ft. height limit. While in its mist form, it becomes **floating** and **intangible**, and gains a slow fly speed with a 30 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The vampire lord is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Unholy Creature of the Night ✨: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile

of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes **frightened** (*-2 Mental, -2 accuracy vs. source*) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes **stunned** (*-2 defenses*) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and **briefly** becomes **paralyzed** (*cannot move*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the **struggle** ability to move despite being paralyzed, but only towards the closest shore. This damage is repeated at the during each subsequent **action phase** that the vampire spends touching or flying over running water.

Silver: Vampires are **vulnerable** (*-4 defenses*) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes **stunned** (*-2 defenses*) as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire is **injured** by a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a **Light** improvised weapon that deals 1d4 damage.

Alluring Gaze ✨**Emotion**

Usage time: Standard action.

The vampire lord makes a +13 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the vampire lord as a **condition**. After this effect ends, the target becomes immune to this effect until it finishes a **short rest**.

Critical hit: The effect becomes permanent.

Blood Drain**Clinch**

Usage time: Standard action.

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

Hit: 1d8+10 damage. At the end of the round, the vampire lord regains hit points equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

Warg

Level 2 Skirmisher
Medium magical beast

HP 12 **IP** 6

Defenses Armor 6 Brn 6 Fort 4 Ref 7 Ment 5

Movement Land 40 ft.

Senses Scent

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

Power 0 ✨ 4

Alignment

Warg Abilities**Bite****Clinch**

Usage time: Standard action.

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

Hit: 1d8+3 damage.

Yrthak

Level 7 Skirmisher – **Elite**
Huge magical beast

Knowledge (nature) 8: Yrthaks are virtually blind. They can “see” around themselves with their blindsight ability, which relies on their incredible hearing. Beyond that range, they cannot see, though they can still identify the existence and location of creatures at great range by sound.

HP 102 **IP** 51

Defenses Armor 11 Brn 12 Fort 11 Ref 10 Ment 10

Immune Visual

Movement Fly 70 ft. (90 ft. up) Land 50 ft. Stealth +8

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

Attributes Str 5, Dex 2, Con 4, Int -4, Per 6, Wil 0

Power 5 ✨ 10

Alignment Usually true neutral

Sonic Lance ✨

Auditory

Usage time: Elite action.

The yrthak makes a +7 attack vs. Fortitude against all creatures within in a Large (60 ft. long), 5 ft. wide line from it.

Hit: 1d6+5 damage.

Miss: Half damage.

Yrthak Abilities

Condition Removal: The yrthak can remove conditions at the end of each round (see Monster Conditions, page 34).

Echolocation: The yrthak uses its hearing to “see”. While it is *deafened* (20% verbal spell failure), it loses its natural blindsight and blindsense abilities.

Elite Actions: The yrthak can use an additional **Elite** ability each round.

Sightless: The yrthak cannot see normally. If it has no relevant special vision abilities, it is *blinded* (50% miss chance, -2 Armor and Ref).

Thundering Hide

Auditory

Usage time: Standard action.

Whenever an **enemy** within a Tiny (5 ft.) radius **emanation** deals damage to the yrthak, it makes a +7 **reactive attack** vs. Fortitude against them.

Hit: 1d6+1d8 damage.

Grappling Bite

Clinch, Sweeping (1)

Usage time: Standard action.

The yrthak makes a +7 strike vs. Armor with its bite.

Hit: 1d8+8 damage. If this attack beats the target’s Brawn defense, and the target is smaller than the yrthak, they are **grappled** by each other.

Miss: Half damage.

Zombies

Knowledge (religion) 5: 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) 10: 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 prefer to bite their foes. In addition, zombies are always stronger and less agile than the original creature.

Knowledge (religion) 15: Creating a zombie from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the zombie its 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 Brute
Medium undead

HP 13 IP 9
Defenses Armor 4 Brn 6 Fort 5 Ref 4 Ment 3
Immune Emotion, Poison, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)

Attributes Str 3, Dex -1, Con 3, Int -7, Per 0, Wil 0
Power 0 ✨ 3
Alignment Always neutral evil

Zombie Town Guard Abilities

Simple-Minded: The zombie town guard can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The zombie town guard is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Town Healer

Level 2 Brute
Medium undead

HP 13 IP 9
Defenses Armor 4 Brn 7 Fort 6 Ref 4 Ment 4
Immune Emotion, Poison, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)

Attributes Str 2, Dex -2, Con 2, Int -7, Per 0, Wil 0
Power 1 ✨ 3
Alignment Always neutral evil

Zombie Town Healer Abilities

Simple-Minded: The zombie town healer can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The zombie town healer is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Peon

Level 1 Brute
Medium undead

HP 13 IP 9
Defenses Armor 3 Brn 7 Fort 5 Ref 3 Ment 3
Immune Emotion, Poison, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 3, Int -7, Per 0, Wil 0
Power 0 ✨ 4
Alignment Always neutral evil

Zombie Orc Peon Abilities

Simple-Minded: The zombie orc peon can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The zombie orc peon is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Grunt

Level 2 Brute
Medium undead

HP 15 IP 11**Defenses** Armor 4 Brn 8 Fort 7 Ref 4 Ment 4**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -2, Con 4, Int -7, Per 0, Wil 0**Power** 1 ✨ 5**Alignment** Always neutral evil

Zombie Orc Grunt Abilities

Simple-Minded: The zombie orc grunt can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The zombie orc grunt is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Butcher

Level 3 Brute
Medium undead**HP 16 IP 12****Defenses** Armor 5 Brn 8 Fort 7 Ref 5 Ment 4**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -1, Con 4, Int -7, Per 0, Wil 0**Power** 1 ✨ 5**Alignment** Always neutral evil

Zombie Orc Butcher Abilities

Simple-Minded: The zombie orc butcher can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The zombie orc butcher is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Veteran

Level 5 Brute
Medium undead**HP 24 IP 18****Defenses** Armor 6 Brn 10 Fort 9 Ref 6 Ment 6**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -2, Con 4, Int -7, Per 0, Wil 0**Power** 2 ✨ 6**Alignment** Always neutral evil

Zombie Orc Veteran Abilities

Simple-Minded: The zombie orc veteran can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The zombie orc veteran is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Clan Chief

Level 6 Brute – Elite
Medium undead**HP 90 IP 67****Defenses** Armor 9 Brn 14 Fort 13 Ref 9 Ment 9**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex -2, Con 6, Int -7, Per 0, Wil 0**Power** 5 ✨ 11**Alignment** Always neutral evil

Zombie Orc Clan Chief Abilities

Condition Removal: The zombie orc clan chief can remove conditions at the end of each round (see Monster Conditions, page 34).

Elite Actions: The zombie orc clan chief can use an additional *Elite* ability each round.

Simple-Minded: The zombie orc clan chief can follow simple instructions, but is not fully *sentient* or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to *Emotion* abilities. However, it is *vulnerable* (-4 defenses) to *Compulsion* attacks.

Undead: The zombie orc clan chief is *undead* instead of living, and it takes damage from most healing effects (see Undead, page 131)).

Zombie Orc Shaman

Level 2 Brute
Medium undead

HP 14 **IP** 10**Defenses** Armor 5 Brn 8 Fort 6 Ref 5 Ment 4**Immune** Emotion, Poison, disease, poison**Vulnerable** Compulsion**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex -1, Con 3, Int -7, Per 0, Wil 0**Power** 1 ✨ 5**Alignment** Always neutral evil

Zombie Orc Shaman Abilities

Simple-Minded: The zombie orc shaman can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (*-4 defenses*) to [Compulsion](#) attacks.

Undead: The zombie orc shaman is [undead](#) instead of living, and it takes damage from most healing effects (see Undead, page [131](#))).